

**Oni, L** 7

NAME CR

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

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

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 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

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

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 AC 45 HP 13 PASSIVE PERCEPTION 30/15c SPEED

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

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 AC 90 HP 13 PASSIVE PERCEPTION 30/15c SPEED

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

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 AC 150 HP 17 PASSIVE PERCEPTION 30/30f SPEED

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

BONUS

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

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

**Demonlash**

NAME

Weapon (whip) R Y

CATEGORY RARITY ATTUNE

NOTES  
 The name *Demonlash* is branded into the sharkskin handle on this black, razor-studded whip. It was once the preferred weapon of the feared Ras-Godai sorcerer, Manazusa.  
 It is a +1 whip. When you score a critical hit on your attack with this magic weapon, your critical hit deals an extra 2d6 slashing damage.  
 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. BONUS SAVE DC CHARGES