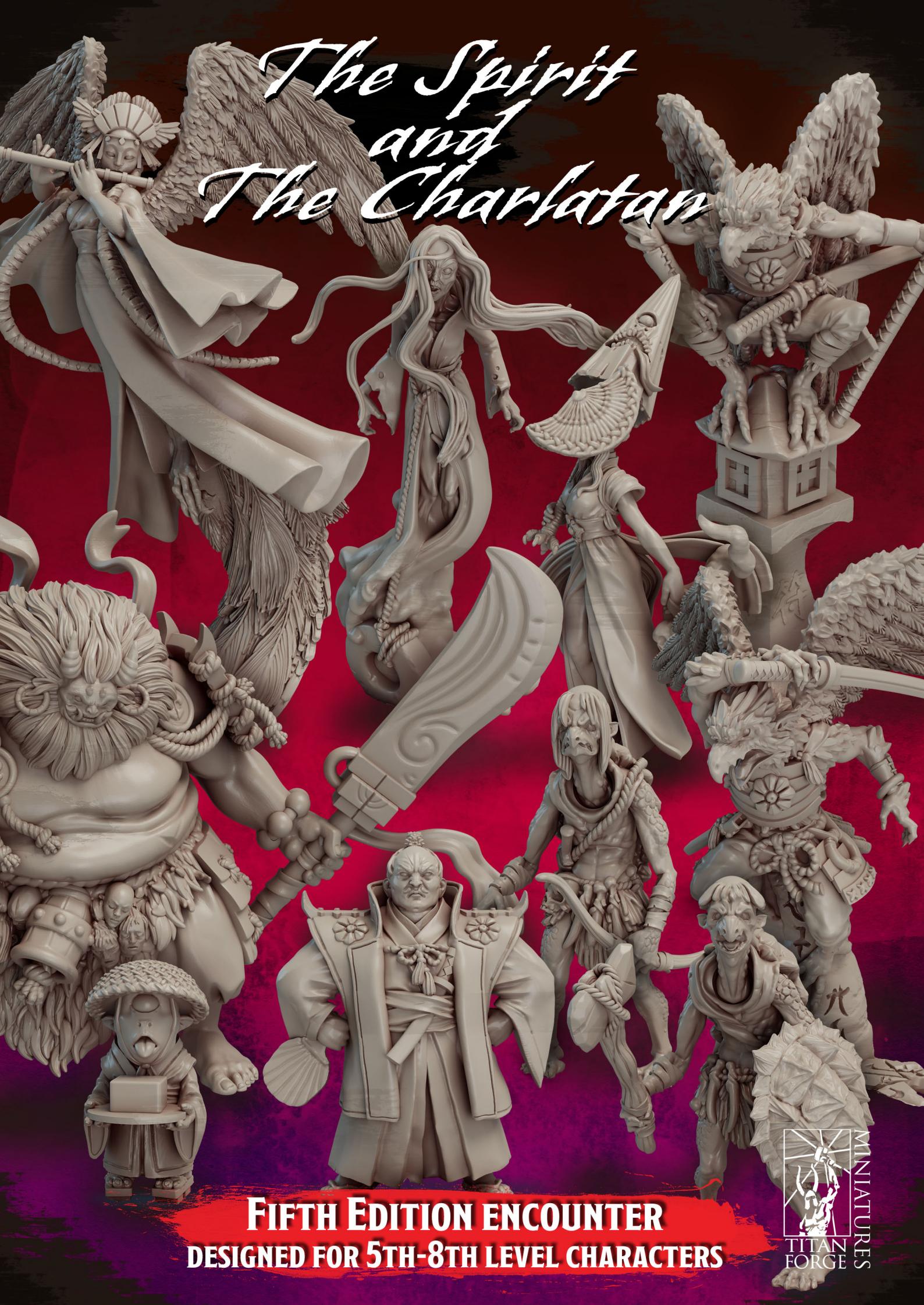


The Spirit and The Charlatan



FIFTH EDITION ENCOUNTER
DESIGNED FOR 5TH-8TH LEVEL CHARACTERS

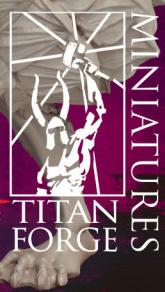


Table of Contents

Encounter Level	1
Background	1
Introducing the Encounter	1
Meeting the Tōfu-kozō	2
Meeting Koichi the Kitsune	3
Blackbasin Lake	5
Dekishi's Resting Place	6
Dekishi's house	8
Daku Manor	9
Entrance hall	9
Prayer chamber	10
Servants' chambers	10
Sleeping chamber	10
Study	11
Conclusion	13
Continuing the adventure	13
Onryō Ghost	14
Oni, Yokai	16
Kappa	18
Tōfu-kozō	19
Kitsune	20
Fox	20
Kitsune	21
Tengu	22
Tengu	23
Anzhong	24
Koi Fish	24
Legal information	25

Credits

Created by Titan-Forge Miniatures, titan-forge.com

Written and designed by Dillon Olney

Map Graphics by Spellarena

To have the best experience from this encounter, we suggest using the STL files from **Titan-Forge Miniatures Patreon's** April 2021 release - The Yokai.

Thank you for playing!

SUPPORT US ON PATREON

<https://www.patreon.com/titanforgeminis>

<https://www.patreon.com/spellarena>

VISIT OUR PAGE ON MY MINI FACTORY

<https://www.myminifactory.com/users/TitanForgeMiniatures>

妖怪



Encounter Level

This encounter is designed for 5th-8th level characters.

Background

For months, the local village has been ravaged by strange disappearances, apparent possessions, and other dark portents attributed to black magic.

A woman by the name of **Dekishi** was convicted, believed to be the source of these strange happenings. She was sentenced to be drowned by the village ruler **Anzhong Daku**.

Dekishi was strapped to a grain grinding wheel inscribed with runes binding her spirit to Blackbasin Lake and was dropped into the water on the outskirts of the village. For a time the strange happenings abated, and the locals returned to their daily routines, confident the witch among them had been destroyed.

But Dekishi has awoken.

Dekishi was not a witch at all but an ordinary baker. She was framed by Anzhong Daku who was, and still is, possessed by a tengu known as **Manymasks**. This tengu desires nothing more than to sow discord and suffering in the village it now rules through its puppet Anzhong. Manymasks had its eye on Dekishi's home for some time, hoping to extend the manor it now resides in. However, it had been unable to get the obstinate baker to sell, which was why it decided she was better off under several hundred feet of water.

While Dekishi may have been harmless in life, she is anything but in death. Filled with malevolence and an overwhelming thirst for vengeance, Dekishi has risen from the grave as an onryō, a dark spirit hellbent on exacting vengeance upon Anzhong and any close to him. Dekishi is unaware that Anzhong has been possessed by a tengu, if she was, her vengeance would be directed towards Manymasks.

In her fury, Dekishi has been lashing out and causing earthquakes, hailstorms, and other portents of wrath with her newly found power. From the bottom of Blackbasin Lake, she plots the demise of Anzhong.

Her malevolent presence has drawn kappa to the lake, and the creatures prowl the shallows and the shores of the water.

The presence of the onryō's enraged spirit has also attracted the attention of **Koichi**, a kitsune who acts as a spiritual warden for the village. Knowing she is too weak to confront Dekishi, Koichi sends out a friendly **tōfu-kozō** in search of any who might be strong and smart enough to defeat the onryō.

Introducing the Encounter

The characters may be introduced to the encounter any time they are in a village or city at night. The **tōfu-kozō**, sent by Koichi the kitsune, spurs the characters into the events of the encounter.

As you walk along the twilight streets, a light rain begins to drizzle down. Lights cast by paper lanterns line the streets create a soft, flickering glow amidst the droplets of water. The streets are mostly empty, filled only with the low murmur of a few travelers and with the splashing of feet rushing to get out of the rain. It seems a calm and peaceful night, but you can't shake the feeling that someone... or something...is watching you...

Meeting the Tōfu-kozō

The tōfu-kozō follows after the characters with its signature tray of tofu. It has been sent by Koichi the kitsune, and it is in search of someone who can help remove the influence of Dekishi. This section serves as a potential area for role play.

The tōfu-kozō can be spotted with a successful DC 13 **Wisdom (Perception)** check or by any character with a passive Perception of 13 or higher.

- If the tōfu-kozō is spotted, it will offer the characters the tofu it carries and then will ask the characters to follow it to the **kitsune**.
- If the tōfu-kozō is not spotted, it will timidly approach and ask the characters to follow it to the **kitsune**.

When the tofu kozu is spotted or when it approaches the characters, read the following aloud:

A small creature, roughly the size of a human child, trails behind you. It wears a large wicker hat and has one massive eye in the center of its head. The creature raises a clawed hand at you timidly and gestures to a piece of tofu it holds on a tray. “Please, would you join me and my mistress this evening?” the creature asks in a shy voice, averting its gaze, “She has a request that may interest you.”

Roleplaying the Tōfu-kozō

The tōfu-kozō speaks quietly, often averts its gaze and generally fidgets with its hat and clothing. It is incredibly shy but dedicated to Koichi. It will be persistent in its attempts to get the characters to accompany it, and if attacked, the tōfu-kozō will flee as fast as it can.



Meeting Koichi the Kitsune

Koichi can be met in the garden area noted on the map or she may instead confront the characters if they refuse to accompany the *tōfu-kozō* (or attack it).

A beautiful woman steps from the shadows. Her pale face is illuminated in the glow of a small lantern she holds at her side. A large umbrella over her head deflects the rain. For an instant, you think you see a mouth and an eye form on the umbrella before she twirls it, and the illusion is gone.

- If the characters accompanied the *tōfu-kozō*, Koichi will instruct the *tōfu-kozō* to bestow the benefits of its Lucky special trait on up to four of the characters.
- If the characters chose not to accompany the *tōfu-kozō* or attacked it, Koichi will appear and scold them for being so rude to her messenger.

Characters may question the strange umbrella or lantern Koichi carries. Koichi explains these are her semi-sentient Chōchin-obake.

With a successful DC 14 Charisma (Persuasion) check, Koichi can be convinced to allow the characters to borrow one or both of her chōchin-obake. She will request that they be returned, and if the characters refuse to return them, she will respond violently. If Koichi does not wish for her chōchin-obake to be in the possession of another creature, the chōchin-obake lose all of their magical qualities and function as normal equipment.

Chōchin-obake Lantern

Wondrous Item, rare (requires attunement)

Activating the chōchin-obake lantern causes it to screech and flail about to try and scare any who look upon it. Each creature of your choice that is within 120 feet of you and is aware of you must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your chōchin-obake lantern for the next 24 hours. Aberrations and fey are immune to this attack.

As an action, you can either cause the chōchin-obake to polymorph into a simple or martial weapon, and you are treated as having proficiency with this weapon, or you can cause the chōchin-obake to transform into any adventuring equipment or tool of Medium size or smaller.

The Chōchin-obake Lantern sheds magical light out to 20 ft.

Chōchin-obake Umbrella

Melee weapon (simple)

Damage: 1d4

Cost: Not usually for sale, if sold 500gp

Damage Type: Bludgeoning

Properties: Special, versatile

The chōchin-obake umbrella adheres to anything it strikes. A Huge or smaller creature adhered to the chōchin-obake umbrella is grappled by you. Ability checks made to escape this grapple have disadvantage.

As an action you can cause this chōchin-obake to polymorph into a simple or martial weapon and you are treated as having proficiency with this weapon. Alternatively you can cause this chōchin-obake to transform into any adventuring equipment or tool of Medium size or smaller.

Weight: 3 lbs.

Roleplaying Koichi the Kitsune

Koichi speaks in a wistful voice, and often twirls her umbrella about. She has a habit of winking knowingly at people... sometimes for no reason at all.

Koichi is vain and a bit haughty, but she is genuinely concerned about the welfare of the village.

Koichi will reveal that she is a kitsune and a warden of the village, protecting it from evil spirits.

Koichi will request the characters' help to defeat an evil spirit by the name of Dekishi, an onryō that resides at the bottom of Blackbasin Lake.

Koichi is not aware that Dekishi was not actually a witch and will assert that it is clear this evil enchantress has risen from the grave for some unknown purpose, asking the characters to remove the spirit by whatever means necessary.

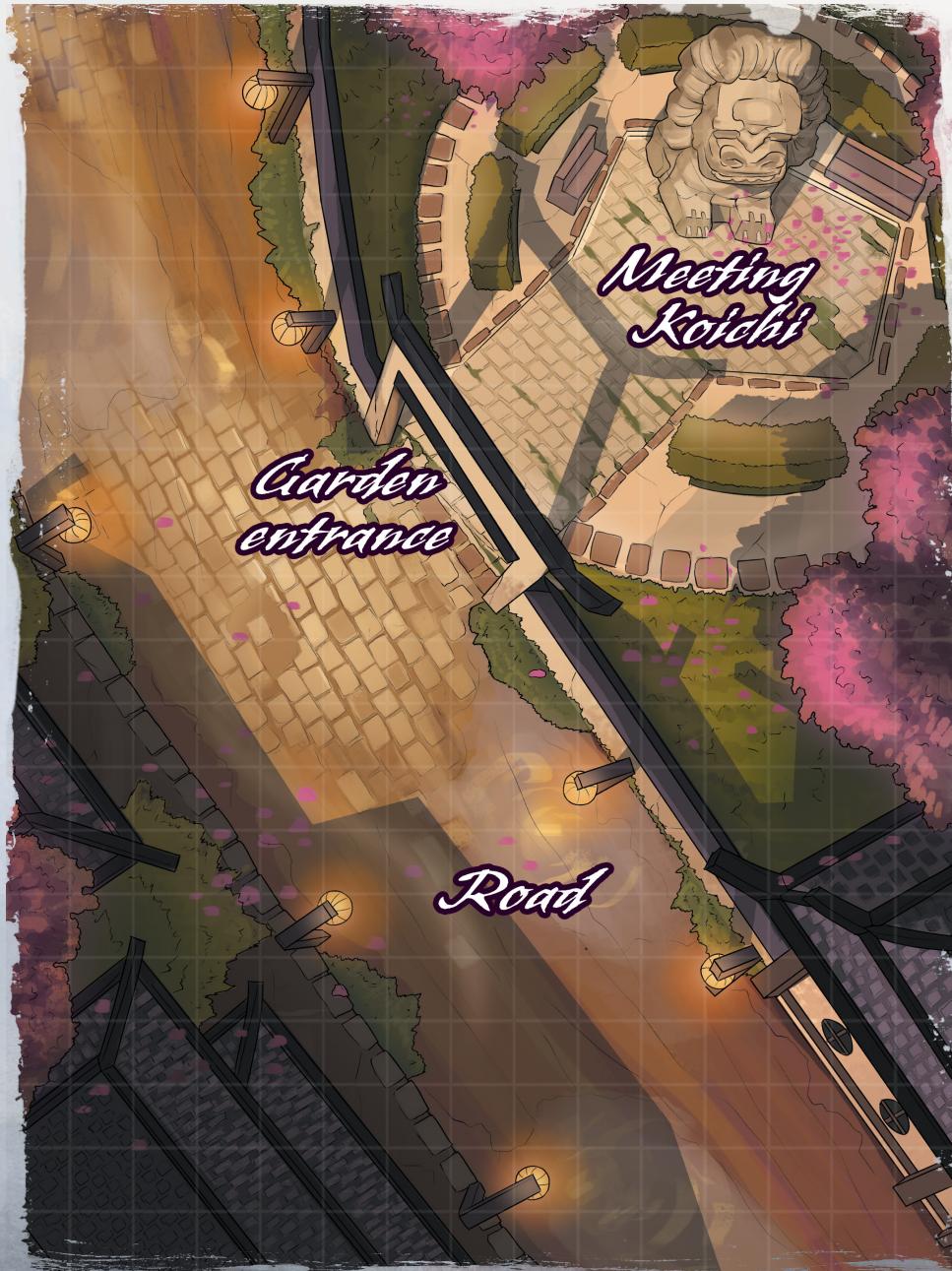
Koichi will ask the characters to venture to the bottom of the lake to deal with Dekishi and offer them a stone of good luck as well as two black pearls (worth 500 gp each) as a reward if they can exorcise the evil spirit.

Koichi knows that kappa have moved into the area near the lake which Dekishi haunts, and warns the characters to be wary of them.

At the Game Master's discretion, she may also reveal that knocking a kappa prone or tricking it into bowing is likely to greatly debilitate it.

Note: The characters may wish to return to Koichi if they fight Gorihka and are wounded by his Torment attack. The Game Master should encourage them to return to her if they seek a form of healing from his savagery.

Map 1: Meeting Koichi the Kitsune



Blackbasin Lake

Traveling a few miles out of town you come to Blackbasin Lake. The water of this lake is a dark black at its center, and the stench of dead fish and something fouler permeate the air. You spy a strange green-skinned creature prowling along the water's edge, its eyes gleaming with a predatory light.

Four kappa patrol the outskirts of the lake, occasionally dragging those who come near into the depths to be devoured.

If any of the kappa are knocked prone or the water is caused to spill from the natural basin's on their heads, that kappa can be convinced to give up information on Dekishi or aid the characters with a DC 15 Charisma (Persuasion) or (Intimidation) check.

Treasure

Each kappa has acquired trinkets from their victims. Characters searching the area find the following:

- The entrails of several creatures tucked into bundles of grass and mud as well as 5 cp
- 14gp and 7 bloodstones (10gp each)

Roleplaying the Kappa

The kappa are wicked, vile creatures. They speak with raspy voices and regularly refer to themselves in the third person. They have a habit of snickering at nothing in particular and move in jerky, uncoordinated movements.

The kappa have felt the power of Dekishi and bring to the spirit many offerings of flesh and trinkets that they've pulled from their victims.

The kappa refer to Dekishi as "the mistress" and are loath to give up any information about her or allow others access into "her" lake.

Dekishi has tried several times to have the kappa do her dirty work and exact justice upon Anzhong, but the kappa are afraid to leave the lake. They fear that they may spill the water from their heads and not be able to replenish it.

If they think they have the upper hand, the kappa attack the characters. They also attack if the characters enter the water.

If the characters offer gold or food to the kappa or to "their mistress" the kappa may allow the characters to enter the water at the Game Master's discretion.

Map 2: Blackbasin Lake



Dekishi's Resting Place

Dekishi's corpse lies at the center of the lake and can only be reached by swimming 300 ft. down.

The 50 ft. radius surrounding Dekishi's corpse is dim light, and the 15 ft. radius surrounding the corpse is bright light. Otherwise, the area is in darkness.

Swimming several hundred feet down into the cold dark water, you eventually spy a strange green light issuing from below. Nearing this light, you see it is shed by various runes carved into a large grinding stone. Tied to this grinding stone is the bloated corpse of a woman. Her mouth is open as if gasping for air. Suddenly, a wail issues from the corpse, a horrid keening cry, just as a spectral creature emerges, dragging a transparent grinding stone on its waist.

Characters who cannot breathe underwater begin suffocating after $1 + \text{their Constitution modifier}$ minutes.

If the characters examine Dekishi's corpse they discover she was drowned and that there is no evidence of witchcraft or black magic on her person.

Removing Dekishi's corpse from the water does not give her spirit rest, nor does convincing the villagers she was not a witch.

If dispel magic was successfully cast on the stone, the corpse and grinding stone may be removed from the water with a DC 10 Strength check, otherwise the corpse can be removed by cutting it from the stone. The stone can only be moved 10 ft. by making a successful DC 30 Strength check.

If the stone is removed from the water Dekishi is no longer bound to the lake.

If the characters examine the stone affixed to Dekishi's corpse they can determine some of its properties:

- A successful DC 15 Intelligence (Arcana) check reveals these appear to be runes of binding.
- Casting detect magic reveals the stone is magical, the school of magic is evocation.
- Casting identify on the stone reveals it is magical, the school of magic is evocation and the stone has been enchanted with a powerful curse that binds the soul of a creature it was tied to, causing the creature's spirit to be unable to leave a specific region if it rises from the corpse as a form of undead. A stone of this kind can only be used once and if removed from the region it was activated in, its magic ceases to function.
- If a character casts dispel magic on the stone they may make a DC 16 ability check using their spellcasting ability. On a successful check, the spell ends and Dekishi's spirit can be freed from the lake. Dekishi seeks to wreak terrible vengeance on Anzhong and all in his home.

Map 3: Dekishi's Resting Place



Roleplaying Dekishi the Onryō Spirit

Dekishi is filled with hate and will likely attack the characters as soon as they enter her resting place. As she is trapped in the lake, she will eventually attempt to convince the characters to aid her in getting revenge on Anzhong (or on Manymasks if she learns he is possessing Anzhong). She may call out the following phrases during combat or when she spots the characters:

"I have been wronged, and Anzhong MUST pay!"

"You think I am the monster? No... monstrous things were done to me... I was an innocent."

"I am not to blame for what haunts these lands, my portents were meant for one man.... And one man alone."

"I am not what you think I am... Aid me, and we can avenge a great injustice!"

"You wish to be rid of me? There is a greater evil at work here. Seek it out, and you may be rid of us both."

"You are strong, and brave... Why not put these talents to a worthier cause than tormenting the spirit of a poor dead woman?"

Characters can determine that Dekishi is sincere with a DC 15 Wisdom (Insight) check.

Dekishi does not know what caused the initial strange and dark happenings in the village, but she is convinced that Anzhong had something to do with them.

In life, she believed Anzhong to have been corrupt. In death, she fears he may be something much worse and hints that the man may be much more than he seems.

If the characters agree to help her, Dekishi directs the characters to Anzhong's manor and suggests they stop in her house and search it if they doubt her veracity.

Unless she knows of Manymasks's deception she wishes for Anzhong to be drowned, either in Blackbasin Lake or the koi pool in his manor.

Dekishi will also suggest that they stop at her home to retrieve a wand of truth. This particular wand was gifted to Dekishi by her mother when she was a girl, which she now believes can be used on Anzhong to prove her innocence.

If the characters have already dealt with Manymasks, they can inform Dekishi of his defeat and Anzhong's possession, and her spirit will be at peace.

Treasure. The kappa have brought the organs of their victims as well as various trinkets to the feet of Dekishi's corpse. A character searching around the corpse finds the following:

3 bloodstone (50 gp each)

Various tangled jewelry worth a total of 70gp

3 lbs of rotting human organs and flesh

Note: The characters may destroy Dekishi's onryō spirit, ending the encounter here. Doing this results in a temporary cessation of the strange weather and natural disasters created by Dekishi, but the spirit will return in 1d10 days and begin wreaking havoc again.

If the characters attempt to aid Dekishi, the encounter continues.

Dekishi was drowned and has the Curse of the Drowned attack.

Dekishi is lawful neutral.

Dekishi will explain her plight to the characters that ask and assure them that she can be at peace if Anzhong (or Manymasks) is dealt with, but she is vague as to what she means by "dealt with."

If the characters won't agree to violence against Anzhong, she may instead attempt to persuade them to at least look into him and determine if he is corrupt.

Dekishi's house

The doors to the bakery and Dekishi's house are both locked but can be opened with a DC 18 Dexterity check. Alternatively, a DC 12 Strength check is enough to bash through one of the doors. Each door has AC 15 and 18 hp.

The bakery is filled with various breads and confectionery products on the shelves which are now moldy and stale. A few maggots crawl through a pile of what appears to be uncooked dough. It looks like the person who lived here left suddenly, and the once-loved home and bakery have not been cared for since. The house is connected to the bakery and can easily be accessed through an open doorway. The house appears to be in disarray, and it seems most of the household items have been stolen or overturned. The home is a simple abode with dining area, living area, and sleeping area combined into one.

Searching the house, the characters can clearly see signs of a struggle, but there is no evidence of witchcraft or dark magic to be found. Various legal documents are scattered about the house, all of them indicating in some way or another either Anzhong's desire to purchase the home or a refusal from the homeowner.

Dekishi was forcefully removed from her home and was later looted by urchins.

The house serves as a relatively safe place to take a short or long rest, but any who sleep there have dreams of being drowned and must succeed on a DC 17 Wisdom saving throw or gain one level of exhaustion.

If a character eats any food items from the bakery, they must succeed on a DC 18 Constitution saving throw or be poisoned for one hour. A character with proficiency with an herbalism kit can distill the various molds found around the bakery into a basic poison.

Treasure

- The mouldy breads and other edibles have no monetary value
- Five bottles of fine wine can be found in one of the pantries (10 gp each)
- Legal documents indicating Anzhong tried to purchase the property (and was denied) are scattered about. These have no monetary value, but could be used as evidence if confronting Anzhong
- With a successful DC 10 Wisdom (perception) check, a character can find Dekishi's wand of truth as well as 50 gp hidden beneath a loose floorboard. A detect magic spell can also detect the presence of the wand, the school of magic is enchantment.

Wand of truth

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the zone of truth spell with the following caveats.

Creatures affected by the spell receive no saving throw to resist it.

Creatures cannot help but respond to the questions asked and cannot avoid answering or remain silent.

The caveats of this wand's effects can be overruled at the Game Master's discretion.

The wand crumbles to dust and becomes useless once all three charges are used.

Daku Manor

Usually you would see servants scurrying about and tending to the landscape of a manor this size, but none can be seen. The landscape surrounding the manor appears to be in a state of overgrowth and disarray. The strange weather affecting the region appears to have been worse here, and you can see several burnt scorch marks from lightning strikes on the manor.

Ever since Dekishi rose from the dead, Anzhong has been holed up in his manor. The tengu possessing him forced Anzhong to fire his servants, allowing Manymasks to more easily take control of Anzhong's estate without prying eyes.

Manymasks has acquired the services of a **Gorikha**, a yokai oni. This wretched creature is attracted to the misery and suffering Manymasks has spread.

Gorikha has been promised he can torment and maim those under Manymasks rule once the tengu has had a bit more time to delve into the memories of Anzhong and use his puppet to greater effect.

The double door entrance to the manor is locked, and knocking on the door does nothing but alert Gorikha to the presence of an unwanted visitor.

The doors can be opened with a successful DC 17 Dexterity check. Alternatively a DC 15 Strength check to bash through the doors. The doors have AC 20 and 22 hp.

The manor can also be entered by climbing through one of the windows. The windows can be reached with a successful DC 10 Strength (Athletics) check or other means of climbing or reaching up the 15 ft. to a window.

Each window is locked. A successful DC 12 Dexterity check opens a window, alternatively, a DC 5 Strength check is enough to bash through one of the windows. Each window has AC 13 and 7hp.

Manymasks resides in the study, possessing Anzhong. He is busy using his Read Host Thoughts special trait to learn more about Anzhong and how to use him. Even if the characters cause a great ruckus, he is too deep in his trance to notice anything is amiss until they enter the study.

If the characters make a lot of noise while entering the manor, Gorikha cannot be surprised when they enter and situates himself in the prayer chamber, disguised as a statue and prepared to strike.

The villagers fear and respect Anzhong and are unlikely to be willing to barge into his home, though villagers stirred up into a mob may be willing to deal with him if he is removed from his manor.

Entrance hall

The entrance to the beautiful manor is a long hall lit by several paper lanterns. Their light casts a soft glow upon tasteful decor including various vases and potted plants. A small pool filled with colorful fish sits in the center of the entryway, creating a beautifully natural aesthetic.

The doors in the manor (apart from the hallway door to Anzhong's study) are closed but not locked. Manymasks is confident in Gorikha's ability to protect him.

Roleplaying Gorikha the Yokai Oni

Gorikha speaks in a deep rumbling voice, his eyes jump quickly from one item of interest to the next, and his face is almost always split by an evil grin.

If **Gorikha** did not hear the characters entering the home he will be disguised as a human man (a facade he has been told by Manymasks to assume in case of prying eyes) and will confront the characters in the entrance hall. Under his human guise, Gorikha will attempt to convince the characters that he is a servant of Anzhong and that the characters are trespassing and must leave at once. A successful DC 19 Wisdom (Perception) check reveals that he is lying.

If the characters refuse to leave, Gorikha will assume his yokai oni form and attack.

If the characters do leave, Gorikha may still attack the characters, his bloodlust overwhelming him.

If the characters refuse to leave, Gorikha will assume his yokai oni form and attack.

If the characters do leave, Gorikha may still attack the characters, his bloodlust overwhelming him.

- The pool is 5 ft. deep.
- There are five koi fish in the pool.
- Characters may become charmed by the koi fish. The fish are harmless, but at the Game Master's discretion, a character charmed by the koi fish may be stunned (staring at their beauty dumbfoundedly) for 1 minute.
- The character can repeat a DC 10 Wisdom saving throw at the end of each of their turns, ending the effect on themselves on a success.
- If Gorikha is in the room, he may attack or kidnap a character stunned by the koi fish.

Treasure

A character searching the area finds the following:

- 5 ornate vases (50 gp each)
- 5gp and one agate gem (10gp)

Prayer chamber

This chamber seems to serve as a prayer room of some kind. Various mats have been set on the floor for kneeling, and religious idols line the shelves within the room. Several large statues of various religious and historical figures are set about the room, but, oddly, all of the statues and figures have been turned to face the wall or knocked over.

If Gorikha heard the characters entering the manor, he is disguised as a statue in the room. In addition to the above, read the following aloud:

...except for one, a massive, bestial-looking, giant statue on the far side of the room.

A DC 13 Intelligence (Religion) check reveals the majority of the statues in the room (apart from the bestial-looking giant one) are dedicated to good-aligned deities and figures often thought to ward off evil spirits.

Roleplaying Gorikha the Yokai Oni

Gorikha has grown bored of waiting around for the intruders, and will attack the characters out of sheer bloodlust or to protect Manymasks.

Gorikha has a terrible fear of good-aligned deities and has turned the statues in the prayer chamber around so they are not “looking” at him. Gorikha delights in the irony of using a prayer chamber as his hiding place in the manor, and even though he is unsettled by the good-aligned statues, he knows if he were to use his False Appearance elsewhere in the manor that he would stick out like a sore thumb.

Gorikha can be spotted with a successful DC 19 Wisdom (Perception) check, or by a character with a passive Perception score of 19 or higher.

Characters can manipulate the statues in the room as a bonus action. If a character turns one of the statues to face the room Gorikha immediately attacks that character. In addition, if Gorikha can see one of the statues that has been turned around he must make a DC 15 Wisdom saving throw at the start of each of his turns. If he fails, he must roll 1d10 and subtract the number from his attack rolls and saving throws for that turn.

If Gorikha is not spotted, he waits for the perfect opportunity to strike, and the characters are surprised.

Note: If the characters never enter the prayer chamber and Gorikha is hiding there, he will move to the study (entering the room after the characters) to protect Manymasks. Alternatively, he may attack the characters on their way out of the manor.

Treasure

7 golden idols (25 gp each)

Servants' chambers

Simple mats serve as sleeping areas for the servants of the manor. A few chests and crates that would normally hold servant's belongings sit open and empty.

The servants that once lived here were sent away by Manymasks after he possessed Anzhong.

Treasure

Four bedrolls can be taken from the room (1 gp each)

Sleeping chamber

A large bed with an ornate canopy dominates the room. Several chests of drawers and wardrobes line the walls, all made of expensive wood.

Treasure

Searching the drawers and cabinets in the room yields the following loot:

- 10 sets of fine clothes (15 gp each)
- A golden ring, set with topaz (75 gp)
- A journal kept by Anzhong which details his daily routine. Anzhong was very meticulous about keeping records of his daily activities. The journal has not been written in for some months, with the last date occurring right before the strange happenings in the village began.

Study

One door leads from the sleeping chamber to the study. The door from the hallway into the study is boarded up. The hallway door can be bashed open with a DC 17 Strength check. The door has AC 18 and 25 hp.

The study is warded against undead. Dekishi and other undead creatures are unable to enter the room, but Dekishi can sense that Anzhong resides within if she is freed from Blackbasin Lake and ventures to the manor.

Upon entering, you look about a room lined with shelves holding tens of thousands of scrolls and books, most of which appear to have been torn apart or burned. A portly man dressed in fine robes sits behind a writing desk, apparently deep in some form of a trance. As you enter, he shakes his head and furrows his brow at you. "Who are you to come into my home announced? Do you not know who I am!?" he boasts, standing up from his chair and placing his hands on his hips.

The man in the study is Anzhong, possessed by Manymasks the tengu.

Roleplaying Anzhong

Anzhong speaks in a loud booming voice and commands authority. He is friendly to the characters, and will help spread the word of Dekishi's innocence and his possession by the wicked Manymasks to the village.

Manymasks will attempt to use the guise of Anzhong to the best of his ability, but characters may get the truth out of him with a successful DC 17 Charisma (Intimidation) check or by casting a spell such as zone of truth (potentially using the wand of truth that can be found in Dekishi's house).

If Manymasks is discovered, he releases Anzhong from possession and will attempt to kill the characters or flee.

If Manymasks escapes, the characters must track him down and defeat him in order for Dekishi to be at peace.

Roleplaying Manymasks the Tengu

Anzhong speaks in a loud booming voice and commands authority. He is friendly to the characters, and will help spread the word of Dekishi's innocence and his possession by the wicked Manymasks to the village.

Anzhong is terrified of Manymasks and will flee the chamber and hide elsewhere in the manor if he can.

If Anzhong survives and is no longer possessed, he offers the characters the items in his study, and he gladly allows them to keep anything else they already discovered or took from his home as a reward for saving him.

Treasure

Searching the room, the characters can find the following items:

A satchel of money holding 1000 cp, 4000 sp, 1600 gp, 80 pp

Moonstone (50 gp)

Sardonyx (50 gp)

Fifteen books detailing the history of the region (15 gp each)

Ten scrolls (1 gp each)

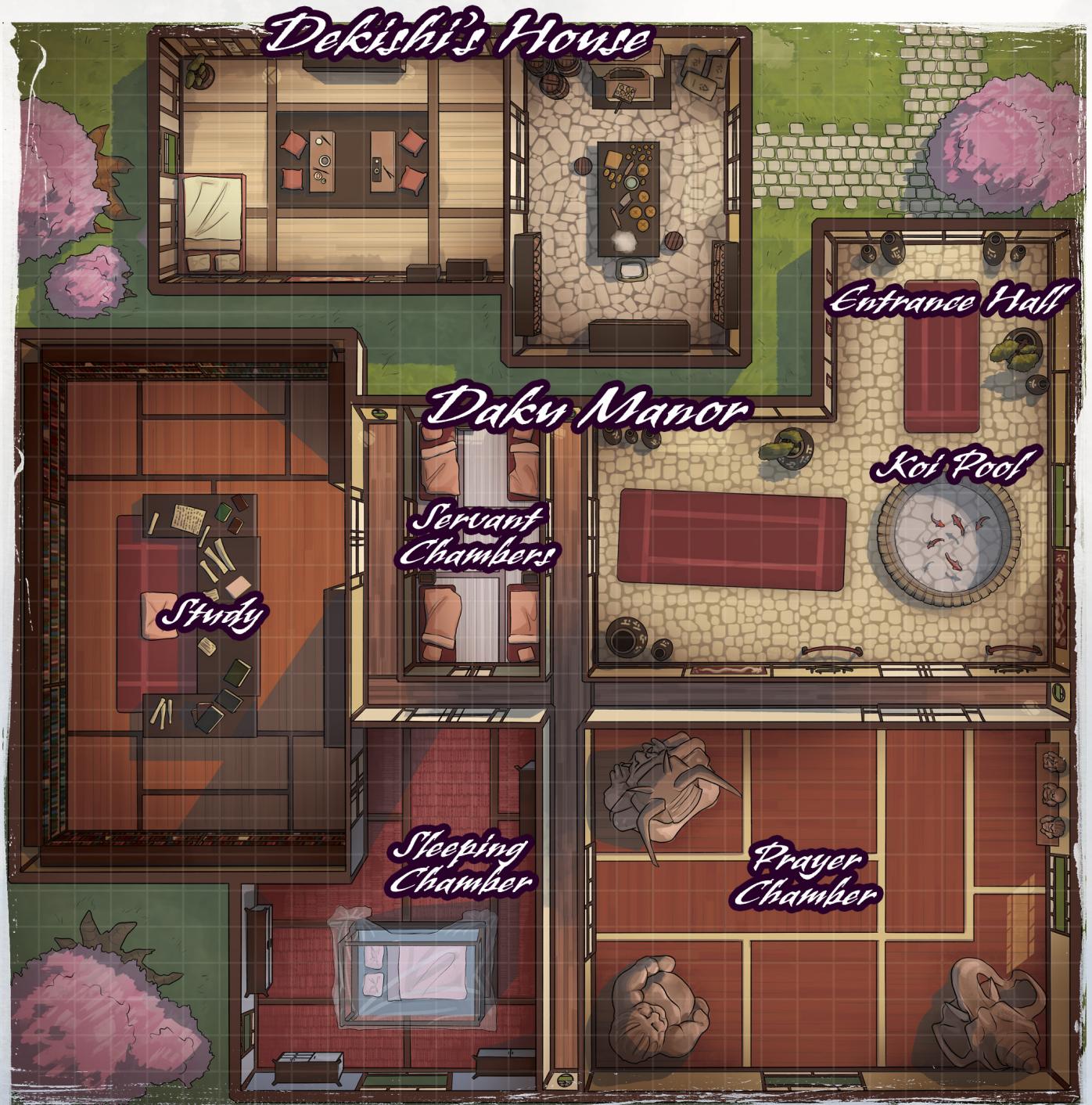
Potion of poison

Robe of useful items

Spell scroll (fireball) (uncommon)



Map 4: Dekishi's house and Daku manor



Conclusion

Characters may decide to bring Anzhong before the village for trial (with or without all the evidence) this may result in an innocent man being killed or prosecuted after being possessed by a demon. If this occurs Koichi is displeased with the characters. She will still reward them if they banish Dekishi's ghost but will demand they leave the village.

Alternatively, if the characters determine Anzhong is to blame the Game Master may determine that he asked for Manymasks help in removing Dekishi and ruling the town and is at least partially to blame, in this variant Anzhong would be lawful evil.

If the characters defeated Manymasks and Gorikha (or Anzhong if Dekishi did not know he was possessed), Dekishi's spirit is at peace. She stops terrorizing the village, and Koichi rewards the characters with a stone of good luck and two black pearls. She gratefully thanks the characters for aiding the village in removing the dire threat.

If the characters destroyed Dekishi, Koichi rewards the characters with a stone of good luck and two black pearls, but Dekishi returns 1d10 days later and begins wreaking havoc once more.

Continuing the adventure

Game Masters may decide they wish to continue the adventures created by playing this encounter. Some ideas for continuing the adventure are provided below:

More possessions are occurring, and it seems an entire troupe of tengu has been wreaking havoc on nobles in a nearby city. The characters are called to discover who is and who isn't an imposter.

When the characters return to Koichi, they discover her companion *tōfu-kozō* has gone missing. Koichi asks them to track the creature down.

One of the kappa from Blackbasin Lake has become obsessed with finding a way to keep the precious water from falling out. In its obsession, the creature has started searching for answers farther and farther from the lake. This causes all manner of troubles for the local villagers. The characters must put a stop to it.

Onryō Ghost

Description

An onryō ghost is the spirit of a once-living creature who was murdered or possessed of intense jealousy.

Undead Nature

An onryō ghost does not require air, food, drink, or sleep.

Vengeance Incarnate

More vengeful and deadly than your graveyard variety ghost an onryō ghost usually exist only to murder, maim, or curse those that were responsible for their death. Often, an onryō does not stop there, extending its vengeance to the friends or loved ones of those it believes responsible. Unlike an ordinary ghost which can be appeased when its unfinished business is resolved most (but not all) onryō ghosts will often latch on to the next subject of vengeance and remain upon the Material Plane to continue causing suffering.

Portents of Doom

Often onryō will use their control weather or earthquake spells in fits of rage, causing a myriad of problems for any who live near to the places they haunt.

Restless

If an onryō is destroyed before it is able to exact what it considers to be absolute vengeance on its enemies it reforms, regaining all its hit points and becoming active again. The new spirit reforms within 10 ft. of the corpse of the onryō's once-living body.



Curses and the Accursed

Most onryō ghosts develop special attacks and traits pertaining to the manner in which they died. For instance, a drowned creature that rises from death as an onryō may develop abilities that aid it in drowning other creatures. A creature that was betrayed by its spouse may rise again with the ability to take on the guise of that spouse's new lover. A creature burnt to death may possess a fire breath attack, etc. Examples of onryō variant abilities are provided below:

- **Drowned:** Curse of the Drowned. The onryō creates a magical weight that wraps around one creature it can see within 120 ft. of it. The target must succeed on a DC 16 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Burned:** Fire Breath (Recharge 5-6). The onryō exhales fire in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.
- **Betrayed/Jealous:** Shapechanger. The onryō can use its action to polymorph into a Small or Medium humanoid 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.
- **Beheaded:** Vorpal Strike. Melee Weapon Attack +8 to hit. Hit: 7 (1d8 +3) slashing damage. The attack ignores resistance to slashing damage. If the onryō attacks a creature that has at least one head with this attack and rolls a 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the Game Master decides that the creature is too big for its head to be cut off with this attack. Such a creature instead takes an extra 6d8 slashing damage from the hit.
- **Tortured:** Bestow Pain. The onryō targets one creature it can see within 120 ft. of it. That creature must succeed on a DC 16 Constitution saving throw or be wracked with agony and paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the onryō's Bestow Pain for the next 24 hours.

Onryō Ghost

Medium undead, chaotic evil or lawful neutral

Armor Class 15 (natural armor)

Hit Points 67 (15d8)

Speed 0 ft., fly 40 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	20 (+5)

Skills Insight +8, Persuasion +11

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 6 (2,300 XP)

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

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

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

2/day: bestow curse

1/day each: control weather, earthquake

Actions

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

Horrifying Visage. Each non-undead creature within 60 ft. of the onryō that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d6 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this onryō's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the onryō can see within 5 ft. of it must succeed on a DC 16 Charisma saving throw or be possessed by the onryō; the onryō then disappears, and the target is incapacitated and loses control of its body. The onryō now controls the body but doesn't deprive the target of awareness. The onryō can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the onryō ends it as a bonus action, or the onryō is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the onryō reappears in an unoccupied space within 5 ft. of the body. The target is immune to this onryō's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Withering Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) necrotic damage.

Oni, Yokai

Description

Yokai oni are some of the most recognizable and feared of all giantkin. They often wear fearsome masks to intimidate their foes, and carry massive two handed weapons in one hand, delivering devastating blows to their enemies. These giants are terrible to behold, and want nothing more than to torment other creatures.

Accursed

Yokai oni are not born, they are made. When a particularly vile or wicked being dies they may be resurrected as a yokai oni, intent upon spreading terror and pain amongst mortals. Sometimes exceedingly wicked or greedy mortals may be transformed into a yokai oni while still alive, spreading suffering and agony in their wake. Oni can only be restored to their former forms via a wish spell or similar magic, but do not desire release from their accursed forms.

Tormenters

Yokai oni relish agony, and are experts at doling out the most horrid forms of pain imaginable, often debilitating foes in combat and taunting their helpless victims, extracting every exquisite drop of agony before disposing of their enemies.

False Guardians

Yokai oni are experts of disguise and often will use False Appearance to disguise themselves as fearsome statues. Using this guise, they can more easily attack, torment, or dispatch of unsuspecting victims.



Oni, Yokai

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	12 (+1)	14 (+2)	16 (+ 3)

Saving Throws DEX +2, CON +7, WIS +6, CHA +6

Skills Arcana +4, Deception +9, Intimidation +9, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Giant, Infernal

Challenge 8 (3,900 XP)

Battering Shield. The oni has a +4 on Strength checks made to bash down doors or destroy items.

False Appearance. While the yokai oni remains motionless, it is indistinguishable from an inanimate statue.

Glaive Expert. The oni can wield a glaive with one hand.

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

At will: darkness, invisibility

1/day each: charm person, fireball, gaseous form, sleep

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

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

Shield Wall. The oni can use its massive shield to gain three-quarters cover as a bonus action. If it does so, it cannot use its Sheild Ram attack in the same turn.

Actions

Multiattack. The oni makes two attacks, one with its glaive and one with its shield ram.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) bludgeoning damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive and shield ram, which shrink so that they can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive and shield ram revert to their normal size.

Shield Ram. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage in Small or Medium form. A Small or Medium creature struck by this attack must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Torment (3/day). The oni targets one creature within 10 ft. of it. The target must succeed on a DC 15 Constitution saving throw or suffer one of the following effects of the oni's choosing.

- **Gouge Eye.** The target has disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If the target has no eyes left after sustaining this injury, it is blinded.
- **Break Leg.** The target's speed is halved (minimum speed 5 ft.) Magic such as the regenerate spell can restore a broken leg. If the target has no legs left after sustaining this injury, it is restrained.
- **Break Arm.** The target has disadvantage on attack rolls. Magic such as the regenerate spell can restore a broken arm. If the target has no arms left after sustaining this injury it also has disadvantage on skill checks requiring its arms or hands.
- **Flay Skin.** The target suffers a -2 penalty to AC and has disadvantage on Charisma-related skill checks. Magic such as the regenerate spell can restore the removed skin.

Kappa

Medium fey, lawful evil

Armor Class 14

Hit Points 40 (9d8)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)	8 (-1)

Saving Throws DEX +2, CON +7, WIS +6, CHA +6

Skills Athletics +3, Deception +3, Medicine +4, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Sylvan

Challenge 1 (200 XP)

Limited Amphibious. The kappa can breathe air and water, but it needs to be submerged at least once every 8 hours to avoid suffocating.

Stench. Any creature other than a kappa that starts its turn within 5 feet of the kappa must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all kappa for 1 hour.

Water Carrier. Each kappa has a disk-like depression on the top of its head. If the kappa is knocked prone or water is caused to spill out of the dish by other means (such as by turning the creature upside down) the kappa is stunned until water is returned to the dish-like depression in the top of its head or it is submerged in water.

Actions

Multiaction. The kappa makes two bite attacks or two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. The target is grappled (escape DC 11). Until this grapple ends, the kappa can't use its bite on another target

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Description

Kappa are vicious creatures that live near lakes and rivers. These amphibious fey are keenly intelligent and will often use this to their advantage, tricking and drowning prey before devouring them.

Aquatic Power. A kappa's power comes from the water held in a small depression on its head, kappa rarely ventures from a source of water or a group of kappa that can replace the water held there, fearing the loss of water from this physical basin.

Honor-bound. If a kappa spills water from the dish depression in its head during battle, or an opponent tricks it into spilling it (often by convincing the kappa to return a bow) the kappa will be honor-bound to serve the creature that bested it.

Mischiefous and Vile. Kappa enjoy causing mischief using various glands that allow them to release a horrid stench if it can be blamed on other creatures (to hilarious effect). While they can be mischievous, kappa have a particular penchant for violence, and a favored tactic is to bite their enemies to death, dragging them underwater and devouring them. Kappa love eating the fresh organs of humanoid creatures and (oddly enough) are also particularly fond of cucumbers.

Equine and Bovine Enmity. Kappa despise cows and horses. They will attack horses or cows for no reason at all and in combat will attempt to kill a cow or a horse before directing their attacks at any other creature if possible.



Tōfu-kozō

Small fey, chaotic good

Armor Class 13 (natural armor)

Hit Points 52 (15d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

Skills Insight +6, Perception +6, Performance +6, Persuasion +6, Sleight of Hand +5, Stealth +3

Senses darkvision 30 ft., passive Perception 16

Languages Common, Sylvan, telepathy 60ft.

Challenge 1 (200 XP)

Lucky. The tōfu-kozō wears charms and clothes that grant it powers of luck. The tōfu-kozō has advantage on a combination of three attack rolls, saving throws, or skill checks each day. The tōfu-kozō determines when to use its Lucky trait before rolling the attack, save, or check.

The tōfu-kozō can bestow a bit of this luck on other creatures if it desires, granting up to four creatures per day the ability to make one attack roll, saving throw or skill check with advantage. The recipient of the ability chooses when to use this advantage before rolling the attack, save, or check.

Shapechanger. The tōfu-kozō can use its action to polymorph into a Small or Medium humanoid 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.

Timid. The tōfu-kozō is incredibly shy. It has disadvantage on checks to resist being intimidated or frightened.

Actions

Multiaction. The tōfu-kozō makes three attacks with its claws.

Claws (Tōfu-kozō Form Only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Create Tofu. The tōfu-kozō can create food as if casting the create food and water spell at will. However, it can only create tofu (or a local, regional beverage) in this way and the food is flavorful instead of bland.

Description

Tōfu-kozō are sweet but shy fey with gentle dispositions and one large perceptive eye.

They are found primarily in urban areas, especially on twilit streets, but can also be found in forested areas or rural roads trailing behind travelers just out of sight.

Charitable. Tōfu-kozō are kind at heart and love sharing the tofu they carry with others. They enjoy bestowing their Lucky ability on those of good-alignment, and some are thought to be caretakers of the poor and hungry, providing them with food.

Rainy Night Pursuit. Tōfu-kozō are incredibly shy and rarely venture out from small homes they have built for themselves, burrows, or other hidden shelters unless it is night-time and raining. During this time they often follow after humanoid creatures, sometimes just out of sight. If spotted a tōfu-kozō will normally offer their quarry tofu upon a small wooden tray it carries. Few know why, but many think this offering serves as a form of reward for being perceptive enough to spot the timid creature.



Kitsune

Description

Kitsune are wise, though somewhat mischievous fey. Able to transform into a female human or a fox the creatures are usually thought to bring good luck and are (generally) loved by most.

Chōchin-obake companions. All kistune carries two sentient items with them, a chōchin-obake often disguised as an umbrella, which is capable of grappling their foes, and another disguised as a paper lantern which can strike fear in the hearts of their enemies. Each chōchin-obake can also transform into other items used by the kitsune.

Wardens. Kitsune cannot abide the presence of evil spirits and often serve as protectors of specific areas. A kitsune is thought to bring good luck, and because of their resentment for evil creatures, often aid in bringing peace and comfort to the areas in which they live. Some believe kitsune serve as messengers from the gods to mortals and in many cultures they are held in high regard.

Tricksters. While they often serve as protectors and do-gooders many kitsune also have a tendency towards mischief. Kitsune often direct their attention at wicked or greedy individuals. Some use their spellcasting abilities to prank humanoids, delighting in the embarrassment of others. Though this mischief is rarely vicious in nature it can be extremely vexing. More than one kitsune has been chased out of town by locals who suffered one too many insults at the hands of the mischievous fey.

Fox

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	5 (+-3)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7

Senses passive Perception 16

Languages Common, Sylvan, telepathy 60ft.

Challenge (1/8) 25 XP

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The fox makes two attacks, one with its bite and one with its claws.

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

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



Kitsune

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 115 (21d8 +21)

Speed 30 ft., burrow 10 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	18 (+4)	16 (+3)

Skills Deception +7, Insight +6, Persuasion +7, Religion +6, Stealth +7

Senses passive Perception 14

Languages Common, Elven, Sylvan

Challenge 4 (1,100 XP)

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

At will: *disguise self, minor illusion, vicious mockery*

3/day: *charm person*

2/day: *greater restoration*

1/day each: *compulsion, hypnotic pattern*

Keen Smell. The kitsune has advantage on Wisdom (Perception) checks that rely on smell.

Shapechanger. The kitsune can use its action to polymorph into a fox (which often has more than one tail), or back into the form of a young human woman. Its statistics, other than its size, are the same in each form. The kitsune's gear melds into the new form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its human form if it dies.

Actions

Chōchin-obake Lantern (Human Form Only). The Kitsune activates the Chōchin-obake it carries, causing the lantern to screech and flail about to scare any who look upon it. Each creature of the Kitsune's choice that is within 120 feet of the Kitsune and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Kitsune's Chōchin-obake Lantern attack for the next 24 hours. Aberrations and fey are immune to this attack, and if the Chōchin-obake Lantern is taken from the Kitsune it is unable to use this attack. The Chōchin-obake Lantern sheds magical light out to 20 ft.

Chōchin-obake Transformation (Human Form, Only).

The kitsune's can use its action to polymorph one of its Chōchin-obake into a simple or martial weapon. The kitsune is treated as having proficiency with this weapon. The Chōchin-obake can also transform into any adventuring equipment or tool of Medium size or smaller.

Unarmed Strike (Human Form Only). Melee Weapon

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

Chōchin-obake Umbrella (Human Form Only). Melee

Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. The Chōchin-obake Umbrella adheres to anything it strikes. A Huge or smaller creature adhered to the Chōchin-obake Umbrella is grappled by the kitsune (escape DC 10). Ability checks made to escape this grapple have disadvantage. If the Chōchin-obake Umbrella is taken from the Kitsune it is unable to use this attack.

Tengu

Description

Tengu are wicked creatures hellbent on corrupting the devout and pure of heart. Tengu often use their deception and possessive abilities to lead others astray and are particularly fond of tricking clerics, religious leaders, and other people in power, often stealing from temples or places of political power while they do. It is assumed that tengu were first formed from the wicked spirits of heretical clerics, but such conjecture has not been confirmed by the clergy and most would deny tengu even exist...

Found of Possession. The favorite tactic of a tengu is to possess an individual using their voice, position, and relationships to wreak havoc on their friends, family, business, clergy, or life in general. Often this is simply for the enjoyment of the tengu which loves reveling in the misery and degradation of others, but can occasionally be for the tengu's financial gain.

Masters of the Long Con. Tengu often possesses an individual for years, tricking their friends and family and wreaking havoc in the guise of their unwilling host. Their ability to read the thoughts and recall the memories of their host makes them excellent tricksters and few know a loved one has been possessed until the tengu has tired of its ruse and left the host behind to wallow in the wreckage that was once their life.



Tengu

Medium fiend, chaotic evil

Armor Class 12

Hit Points 130 (21d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	16 (+3)

Skills Deception +7, Persuasion +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 9

Languages Abyssal, Common

Challenge 4 (1,100 XP)

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

At will: *disguise self*

Master Trickster. The tengu has advantage on Charisma (Deception) checks and forgery checks.

Mimicry. The tengu can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by the tengu's Charisma (Deception) check.

Quick Learner. The tengu can learn a new language by listening to it being spoken aloud for 1 minute.

Actions

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

Glaive. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 8 (1d10 +3) slashing damage.

Possession (1/day). One humanoid that the tengu can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the tengu; the tengu then disappears, and the target is incapacitated and loses control of its body. The tengu now controls the body but doesn't deprive the target of awareness. The tengu can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, 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 0 hit points, the tengu ends it as a bonus action, or the tengu is forced out by an effect like the dispel evil and good spell. When the possession ends, the tengu reappears in an unoccupied space within 5 ft. of the body. The target is immune to this tengu's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Read Host Thoughts. The tengu magically reads the thoughts and recalls the memories of a creature it is possessing. It can read thoughts or recall memories as long as its concentration isn't broken (as if concentrating on a spell).



Anzhong

Medium humanoid (human), neutral

Armor Class 15 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Actions

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

Parry. Anzhong adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.



Koi Fish

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	3 (-4)	10 (+0)	3 (-4)

Senses darkvision 60 Ft., passive Perception 10

Challenge 0 (10 XP)

Charming. A creature that looks at the koi fish for any length of time must succeed on a DC 10 Wisdom saving throw or be charmed by the koi fish if a creature fails the save by 5 or more it is stunned as well as charmed. The effect lasts for one minute. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success.

Water Breathing. The koi fish can breathe only underwater.

Actions

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 (1d1) bludgeoning damage.

Legal information

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.