KAMAITACHI ==

The skittering click-clack of bladed forelimbs across a courtyard's stone paving is the telltale indicator of a kamaitachi nearby. Nimble and flighty as mountain winds, these weasel-like yokai dart from shadow to shadow, kicking up whirling eddies of dust and leaves in their wake.

Kamaitachi prefer to scavenge food, sneaking close to settlements and thieving what they can under the cover of darkness. If forced to hunt, they tend to ambush prey, striking swiftly for a surgical, clean kill.

The kamaitachi's most unusual power is its ability to harness the strength of those it fights. When threatened by a powerful predator, the yokai becomes a devastating flurry of steel, intimidating the foe with its lacerating performance before dashing away as a whirlwind of fur and blades. The greater the threat, the more deadly the yokai becomes; even the boldest adventurers and mightiest monsters treat kamaitachi with respect.

Камаітасні

Small fey (yokai), chaotic neutral

Armour Class 14 (natural armour) Hit Points 22 (4d6 + 8) Speed 40 ft., climb 30 ft.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 5 (-3)
 15 (+2)
 14 (+2)
 7 (-2)
 13 (+1)
 16 (+3)

Skills Acrobatics +4, Stealth +6

Senses darkvision 60 ft., passive Perception I I

Languages —

Challenge I (200 XP)

Proficiency Bonus +2

Frenzy. After the kamaitachi makes its second attack roll on a turn, it has advantage on attack rolls until the end of the turn.

ACTIONS

Multiattack. The kamaitachi makes a number of Sickle Claw attacks equal to the proficiency bonus of the first creature it attacks on its turn (minimum of two).

Sickle Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 3 (1d6) slashing damage for each other attack the kamaitachi has made this turn.

Dust Devil. The kamaitachi conjures a small vortex of wind, dust, and leaves around itself. Until the start of its next turn, it levitates 4 inches above the ground. While floating in this way, it can move normally, it ignores difficult terrain, and its movement doesn't provoke opportunity attacks.

