

SEKIRO, A D&D GUIDE



HOME BREW

Based on Sekiro Shadows Die Twice by From Software

(Please note that many of these creature do not have much lore so I came up with some on my own.)

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(Bosses and normal villains are listed in that order and are not mixed together.)

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UNIQUE MAGIC ITEMS

(Schichimen Warrior and the Armored Warrior both have unique items, they can be found in their page of the guide.)

MORTAL BLADE

Greatsword, Legendary (there are two in existence)

An odachi capable of slaying the undying. Its crimson blade will take the life of any who dares to draw it. Without the power of resurrection, one could not hope to wield this weapon, which allows one to defeat even undying beings. Long concealed within Senpou Temple of the monks, the blade is inscribed with its true name: "Gracious Gift of Tears."

When a creature draws the blade from its sheath, that creature falls dead onto the ground. They cannot be resurrected by any means short of *True Resurrection*, *Wish* or *Divine Dragon's Blood* if they want to return to normal. If they are resurrected by any other means, they now count as an undead creature although receive no benefits from it, they still age as usual and are alive. When the creature dies after drawing the blade, the blade returns to its sheath and falls to the ground in their space.

When a creature who has been killed by the blade draws the sword, they can wield it as normal and may access all of the following properties.

This odachi grants a +3 bonus to Atk and damage rolls made with it.

Mortal Draw. When a creature is reduced to 0hp by this sword they cannot be resurrected by any means short of a *Wish* spell. This also severs ties such as a lich's phylactery or a Naga's reincarnation. This does not however affect greater gods.

Empowered Mortal Draw. When a creature lands a critical hit with this weapon or lands an attack on a creature that is unaware of their presence, the attack deals an additional 4d6 necrotic damage that bypasses all resistances and immunities of undead and humanoids.

SAKE FLASK

Wonderous Item, Uncommon (requires attunement)

This flask is filled with tainted sake. While attuned, a creature may use any of the following features:

Inhale. The creature takes a swig from the flask and holds it in their mouth. If they takes more than 30 damage in one turn while they are holding the sake in their mouth then they must succeed on a DC 12 Constitution saving throw or spit out the poison immediately as if via the following *Exhale* action but it also targets the creature.

Exhale. While holding sake in their mouth a creature exhales it in a 30ft cone. All creatures in that area must make a DC 17 Constitution saving throw, on a failed save taking 5d6 Poison damage and becoming poisoned for 1 minute, they may repeat the save at the end of each of their turns ending the poison on a success. A creature that fails the saving throw takes half as much damage.

A creature who drinks from this sake who is not attuned to it treats it as regular alcohol but if they become drunk they also become poisoned.

UNIQUE ITEMS

FLAME THROWER

This item requires two hands to wield and when activated as an action it spews fire as if from a *Burning Hands* spell until you use your action to stop it. It requires 5gp worth of oil to allow it to spew flames for 1 minute. It can hold up to 1 minute of flames at a time.

NINJA PROSTHETIC

This tool is a mechanical arm made from rope, a human forearm bone and an iron jointed hand. A creature may make a DC 17 medicine check and 1 hour of time to attach it to another creature's body as long as they have no arm up to their elbow. A creature can do it to themselves as well with a DC 21 medicine check and a DC 18 Constitution saving throw. Either way the creature that the gear is being attached to takes 6d6 untyped damage unless they are undead or cannot feel pain.

After it is attached, the prosthetic works just like a normal arm but has the following attachments. The only attachment that the prosthetic usually has is the *Grappling Hand*. Each of the other attachments have a tool or weapon that is required to be attached before using it. To gain a new tool a creature may use 1 minute and a successful DC 10 Intelligence check to attach it. Up to two attachments can be on the arm at the same time and removing a tool is easy and takes 1 action.

Here is the list of Shinobi tools available (Also note you can basically add any light weapon or small tool to the gear in place of the existing ones):

- ***Grappling Hand:*** As an action a creature may shoot their hand at a creature or object within 30ft. If your target an object not being worn or carried and you hit it, you may pull yourself to that location provoking no attacks of opportunity (this also uses your movement). If your target is a creature you may make an attack roll using Dexterity and on a hit you deal normal unarmed damage +1.
- ***Spear:*** This spear folds into the arm and when you make an attack it springs out. If used against a creature who has not seen this before you gain advantage on the attack roll. This attack also has reach and when you hit a medium or smaller creature you may choose to drag them 5ft closer to yourself in a straight line, if they would fall from something or the DM deems it necessary, they may make opposed Strength checks to resist.
- ***Shuriken:*** You load up to 10 shurikens into the arm at once. These shurikens have their range increased by 10ft.
- ***Axe:*** This handaxe is latched onto the arm so it swings back up so its blade sits by your elbow when not being used. When you use it to attack you may ignore AC on another creature granted by its shield.
- ***Firecrackers:*** You may load up to 5 firecrackers at once. When you unleash one of them as an action, they are audible within 300ft and a creature of your choice within 5ft of you make a DC 11 Constitution saving throw, on a failed save being stunned until they take damage next or the end of your next turn (whichever comes first).

- ***Flame Vent:*** This tool requires a small bottle or vase, 1 pinch of gunpowder and a match. When unleashed as an action, it blasts fire at a creature within 5ft of you and one other creature within 5ft of your original target. They must both make DC 13 Dexterity saving throws, on a failed save taking 4d6 fire damage or half as much on a successful one. After using this you must use your action to reload before using it again.
- ***Mist Raven:*** This tool requires 5 raven feathers. When you use this as an action, you take the dodge action but when an attack misses you during it, you may use your reaction to move up to your speed provoking no attacks of opportunity.
- ***Iron Umbrella:*** Requires an iron umbrella or a folding shield. While this is out it gives you a +2 bonus to AC since it functions just like a shield.
- ***Sabimaru:*** This requires a shortsword. When used to dual wield, this grants a +1 bonus to both weapon's Atk bonuses.
- ***Finger Whistle:*** This requires a small wooden pipe or whistle. When blown into it creates a note that is audible clearly within 240ft and faintly within 600ft.
- ***Divine Abduction:*** This requires a Japanese style folding fan (Gunsen/ Tessen). When used as an action to attack, you may spin a medium or smaller creature around forcing them to make a DC 10 Dexterity saving throw, on a failed save falling prone.

OWL CLOAK

This Cloak belongs to the Great Shinobi Owl. It grants a +1 bonus to AC when you are wearing light armor or no armor at all. Additionally when you take fall damage you may reduce the damage taken by 50 points. You must wear the cloak to gain the previous benefits.

CONDITIONS

Terror: A creature immune to the frightened condition is immune to this effect and creatures with advantage on saving against fear have advantage on saving throws against terror. When affected by Terror you are paralyzed (creatures immune to paralysis have no resistance against this) until another creature uses its action to shake it awake or the affected creature takes damage other than psychic damage.

ARMORED WARRIOR

(Very little official lore exists on this character)

The Armored warrior wears the heaviest armor ever, it is impregnable to all forms of attack. One would wonder how do even defeat such a foe? His only goal is to save his son, but from what? No one knows.

IMPREGNABLE ARMOR

Armor (plate), Legendary (unique) (requires attunement)

This armor completely covers your entire body, giving you only the smallest slits to see through. It is made from the sturdiest metal of all time, not even magic can damage you through it.

This armor grants a +3 bonus to your AC while wearing the armor.

Impregnable Plate. While wearing this plate armor you are immune to Bludgeoning, Piercing and Slashing damage. You are resistant to fire and radiant damage.

Heavy Metal. While wearing this plate your movement speed is halves and you cannot swim or fly. You fall twice as fast and sink 15ft each round in the water. For someone to lift you it requires a DC 20 Strength check.

Unmoving Wall. You automatically fail Dexterity saving throws and Dexterity based checks. You also cannot jump.

The Armored Warrior is a *Knight* with the armor above.



BLAZING BULL

The Blazing Bull is the realized version of an insane war tactic. The bull constantly follows the flame on its face and doesn't discriminate against friend or foe. It will run rampant and destroy all things, to say this creature is dangerous is an understatement.

Sakura Bull: When a blazing bull is killed by its own flame, it goes to the astral plane to live out its days in peace. It still has a knack for destroying anything that moves though... So just don't approach it, even if its flames appear as sakura pedals that gently float like flames.

BLAZING BULL

Huge Beast, C. Evil

Armor Class 11 (natural armor)

Hit Points 52 (7d10 +14)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	3 (-4)	10 (+0)	8 (-1)

Saving Throws Strength +6

Damage Resistances Fire

Senses Passive Perception 10

Languages Cattle

Challenge 5

Fear of Fire. The reason these bulls are always on the path of destruction is that they are terrified of the flame on their faces and do their utmost to destroy it, which to them is ramming it into other creatures. Without the flame these bulls are just that, abnormally large and powerful bulls.

Charge. When the bull moves at least 20ft before landing a *Ram* attack the target takes an additional 11 (2d10) Bludgeoning damage. They must also succeed on a DC 14 Strength saving throw or be knocked prone.

Flaming Log. The bull deals additional fire damage whenever it hits a *Ram* attack (included in the attack). Additionally when he uses a *Ram* attack he targets all creature that are adjacent to both his original target and himself.

Castle Runner. Damage dealt by the Blazing Bull's *Ram* action and his *Charge* feature deal double damage to structures.

Actions

Ram. *Melee weapon attack:* +6 to hit, Reach 5ft, one target. *Hit:* 26 (4d10 +4) Bludgeoning damage and 7 (2d6) fire damage.

Trample. *Melee weapon attack:* +6 to hit, Reach 5ft, one target. *Hit:* 15 (2d10 +4) Bludgeoning damage. This attack can be used as a bonus action on a prone creature.





CHAINED OGRE

This ogre has been driven rather insane, he has been tortured by none other than Genichiro and has had his strength drastically boosted. But power always comes at a cost and he is now terrified of fire.

The troops of Ashina fear this ogre just as much as their enemies do, since if enraged, it kills indiscriminately.

If you want the Ogre to be more accurate to the actual game then its easy, just let the *Grab* attack auto hit and give a 20ft range :)

CHAINED OGRE

Large Giant, C. Evil

Armor Class 11 (hide armor)

Hit Points 50 (8d8 +24)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Condition Immunities Charmed

Senses 60ft Darkvision, Passive Perception 8

Languages Common, Giant

Challenge 3

Fear of Flame. When the Chained Ogre takes fire damage he must succeed on a DC 14 Wisdom saving throw or be stunned until the end of his next turn.

Actions

Stomp. *Melee weapon attack:* +7 to hit, Reach 5ft, one target. *Hit* 21 (3d10 +5) Bludgeoning damage

Grab (Recharge 5-6). *Melee weapon attack:* +7 to hit, Reach 5ft, one target. *Hit* The target is grappled and as a bonus action the Chained Ogre slams his fist into their chest dealing 16 (2d10 +5) Bludgeoning damage. As a bonus action on his next turn he may fling his target up to 60ft in a direction of his choice, they take 1d6 Bludgeoning damage for every 10ft they fly.

CORRUPTED MONK

(Very little official lore exist on this character)

This monk was corrupted by evil magics and can be found guarding the main gates of a temple on the Astral plane.

CORRUPTED MONK

Huge Humanoid, L. Evil

Armor Class 16 (natural armor)

Hit Points 270 (36d10 +72)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	16 (+3)	14 (+2)	17 (+3)	18 (+4)	18 (+4)
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Saving Throws Strength +12, Charisma +10

Skills History +9, Perception +10

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical weapons, Force, Psychic, Necrotic, Poison

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed

Senses Darkvision 60ft, Passive Perception 20

Languages Common, Abyssal, Primordial

Challenge 17

Legendary Resistance 3/Day. When the Corrupted Monk fails a saving throw she may choose to succeed instead.

Broken Peace. When the corrupted monk is subjected to a saving throw that would cause her to become charmed or frightened, she gains advantage on the next saving throw she makes within 1 minute.

Reactions

Parry. Increases own AC by 6 for this attack and the attack following it if that attack is made during the same turn.

Actions

Multiattack. Corrupted Monk makes three *Naginata* attacks. She may replace two *Naginata* attacks with a *Worms* attack.

Naginata. *Melee weapon attack:* +12 to hit, Reach 10ft, one target. *Hit* 11 (1d10 +6) Slashing damage. On a hit Corrupted Monk may activate one of the following effects up to two times per round.

= **Leaping Slam.** The attack deals an additional 13 (2d12) Slashing damage

= **Upward Slice.** The target must succeed on a DC 20 Strength or Dexterity (Monk's choice) or be knocked prone.

= **Calculated Sweep.** All creature within 10ft of the Corrupted Monk must succeed on a DC 20 Dexterity saving throw or also get hit by the attack.

Worms 3/Day. The Corrupted Monk inflicts a DC 16 Constitution saving throw, on a fail taking 33 (6d10) Necrotic damage and being paralyzed until the end of the Corrupted Monks's next turn. On a successful save half as much damage is taken and they are not paralyzed.

Shadow Doubles 3/Day. The Corrupted Monk disappears and becomes ethereal until the end of her next turn. On the action on her next turn she creates three shadowy doubles of herself that attack up to three creatures within 60ft of herself. The attacks have advantage if they are in dim light or darkness.

Legendary Actions

Corrupted Monk may take three legendary actions per round regaining all spent uses at the start of her turn. She may take one legendary action at a time and only at the end of another creature's turn choosing from the options listed below.

Shadow Attack (Costs 2 actions). While ethereal Corrupted Monk attacks a creature once as if she was using the attack part of *Shadow Doubles*.

Run Through. Corrupted Monk makes a *Naginata* attack roll against a creature, on a hit they are restrained (Escape DC 20) as they are run through until Corrupted Monk uses her *Naginata* attack again.



DEMON OF HATRED

This monstrosity is the remains of a one armed man who did his best to suppress Shura inside himself but ultimately failed unleashing the demon out of himself. He has lost his mind and only wants to watch everything burn. Nobody knows his true identify but if the legends are true, then the demon itself is completely immortal..



DEMON OF HATRED

Huge Feind (demon), C. Evil

Armor Class 17 (natural armor)

Hit Points 210 (20d10 +100)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	20 (+5)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Strength +15, Dexterity +10, Charisma +9

Skills Athletics +15, Perception +9, Stealth +10

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical weapons, Cold, Fire, Lightning, Acid

Damage Immunities Fire, Psychic, Poison

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses 120ft Truesight, Blindsight 60ft Passive Perception

Languages Languages

Challenge 16

Incomplete Shura. The Demon of Hatred cannot be reduced to Ohp by an attack that does not deal radiant damage.

Magic Weapons. All attacks made by the Demon of Hatred are considered magical for the purposes of overcoming resistances and immunities.

Magic Resistance. The Demon of Hatred has advantage on all saving throws imposed by magical effects.

Legendary Resistance 3/Day. When the Demon of Hatred fails a saving throw it can choose to succeed instead.

Actions

Multiattack. The Demon of Hatred makes one *Claw* attack and two *Flam Claw* attacks or one *Flame Claw* attack and one *Flame Slam* attack.

Claw. *Melee weapon attack:* +15 to hit, Reach 10ft, one target. *Hit* 21 (2d12 +10) Slashing damage

Flame Claw. *Melee weapon attack:* +15 to hit, Reach 15ft, one target. *Hit* 29 (3d12 +10) Bludgeoning damage and 16 (3d10) Fire damage.

Flame Slam (Recharge 5-6). The Demon of hatred slams his arm down in a 30ft line. All creature in the line must make a DC 23 Strength saving throw, on a failed save being knocked prone and taking 31 (6d6 +10) Bludgeoning damage and 35 (10d6) Fire damage, on a successful save taking half as much damage.

Erupting Slam 1/Day. The Demon of Hatred slams his own down and in a 15ft wide, 120ft long line all creature must make a DC 23 Dexterity saving throw. On a failed save taking 78 (12d12) Fire damage or half as much on a successful save.

Legendary Actions

The Demon of Hatred can take 3 legendary actions per round, regaining all spent actions at the start of its turn. It may only take one action at a time and only at the end of another creature's turn choosing from the options listed below:

Dash. The Demon of Hatred moves up to its speed and makes one *Claw* attack.

Deadly Shred (Costs 2 actions). The Demon of Hatred dashes in a straight line up to twice its movement speed. All creature it passes through must make a DC 23 Dexterity saving throw, on a failed save taking 55 (10d8 +10) Slashing damage and being knocked prone. On a successful save taking no damage and not being knocked prone.

Leaping Slam (Costs 2 actions). The Demon of Hatred leaps into the air 30ft up and then plummets down. When he lands (in the same space he left off at) all creatures within 10ft of him must make a DC 23 Strength saving throw, on a failed save being knocked backwards 15ft and taking 33 (6d10) Fire damage, on a successful save taking half as much damage and not being knocked backwards. After that occurs all creatures within 60ft of the Demon of Hatred must make a DC 23 Strength saving throw, on a failed save being knocked backwards 30ft and knocked prone on a failed save or being knocked back half as far and not being knocked prone on a successful save.

Hurl Flame 2/Round. The Demon of Hatred casts *Fireball*.

DIVINE DRAGON

(Very little official lore currently exists on this character)

The Divine Dragon can be found at the very peak of the fountainhead mountain in his own plane of existence. Very little is known about him as a deity but it is said that with his blessing, can come immortality.

Blood of the Dragon: The Dragon can bestow a blessing of immortality onto a creature but it is very very hesitant and careful to do so. This gift allows for the chosen creature to return to life at dawn if they are killed as long as they have a soul. They return with 1 hit point and with no benefits of a rest. If their body is mangled and destroyed then it grows new limbs, heads, etc so as to assume its most natural form.

To receive this blessing you also take on a physical scar like a large burn mark somewhere on your body. A creature also needs a Constitution score of at least 15 and a Charisma score of at least 15 to receive the gift.

REGIONAL EFFECTS

The demiplane that the Divine Dragon resides has the following effects inside of it's seemingly limitless boundaries:

- The ground in the are is covered in fog that completely conceals the ground, even if wind pushes it away the ground only appears to be more mist and clouds.
- All creatures that die in this area do not go to an afterlife no matter who has the rights to their soul, instead they are suspended and when revived, feel as if they have just been killed not even seconds ago.
- The weather in this are cannot be changed and is always a perfect peaceful breeze, bright blue sky and a cool temperature. The only time this changes is when the Divine Dragon is in combat in which case he can control the weather.

LAIR ACTIONS

The entire demiplane that the Divine Dragon inhabits is his lair and in it he may take any one of the actions below on initiative count 20 (losing all initiative ties). The same action may not be taken two rounds in a row.

- **Summon Dragons of the Tree:** The Divine Dragon summons 1d8 +4 Dragons of the Tree to unoccupied spaces that he can see.
- **Rose Petal Wind:** All creatures in the demiplane must make a DC 25 Wisdom saving throw, on a failed save being put to sleep for 1 minute. The creature wakes when a creature uses its action to shake them awake or when they take damage.
- **Call Lightning:** The Divine Dragon casts *Call Lightning* 9th level but the range of the spell becomes 600ft within line of sight.
- **Rising Root:** The Divine Dragon summons 1d4 5ft wide, 15ft tall wooden root in unoccupied spaces within 600ft of himself. Any Dragons of the Tree within 15ft of these roots recover 1d10 +7 HP at the start of each of their turns. Additionally all Dragons of the Tree within 10ft of the root are under the effect of a *Sanctuary* spell.

DRAGONS OF THE TREE

The Dragons of the Tree are creatures created from the roots of the Divine Dragon's tree. They live only to serve him and apart from that have no personality of their own. These creatures rise up from the ground through the mist at the Divine Dragon's will.

DRAGON OF THE TREE

Medium Celestial, C. Good

Armor Class 12 (natural armor)

Hit Points 21 (2d12 +6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	17 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances Lightning, Thunder, Cold, Necrotic, Radiant

Damage Immunities Bludgeoning, Piercing and Slashing from nonmagical weapons, Poison

Condition Immunities Charmed, Frightened, Poisoned, Deafened, Blinded, Stunned

Senses 60ft Blindsight, 60ft Truesight

Languages All, Telepathy 60ft

Challenge 4

Magic Weapons. The attacks of the Dragon of the Tree are considered magical for all purposes.

Actions

Poison Breath (Recharge 5-6). All creatures in a 15ft cone must make a DC 13 Constitution saving throw, taking a 11 (2d10) Poison damage and becoming poisoned for 1 minute on a failed save, on a successful one taking half as much damage and not becoming poisoned. A poisoned creature may repeat their saving throw at the end of each of their turns, ending the effect on a success.

Impale. *Melee weapon attack:* +4 to hit, Reach 5ft, one target. *Hit* 5 (1d6 +2) Piercing damage.



DIVINE DRAGON

Gargantuan Celestial, C. Good

Armor Class 24 (natural armor)
Hit Points 1,025 (50d20 +500)
Speed 50ft, Fly 60ft, Swim 50ft

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 22 (+6) 30 (+10) 24 (+7) 19 (+4) 25 (+7)

Saving Throws Strength +20, Dexterity +16, Intelligence +17

Skills Arcana +17, History +17, Intimidation +17, Insight +14, Persuasion +17

Damage Resistances Fire, Cold, Necrotic, Poison, Acid, Thunder

Damage Immunities Bludgeoning, Piercing and Slashing from nonmagical weapons, Radiant

Condition Immunities Charmed, Frightened, Stunned, Poisoned, Deafened, Blinded

Senses 300ft blindsight, 600ft Truesight, Passive Perception 14

Languages All, Telepathy 300ft

Challenge 30 +

Legendary Resistance 3/Day. The Divine Dragon can choose to succeed on a saving throw that he fails.

Magic Weapons. The Divine Dragon's attacks all are considered magical for all purposes.

Magic Resistance. The Divine Dragon has advantage on all saving throws imposed by magical effects.

Innate Spellcasting. The Divine Dragon can innately cast the following spells, requiring no material components (Spell save DC 25, +17 to hit).

At Will: *Call Lightning* (5th level), *Thunderwave* (5th level), *Lightning Bolt*, *Detect Magic*, *Dispel Magic*, *Detect Thoughts*, *Scrying*, *Cure Wounds* (5th level), *Fog Cloud*

3/Day Each: *Power Word Kill*, *Power Word Stun*, *Plane Shift*, *Disintegrate* (8th level), *Legend Lore*, *Gentle Repose*, *Haste*, *Wind Wall*

2/Day Each: *Dream*, *Geas*, *Cloudkill* (9th level), *Banishment*, *Dominate Monster*, *Sunburst*, *Control Weather*

1/Day Each: *Foresight*, *Power Word Heal*, *Gate*, *Wish* (must be used to grant another's wish), *Teleport*, *Astral Projection*, *Imprisonment*, *Shapechange*, *Prismatic Wall*

Trial of Thunder. When the Divine Dragon takes 50 or more lightning damage in one turn he must make a DC 20 Constitution saving throw, on a failed save he is stunned until the end of his next turn.

Actions

Multiaction. The Divine Dragon makes 3 *Divine Blade* attacks and can cast one spell or use its *Frightening Presence*.

Divine Blade (1). *Melee weapon attack:* +20 to hit, Reach 20ft line. *Hit* 32 (4d10 +10) Slashing damage and 11 (2d10) Lightning damage. When this attack is made all creatures in a 1200ft (5ft wide, 20ft high) line must succeed on a DC 28 Dexterity saving throw, on a failed save taking 19 (3d12) Force damage or half as much on a success.

Divine Blade (2). *Melee weapon attack:* +20 to hit, Reach 15ft cone. *Hit* 32 (4d10 +10) Slashing damage and 11 (2d10) Lightning damage. When this attack is made all creatures in a 1200ft (15ft wide, 5ft high) line must succeed on a DC 28 Dexterity saving throw, on a failed save taking 19 (3d12) Force damage or half as much on a success.

Frightening Presence. All creatures of the Divine Dragon's choice within 60ft of it must succeed on a DC 25 Wisdom saving throw or become frightened. A frightened creature may repeat the saving throw at the end of each of their turns, ending the effect on a success. A creature who passes the save is immune to the effects of the Divine Dragon's *Frightening Presence* for 24 hours.

Legendary Actions

The Divine Dragon may take 4 legendary actions per round, regaining all spent actions at the start of his turn. He may only take one action at a time and only at the end of another creature's turn choosing from the options below:

Spell (Costs 2 actions). The Divine Dragon casts a spell.

Reflective Soul. The Divine Dragon focuses his might and until the start of his next turn, when he is hit by a spell attack he may use his reaction to neutralize the spell's effects on himself (this choice can be made after the saving throw is made).

Divine Blade (Costs 2 actions). The Divine Dragon uses his *Divine Blade* (1) or *Divine Blade* (2) action.

ENSHIN OF MISEN

(Currently very little official lore exists on this character)

This bounty hunter known as The Shinobi Hunter earned himself a reputation among the lower ranks of society from his exploits in the murder of thieves and crooks. He later was seen standing over the body of a renowned shinobi, blood dripping from his spear which led him to adopt the title, Shinobi Hunter.

He works with Juzou the Drunkard as the man pays him quite handsomely. He is Juzou's second in command although does not have too much respect for the man himself.



ENSHIN OF MISEN

Medium Humanoid, C. Neutral

Armor Class 14 (leather armor)

Hit Points 45 (10d6 +10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Dexterity +6

Skills Perception +3

Senses Passive Perception 13

Languages Common

Challenge 5

Polearm Master. When Enshin hits a *Run Through* attack he may activate one of the following effects:

- **Impale.** The target is impaled and is grappled (escape DC 11)
- **Shove.** The target must succeed on a DC 11 Strength saving throw or be pushed backwards 15ft if they are medium or smaller.

Actions

Run Through. *Melee weapon attack:* +5 to hit, Reach 10ft, one target. *Hit:* 7 (1d10 +2) Piercing damage

It is also important to note that Juzou's and Enshin's bandit force consists of around 50 bandits and one *Yokan Warrior* with a mallet.

FOLDING SCREEN MONKEYS

One monkey can't be seen, one monkey can see you from far away, and one monkey can hear you from anywhere. These three monkeys each have one stat alteration to the monkey stat block provided in the monster manual.

MONKEY NUMBER 1:

See no Evil: This monkey is indefinitely invisible as if by a *Greater Invisibility* spell. The effect cannot be dispelled but is temporarily suppressed in an anti magic field.

MONKEY NUMBER 2:

See no Evil: This monkey has 30ft blindsight and can see clearly for up to 1 mile. It also has a 22 Passive Perception.

MONKEY NUMBER 3:

Hear no Evil: This monkey has 60ft blindsight that relies on hearing and has a weakness to Thunder damage.

These three monkeys hang out in a demiplane whose entrance can be found in the temple of the Monks in the Great Serpent mountain range. In this demiplane a minor deity of immortality also watches over them...

GENICHIRO ASHINA

Genichiro is the grandson of the great Isshin Ashina. He has a undying (lol) loyalty to the Ashina clan and will go as far as creating abominationg such as the *Blazing Bull* to protect his land and the Ashina glory. He is also the commander of the Ashina forces and can uphold the title with ease.

Behind the Armor: Genichiro has a secret, he is slowly falling to the Shura and under the layers of armor he wears his body is burned black by lightning and his heart and soul are undying.

Rounded Fighter: Genechiro is a master of not only the sword but the bow as well, and he can switch freely between the weapons with ease.

Variant: Genichiro might have come across a *Mortal Blade*...

GENICHIRO ASHINA

Medium Celestial, L. Evil

Armor Class 18 (plate armor)

Hit Points 209 (22d6 +132)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	18 (+4)	22 (+6)	14 (+2)	16 (+3)	15 (+2)
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Saving Throws Strength +9, Dexterity +9, Constitution +11

Skills Athletics +9, History +7, Intimidation +7, Persuasion +7

Damage Resistances Cold, Fire, Radiant

Damage Immunities Lightning

Condition Immunities Charmed, Frightened, Paralyzed

Senses Darkvision 120ft, Passive Perception 12

Languages Common, Celestial, Elven

Challenge 13

Undying Shura. When killed, Genichiro returns to life at full hit points at the start of his next turn. His soul can also not be stolen as it belongs to Shura.

Reactions

Parry. In reaction to being attacked Genichiro increases his own AC by 6. He must be wielding a melee weapon to do this.

Bonus Actions

Lord of Lightning (Recharge 5-6). Genichiro cloaks one of his weapons in lightning. His next attack with that weapon deals an additional 40 (9d8) Lightning damage and if a creature takes that damage they must succeed on a DC 15 Constitution throw or become paralyzed until the end of Genichiro's next turn.

Actions

Multiattack. Genichiro makes three *longsword* attacks or three *longbow* attacks. He can freely combine these two multiattacks but can never make more than three total attacks.

Longsword. *Melee weapon attack:* +9 to hit, Reach 5ft, one target. *Hit:* 9 (1d8/1d10 +4) Slashing damage

Longbow. *Melee weapon attack:* +9 to hit, Range 150/600ft, one target. *Hit:* 8 (1d8 +4) Piercing damage

Sacrifice of Youth. Geneichiro severs the ties he has to life and kills himself, he will not return from this death. But in turn by the end of this action Isshin Ashina is brought back to his youth in Genichiro's space with all of his equipment.

GREAT COLORED CARP

This carp is an old, old spirit that lives in the same lake that the Okami warriors and Elders live near and around. He is thousands of years old and is actually quite a pleasant creature unless you have nothing to feed him... In which case he will eat you instead.

From a distance you might even think him to be elegant or beautiful but upon closer inspection you can see that he has human teeth in his mouth and human eyes on the front of his head... weird.

GREAT COLORED CARP

Gargantuan Beast, C. Neutral

Armor Class 15 (natural armor)

Hit Points 630 (60d20)

Speed 0ft, Swim 50ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	10 (+10)	3 (-4)	10 (+0)	12 (+1)

Saving Throws Strength +17

Damage Vulnerabilities Poison

Damage Resistances Lightning, Cold, Acid

Damage Immunities Bludgeoning, Piercing and Slashing damage from nonmagical weapons

Condition Immunities Frightened, Charmed

Senses Passive Perception 10

Languages -

Challenge 24

Gills. The carp can only breathe normally underwater

Siege Creature. The carp deals double damage to structures and constructs

Poison Susceptibility. The carp has disadvantage on saving throws made against poison.

Actions

Bite. *Melee weapon attack:* +17 to hit, Reach 5ft, one target. *Hit:* 46 (8d8 +10) Piercing damage. If the target is large or smaller they must succeed on a DC 25 Strength saving throw or be grappled by the carp.

Swallow. The Great Carp swallows one creature it is grappling via it's *Bite* attack. A swallowed creature is grappled, restrained, blinded and has full cover from effects outside of the carp. At the start of each of the carp's turns it must make a DC 15 Constitution saving throw, on a failed save taking 88 (16d10) Acid damage or half as much on a success.

If the carp takes more than 50 damage in one turn from inside of itself it must succeed on a DC 20 Constitution saving throw, on a failed save spitting up all creatures it has swallowed to unoccupied spaces within 5ft of itself.



GREAT SERPENT

This snow white colored serpent is hundreds of feet long and inhabits the mountains near to the Ashina capitol. It is believed to be a literal god that resides down in a mist filled ravine. What no one realizes however, is that there are actually two serpents, one male and one female.

Variant: If you want your Great Serpent to work just like the one in the Sekiro game then make him have zero object permanence and also be indestructible unless someone lands two attacks during a surprise round.

GREAT SERPENT

Gargantuan Beast, N. Evil

Armor Class 18 (natural armor)

Hit Points 375 (30d12 +180)

Speed 60ft, swim 40ft, climb 40ft, burrow 30ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	23 (+6)	3 (-4)	14 (+2)	12 (+1)

Saving Throws Strength +17, Dexterity +11

Skills Survival +9, Stealth +9

Damage Resistances Fire, Thunder

Damage Immunities Bludgeoning, Piercing and Slashing from nonmagical weapons

Condition Immunities Frightened, Stunned, Paralyzed, Deafened

Senses 120ft Darkvision, 10ft Blindsight, Passive Perception 12

Languages Serpent

Challenge 24

Magic Weapons. All weapon attacks made by the Great Serpent are considered magical for the purposes of overcoming the resistances and immunities of other creatures.

Magic Resistance. The Great Serpent has advantage on saving throws imposed by magical effects.

Actions

Bite. *Melee weapon attack:* +17 to hit, Reach 10ft, one target. *Hit:* 36 (4d12 +10) Piercing damage. A huge or smaller creature who is hit must make a DC 25 Strength saving throw, on a failed save they are grappled (Escape DC 25).

Swallow. The Great Serpent swallows one creature it is grappling via its *Bite* attack. A swallowed creature is grappled, restrained, blinded and has full cover from effects outside of the serpent. At the start of each of the serpent's turns it must make a DC 21 Constitution saving throw, on a failed save taking 55 (10d10) Acid damage or half as much on a success.

If the serpent takes more than 50 damage in one turn from inside of itself it must succeed on a DC 20 Constitution saving throw, on a failed save spitting up all creatures it has swallowed to unoccupied spaces within 5ft of it.

Constrict. *Melee weapon attack:* +17 to hit, Reach 15ft, one target. *Hit:* The target creature is grappled and restrained. They also take 26 (3d10 +10) Bludgeoning damage. As a bonus action on every subsequent turn the Great Serpent may constrict the target creature again dealing 32 (4d10 +10) Bludgeoning damage.

Legendary Actions

The Great Serpent can take 3 legendary actions per round regaining all spent actions at the start of its turn. Only one action can be taken at a time and only at the end of another creature's turn choosing from the options below.

Constrict. The Great Serpent crushes a creature that is constricted by it.

Swallow (Costs 3 actions). The Great Serpent swallows one creature it has grappled in its mouth (via the *Bite* attack).

Frightening Presence (costs 2 actions). The Great Serpent inflicts a DC 15 Wisdom saving throw, on a failed save becoming frightened for the next minute. A creature who is frightened may repeat the save at the end of each of its turns, ending the effect on a success.

GREAT SHINOBI OWL

(Currently there is very little lore on this character)

Owl is a master shinobi, one of the greatest. He is respect to those who know his title and has never left a foe undefeated. He works to become stronger and is a master of deception and persuasion.

His experience puts him above any others, even if you can match him in skill alone he will find a way to defeat you in the end. He holds the shinobi code above all else and is not against disgracing himself to take down a foe. He will lie and beg for his life before executing you where you stand.

Owl's Katana. Owls Katana counts as a greatsword when wielded by other creatures. It requires a strength of 14 to wield.



GREAT SHINOBI OWL

Medium Humanoid, L. Evil

Armor Class 24 (+3 studded leather + Owl Cloak)

Hit Points 255 (30d6 +150)

Speed 45ft, 30ft climb

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	26 (+8)	20 (+5)	21 (+5)	22 (+6)	23 (+6)
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Saving Throws Strength +11, Dexterity +14, Wisdom +12

Skills Athletics +11, Acrobatics +14, Arcana +11, Animal Handling +12, Deception +18, Perception +12, Persuasion +12, Insight +12, History +11, Sleight of Hand +14, Stealth +20

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical weapons, Poison, Cold

Condition Immunities Frightened, Charmed, Poisoned

Senses 120ft Darkvision, 15ft Blindsight, Passive Perception 22

Languages Common, Auran, Undercommon, Thieves Cant

Challenge 17

Sneak Attack. When Owl lands a weapon attack on a creature that is unaware of his presence, he has advantage on his attack, or there is an ally within 5ft of his target that is engaged in combat with it, he deals an additional 31 (9d6) weapon damage.

Expertise. Owl has expertise in Stealth and Deception

Cunning Action. Owl may use a bonus action on each of his turns to take the Dash, Disengage or Hide action.

Evasion. When Owl makes a dexterity saving throw to take half damage instead of full damage he takes no damage on a successful save and half damage on a failed one.

Reliable Talent. When Owl rolls a 9 or lower on an ability check that he has proficiency in, the rolls counts as a 10.

Blindsense. Owl must be able to hear to use his blindsight

Slippery Mind. Owl has advantage on Wisdom saving throws

Elusive. No attack can have advantage against Owl unless he is incapacitated.

Splash of Poison 3/Day. When Owl takes the *Backflip* action he doesn't throw any shurikens and instead throws our poison in a 15ft cone. All creatures in that area must succeed on a DC 19 Constitution saving throw, on a failed save taking 16 (3d10) Poison damage and becoming poisoned for 1 minute. A creature may repeat the save at the end of each of their turns ending the effect on a success. On a failed save a creature takes half as much damage and isn't poisoned.

Reactions

Uncanny Dodge. When Owl is hit by an attack from an attacker he can see he can half the damage taken.

Smoke Cloud 3/Day. When Owl is hit or missed by an attack he may use this reaction to throw a bomb of smoke on the ground. A 20ft radius area around him become heavily obscured until the end of Owl's next turn.

Advanced Mikiri Counter. When a creature lands a critical hit on Owl using a melee wepaon he may use this reaction to counter the attack. He nullifies the attack and inflicts a DC 19 Strength saving throw on the creature that attacked him if they are within 10ft. On a failed save the creature is disarmed and the weapon falls in a space within 5ft of Owl (of his choosing) and the creature is knocked prone.

Actions

Multiattack. Owl makes three *Katana* attacks or two *Shuriken* attacks. He may replace one *katana* attack per turn with a *Backflip*, a *Shuriken Slash* or a *Stomp*. He may replace two *Katana* attacks once per turn with a *Shinobi Charm* or a *Firecracker Slash* attack.

Katana. Melee weapon attack: +14 to hit, Reach 10ft, one target. *Hit:* 14 (1d12 +8) Slashing damage and an additional 13 (2d12) Force damage.

Skuriken. Ranged weapon attack: +14 to hit, Range 30/60ft, one target. *Hit:* 10 (1d4 +8) Slashing damage. When this action is taken make two attacks with it.

Backflip. Owl leaps backwards up to 15ft and 10t upwards. He throws shurikens out in a 15ft cone and creatures int that area must make a DC 24 Dexterity saving throw, on a failed save taking 2 (1d4) Slashing damage or half as much on a success.

Skuriken Slash. Owl takes one *Shuriken* attack but only makes one attack roll. He then uses 15ft of movement and makes his next *Katana* attack with advantage if it is made on the same turn directly following this action.

Stomp. Melee weapon attack: +11 to hit, Reach 5ft, one target. *Hit* The target creature is restrained if they are medium or smaller (Escape DC 19). They also take 8 (1d6 +5).

Shinobi Charm 5/Day. One creature within 5ft of Owl cannot be targeted by healing spells or recover hit points in any way for 1 hour.

Firecracker Slash 3/Day. Owl slashes with in sword in a 10ft cone releasing firecrackers. All creatures in the cone must make a DC 19 Constitution saving throw, on a failed save being stunned until the end of their next turn. All creatures within 15ft of Owl that can see him must make the same save but on a failed save are blinded until the end of their next turn.

Legendary Actions

Owl may take 3 Legendary Actions per round regaining all spent uses at the start of his turn. He may take one action at the end of another creature's turn choosing from the options listed below:

Move. Owl moves up to his speed provoking no attacks of opportunity.

Smoke Cloud. Owl uses his *Smoke Cloud* reaction

Shinobi Charm. Owl uses his *Shinobi Charm* action

Shuriken. Owl uses his *Skuriken* action

Cunning Movement. Owl takes the hide action and move up to half his speed.

Firecracker Slash (Costs 2 actions). Owl uses is Firecracker Slash.

GUARDIAN APE

These apes inhabit secluded valleys or mountains, often preferring areas with high concentrations of mist and flowers.

Mating Rituals: Males of this species of giant ape will tend to special flowers that find so as to use the scent of it to attract a mate. These apes will also guard their dens with their lives, protecting both their flower and their loved ones.

GUARDIAN APE

Huge Beast, Neutral

Armor Class AC

Hit Points 189 (18d10 +90)

Speed 50ft, climb 40ft, swim 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	3 (-4)	10 (+0)	12 (+1)

Saving Throws Strength +10, Constitution +10

Skills Athletics +10, Acrobatics +8, Survival +5

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical weapons, Cold, Lightning, Fire

Condition Immunities Frightened

Senses 60ft darkvision, Passive Perception 10

Languages Ape

Challenge 13

Adept Climber. The Guardian Ape has advantage on all checks made to climb, keep its balance or hang onto things.

Actions

Multiattack. The Guardian Ape makes two *Claw* attacks. He may replace one *Claw* attack with a grapple attempt.

Claw. *Melee weapon attack:* +10 to hit, Reach 10ft, one target. *Hit:* 12 (2d6 +5) Slashing damage

Fling. While grappling a medium or smaller creature the Ape throws the creature up to 120ft. The creature takes 1d6 Bludgeoning damage for every 10ft the creature is thrown. They must also succeed on a DC 18 Dexterity saving throw or fall prone.

Fling Poo (Recharge 5-6). *Ranged weapon attack:* +8 to hit, Range 60/90ft, one target. *Hit:* 19 (3d10 +3) Bludgeoning damage. All creature within 10ft of the target (including the target) must succeed on a Constitution saving throw, on a failed save taking 33 (6d10) Poison damage or half as much on a successful save.

Legendary Actions

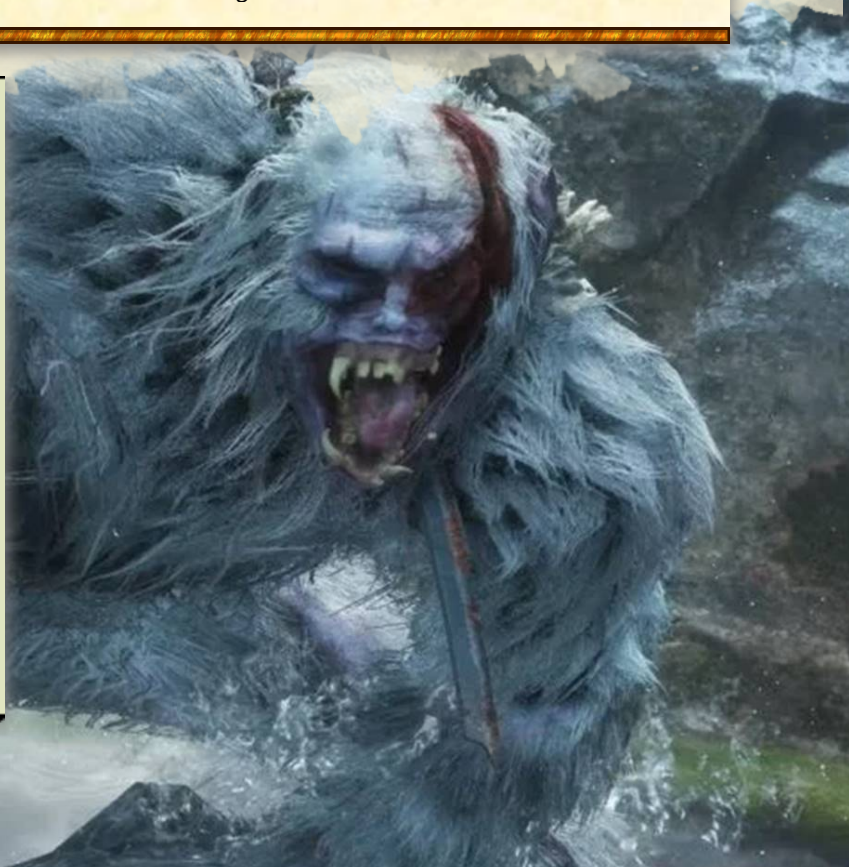
The Guardian Ape can take 3 legendary actions per round regaining all spent uses at the start of its turn. Only one action may be used at a time and only at the end of another creature's turn choosing from the actions listed below.

Move. The Guardian Ape moves up to his speed provoking no attacks or opportunity.

Poisonous Shart (Costs 2 actions). The Guardian Ape farts and releases a cloud of stink in a 30ft cone behind himself. All creatures in that area must succeed on a DC 18 Constitution saving throw, on a failed save becoming poisoned for 1 minute and taking 22 (4d10) Poison damage, a poisoned creature may repeat the save at the end of each of its turns ending the effect on a success. On a failed save a creature isn't poisoned and takes half as much damage.

Variant: A guardian Ape can also be infected with an anti death curse and if so then when it is killed it revives at the start of its next turn recovering all its hit points and abilities. It has the following changes:

- When reduced to 0hp it must fail a DC 10 Constitution saving throw or continue living with 1 hit point.
- It has immunity to Bludgeoning, Piercing and Slashing damage from nonmagical weapons and Necrotic damage
- It gains a new action: *Howl (Recharge 6).* The Guardian ape roars with a surreal pitch that can be heard for 600ft. All creatures within 60ft of Ape must make a DC 16 Wisdom saving throw or be affected by the Terror condition.
- The Guardian Ape doesnt need a head to survive and if the head is cut off then he will pick it up and carry it around since he can still see fine through it.
- It rewards additional XP for a CR 8 creature.



GYOUBU ONIWA

Gyoubu was once a bandit who fought with ferocity and honor. He was taken in by Isshin who found his will and strength admirable. From that moment on he loyally served the Ashina.

Mounted Demon. Gyoubu was strong on foot but when on horseback he was even more powerful and fearsome. He towered above his foes using his long spear like a lance and a naginata at the same time.

In combat Gyoubu and his horse act on the same initiative but take separate turns.

Horse: Gyoubu's war horse has the following changes to it's stat block:

AC of 17 (personal horse armor)

60 hit points

It is immune to the exhausted condition

Greatspear. Gyoubu's weapon of choice is a greatspear that requires a strength of 13 or more to wield.

GYOUBU ONIWA

Medium Humanoid, L. Neutral

Armor Class 18 (plate armor)

Hit Points 73 (21d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Strength +7, Charisma +4

Skills Intimidation +4

Senses Passive Perception 10

Languages Common

Challenge 6

Ride By. While mounted Gyoubu provokes no attacks of opportunity

Swinging Blade. While mounted Gyoubu may make one attack as part of his attack action for every 10ft he travels while mounted.

Cleave. When Gyoubu reduces a creature to Ohp with his *Spear* attack he may make one attack immediately as a bonus action against another creature within range and within 10ft of the target he reduced to Ohp.

Mounted Master. Attacks made at Gyoubu from within 5ft of him have disadvantage while he is mounted.

Actions

Spear. *Melee weapon attack:* +7 to hit, Reach 15ft, one target. *Hit:* 9 (1d10 +4) Slashing damage



HEADLESS

The headless are rare occurrences where notable warriors are beheaded while they yet have a will to live. They become abominations after their bodies are thrown to the curb, this process takes around 1 week give or take a few days.

HEADLESS

Large Undead, C. Evil

Armor Class 15 (natural armor)

Hit Points 234 (36d8 +72)

Speed 30ft, swim 20ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	14 (+2)	8 (-1)	8 (-1)	6 (-2)

Saving Throws Strength +15, Constitution +8

Skills Perception +5, Intimidation +3

Damage Resistances Psychic, Cold, Fire

Damage Immunities Bludgeoning, Piercing and Slashing from nonmagical weapons, Necrotic, Poison

Condition Immunities Charmed, Frightened, Stunned, Paralyzed, Poisoned, Blinded, Deafened

Senses 60ft blindsight (blind beyond this radius), Passive Perception 15

Languages Can understand any it could in life but cannot speak

Challenge 19

Legendary Resistance 3/Day. When headless fails a saving throw it can choose to succeed on the save instead.

Smoky Haze. While in dim light or darkness a 60ft area around the Headless becomes a smoky haze giving the following penalties to all creatures within:

- All creatures that aren't undead lose 30ft of movement (minimum of 5ft). Creatures that can fly cannot do so in this area and will fall to the ground prone.
- The area become lightly obscured
- It blocks all forms of divination including truesight and devils sight
- Any form of teleportation spell will not work (still expends resources) if it is cast within the area. Teleportation into the area is possible.
- Undead recover 10hp each round they begin in the area.
- Nonmagical flames and light sources are extinguished.

After 1 round of being exposed to direct sunlight the haze disappears but spells such as *Light* or *Dancing Lights* cannot produce light in the area.

Undead Nature. Headless require no food, water, air or rest to survive.

Headless. These warriors lose all their personality and whatnot but they remember whoever they hated most in life and will do their best to track them down and kill them. Then they remember the next most hated person they knew and will then hunt that person down. When they have no one else to hunt they will act as if beheading themselves and move onto the next life.

Terror Blade. Each time a creature is hit by a melee weapon attack from the headless they must make a DC 14 wisdom saving throw, on a failed save they become frightened, while frightened in this way a creature's speed becomes 0ft. A frightened creature who fails the saving throw becomes afflicted with the Terror condition.

Magic Weapons. All weapon attacks made by Headless are considered magical for the purposes of overcoming resistances and immunities.

Magic Resistance. Headless has advantage on saving throws inflicted by magical effects.

Bonus Actions

Teleport. The Headless disappears and reappears in a location they name within 60ft. If it is in dim light or darkness then it gains advantage on the next attack it makes if it is before the end of its turn.

Actions

Multiattack. Headless makes two darksword attacks

Dark Sword. *Melee weapon attack:* +15 to hit, Reach 10ft, one target. *Hit* 20 (2d10 +9) Slashing damage and 10 (3d6) Necrotic damage.

Terror Grab (Recharge 5-6). *Melee weapon attack:* +15 to hit, Reach 5ft, one target. *Hit:* the target gets grappled and then the Headless reaches up their ass and tears out a spiritual organ. The creature must succeed on a DC 23 Constitution saving throw, on a failed save taking 63 (14d8) Psychic damage and become stunned until the end of the Headless's next turn, on a successful save taking half as much and not being stunned.

Legendary Actions

Headless may take 3 legendary actions per round regaining all spent action at the start of its turn. It may take only one action at a time and only at the end of another creature's turn choosing from the options below:

Hazy Step. Headless disappears into the darkness becoming invisible until the start of its next turn. It can only do this while surrounded by its *Smoky Haze*.

Unseen Movement. Headless moves up to its speed without provoking attacks of opportunity.

Dense Haze (Costs 2 actions). All creatures within the haze that are not undead must make a 18 Constitution saving throw, on a failed save having their movement speed reduced to 0ft until the end of the headless's next turn.

Variant: Undersea Threat. Headless are just as, if not more fearsome while submerged. While submerged they have the following feature changes and additions:

- It's blindsight becomes 120ft
- It cannot use *Smoky Haze*, *Terror Blade* or *Hazy Step*
- Its *Dark Sword* attack deals force damage instead of necrotic and can be a ranged attack dealing 19 (3d6 +9) Force damage on a hit with a range of 120ft.
- It gain access to this action:
Fear Ribbons. It projects 1d6 +2 ribbons of pure fear, each targets one creature and they can all target the same creature, the targets must be within 300ft and submerged in the same body of water. These ribbons can go around corners. Make an attack roll for each one (+6 to hit), on a hit they deal 3 (1d6) Psychic damage and the target must make a DC 14 Wisdom saving throw, on a failed save the target is frightened, while frightened in this way the creature's speed becomes 0ft. A frightened creature who fails the saving throw is instead affected by the Terror condition.
- It may take the *Fear Ribbons* action as a legendary action (Costs 2 actions).

Variant: Radiant Poison. When 30 or more radiant damage is dealt to the Headless in one turn the *Smoky Haze* feature is deactivated until the start of the Headless's next turn. If it is invisible thanks to its *Hazy Step* then it becomes visible as well.

Headless often wait in caves or dark areas preferring to wait for their prey to come to them although some of them will go in search of their targets. The ones that venture out will only do so under the cover of darkness and retreat long before the sun comes up so as to not get caught in sunlight.

Some headless find locations undersea where they never have to worry about sunlight, downsides include a lack of their smoky haze so.... to each their own I suppose.



ISSHIN ASHINA

The great Isshin Ashina is the head of the Ashina clan. In his youth he craved war and was a master at playing the battlefield, be it through trickery or pure brute strength and skill.

Isshin is thought to be the most powerful swordsman in all of the realms, he can even hold his own against the most powerful of demons and abominations alike. In his youth he wields a katana in his right hand and a halberd in his left causing him to have amazing range, power and speed among the toughest of warriors.

Isshin values the lineage of his clan over almost anything else, but if bested in combat or disarmed will surrender understanding his defeat with honor.

I have created two versions of Isshin, one is him as he currently is, less powerful but still a might foe. The other is him in his youth, maybe he finds a way to bring himself back to his prime or Genichiro sacrifices himself via his Sacrifice of Youth feature.

ISSHIN ASHINA (OLD)

Medium Humanoid, L. Evil

Armor Class 15

Hit Points 198 (44d6 +44)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	20 (+5)	12 (+1)	19 (+4)	25 (+7)	19 (+4)
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Saving Throws Strength +11, Wisdom +12

Skills History +9, Insight +12, Perception +12, Stealth +10

Damage Immunities Fire

Condition Immunities Charmed, Frightened

Senses Passive Perception 22

Languages Common, Elven, Dwarvish

Challenge 16

Legendary Resistance 3/Day. Isshin can choose to succeed on a saving throw that he fails.

Master of the Blade. Isshin's attacks are considered magical and adamantite for the purposes of overcoming resistances and immunities.

Ichimonji Double. When Isshin makes two *Katana* attacks on his turn, the second attack lands a critical hit on an 18, 19 or 20.

Reactions

Parry. Isshin increases his own AC by 6 for this attack, if the attack misses then Isshin may make one *Katana* attack against that creature as part of the same reaction.

Actions

Multiattack. Isshin makes two *Katana* attacks.

Katana. *Melee weapon attack:* +11 to hit, Reach 5ft, one target. *Hit:* 11 (1d10 +6) Slashing damage. All creature in a 15ft cone must make a DC 18 Dexterity saving throw, on a failed save taking 36 (8d8) Fire damage or half as much on a successful one.

Quick Draw. *Melee weapon attack:* +11 to hit, Reach 5ft, one target. *Hit:* 11 (1d10 +6) Slashing damage and 13 (2d12) Fire damage. This attack has advantage to hit, land a critical hit on a 18, 19 or 20 and on a critical hit deals an additional 3 die of weapon damage on top of any critical die you roll.

Full Swing (Recharge 5-6). Isshin swing his sword around himself, all creatures within 5ft of his are targeted by a *Katana* attack without the fire cone piece of it. Until the start of his next turn or until he loses concentration, is knocked prone, restrained, paralyzed or grappled he has half cover.

Any creature that makes an attack in this area or enters it without a shield is attacked by the *Katana* attack as well.

ISSHIN THE SWORD SAINT (YOUNG)

Medium Humanoid, L. Evil

Armor Class 17

Hit Points 242 (44d6 +88)

Speed 35ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	14 (+2)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Strength +14, Dexterity +13, Wisdom +11

Skills Athletics +14, Acrobatics +13, Perception +11, Sleight of Hand +13, Stealth +10

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical weapons, Force

Damage Immunities Fire

Condition Immunities Frightened

Senses Passive Perception 21

Languages Common, Elven

Challenge 20

Legendary Resistance 3/Day. Isshin can choose to succeed on a saving throw that he fails.

Master of the Blade. Isshin's attacks are considered magical and adamantite for the purposes of overcoming resistances and immunities.

Ichimonji. When Isshin makes only two *Katana* attacks on his turn, the second attack lands a critical hit on a 19 or 20 and deals an additional 38 (11d6) Force damage on a hit.

Reactions

Parry. Isshin increases his own AC by 8 for this attack, if the attack misses then Isshin may make one *Katana* attack against that creature as part of the same reaction.

Bonus Actions

Saint of Lightning (Recharge 5-6). Isshin cloaks one of his weapons in lightning. His next attack with that weapon has a unique effect depending on what weapon he cloaked if that attack is made before the end of his turn:

Katana: This attack targets all creatures in a 30ft cone. All creatures in that area must make a DC 18 Constitution saving throw, on a failed save taking 55 (10d10) Lightning damage and becoming paralyzed until the end of Isshin's next turn.

Halberd: This attack targets all creatures in a 300ft line. All creatures in that line must make a DC 18 Constitution saving throw, on a failed save taking 60 (11d10) Lightning damage and becoming paralyzed until the end of Isshin's next turn.

Pistol: A creature takes an additional 66 (12d10) Lightning damage from this attack and must make a DC 18 Constitution saving throw, on a failed save becoming paralyzed until the end of Isshin's next turn.

Actions

Multiattack. Isshin makes two *Katana* attacks, two *Halberd* attacks or two *Pistol* attacks and one *Round Swing* attack.

Katana. *Melee weapon attack:* +14 to hit, Reach 5ft, one target. *Hit:* 13 (1d10 +8) Slashing damage.

Halberd. *Melee weapon attack:* +14 to hit, Reach 10ft, one target. *Hit:* 14 (1d12 +8) Slashing damage and 19 (3d12) Force damage.

Pistol. *Ranged weapon attack:* +13 to hit, Range 120/300ft, one target. *Hit:* 12 (1d10 +7) Piercing damage. If Isshin rolls a natural 1 on this attack roll the gun jams and he cannot use this action again until he uses his action to repair the pistol.

Dragon Flash (Recharge 5-6). All creatures in a 5ft wide, 300ft line must succeed on a DC 22 Dexterity saving throw, on a failed save taking 88 (16d10) Force damage or half as much on a successful save.

Round Swing. All creatures within 10ft of Isshin must make a DC 22 Dexterity saving throw, on a failed save taking 36 (8d8) Magical Slashing damage or half as much on a successful save.

Legendary Actions

Isshin can take 3 legendary action per round regaining all spent actions at the start of his next turn. Only one action may be taken at a time and only at the end of another creature's turn choosing from the options listed below:

Powerful Approach. Isshin moves up to twice his movement and then may make one weapon attack against a creature within range.

Steady Breathing. Isshin breathes and calms his mind and purifies his body removing any charm effect on himself.

Sword Saint's Call (costs 2 actions). Isshin calls a bolt of lightning down on a creature he can see within 120ft of himself. That creature must succeed on a DC 18 Dexterity saving throw, on a failed save taking 42 (12d6) Lightning damage or half as much on a successful save.

Will of a Warrior. Isshin pushes through any psychical pain inside himself and frees himself from the paralyzed, stunned, and poisoned conditions.

JINSUKE SAZE

(There is currently very little official lore on this character)

Jinsuke is a master swordman of the Ashina who trains samurai he believes to have potential. He practices Laijutsu, the art of the quick draw. He hopes to one day be able to stand up and match the great Isshin in 1 on 1 battle.

JINSUKE SAZE

Medium Humanoid, L. Evil

Armor Class 15

Hit Points 73 (21d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dexterity +9

Skills History +5, Sleight of Hand +9

Condition Immunities Charmed, Frightened

Senses Passive Perception 12

Languages Common

Challenge 13

Laijutsu Master. When Jinsuke lands a critical hit with a melee weapon he rolls four additional die of critical damage.

Quick Draw 3/Day. Jinsuke may choose to reroll one attack roll he makes but must take the new result.

Perfect Opening. When Jinsuke makes an attack of opportunity with a sword he may make 2 *Draw* attacks instead of 1.

Action Surge 1/Day. Jinsuke may take a second action on this turn.

Last Draw. When Jinsuke is reduced to 0hp he may make one *Draw* attack as a bonus action against a creature within range.

Reactions

Hilt Parry. Jinsuke increases his AC by 4. If the attacker is attacking with a melee weapon and they miss their attack, they must make a DC 19 Strength saving throw or be knocked prone.

Actions

Multiattack. Jinsuke makes two *Draw* attacks.

Draw. *Melee weapon attack:* +9 to hit, Reach 5ft, one target. *Hit:* 11 (1d12 +5) Slashing damage. This attack lands a critical hit on a 19 or 20.



ASHINA SAMURAI

These are the elite that train directly under Jinsuke. They devote all their time to the training of the mind and body, they spend their days practicing the blade and their evenings performing menial tasks and Calligraphy.

To get these trainees you simply remove the *Quick Draw*, *Last Draw*, *Laijutsu Master* and *Multiattack* features from Jinsuke. You may also change their hit points to 30.

JUZOU THE DRUNKARD

(Currently there is very little lore for this character)

Juzou is a drunked bandit captain, he fights with a rather reckless style and swings his sword as often as he takes a swig from his flask. He is always at least tipsy but treasures his alcohol above all else and when under the influence has a tendency to go into drunken rages, although he never harms his own men.

Bandits: His group of bandits includes a small force of 20 men, they raid towns and when they can even loot from the houses of noblemen.

Sumo Champion: Juzou was a sumo champion before he became an alcoholic and a crook. He prides himself on his physical strength as it is well above that of an average humans.

Katana: Juzou's katana counts as a greatsword for medium creatures and requires a strength of 13 to wield.

You can use the same stat block for *Shigekichi of the Red Guard*. The only change is that instead of poison damage he deals fire damage and does not inflict the poisoned condition. You may also increase all fire damage he deals by 7 (2d6).

JUZOU THE DRUNKARD

Large Humanoid, C. Evil

Armor Class 10

Hit Points 126 (12d8 +72)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	10 (+0)	22 (+6)	10 (+0)	10 (+0)	10 (+0)
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Saving Throws Strength +7, Constitution +9

Skills Athletics +7, Perception +3

Damage Resistances Poison, Bludgeoning

Senses Passive Perception 13

Languages Common

Challenge 7

Toxic Resistance. Juzou has advantage on saving throws made against being poisoned. While drunk Juzou is immune to the frightened condition.

Sake Flask. Juzou carries a *Sake Flask* on his at all times, its effects are included in this description.

Actions

Multiattack. Juzou makes two *Katana* attacks, he may replace one of those attacks with a *Stomp* attack.

Katana. *Melee weapon attack:* +7 to hit, Reach 10ft, one target. *Hit:* 17 (3d6 +7) Slashing damage

Stomp. *Melee weapon attack:* +7 to hit, Reach 5ft, one target. *Hit:* 9 (1d4 +7) Bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone if they are medium or smaller.

Inhale. Juzou takes a swig from his flask and holds it in his mouth. If he takes more than 30 damage in one turn while he is holding the sake then he must succeed on a DC 12 Constitution saving throw or spit out the poison immediately as if via the following *Exhale* action but it also targets himself.

Exhale. While holding sake in his mouth juzou exhales it in a 30ft cone. All creatures in that area must make a DC 17 Constitution saving throw, on a failed save taking 17 (5d6) Poison damage and becoming poisoned for 1 minute, they may repeat the save at the end of each of their turns ending the poison on a success. A creature that fails the saving throw takes half as much damage.

Poisonous Blade. While holding sake in his mouth Juzou breathes it onto his katana coating it in poison. For the next minute his katana attacks deal an additional 7 (2d6) Poison damage.

LADY BUTTERFLY

Lady Butterfly is a shinobi for hire. Although old it would be unwise to underestimate her. She is a master of stealth and precision and as if that isn't enough she is quite adept in illusions as well.

Illusion Techniques. Lady Butterfly is a master of illusions, she can create duplicates of herself and even others. Do not trust your eyes... While she is not a true spellcaster, she has studied shinobi ways of deception and laced them with magic.

Needles. The favored weapon of Lady Butterfly is her needles, of which she has plenty. She keeps them stowed out of sight but keeps around 50 of her person at a time. If you are patting her down a successful DC 12 Investigation check reveals 10 of them.

Master of Movement. If Lady Butterfly takes 10 minutes in an area no larger than 100ft by 100ft she can cover it in nearly invisible wires that hang above the heads of others. She may now use 5ft of movement to jump 15ft up to a wire and continue her movement from there. While up here she may use a Legendary Action each round to make one *Needle* attack.

LADY BUTTERFLY

Medium Humanoid, L. Evil

Armor Class 14

Hit Points 67 (15d6 +15)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	19 (+4)	12 (+1)	17 (+3)	16 (+3)	15 (+2)
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Saving Throws Dexterity +8, Intelligence +7

Skills Arcana +7, Acrobatics +8, History +7, Perception +7, Stealth +8

Condition Immunities Charmed

Senses Passive Perception 17

Languages Common, Thieves Cant

Challenge 9

Innate Spellcasting: Lady Butterfly can innately cast the following spells requiring no material components (Spell save DC 15, Atk bonus +7):

At Will: *Minor Illusion*, *True Strike*, *Charm Person*, *Disguise Self*, *Illusory Script*, *Alter Self*

2/Day Each: *Invisibility*, *Phantasmal Force*, *See Invisibility*, *Dispel Magic*

1/Day Each: *Feign Death*, *Haste*, *Nondetection*, *Pass Without Trace*, *Mislead*

Modified Magic. When Lady Butterfly casts *Mislead* the double it creates is a replica of herself that is solid like a simulacrum, it may use all of her abilities but they share resources. When Lady Butterfly casts *Phantasmal Force* she can target up to 3 creatures with it instead of 1 but must make them all see the same thing.

Actions

Multiattack. Lady Butterfly makes four *Needle* attacks. She may replace any two of these *Needle* attacks with a *Dash Slash* or any one of the *Needle* attacks with a *Kick* attack.

Needle. Ranged weapon attack: +8 to hit, Range 30/60ft, one target. *Hit:* 5 (1 +4) Piercing damage

Kick. Melee weapon attack: +4 to hit, Reach 5ft, one target. *Hit:* 2 (1d4) Bludgeoning damage and the target must succeed on a DC 12 Strength saving throw or be pushed back 5ft if they are medium or smaller.

Dash Slash. Melee weapon attack: +8 to hit, Reach 5ft, one target. *Hit:* 5 (1 +4) Slashing damage. This attack lands a critical on a 19 or 20 and before making the attack Lady Butterfly must move at least 25ft in a straight line.



MIST NOBLE

The Mist Noble is a powerful illusionist, he resides in his hut deep in a dark wood and plays music for all nearby to hear.

MIST NOBLE

Medium Celestial, Neutral

Armor Class 10
Hit Points 3 (1d6)
Speed 10ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	20 (+5)

Condition Immunities Charmed, Frightened, Exhausted
Senses Passive Perception 10
Languages Celestial
Challenge 0

Actions

Tune of the Spirits. For each action the Mist Noble uses to play this tune it can be heard by all creatures, even ones who cannot hear, within 1 mile. Within this mile mist hangs in the air causing the entire area to be lightly obscured for 30ft and heavily obscured after that. All creatures who finish a long rest in this mist must succeed on a DC 10 Constitution saving throw or take two levels of exhaustion.

Additionally each minute all creature that have died in this area return at ghosts (see: *Ghost* from the monster manual). They are only apparitions however, not the actual creature. These spirits exist only to hunt down creatures who are not undead in the mist and kill them.



O'RIN OF THE WATER

(Very little official lore currently exists on this character)

This yokai takes the form of a woman playing a lute while gently sobbing. She is sad because the man she loves is far away and she cannot speak with him.

She attacks if you ignore her or if you cannot tell her exactly where the man she loves is.

O'RIN OF THE WATER

Medium Fiend (yokai), C. Neutral

Armor Class 14
Hit Points 58 (13d6 +13)
Speed 50ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Dexterity +7, Charisma +7
Damage Resistances Psychic, Force, Fire, Lightning, Cold
Damage Immunities Bludgeoning, Piercing and Slashing from nonmagical weapons
Condition Immunities Charmed
Senses Senses
Languages Languages
Challenge 5

Tears of Pain. When O'Rin takes 30 or more damage in one round she lets out a sob of pain and suffering. All creatures who can hear her must make a DC 15 Wisdom saving throw, on a failed save they are charmed by O'Rin and regard her as someone to be protected at all costs. They can repeat the save whenever they finish a long rest or they take damage ending the effect on a success.

Innate Spellcasting. O'Rin can cast the spell *Misty Step* at will.

Actions

Multiattack. O'Rin makes three *Shortsword* attacks.

Shortsword. *Melee weapons attack:* +7 to hit, Reach 5ft, one target. *Hit:* 7 (1d6 +4) Slashing damage

SHICHIMEN WARRIOR

(Very little official lore exists on this character)

This warrior was once a noble samurai but he fell from grace when his daimyo found out about his secret hobby, necromancy. Forced into exile he found home in a dark cave deep under the ruins of an old castle.

Yokai of Terror: The Schichimen Warrior is a not so powerful up close but if you let him go on with his rituals of undeath he will turn the tides of battle against you with terror and the screams of the dead.

SHICHIMEN SPEAR

Legendary weapon, Greatspear (unique) (requires attunement by an evil or undead creature)

This spear is one that has been infused with extremely potent magic of undeath.

Necrotic Flame: While you are in dim light or darkness an attuned creature gains immunity to necrotic and fire damage and when another creature touches them or they touch another creature that creature takes 1 point of necrotic damage.

Additionally when you hit a creature with this spear that has a weakness to fire or necrotic damage, the damage from this weapon cannot be reduced in any way.

Blade of Death: When a creature is reduced to 0hp by this weapon the wielder gains 10 temporary hit points that last until the wielder receives healing or 1 hour passes.

Spells: While attuned to the spear each time a creature finishes a long rest they may add 1 of the following spells to their spell list permanently (even if it is of a level of spell that they cannot yet learn). Roll a d20 to determine what spell is chosen although no spell can be chosen twice (reroll duplicates).

D10	Spell
1-5	Armor of Agathys
6-7	Darkness
8-9	Hex
10-11	Misty Step
12-13	Speak with Dead
14-15	Revivify
16-17	<i>Wreath of Terror</i>
18-19	<i>Screams of Pain</i>
20	<i>Beam of Darkness</i>

This effect has no effect on creatures without a spell list and the Identify spell cannot detect what spells this spear can teach you.



SHICHIMEN WARRIOR

Medium Undead, C. Evil

Armor Class 14 (ruined samurai armor)

Hit Points 187 (22d6 +110)

Speed 30ft, fly 30ft

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	15 (+2)	20 (+5)	14 (+2)	17 (+3)	18 (+4)
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Saving Throws Constitution +10, Charisma +9

Skills Arcana +7, Perception +8

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical weapons, Psychic, Radiant, Lightning

Damage Immunities Necrotic, Poison, Fire, Cold

Condition Immunities Charmed, Frightened, Poisoned, Deafened, Blinded, Paralyzed

Senses Darkvision 120ft, Passive Perception 18

Languages Common, Undercommon

Challenge 15

Forsaken Samurai. As a bonus action using a spell slot, all attacks made by the Shichimen Warrior gain advantage until the end of his turn and he casts *Armor of Agathys* on himself as part of this action.

Flame of Undead. surrounding the Shichimen warrior is a cloak of purple flame, whenever Shichimen is hit by an effect that would cause him to take fire damage he regains a spent spell slot immediately. When he reduced a creature to Ohp he also regains a spell slot.

Ritual of Preparation. Unless Shichimen warrior is surprised he begins combat with *Armor of Agathys* and *Wreath of Terror* cast on himself.

Rituals of Undeath. Shichimen Warrior is a spellcaster that knows the following spells (Spell Save DC 18, Atk bonus +10). Spell in bold are original spells crafted by himself and are found on the following page.

Cantrips: *Eldrich Blast*, *Toll the Dead*

1st Level: *Armor of Agathys*, *Hex*

2nd Level: *Dakrness*, *Misty Step*

3rd Level: ***Screams of Pain***, *Revivify*, *Speak with Dead*, *Dispel Magic*, *Invisibility*, *Counterspell*

4th Level: ***Wreath of Terror***, *Shadow of Moil*

5th Level: ***Beam of Darkness***, *Destructive Wave*, *Raise Dead*

Spell slot level: 5

Spell slots: 5

Actions

Schichimen Spear. Melee weapon attack: +8 to hit, Reach 10ft, one target. *Hit:* 7 (1d8/1d10 +2) Piercing damage

Legendary Actions

The Shichimen warrior can take 3 legendary actions per round, regaining all spent actions at the start of his turn. He may take only one action at a time and only at the end of another creature's turn choosing from the options below:

Teleport. While in dim light or darkness the Shichimen Warrior teleports up to 120ft in a direction he names to an unoccupied space.

Soul Barrage (costs 2 actions). The Shichimen Warrior casts a spell

Invoke Terror (costs 2 actions). The Shichimen warrior invokes terror into nearby creatures. All creatures within 20ft of himself must succeed on a DC 18 Charisma saving throw or become frightened until the end of the Shichimen Warrior's next turn. A creature who fails the saving throw and is already frightened is instead inflicted with Terror.

SHIKIBU TOCHIKATSU YAMAUCHI

(very little official lore currently exists on this character)

This samurai is a renowned master of the omi yari. The spear he wields was created long ago and passed down to him from his forefathers. Shikibu believes not in the magic that the world around him uses but in his own might and the might and loyalty of those fighting beside him.

Seven Spears: The seven spears are the seven most renowned and powerful samurai in the land he is from. This title is nothing to laugh at and should you cross him he can make you regret it with ease.

You may also use this stat block for *Shume Masaji Oniwa*. He is another of the seven spears and practices the same styles and arts.



SHIKIBU YAMAUCHI

Medium Humanoid, L. Neutral

Armor Class 18 (samurai plate)

Hit Points 187 (34d6 +68)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	15 (+2)
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Saving Throws Strength +12, Dexterity +7

Skills Athletics +12, History +5, Investigation +5, Perception +7

Condition Immunities Frightened

Senses Passive Perception 17

Languages Common, Elven

Challenge 13

Samurai Stances. Shikibu practices three special stances that he uses often. Once per round at the start or end of his turn Shikibu may switch stances. They are as follows:

- **Point First:** Shikibu holds his spear forwards and readies himself for the offensive and defensive. He gains a +2 bonus to AC and damage rolls.
- **Behind the Back:** Shikibu holds his spear in one hand half behind himself readying himself to go all out offensive. When a creature hits him with an attack he may use his reaction to make one *Omi Yari* attack against them as well.
- **Overhead:** Shikibu raises his spear above his head lessening his defense and opening himself up for powerful swings. His AC decreases by 1 but he now lands a critical hit on a 19 or 20. He cannot use *Sweep* in this stance.

Bonus Actions

Seal of the Seven. Shikibu Yamauchi is one of the seven spears, he commands respect wherever he goes and what he says can compel others to obey and stir his allies into moving. He can command one ally that can hear him to move up to their speed and make one weapon attack.

Actions

Omi Yari. *Melee weapon attack:* +12 to hit, Reach 15ft, one target. *Hit:* 33 (4d12 +7) Piercing damage.

Sweep: All creatures within 15ft of himself must make a DC 20 Dexterity saving throw, on a failed save taking 26 (3d12 +7) Slashing damage and being knocked prone, on a successful save taking half as much damage and not being knocked prone. If two or more creatures fail the saving throw then as a bonus action, Shikibu may make one *Omi Yari* attack at advantage against a prone creature within range immediately.

Thrust: Shikibu makes an attack against three creatures in a 15ft line. If a creature fails the saving throw then the creatures behind him do not get targeted by the attack. On a hit a creature takes 39 (5d12 +7) Piercing damage and is restrained because they become impaled on the spear. As an action an impaled creature may attempt to free themselves with a DC 15 Strength check. On a failed check they take 13 (2d12) Slashing damage and are still restrained and on a successful check a creature takes 26 (4d12) Slashing damage and is no longer restrained.

If a creature becomes restrained in this way, as a bonus action Shikibu may make one *Omi Yari* attack against that creature at advantage. When an *Omi Yari* or *Sweep* attack is made then the creature is no longer restrained and is now prone on the ground.

Snake Eyes Shirahagi

Shirahagi is in command of a large group of bandits who make home in a cold arctic ravine. The only way in is a cross a bridge that is overlooked by the face of their base, a perfect vantage point for them to hail intruders with bullets and arrows.



Snake Eyes Shirahagi

Medium Humanoid, N. Evil

Armor Class 16 (studded leather)
Hit Points 110 (20d6 +40)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dexterity +7, Constitution +5
Skills Deception +4
Damage Resistances Poison, Acid, Cold
Condition Immunities Poisoned
Senses 60ft darkvision, Passive Perception 11
Languages Common, Undercommon
Challenge 8

Toxid Blood. Snake Eyes has a natural resistance to poison as shown above but this also gives her advantage on save against extreme cold.

Actions

Multiattack. Snake Eyes makes three *Gunstaff* attacks, one of which can be switched out for a *Fire* attack.

Gunstaff. *Melee weapon attack:* +7 to hit, Reach 10ft, one target. *Hit:* 9 (1d10 +4) Slashing damage

Fire (Recharge 5-6). This attack can be made at a creature within 5ft, in which case it has a +7 bonus to hit and on a hit deals 35 (10d6) Fire damage. If made as a ranged weapon attack is has a range of 150/300ft and has a +7 bonus to hit, on a hit it deals 17 (5d6) Fire damage.

If you are wondering about *Snake Eyes Shirafuji*, you can use the same stat block for her but she instead lives in a poisonous underground swamp.

Gun Fort Troops

The troops led by Snake Eyes are semi elite warriors that wield rather unconventional weapons. Even though the stat block below has two weapon attacks each troop only has access to one of them because a creature can only one of those weapons at once.

Gun For Trooper

Medium Humanoid, L. Neutral

Armor Class 12 (leather)
Hit Points 27 (6d6 +6)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2
Damage Resistances Poison, Cold
Senses Passive Perception 12
Languages Undercommon
Challenge 4

Actions

Gunspear. This attack can be made at a creature within 5ft, in which case it has a +4 bonus to hit and on a hit deals 5 (1d6 +2) Piercing damage. If made as a ranged weapon attack it has a range of 120/300ft and has a +3 bonus to hit, on a hit it deals 5 (1d8 +1) Piercing damage.

Cannon. This attack can be made at a creature within 5ft, in which case it has a +4 bonus to hit and on a hit deals 9 (2d6 +2) Bludgeoning damage. If made as a ranged weapon attack it has a range of 300/600ft and has a +3 bonus to hit, on a hit it deals 14 (4d6) Fire damage. This attack deals double damage to constructs and objects.

You can use the above stat block for some Ashina troops if you only use the *Cannon* option.

TENZEN YAMAUCHI

Tenzen is a general of the Ashina military serving directly under the seven spears and Gyoubu. He is a samurai with a very good reputation as an inspiring leader and a strong duelist. He is equally likely to fight one on one as he is to storm a few foes with his entire battalion.

You can use the same stat block for the other Ashina generals, *Naomori Yamauchi* and *Kuranosuke Matsumoto*.

You can use the same stat block except with only 50hp and an AC of 14 for *Shigenori Yamauchi*. He is a lower ranking samurai but can still hold his own. (CR 5)

TENZEN YAMAUCHI

Medium Humanoid, L. Neutral

Armor Class 18 (plate)

Hit Points 108 (24d6 +24)

Speed 30ft

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 11 (+0)

Saving Throws Strength +7, Dexterity +4

Skills Athletics +7, Intimidation +3

Senses Passive Perception 10

Languages Common

Challenge 8

Brutal Critical. When Tenzen lands a critical hit he rolls an additional die of damage for the critical hit.

Inspirational Leader. When an ally within 10ft of Tenzen rolls a natural 1 on an attack roll, ability check, or saving throw he may use his reaction to allow them to reroll the die. They must use the new roll.

Actions

Multiattack. Tenzen makes two *Odachi* attacks.

Odachi. *Melee weapon attack:* +7 to hit, Reach 5ft, one target. *Hit:* 11 (2d6 +4) Slashing damage



ASHIGARU

These warriors and warriors of the Ashina or simply standard ronin and samurai. Use the *Knight* stat block in the monster manual for these humanoid.

CENTIEDE MEN

These men are monks who have failed in their transformation into undying monks. They are abominations that live in a primal savagery, cast out by the other monks and left to their own devices.

CENTIEPEDE MEN

Medium Monstrosity, C. Evil

Armor Class 12
Hit Points 31 (7d8)
Speed 40ft

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

Damage Resistances Fire, Necrotic
Condition Immunities Frightened
Senses 30ft blindsight (blind beyond this radius)
Languages -
Challenge 2

Innate Spellcasting. The Centipede Man can cast the *Burning Hands* spell at will (Spell save DC 9).

Spider Climb. The Centipede Man can climb on all surfaces, even upside down without requiring an ability check.

Actions

Multiattack. The Centipede Man makes two *Claw* attacks.

Claw. *Melee weapon attack:* +4 to hit, Reach 5ft, one target. *Hit:* 5 (1d6 +2) Slashing damage

Long Arm Centipede Sen - Un/ Giraffe: To get these two creatures simply add 40 hit points to the stat block above and allow their *Multiattack* to let them make six *Claw* attacks, they are also large sized creatures. They have a CR rating of 5.

INTERIOR MINISTRY

(These are the guys with two swords who dress in red)

The samurai who are a part of this organization who follow the Owl use the *Knight* stat block from the monster manual with the *Dual Wielding* feat and they wield two longswords. Some of them also have flamethrowers (See: Unique Items).

MONKS

These monks inhabit the same mountains as the Great Serpent, they worship the undying and when they die, are transformed into undying monks.

MONK

Medium Humanoid, L. Neutral

Armor Class 12
Hit Points 38 (7d6 +14)
Speed 40ft

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

Saving Throws Wisdom +3
Senses Passive Perception 11
Languages Common
Challenge 1

Breaking Fist. When the Monk lands a critical hit, they can choose to knock their target back 10ft.

Actions

Unarmed Strike. *Melee weapon attack:* +5 to hit, Reach 5ft, one target. *Hit:* 5 (1d6 +2) Bludgeoning damage

Variants: Here are some monk variations:

- Some monks carry staff with them, they may use these to attack giving their *Unarmed Strike* attack a 10ft range.
- Undying:** Monks that have been given the power or undeath are considered undead, they are immune to poison and necrotic damage, when they die they return one round later at the start of their turn with full hit points, and they change their *Unarmed Strike* attack to one of the following:
 - Spawn:** The undying monk spawns a swarm of bugs on its space, they move on its turn and acts in the Monk's best interests.
 - Centipede:** The undying monk has a centipede that comes out from its lower spine, the centipede gives the monk advantage on grapple attempts and creature grappled by the monk are also restrained.
- Mage:** These monks can cast *Firebolt* at will (+3 to hit).
- Battle Monk:** These monks carry on them naginatas giving their *unarmed strike* a 10ft range and causing it to deal slashing damage, additionally they have a multiattack feature allowing them to make two naginata attacks. They can also take the disengage action as a bonus action.

FOUNTAINHEAD ELDERS

The elders of the fountainhead palace are the spirits of elderly humanoid creatures who died while longing for the days of their youth. They now live here, on the ethereal plane, at a huge lake overlooked by the mountain of the Divine Dragon.

Thirst for Youth. Each and every elder starts out as a Palace Elder with a flute which they perpetually play a sad but peaceful tune on. When they kill a creature who is not a spirit like themselves with their *Life Devour* attack they gain a part of their youth back and become Okami Warriors immediately.

PALACE ELDER

Medium Fiend (yokai), L. Evil

Armor Class 10
Hit Points 3 (1d6)
Speed 20ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	19 (+4)

Damage Vulnerabilities Radiant
Damage Resistances Psychic
Condition Immunities Charmed
Senses 120ft darkvision, Passive Perception 11
Languages -
Challenge 2

Tune of Youth. The Palace Elder is immune to any and all effect that would change its location forcefully (plane shift, banishment, etc...) or change its age.

Actions

Multiattack. The Elder makes two *Spirit Drain* attacks

Spirit Drain. Once creature that can hear the Elder and that the Elder can see must succeed on a DC 14 Charisma saving throw, on a failed save falling to Ohp and becoming incapacitated. They also lose all access to class and racial abilities before they fall to Ohp and until they are revitalized.

Life Devour. One creature who is incapacitated within 5ft of the Elder must succeed on a DC 14 Constitution saving throw, on a failed save taking 1 failed death saving throw. If this kills a creature that creature cannot be resurrected by any means until the Elder that killed them is killed.

The leader of the Okami is named Shizu, she has an Okami Warrior's stat block except that she has no weapons and instead shoots lightning balls as if the *Cloak of Thunder* was her attack (no usage limit). Its range is also 1200ft (+7 to hit).

OKAMI WARRIOR

Medium Fiend (yokai), L. Evil

Armor Class 15 (studded leather)
Hit Points 45 (10d6 +10)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	19 (+4)

Damage Vulnerabilities Radiant
Damage Resistances Psychic
Damage Immunities Lightning, Fire
Condition Immunities Charmed
Senses 120ft darkvision, Passive Perception 11
Languages -
Challenge 9

Tune of Youth. The Okami Warrior is immune to any and all effect that would change its location forcefully (plane shift, banishment, etc...) or change its age.

Bonus Actions

Cloak of Thunder 3/Day. The Okami Warrior cloaks one of their weapons in lightning. Their next attack with that weapon deals an additional 22 (5d8) Lightning damage and if a creature takes that damage they must succeed on a DC 17 Constitution throw or become paralyzed until the end of the Warrior's next turn.

Actions

Multiattack. The Warrior makes two *Sword* attacks, two *Bow* attacks or two *Naginata* attacks.

Sword. *Melee weapon attack:* +7 to hit, Reach 5ft, one target. *Hit* 8 (1d10 +3) Slashing damage

Bow. *Melee weapon attack:* +7 to hit, Range 150/600ft, one target. *Hit* 8 (1d10 +3) Piercing Damage

Naginata. *Melee weapon attack:* +7 to hit, Reach 10ft, one target. *Hit* 7 (1d8 +3) Slashing damage



IMMORTAL CURSED VILLAGERS

The cursed villagers are cursed with undeath because they drank from the waters of immortality. They are simply commoners but when they are killed, they return at the start of their next turn. They also cannot speak and have an intelligence of 1 (-5).

NIGHTJAR SHINOBI

These shinobi work for the Ashina and report directly to Ishinn. They are experts of stealth and watch, they often occupy rooftops and will even hide on kites that fly, tied down to buildings and leap from them when an intruder appears. They wield dual hand scythes that they can light aflame and attack with, causing them to inspire fear in their foes.

NIGHTJAR SHINOBI

Medium Humanoid, L. Neutral

Armor Class 14 (leather armor)

Hit Points 42 (12d6)

Speed 35ft

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

Saving Throws Dexterity +5

Skills Stealth +5, Sleight of Hand +5

Senses Passive Perception 11

Languages Common

Challenge 4

Skydive. All fall damage the Nightjar shinobi takes is reduced by 20.

Flame Strike 1/Day. The Nightjar Shinobi lights their scythes aflame, for the next minute they deal an additional 3 (1d6) Fire damage.

Actions

Multiattack. The Nightjar Shinobi makes two Scythe attacks.

Scythe. *Melee weapon attack:* +5 to hit, Reach 5ft, one target. *Hit:* 6 (1d6 +3) Slashing damage.

RATS

If you would believe it, these creatures aren't actually rats but very well trained assassins and spies. Their weapons are laced with poison and are hidden on their person very well, they appear as small deformed humans and the hats they wear double as shields.

Spies: The rats, as they are called are quite stealthy and often used to survey enemies before an attack.

RAT

Small Humanoid, L. Evil

Armor Class 16 (leather armor + Kasa shield)

Hit Points 36 (8d6 +8)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Dexterity +5

Skills Stealth +5, Deception +1

Senses Passive Perception 10

Languages Common and one other language of your choice

Challenge 4

Kasa Shield. The hats the Rats wear double as very effective shields thanks to their small stature. As an action the Rat ducks behind his hat and gains the benefits of half cover.

Actions

Poison Dagger. *Ranged or Melee weapon attack:* +5 to hit, Reach 5ft/ Range 30/60ft, one target. *Hit:* 5 (1d4 +3) Piercing damage and 3 (1d6) Poison damage.

VILEHAND

These foes are accomplished martial artists and often fight alongside wolf companions who are trained to follow their masters into battle. They also deploy poison in some of their unarmed attacks. Most of them will follow Masanaga without question.

Loyalty for Hire: Vilehands who do not train under Masanaga will often sell their blades to those who can pay, but they don't come cheap.

VILEHAND

Medium Humanoid, L. Evil

Armor Class 14 (leather armor)

Hit Points 45 (10d6 +10)

Speed 40ft

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

Saving Throws Dexterity +6, Wisdom +3

Skills Acrobatics +6, Animal Handling +3

Damage Resistances Poison

Condition Immunities Poisoned

Senses Darkvision 30ft, Passive Perception 10

Languages Common, Thieves Cant

Challenge 6

Poison Strike 3/Day. The vilehand imbues his *Kick* attack with poison. On that attack he deals an additional 3 (1d6) poison damage.

Bonus Actions

Command. The vilehand commands his wolf ally (see: Wolf in the monster manual) and the wolf immediately acts as instructed as if he was taking his turn since they act on the same initiative. If given no commands the wolf only defends itself and the vilehand.

Adept Movement. The vilehand takes the dash or disengage action.

Actions

Multiattack. The vilehand makes one Longsword attack and one Kick attack. Alternatively they can make two *Shuriken* attacks.

Longsword. *Melee weapon attack:* +6 to hit, Reach 5ft, one target. *Hit:* 7 (1d8/1d10 +3) Slashing damage

Kick. *Melee weapon attack:* +6 to hit, Reach 5ft, one target. *Hit:* 6 (1d6 +3) Bludgeoning damage

Shuriken. *Ranged weapon attack:* +6 to hit, Range 30/60ft, one target. *Hit* 5 (1d4 +3) Slashing damage

MASANAGA

Masanaga is a very accomplished vilehand, he commands the respect of those who follow him although he is loyal to Ishinn and the Ashina clan. He has the follow alterations to his stat block:

Masanaga has 100 hit points and one of his three wolves is a dire wolf. He is also immune to the poisoned condition. He also has a CR rating 8.

Poisonous Strike. Masanaga's poison strike deals 17 (5d6) poison damage instead of its usual damage.

Tactical Command. Masanaga can command three wolves at once and always has three at his side. (Replaces *Command* but works in the same fashion).

He also has a new reaction:

Parry. In response to being attacked by a creature with a weapon attack masanaga increases is own AC by 3.

If you are wondering about the *Lone Shadow Swordsman* from the game (found in the well that you started the game in). He has the same stat block as Masanaga and is simply a rogue Vilehand.

YOKAN WARRIOR

These towering monstrosities of humans are brutish and dumb, they wield greatclubs, bells and other bizarre weapons. They are few and far between but each on of them can fight off 15 men with ease.

You can use the stat block for a *Hill Giant* to achieve these creatures, simply use the weapon below or their base weapon. You will also need to adjust their size to large.

Weapons:

Bell: Two types of attack can be made with this weapons:

- Melee weapon attack:** +8 to hit, Reach 5ft, one target. *Hit:* 11 (1d12 +5) Bludgeoning damage. The Warrior may choose to forgo the damage and instead place the bell overtop of the target if they are medium or smaller causing them to be trapped inside until the bell is picked up or the trapped creature uses their action to make a DC 15 Strength check to get out.
- Melee weapon attack:** +8 to hit, Reach 15ft, one target. *Hit:* 11 (1d12 +5) Bludgeoning damage

SPILLS

All art in this document is official art for Sekiro, Shadows Die Twice or screenshots from the game itself.

The spells listed below are original spells based on abilities from the Sekiro creatures above.

BEAM OF DARKNESS

5th Level Conjuration

Casting Time: 1 Action

Range: 120ft line

Components: V, S, M (The skull of a humanoid filled with ash which the spell consumes)

Duration: Instantaneous

A beam of terror and necrotic energy springs forth from the caster's hands. All creatures in the area must make a Constitution saving throw, on a failed save taking 7d6 necrotic damage and if the spell reduces a creature to 0hp then their soul is burned away into nothingness.

At Higher Levels: When cast using a 6th level spell slot, the spell deal an additional 1d6 necrotic damage for each level the slot is above 5th.

SREAMS OF PAIN

3rd Level Necromancy

Casting Time: 1 Action

Range: 60ft

Components: V, S, M (5 humanoid skulls which the spell consumes)

Duration: Concentration, up to 1 minute

The skulls melt into flame and circle the caster for the duration. While you still have skulls left you may use a bonus action to launch one at a creature within range. Make a spell attack roll and on a hit deal necrotic damage equal to 1d8 + your spellcasting ability modifier.

At Higher Levels: When cast using a 4th level spell slot, you gain an additional skull to launch but the spell uses another skull to cast for each level the slot is above 3rd.

WREATH OF TERROR

4th level Conjuration

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 Minute

Each time you cast a spell for the duration a portion of that magic leaks out around you. Whenever you cast a spell all creatures within 10ft of you must make a Charisma saving throw or become frightened until the end of your next turn. A creature who rolls a natural 1 on the save is affected by the Terror condition.

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