



YOKA & KOKA

ENCOUNTER

Bao-Bao Akuma

Key:

(?) = Hypothesising ability

Attack Rolls

Damage Rolls

Healing Rolls

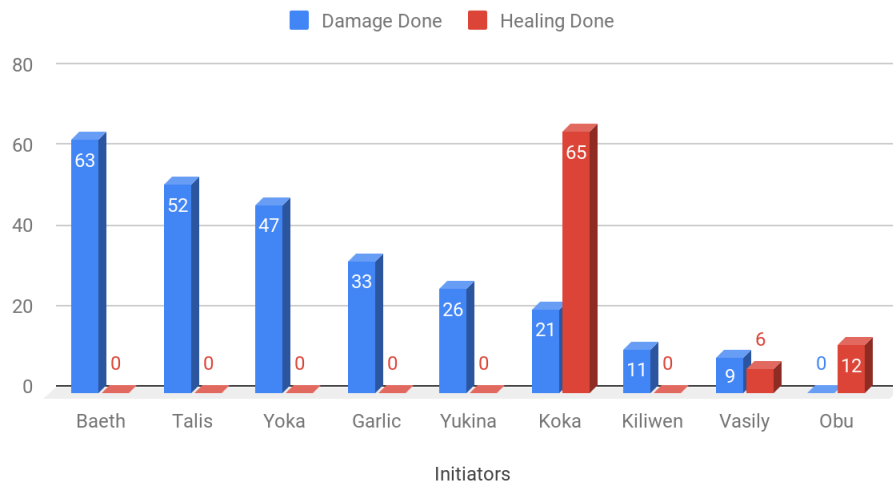
Max HP of both: 100

AC: 15

Initiative

Obu Uzuki > Kiliwen > Talis > Garlic > Baeth > Yukina > Koka > Vasily > Yoka

Damage Done and Healing Done



Traits

Passive abilities of the encounter/boss

Ruthless - This enemy will target downed players and will attempt to finish them when given the chance.

Duo - They are connected together. When one dies, they both die. However, that means their hitpoint pool is shared.

Magic Adept - This enemy specializes in magical combat and can be engaged in magical clashes. A clash is a cinematic clashing of power. It is based upon degrees of success and failure.

Combo - This enemy has abilities that inherently synergize and can trigger each other.

Abilities

Abilities which names/mechanics are identified/intuitively known

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- Martial to identify: 12 - 15
- Yoka is vulnerable to fire. Koka is vulnerable to cold.
- +4 Charisma Saves.
- +4 Wisdom Saves.
- +4 Dexterity Saves.

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Yoka

Coiling Cold - At the start of Yoka's turn, a random enemy is marked with resistance to cold damage and vulnerability to fire damage. (?)

Soothing Word - In a 20 foot radius, all enemies in that radius must make a DC 14 Dexterity Saving throw or take [2d6] cold damage. (?)

Tail Whip - This ability was not identified.

Thorned Flower - This ability was not identified.

Koka

Gout of Heat - At the start of Koka's turn, a random enemy is marked with resistance to fire damage and vulnerability to cold damage.

Licking Flames - Koka casts the [Burning Hands](#) spell. It is a 15 foot cone with a DC 14 Dexterity Saving throw to avoid [5d6] Fire damage.

Tail Whip - This ability was not identified.

Wilting Flower - An enemy is marked. If that enemy should move away from Koka or Yoka, they become vulnerable to fire and cold damage.

Both

Apex Blast - As a reaction: When there is an opponent that has taken extra damage from vulnerable twice, this ability may be used. This charges for 1 round. It fires a 200 foot beam in length and 10 feet wide dealing [10d6] Force damage. This takes up Yoka and Koka's entire turns for the duration.

Additional Mechanics

Any mechanics that do not fall under any other category

Clashes

Clashes can be triggered when they are dealt their vulnerable damage type. This effect triggered when Talis did 20 fire damage to Yoka. Clashes cannot be initiated when [Apex Blast](#) is charging.

No clashes were initiated during this encounter.