

The Realm of Yokai: A Demiplane in the Feywild

The Realm of Yokai is a vibrant and chaotic demiplane nestled within the Feywild, serving as a mystical homeland for the fey yokai creatures drawn from Japanese mythology. This realm is a pocket of eternal twilight and shifting seasons, where ancient spirits, mischievous tricksters, and formidable guardians embody the wild essence of nature, fate, and the supernatural. As a demiplane, it connects sporadically to the Material Plane through fleeting portals—often hidden in sacred groves, misty mountains, or forgotten shrines in worlds like Faerûn's Kara-Tur or other Asian-inspired realms across the multiverse. These portals open during celestial events, such as full moons or equinoxes, drawing in curious travelers, exiles, or those seeking forbidden knowledge.

Shaped like the archipelago of Japan itself, the Realm of Yokai mirrors its geography: a chain of islands floating in a sea of ethereal mists, with rugged mountains, dense forests, serene rivers, and coastal cliffs. The landscape is alive and ever-changing, influenced by the whims of its inhabitants—cherry blossoms might bloom eternally in one valley, while another is shrouded in perpetual fog haunted by whispers. Like the broader Feywild, the realm is divided between two squabbling court factions: the Court of Takamagahara, representing the “good” yokai aligned with harmony, protection, and celestial order, and the Court of Jigoku, embodying the “evil” yokai of chaos, destruction, and infernal temptations. However, true to fey nature, these alignments blur profoundly due to the yokai's inherently chaotic dispositions. A Takamagahara yokai might aid a mortal one day and curse them the next for a perceived slight, while a Jigoku denizen could offer begrudging wisdom amid their malice. The courts vie for control through intricate schemes, seasonal festivals turned battlegrounds, and proxy wars involving mortals, but outright destruction is rare—balance, however tenuous, is maintained by ancient pacts.

Regions of the Realm of Yokai

The demiplane's regions parallel Japan's, each infused with fey magic to create unique, otherworldly twists. They are interconnected by shimmering ley lines that function as natural portals, allowing swift travel but often with unpredictable detours (e.g., a journey might loop through dreamlike illusions). The terrain amplifies yokai influences: Takamagahara holds sway in northern and central areas, Jigoku in the south and west, with border zones as neutral grounds for intrigue.

- **Hokkaido (Northern Wilds):** A vast, snowy expanse of taiga forests and volcanic hot springs, where winter never fully relents. Fey auroras dance in the skies, granting visions or madness. This region is a haven for primal yokai like animal spirits and frost guardians. Current events include a brewing conflict over ancient ice shrines; Takamagahara yokai protect them as sources of purity, while Jigoku infiltrators seek to corrupt them into geysers of hellfire. Adventurers might explore frozen ruins haunted by yuki-onna, hunting for artifacts that control blizzards.

- **Tohoku (Misty Highlands):** Rugged mountains and misty valleys dotted with ancient cedars that whisper secrets. Rivers glow with bioluminescent spirits, and festivals honor harvest yokai. It's a border region where courts clash subtly—Takamagahara promotes communal rice rituals, but Jigoku sows discord with illusory famines. Recently, a plague of dream-eating baku has spread, forcing yokai to ally with mortals to contain it. Unique features include floating stone lanterns that guide or mislead travelers.
- **Kanto (Eternal Bloom Plains):** Fertile plains and urban-like groves around crystalline lakes, where cherry blossoms fall year-round in hypnotic patterns. This is a trade hub for fey goods like enchanted silk. Takamagahara dominates, fostering innovation, but Jigoku agents sabotage with shape-shifting impostors. A recent surge in portal activity has brought Material Plane merchants, sparking a black market for yokai pacts. Explorers delve into blooming labyrinths where flowers trap souls.
- **Chubu (Volcanic Heartlands):** Towering volcanoes and alpine lakes, with geothermal vents spewing prophetic vapors. Earth spirits shape the land dynamically—earthquakes might reveal hidden caves. Neutral but tense, with Takamagahara yokai guarding sacred peaks and Jigoku fueling eruptions. Ongoing: A volcanic deity's awakening threatens to bury villages; yokai factions recruit adventurers to appease or exploit it. Unique hot springs heal but demand riddles.
- **Kansai (Sacred Riverlands):** Lush rivers and bamboo forests leading to the capital, Kyoto. Shrines line waterways, and festivals blend music with magic. Takamagahara's influence is strong, promoting art and lore, but Jigoku lurks in shadowed alleys. Current intrigue involves stolen relics from river kami, leading to floods of vengeful spirits. The region's bridges are portals to pocket realms of eternal feasts or trials.
- **Chugoku (Western Shadowlands):** Barren coasts and foggy marshes, where ghost ships sail ethereal seas. Ancient battlefields echo with phantom wars. Jigoku holds firm, breeding resentful onryo, but Takamagahara scouts reclaim lost souls. A recent uprising of undead yokai from forgotten graves has created no-man's-lands; adventurers are hired to map and purify them. Unique: Mirrors in marshes reflect alternate futures.
- **Shikoku (Pilgrim Isles):** Isolated islands connected by vine bridges, home to ascetic yokai and pilgrimage trails. Dense jungles hide temples where enlightenment tests await. Balanced between courts, with Takamagahara offering guidance and Jigoku temptations. Pilgrims face trials amid a schism: A false prophet yokai is splintering devotees, sparking holy wars. Unique features include echoing caves that replay life's regrets.
- **Kyushu (Infernal Southlands):** Tropical volcanoes and sulfurous hot springs, with beaches of black sand. Jigoku's stronghold, where demons revel in excess, but Takamagahara enclaves resist. Ongoing: A tournament of yokai gladiators draws challengers from across realms, with prizes of immortality or curses. Explorers navigate

lava rivers teeming with fire spirits.

- **Okinawa (Coral Dreamseas):** Southern coral atolls and turquoise lagoons, floating on mists. Marine yokai rule underwater palaces. Loosely aligned, with Takamagahara protecting reefs and Jigoku polluting with abyssal rifts. Current event: A tidal war between sea dragons threatens to submerge islands; mortals mediate for rare pearls of wisdom.

Kyoto: The Capital City

Kyoto, the heart of the Realm of Yokai, sprawls across a valley ringed by mist-shrouded mountains, its architecture a blend of elegant pagodas, cherry-lined streets, and floating lanterns that illuminate eternal dusk. Ruled by an archfey couple embodying the sun goddess Amaterasu (a radiant kitsune-like being of light and growth) and the moon god Tsukuyomi (a shadowy tengu-inspired figure of mystery and cycles), they mediate between the courts from their golden palace, the Celestial Pavilion. This mediation involves grand councils, poetic debates, and ritual duels, ensuring neither side dominates.

Kyoto is a bustling metropolis of trade and commerce, where bazaars overflow with enchanted wares: silk woven from spider yokai threads, potions brewed from kappa cucumbers, and artifacts from distant planes. Streets teem with yokai merchants haggling in riddles, while teahouses host intrigue-laden gatherings. Surprisingly, many visitors hail from the Material Plane—samurai from Kara-Tur, monks from Shou Lung, or wanderers from other Asian-inspired realms like Kozakura or Wa. These humanoids integrate, forming hybrid communities; some yokai even adopt humanoid guises for diplomacy. Portals stabilize here, making Kyoto a gateway for multiversal exchange.

Adventurers often start in Kyoto, drawn by rumors of glory. Reasons to explore the Realm of Yokai include: seeking powerful yokai pacts for magic or boons; hunting rare ingredients like phoenix feathers for spells; resolving court disputes for legendary rewards; banishing corrupting influences from Jigoku; or fleeing Material Plane perils, only to find greater challenges. The chaotic fey nature promises unpredictable quests— a simple errand might spiral into a realm-spanning epic.

Other Cities, Towns, and Villages

Beyond Kyoto, settlements vary by region, blending harmony and menace.

- **Takamagahara's Key Holdings:** Villages like Sendai (Tohoku) are serene rice-farming hamlets with protective wards, but haunted by trickster spirits. Towns such as Nagoya (Chubu) are forge-cities where yokai craft magical blades, amid rival smith guilds.
- **Jigoku's Capital: Yomi-no-Kuni:** A menacing fortress-city in Kyushu's depths, built from obsidian and bone, with lava moats and skies choked by ash. Ruled by a tyrannical

oni lord, it's a den of vice—gladiatorial arenas, slave markets for captured souls, and infernal forges. Streets twist like labyrinths, patrolled by demonic guards. Yet, hidden resistance from Takamahara spies offers quests for liberation.

- **Other Notable Settlements:** Edo (Kanto) is a vibrant port town of illusions and theaters, where actors are shape-shifters. Hiroshima (Chugoku) is a ghostly village of lanterns floating over ruins, ideal for spirit quests. Matsue (Chugoku) hosts a lake town with water yokai alliances. Remote villages like those in Shikoku are ascetic retreats, while Okinawa's underwater villages are coral citadels for mer-yokai.

These places pulse with events: festivals turning deadly, yokai migrations causing chaos, or portal breaches inviting invasions.

Below is a cohesive document combining the Japanese mythology-inspired D&D 5e player races, subclasses, and monsters into a single, unified supplement. The content is organized to maintain thematic consistency, drawing from Japanese folklore and yokai traditions, while ensuring balance and uniqueness for 5e gameplay. Each section—races, subclasses, and monsters—builds on the shared setting of the Realm of Yokai, a demiplane steeped in spiritual magic, where kami, yokai, and humans interact. The races and subclasses are designed for players to embody yokai or yokai-adjacent roles, while the monsters provide adversaries or allies for DMs to integrate into campaigns. All mechanics are balanced to align with official 5e content, such as Player's Handbook races and subclasses, and Monster Manual creatures, with abilities tied to folklore themes like trickery, honor, or elemental affinity.

Realm of Yokai: A D&D 5e Supplement

The **Realm of Yokai** is a demiplane where spirits and mortals coexist, shaped by ancient kami, natural phenomena, and curses. Here, yokai—fey, undead, fiends, or monstrosities—roam forests, rivers, and mountains, influencing human fates through mischief, pacts, or wrath. Players can embody yokai as races, channel their essence through subclasses, or face them as creatures in this mystical setting. Adventurers explore to tip court balances, fulfill spiritual pacts, retrieve lost artifacts, or escape factional wars, spreading yokai influence to other realms or seeking redemption.

This supplement provides four **player races**, nine **subclasses**, and thirty **monsters**, all rooted in Japanese mythology, designed for D&D 5e balance and thematic depth. Races offer unique traits like kitsune illusions or oni strength, subclasses grant abilities like ronin dueling or shugenja elemental mastery, and monsters range from mischievous kappa to terrifying shuten-doji, complete with stat blocks and adventure hooks.

Player Races in the Realm of Yokai

Yokai races are fey humanoids born from the demiplane's magic, tied to natural phenomena or ancient curses. They adventure to influence yokai courts, fulfill pacts, or seek growth amid chaos. In other realms, they spread yokai influence, recover artifacts, or flee wars. Each race is balanced to match PHB options like elves or dwarves, with unique abilities emphasizing folklore themes (e.g., shapechanging, resilience) while maintaining 5e standards.

Oni

Oni are hulking demons from corrupted mountain spirits or vengeful souls in Jigoku, with red or blue skin, tusks, and wild hair. Despite their fearsome appearance, they can redeem themselves through heroic deeds, driven by a code of honor. Oni societies are tribal, valuing strength and feasts, but struggle with chaotic impulses.

Oni Traits

- **Ability Score Increase.** Strength +2, Constitution +1.
- **Age.** Mature at 20, live up to 300 years.
- **Alignment.** Often chaotic, but many strive for neutrality or good through discipline.
- **Size.** Medium.
- **Speed.** 30 feet.
- **Darkvision.** 60 feet.
- **Menacing Presence.** Proficiency in Intimidation.
- **Iron Hide.** Resistance to bludgeoning damage from nonmagical attacks when unarmored.
- **Powerful Build.** Count as one size larger for carrying capacity and weight limits.
- **Ogre Rage.** Once per short or long rest, as a bonus action, gain temporary hit points equal to your level + Constitution modifier and advantage on Strength checks and saving throws for 1 minute.
- **Languages.** Common, Giant, Sylvan.

Kitsune

Kitsune are fox spirits from Takamagahara forests, born from moonlight, with multiple tails and cunning minds. Masters of illusion, they weave deception for protection or amusement, adventuring to forge pacts or unravel mysteries. Kitsune clans center around shrines, but their pranks can spark chaos.

Kitsune Traits

- **Ability Score Increase.** Charisma +2, Intelligence +1.
- **Age.** Mature at 15, live up to 500 years, gaining tails with age.
- **Alignment.** Often chaotic neutral, some align with lawful deities like Inari.
- **Size.** Medium.
- **Speed.** 30 feet.
- **Darkvision.** 60 feet.
- **Fox's Cunning.** Proficiency in Deception.
- **Shapechanger.** As an action, polymorph into a fox (no combat stats, utility only) or back as a bonus action. Equipment merges, reverts if you die.
- **Illusionary Tail.** Cast *minor illusion* at will; at 3rd level, cast *disguise self* once per long rest. Charisma is your spellcasting ability.
- **Languages.** Common, Sylvan, one exotic language (e.g., Celestial, Infernal).

Kappa

Kappa are aquatic tricksters from Kansai rivers, formed from water kami, with scaly green skin and a water-filled head dish. Known for wrestling and mischief, they guard waterways and demand politeness or cucumbers. Their underwater villages train martial arts, but dehydration weakens them.

Kappa Traits

- **Ability Score Increase.** Dexterity +2, Wisdom +1.
- **Age.** Mature at 10, live up to 200 years.

- **Alignment.** Often chaotic neutral, some adopt lawful codes.
- **Size.** Small.
- **Speed.** 25 feet, swim 40 feet.
- **Amphibious.** Breathe air and water.
- **Shell Defense.** As a reaction when hit, increase AC by 2 until your next turn (once per short or long rest).
- **Wrestler's Grip.** Proficiency in Athletics, advantage on grapples against larger creatures.
- **Cucumber Affinity.** Cast *create or destroy water* once per long rest. Wisdom is your spellcasting ability.
- **Languages.** Common, Aquan, Sylvan.

Tanuki

Tanuki are raccoon-dog shapeshifters from Chubu wilds, born from earth magic, famed for jovial pranks and transformations using leaves. Adventuring to spread joy or evade debts, they live in festive burrow communities, though their tricks cause mistaken identities.

Tanuki Traits

- **Ability Score Increase.** Constitution +2, Charisma +1.
- **Age.** Mature at 12, live up to 400 years.
- **Alignment.** Often chaotic good, some veer neutral with pranks.
- **Size.** Medium.
- **Speed.** 30 feet.
- **Darkvision.** 60 feet.
- **Leaf Transformation.** Cast *disguise self* at will, but only as objects or animals (not specific humanoids). Charisma is your spellcasting ability.

- **Belly Drum.** As a bonus action, impose disadvantage on one attack against you (uses equal to proficiency bonus, regained on long rest).
 - **Hardy Survivor.** Resistance to poison damage, advantage on saves vs. poison.
 - **Languages.** Common, Sylvan, Druidic.
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Subclasses in the Realm of Yokai

These subclasses channel yokai, kami, or Japanese cultural archetypes, designed for 5e balance with progression at standard levels (e.g., 3rd, 6th/7th, 10th/11th, 14th/15th/17th, 18th). Each ties to folklore themes like honor (ronin), trickery (shinobi), or spiritual purity (shinto), offering unique mechanics like ki-based resilience or illusionary duplicates, balanced against PHB options like Champion Fighter or Life Cleric.

Fighter: Ronin

Ronin are masterless samurai, wandering with honor after losing their lords. Inspired by the 47 Ronin, they excel in duels and survival, adventuring to reclaim glory or protect the weak. Their discipline clashes with adventuring chaos.

Ronin Features

Fighter Level	Feature
3rd	Iaijutsu Draw, Wanderer's Resolve
7th	Duelist's Focus
10th	Ancestral Blade
15th	Unyielding Spirit

18th

Legendary Wanderer

- **Iaijutsu Draw.** Once per turn with the Attack action, use a bonus action to draw a melee weapon and attack with advantage if you haven't attacked this turn.
- **Wanderer's Resolve.** Proficiency in Survival, advantage on saves vs. fear.
- **Duelist's Focus.** When fighting one-on-one (no other creatures within 5 feet), +2 to AC and damage against that creature.
- **Ancestral Blade.** Weapon attacks ignore nonmagical resistance; once per short rest, reroll a missed attack.
- **Unyielding Spirit.** When reduced to 0 HP (not killed), make one melee attack as a reaction (once per long rest).
- **Legendary Wanderer.** Once per turn, an Extra Attack deals bonus thunder damage equal to your fighter level.

Rogue: Shinobi

Shinobi are ninja operatives from Iga and Koga clans, masters of stealth and sabotage. They use ninjutsu to infiltrate and assassinate, adventuring for clan missions or freedom from oppression, clashing with samurai honor.

Shinobi Features

Rogue Level	Feature
3rd	Ninjutsu Arts, Shadow Step
9th	Poison Mastery
13th	Kage Bunshin

17th

Assassin's Veil

- **Ninjutsu Arts.** Proficiency in Acrobatics and poisoner's kit; cast *minor illusion* at will (Intelligence).
- **Shadow Step.** As a bonus action, teleport 15 feet to dim light/darkness, gaining advantage on your next melee attack this turn.
- **Poison Mastery.** Apply poison as a bonus action; gain advantage on saves vs. poison and resistance to poison damage.
- **Kage Bunshin.** Once per short or long rest, create an illusory duplicate (as *mirror image*, lasts until next turn).
- **Assassin's Veil.** After a Sneak Attack, turn invisible for 1 minute as a bonus action (once per long rest, ends if you attack/cast).

Monk: Buddhist

Buddhist monks are Zen-inspired ascetics seeking nirvana through meditation and karma, like Bodhidharma. They channel ki for peace and resilience, adventuring to spread teachings or confront inner demons. Their vows create roleplaying tension in combat.

Buddhist Features

Monk Level	Feature
3rd	Karmic Flow, Mantra Chant
6th	Zen Strike
11th	Reincarnation Ward

17th

Nirvana Enlightenment

- **Karmic Flow.** Spend 1 ki to reroll a failed save or attack roll, taking the new result.
- **Mantra Chant.** As a bonus action, grant one creature within 30 feet temporary HP equal to Wisdom modifier + monk level (uses equal to Wisdom modifier, regained on long rest).
- **Zen Strike.** Unarmed strikes/monk weapons can deal radiant damage and ignore half cover.
- **Reincarnation Ward.** When reduced to 0 HP, spend 2 ki to drop to Wisdom modifier HP instead (once per long rest).
- **Nirvana Enlightenment.** Spend 3 ki to gain resistance to all damage for 1 minute.

Sorcerer: Shugenja

Shugenja are mountain ascetics from Shugendo, communing with elemental kami. Their bloodline channels nature's fury, adventuring to appease kami or protect sacred sites. They balance serenity with volatile magic.

Shugenja Features

Sorcerer Level	Feature
1st	Kami Affinity, Elemental Ward
6th	Spirit Infusion
14th	Ascetic Flight
18th	Kami Avatar

- **Kami Affinity.** Learn *create or destroy water* and *gust of wind*, always prepared, not counting against spells known.
- **Elemental Ward.** As a reaction, reduce acid, cold, fire, lightning, or thunder damage by Charisma modifier + sorcerer level (uses equal to proficiency bonus, regained on long rest).
- **Spirit Infusion.** Spend 1 sorcery point to change spell damage to lightning/thunder and add Charisma modifier to damage.
- **Ascetic Flight.** Spend 2 sorcery points for a fly speed equal to walking speed for Charisma modifier minutes.
- **Kami Avatar.** Once per long rest, transform into an elemental form for 1 minute (as *investiture of flame/ice/stone/wind*).

Cleric: Shinto Domain

Shinto clerics are priests of kami, performing rituals for purity and harmony, inspired by miko and exorcists. They adventure to purify lands or fulfill omens, emphasizing community and nature.

Shinto Domain Features

Cleric Level	Feature
1st	Bonus Proficiency, Domain Spells, Ritual Ward
2nd	Channel Divinity: Kami Blessing
6th	Channel Divinity: Preserve Life, Divine Strike
8th	Potent Spellcasting

- **Bonus Proficiency.** Proficiency with martial weapons.
- **Domain Spells.** 1st: *purify food and drink*, *speak with animals*; 3rd: *calm emotions*, *moonbeam*; 5th: *plant growth*, *spirit guardians*; 7th: *divination*, *guardian of faith*; 9th: *commune with nature*, *insect plague*.
- **Ritual Ward.** Create a 30-foot-radius ward for 1 minute; undead/fey have disadvantage on attacks inside (uses equal to Wisdom modifier, regained on long rest).
- **Channel Divinity: Kami Blessing.** Heal a creature within 30 feet for 2d6 + cleric level HP or grant advantage on its next attack, check, or save.
- **Channel Divinity: Preserve Life.** Distribute healing (as Life Domain, PHB).
- **Divine Strike.** Once per turn, add 1d8 (2d8 at 14th) radiant damage to weapon attacks.
- **Potent Spellcasting.** Add Wisdom modifier to cantrip damage.
- **Supreme Purity.** Allies in a 30-foot aura are immune to charm/fear and have advantage vs. poison.

Druid: Yamabushi

Yamabushi are mountain hermits blending shamanism and wilderness, enduring trials to commune with nature. They adventure to guard sacred peaks or seek visions, merging asceticism with druidic magic.

Yamabushi Features

Druid Level	Feature
2nd	Mountain Stride, Yamabushi Rituals

6th	Ascetic Endurance
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10th	Spirit Walk
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14th	Peak Guardian
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- **Mountain Stride.** Ignore difficult terrain in mountains/forests, advantage on climbing/navigation checks.
- **Yamabushi Rituals.** Proficiency in Religion, cast *augury* once per long rest without a slot.
- **Ascetic Endurance.** In Wild Shape, gain resistance to cold/poison damage.
- **Spirit Walk.** Once per short or long rest, become ethereal (as *etherealness*) for druid level rounds.
- **Peak Guardian.** Once per long rest, cast *conjure elemental* (earth elemental only) without a slot.

Bard: Geisha

Geisha are elegant performers skilled in dance and secrets, influencing society subtly. They adventure to uncover scandals or inspire change, blending charm with intrigue.

Geisha Features

Bard Level	Feature
3rd	Graceful Allure, Fan Dance
6th	Whispered Secrets

14th

Enthralling Finale

- **Graceful Allure.** Proficiency in Performance and Persuasion; cast *charm person* as a bard spell with performance as somatic component.
- **Fan Dance.** As a bonus action, impose disadvantage on the next attack against you (uses equal to Charisma modifier, regained on long rest).
- **Whispered Secrets.** When giving Bardic Inspiration, ask a question; target answers truthfully if it fails a Wisdom save (spell save DC).
- **Enthralling Finale.** When a creature uses your Inspiration, it must save (Wisdom, spell save DC) or be charmed for 1 minute.

Warlock: Yokai Patron

Yokai patrons are capricious spirits like foxes or ghosts, granting erratic boons. Warlocks adventure to honor or evade their patron's whims, wielding chaotic magic.

Yokai Patron Features

Warlock Level	Feature
1st	Expanded Spell List, Trickster's Boon
6th	Yokai Resilience
10th	Chaotic Bargain
14th	Spirit Possession

- **Expanded Spell List.** 1st: *faerie fire*, *disguise self*; 2nd: *invisibility*, *phantasmal force*;

3rd: *blink*, *major image*; 4th: *confusion*, *greater invisibility*; 5th: *mislead*, *seeming*.

- **Trickster's Boon.** Advantage on one Deception check per short or long rest.
- **Yokai Resilience.** As a reaction when hit, turn invisible until your next turn (uses equal to proficiency bonus, regained on long rest).
- **Chaotic Bargain.** Reroll damage dice, but on a d6 roll of 1, take psychic damage equal to warlock level.
- **Spirit Possession.** Once per long rest, cast *dominate person* without a slot, flavored as yokai possession.

Ranger: Spirit Hunter

Spirit hunters are yokai trackers, like onmyoji, banishing spirits and aberrations. They adventure to seal hauntings or hunt legendary beasts, specializing in anti-spirit tactics.

Spirit Hunter Features

Ranger Level	Feature
3rd	Spirit Sense, Banishing Strike
7th	Ethereal Pursuit
11th	Warding Arrows
15th	Yokai Bane

- **Spirit Sense.** Detect aberrations, fey, or undead within 60 feet (uses equal to Wisdom modifier, regained on long rest).

- **Banishing Strike.** Weapon attacks deal +1d6 radiant damage to aberrations, fey, or undead.
- **Ethereal Pursuit.** Ignore incorporeal movement penalties, advantage on saves vs. spirit abilities.
- **Warding Arrows.** Ranged attack creates a 10-foot-radius ward for 1 minute; aberrations, fey, undead can't enter willingly (once per short or long rest).
- **Yokai Bane.** Critical hits force aberrations, fey, or undead to save (Wisdom, spell save DC) or be banished (as *plane shift*).

30 Japanese Mythical Creatures and Monsters

These creatures are adapted from Japanese folklore into D&D 5e monsters, with full stat blocks balanced around the suggested Challenge Rating (CR). Each entry includes a detailed description rooted in mythology, personality traits, and adventure hooks for DMs. Stat blocks expand on the provided basics, incorporating thematic abilities like illusions for kitsune or water manipulation for kappa. Alignments are typically chaotic or neutral to reflect yokai whimsy, and they've been flavored as fey, undead, fiends, or monstrosities to fit D&D cosmology. Use them in campaigns set in oriental-inspired realms, haunted forests, or spirit-infested mountains to add cultural depth and unique encounters.

Oni

Oni are hulking, horned demons from Japanese legends, often born from corrupted human souls or vengeful spirits in hellish realms like Jigoku. Towering with red or blue skin, iron clubs, and tiger-skin loincloths, they embody raw power and gluttony but adhere to a twisted sense of honor in combat. In D&D, they roam as fiendish brutes, guarding forbidden sites or leading bandit hordes, redeemable through heroic challenges that appeal to their warrior code.

Personality: Brutish and wrathful, oni are quick to anger but respect strength and duels, often boasting before battles.

Adventure Hooks: An oni guards a mountain pass to a sacred shrine; players must win a honorable duel or outwit it with riddles to pass. Alternatively, a redeemed oni seeks allies to overthrow a demonic overlord.

Oni

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +6

Skills Intimidation +4, Perception +4

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility* (self only)

Actions

Multiattack. The oni makes two club attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Kappa

Kappa are turtle-like water imps from rivers and ponds, with scaly green skin, webbed feet, and a dish-like depression on their heads filled with water that grants them strength. In folklore, they're mischievous wrestlers who drown the rude but can be polite if bowed to, spilling their water. In D&D, they're fey tricksters who guard waterways, obsessed with sumo and cucumbers.

Personality: Mischievous and obsessive, kappa are polite to the courteous but vindictive tricksters, always hungry for challenges or treats.

Adventure Hooks: A kappa steals livestock from river villages; players can bribe it with cucumbers for info on underwater treasures. Or, it challenges them to a wrestling match to cross a bridge.

Kappa

Small fey, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +3, Stealth +4

Damage Vulnerabilities bludgeoning (when dish is empty)

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The kappa can breathe air and water.

Dish Weakness. If the kappa is grappled and fails a DC 13 Strength saving throw, its head dish spills, reducing its Strength to 8 (-1) until it submerges in water for 1 minute.

Actions

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

Dish Drain (Recharge 5–6). The kappa attempts to grapple a creature within 5 feet (escape DC 12). On a success, the target takes 7 (2d6) necrotic damage as its vitality is drained, and the kappa regains hit points equal to the damage dealt.

Tengu

Tengu are bird-like humanoids with long noses (or beaks), wings, and red faces, originating as mountain spirits who evolved from arrogant protectors to martial arts masters in folklore. In D&D, they're fey warriors who dwell in high peaks, teaching swordplay to the worthy while scorning the weak.

Personality: Arrogant and disciplined, tengu are proud mentors who test pupils harshly but reward perseverance.

Adventure Hooks: A tengu runs a mountain dojo; players undergo trials like wind-swept duels for magical boons. Or, it rallies against invading loggers desecrating its forest.

Tengu

Medium fey, lawful neutral

Armor Class 15 (studded leather)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +5, Wis +4

Skills Acrobatics +5, Insight +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Wind Mastery. The tengu has advantage on saving throws against being pushed or knocked prone.

Actions

Multiattack. The tengu makes two katana attacks.

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

Wind Gust (Recharge 5–6). The tengu creates a 15-foot cone of wind. Each creature in the cone must succeed on a DC 13 Strength saving throw or be pushed 15 feet away and knocked prone.

Kitsune

Kitsune are fox spirits with multiple tails (up to nine), shape-shifting abilities, and ties to the god Inari. In myths, they're cunning messengers who use illusions for pranks or protection. In D&D, they're fey tricksters who infiltrate societies, loyal to their kin but whimsical toward outsiders.

Personality: Cunning and seductive, kitsune are playful deceivers who value family bonds and clever pacts.

Adventure Hooks: A kitsune spies in a noble court during a festival; players uncover its illusions to prevent a coup. Or, it offers guidance if players aid its fox pups.

Kitsune

Medium fey (shapechanger), chaotic neutral

Armor Class 14

Hit Points 45 (10d8)

Speed 40 ft. (30 ft. in humanoid form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Shapechanger. The kitsune can use its action to polymorph into a Medium humanoid or back into its true fox-like form. Its statistics are the same in each form.

Innate Spellcasting. The kitsune's spellcasting ability is Charisma (spell save DC 13). It can innately cast:

At will: *minor illusion*, *dancing lights*

3/day each: *charm person*, *disguise self*

Actions

Bite (Fox Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Tanuki

Tanuki are raccoon-dog spirits famous for shape-shifting with leaves and enormous... enthusiasm for parties. In folklore, they're jolly transformers who prank with illusions. In D&D, they're fey survivors who bring chaos to villages through merry deceptions.

Personality: Jovial and prankish, tanuki love sake and fun, often resolving conflicts with games rather than violence.

Adventure Hooks: A tanuki transforms village objects into living chaos; players settle it with a drinking contest. Or, it hides treasures in its burrow, rewarding clever finders.

Tanuki

Medium fey (shapechanger), chaotic good

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

Skills Performance +4, Sleight of Hand +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Shapechanger. The tanuki can use its action to polymorph into any beast or object of Medium size or smaller, or back into its true form. Its statistics are the same, but it can't attack in object form.

Actions

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

Belly Drum (Recharge 5–6). The tanuki drums its belly, forcing creatures within 30 feet to succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute.

Yuki-onna

Yuki-onna are ghostly women with pale skin and white kimonos, freezing wanderers in blizzards while seeking lost love. In myths, they're melancholic spirits who drain life through kisses. In D&D, they're undead seductresses haunting snowy wilds.

Personality: Melancholic and alluring, yuki-onna are lonely souls who tempt with beauty but lash out in sorrow.

Adventure Hooks: A yuki-onna haunts snowy passes, freezing travelers; players must redeem her by reuniting her with a lost love's spirit. Or, mercy-kill her to end a eternal winter curse.

Yuki-onna

Medium undead, neutral evil

Armor Class 15

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	18 (+4)
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Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Snow Camouflage. The yuki-onna has advantage on Stealth checks in snowy terrain.

Actions

Cold Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) cold damage.

Freeze Gaze. The yuki-onna gazes at one creature within 30 feet. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns.

Rokurokubi

Rokurokubi are cursed women whose necks stretch at night to spy or bite, stemming from betrayal in folklore. In D&D, they're undead gossips who haunt towns, extending heads to uncover secrets.

Personality: Vengeful and nosy, rokurokubi thrive on scandal, using spied info for blackmail or curses.

Adventure Hooks: A rokurokubi stalks a town for secrets; players trace its curse to a betrayed spouse's grave. Or, it offers intel if players help lift its affliction.

Rokurokubi

Medium undead, chaotic evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common
Challenge 1 (200 XP)
Proficiency Bonus +2

Neck Stretch. The rokurokubi's melee attacks have a reach of 15 feet.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Spying Gaze. The rokurokubi learns one secret about a creature it can see within 60 feet, as if casting *detect thoughts* (no save required, surface thoughts only).

Nurikabe

Nurikabe are invisible walls that manifest as immovable barriers, tricking travelers in folklore by blocking paths until outsmarted. In D&D, they're constructs that guard entrances, stubborn until bypassed with wit.

Personality: Stubborn and silent, nurikabe are patient obstructors with no malice, just an innate drive to impede.

Adventure Hooks: A nurikabe blocks a dungeon entrance; players solve a riddle or tickle its "foot" to pass. Or, it's summoned by a mage to seal a tomb.

Nurikabe

Large construct, unaligned
Armor Class 17 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Immutable Form. The nurikabe is immune to any spell or effect that would alter its form.

Wall Form. The nurikabe can occupy a 10-foot-wide space, blocking movement through it as if

it were difficult terrain. Creatures attempting to pass must succeed on a DC 14 Intelligence (Investigation) check to find its weak spot or take 11 (2d6 + 4) bludgeoning damage from its slam.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Chochin-obake

Chochin-obake are animated lanterns with tongues and eyes, playful spirits that light paths or lead to danger in folklore. In D&D, they're undead guides who deceive in dark woods.

Personality: Playful and deceptive, chochin-obake enjoy harmless scares but can turn malicious if ignored.

Adventure Hooks: A chochin-obake guides lost travelers to traps in forests; players follow its light to a hidden grove. Or, collect several for a lantern festival ritual.

Chochin-obake

Tiny undead, chaotic neutral

Armor Class 12

Hit Points 18 (4d4 + 8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	13 (+1)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Illuminate/Deceive. The chochin-obake sheds bright light in a 20-foot radius and dim light for an additional 20 feet. It can switch to deceptive mode, leading creatures that follow it into hazards (DC 11 Wisdom save to notice).

Actions

Flame Tongue. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.

Jorogumo

Jorogumo are spider-women who lure men with beauty and music, then ensnare them in webs. In myths, they're seductive yokai from waterfalls. In D&D, they're monstrosities who weave manipulative pacts.

Personality: Manipulative and alluring, jorogumo are patient hunters who enjoy toying with prey's emotions.

Adventure Hooks: A jorogumo lures adventurers to her silk lair for dark pacts; players escape her webs or negotiate for spider-silk armor.

Jorogumo

Large monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	13 (+1)	14 (+2)	18 (+4)

Skills Deception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Spider Climb. The jorogumo can climb difficult surfaces, including upside down on ceilings, without an ability check.

Innate Spellcasting. The jorogumo's spellcasting ability is Charisma (spell save DC 15). It can innately cast:

3/day each: *entangle*, *web*

Actions

Multiattack. The jorogumo makes two attacks: one bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Nue

Nue are chimeric beasts with monkey heads, tanuki bodies, tiger limbs, and snake tails, harbingers of illness and storms in folklore. In D&D, they're monstrosities that roar thunder to terrify villages.

Personality: Ominous and feral, nue are instinctive destroyers driven by hunger for chaos and fear.

Adventure Hooks: A nue terrorizes villages as a storm harbinger; players hunt for its weak spot (the snake tail) to slay it. Or, it's a curse from a spurned kami.

Nue

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	6 (-2)	13 (+1)	10 (+0)

Saving Throws Con +8, Str +8

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Legendary Resistance (1/Day). If the nue fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The nue makes three attacks: one bite, one claw, and one tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Thunder Roar (Recharge 5–6). The nue roars in a 30-foot cone. Each creature in the cone must make a DC 16 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much on a success, and deafened for 1 minute.

Bake-neko

Bake-neko are vengeful cats that transform after living long or being mistreated, growing large with fire abilities. In D&D, they're undead felines cursing abusive owners.

Personality: Vengeful and sly, bake-neko hold grudges but can be appeased with respect or offerings.

Adventure Hooks: A bake-neko haunts a manor, igniting fires; players appease it with catnip offerings or avenge its death.

Bake-neko

Small undead, neutral evil

Armor Class 14

Hit Points 31 (7d6 + 7)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Fire Tail. The bake-neko's attacks deal an extra 3 (1d6) fire damage (included in the attack).

Actions

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Ignite (Recharge 5–6). The bake-neko sets a flammable object within 30 feet on fire.

Nekomata

Nekomata are forked-tailed cats that raise the dead, evolved from bake-neko in folklore. In D&D, they're undead necromancers leading feline undead hordes.

Personality: Manipulative and haughty, nekomata command loyalty from lesser spirits and curse the living.

Adventure Hooks: A nekomata leads zombie cats in graveyards; players disrupt its ritual to prevent a undead plague.

Nekomata

Medium undead, lawful evil

Armor Class 15

Hit Points 58 (9d8 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Skills Arcana +3, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Innate Spellcasting. The nekomata's spellcasting ability is Charisma (spell save DC 13). It can innately cast:

3/day: *animate dead* (cats only)

Actions

Multiattack. The nekomata makes two claw attacks.

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

Tsuchigumo

Tsuchigumo are earth-spider hybrids, territorial yokai from caves who burrow and tremor the ground. In D&D, they're monstrosities ambushing with poison and quakes.

Personality: Territorial and cunning, tsuchigumo guard lairs fiercely, using traps over direct confrontation.

Adventure Hooks: A tsuchigumo ambushes in caves, its webs guarding ancient treasures; players navigate earth tremors to reach it.

Tsuchigumo

Huge monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Earth Tremor. As an action, the tsuchigumo shakes the ground in a 20-foot radius. Creatures must succeed on a DC 14 Dexterity saving throw or fall prone and take 10 (3d6) bludgeoning damage.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Yamauba

Yamauba are cannibalistic mountain hags who lure victims with kindness. In folklore, they're wild crones with magical powers. In D&D, they're hags who gain strength from eating foes.

Personality: Deceptive and gluttonous, yamauba pose as helpful hermits before revealing their hunger.

Adventure Hooks: A yamauba poses as a kindly hermit, luring children; players rescue them from her cauldron.

Yamauba

Medium fey (hag), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	13 (+1)	17 (+3)	14 (+2)

Skills Deception +5, Survival +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Cannibal Strength. When the yamauba reduces a creature to 0 hit points with a melee attack, it regains 10 hit points.

Actions

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The yamauba disguises itself as a harmless old woman (as *disguise self*, at will).

Onryo

Onryo are wrathful ghosts born from betrayal, with disheveled hair and white burial clothes. In D&D, they're undead haunters who curse the living.

Personality: Driven by betrayal, onryo are obsessive avengers seeking closure through destruction.

Adventure Hooks: An onryo possesses a village; players perform an exorcism ritual or resolve its unfinished business.

Onryo

Medium undead, chaotic evil

Armor Class 12

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	16 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common
Challenge 3 (700 XP)
Proficiency Bonus +2

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

Curse. When the onryo hits with an attack, the target is cursed for 1 hour, having disadvantage on ability checks.

Actions

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Gashadokuro

Gashadokuro are giant skeletons from unburied war dead, invisible at night and thirsting for blood. In D&D, they're undead behemoths rampaging battlefields.

Personality: Mindless and ravenous, gashadokuro are driven by eternal hunger, tolling bells to announce their approach.

Adventure Hooks: A gashadokuro rampages old battlefields; players ring bells to weaken it or bury remains to dispel.

Gashadokuro

Gargantuan undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 189 (14d20 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Invisibility at Night. The gashadokuro is invisible in darkness or dim light from the moon or stars.

Bell Toll. The sound of bells within 300 feet deals 10 psychic damage to the gashadokuro.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or lose 10 hit points from blood drain.

Hyakume

Hyakume are fleshy blobs covered in eyes, paranoid watchers from temples in folklore. In D&D, they're aberrations with ray attacks from their hundred eyes.

Personality: Paranoid and vigilant, hyakume hoard secrets, detaching eyes to spy eternally.

Adventure Hooks: A hyakume guards temple secrets; players blind its eyes to steal artifacts or gain forbidden knowledge.

Hyakume

Medium aberration, lawful neutral

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	15 (+2)	18 (+4)	10 (+0)

Skills Perception +8

Senses truesight 120 ft., passive Perception 18

Languages Common, telepathy 60 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Hundred Eyes. The hyakume can't be surprised and has advantage on Perception checks.

Actions

Eye Ray. The hyakume shoots a ray at a creature within 60 feet. Roll d6 for effect: 1–2: Charm (DC 14 Wisdom save), 3–4: Paralyze (DC 14 Constitution save), 5–6: Fear (DC 14 Wisdom save). Effects last 1 minute.

Kamaitachi

Kamaitachi are weasel trios riding winds, slashing with sickle claws in invisible whirlwinds. In D&D, they're monstrosities ambushing with speed.

Personality: Swift and coordinated, kamaitachi are playful cutters who heal wounds after, but turn deadly if provoked.

Adventure Hooks: Kamaitachi ambush travelers; players solve wind puzzles to evade or befriend the trio for swift travel boons.

Kamaitachi

Small monstrosity, chaotic neutral

Armor Class 15

Hit Points 33 (6d6 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Pack Tactics. The kamaitachi has advantage on attack rolls against a creature if at least one ally is within 5 feet of the target.

Actions

Sickle Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Whirlwind Slash (Recharge 5–6). The kamaitachi dashes up to its speed, making one claw attack against each creature it passes.

Noppera-bo

Noppera-bo are faceless ghosts who impersonate people to frighten, erasing features in folklore. In D&D, they're undead sowers of confusion.

Personality: Enigmatic and teasing, noppera-bo delight in psychological terror without physical harm.

Adventure Hooks: Noppera-bo infiltrate parties as allies; players discern the faceless among impostors in a masquerade.

Noppera-bo

Medium undead (shapechanger), chaotic neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	15 (+2)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Shapechanger. The noppera-bo can use its action to polymorph into a humanoid it has seen, minus facial features, or back to its true faceless form.

Actions

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

Faceless Terror. One creature within 30 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute.

Futakuchi-onna

Futakuchi-onna are women with hidden mouths in their hair, gluttonously eating when unfed. In D&D, they're undead cursed by greed.

Personality: Secretive and ravenous, futakuchi-onna hide their curse but lash out when hungry.

Adventure Hooks: A futakuchi-onna curses greedy hosts at feasts; players feed her second mouth to lift a famine curse.

Futakuchi-onna

Medium undead, neutral evil

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Second Mouth. The futakuchi-onna has advantage on attacks if it hasn't eaten this turn.

Actions

Multiattack. The futakuchi-onna makes two attacks: one with its hair bite and one slam.

Hair Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Kuchisake-onna

Kuchisake-onna are slit-mouthed women asking "Am I beautiful?" before slashing if answered wrong. In D&D, they're undead slashers obsessed with vanity.

Personality: Vain and psychotic, kuchisake-onna seek validation through terror, masked until revealed.

Adventure Hooks: A kuchisake-onna stalks foggy streets; players answer her riddle cleverly to escape or banish her.

Kuchisake-onna

Medium undead, chaotic evil

Armor Class 15

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	17 (+3)	12 (+1)	11 (+0)	14 (+2)	18 (+4)
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Skills Intimidation +6

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Am I Beautiful? As an action, the kuchisake-onna asks a creature within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute; on failure, it answers “yes,” provoking an attack of opportunity.

Actions

Scissors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Akaname

Akaname are filth-licking goblins with long tongues, cleaning bathrooms at night. In D&D, they're aberrations infesting unclean areas.

Personality: Obsessive and harmless unless disturbed, akaname are compulsive cleaners driven by grime.

Adventure Hooks: An akaname infests baths, causing disease; players solve hygiene puzzles to lure it away.

Akaname

Small aberration, unaligned

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
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8 (-1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)
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Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)
Proficiency Bonus +2

Filth Eater. The akaname is immune to disease and poison from ingested sources.

Actions

Tongue Lick. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

Azuki-arai

Azuki-arai are bean-washing spirits making noisy songs by rivers. In D&D, they're fey nuisances distracting with tunes.

Personality: Nuisance-like and rhythmic, azuki-arai sing endlessly, attracting danger with their noise.

Adventure Hooks: An azuki-arai's noisy riverside song ambushes players; silence it to avoid monster hordes.

Azuki-arai

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 18 (4d4 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	13 (+1)

Senses passive Perception 12

Languages Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Washing Song. Creatures within 30 feet must succeed on a DC 11 Wisdom saving throw or be distracted, having disadvantage on Perception checks for 1 minute.

Actions

Bean Toss. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Ittan-momen

Ittan-momen are flying cloths that wrap and strangle, haunted fabrics from folklore. In D&D, they're undead constrictors attacking in winds.

Personality: Silent and predatory, ittan-momen are opportunistic stranglers with no remorse.

Adventure Hooks: An ittan-momen attacks in laundries; players cut it free or use wind magic to disperse.

Ittan-momen

Medium undead, neutral evil

Armor Class 14

Hit Points 44 (8d8 + 8)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Damage Vulnerabilities slashing

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Cloth Wrap. The ittan-momen can grapple as part of its attack, restraining on a hit.

Actions

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and takes 10 bludgeoning damage at the start of each of its turns.

Kasa-obake

Kasa-obake are one-eyed, one-legged umbrellas that hop and lick. In D&D, they're undead pranksters in rain.

Personality: Whimsical and bouncy, kasa-obake prank without harm, but multiply in storms.

Adventure Hooks: Kasa-obake prank on rainy nights; players collect them for enchanted umbrella crafting.

Kasa-obake

Small undead, chaotic neutral

Armor Class 13
Hit Points 27 (6d6 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	14 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)
Proficiency Bonus +2

Umbrella Hop. The kasa-obake can jump up to 20 feet without provoking opportunity attacks.

Actions

Tongue Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Mokumokuren

Mokumokuren are eyes in paper screens, peeping from walls. In D&D, they're aberrations spying in houses.

Personality: Voyeuristic and immobile, mokumokuren whisper secrets if not gouged.

Adventure Hooks: Mokumokuren spy in houses; players gouge eyes to reveal hidden compartments or curses.

Mokumokuren

Tiny aberration, unaligned
Armor Class 10
Hit Points 10 (3d4 + 3)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	12 (+1)	10 (+0)	16 (+3)	6 (-2)

Senses blindsight 30 ft., passive Perception 13

Languages telepathy 30 ft.

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Wall Bound. The mokumokuren is attached to a surface and can't move.

Actions

Eye Stare. One creature within 30 feet must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute.

Zashiki-warashi

Zashiki-warashi are child spirits bringing luck to homes. In D&D, they're harmless fey auras of fortune.

Personality: Innocent and protective, zashiki-warashi are shy benefactors who flee neglect.

Adventure Hooks: A zashiki-warashi protects a home; its loss causes misfortune, prompting quests to lure it back.

Zashiki-warashi

Tiny fey, lawful good

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

Senses passive Perception 12

Languages Common, Sylvan

Challenge 0 (10 XP)

Proficiency Bonus +2

Luck Aura. Friendly creatures within 10 feet have advantage on one ability check or saving throw per day.

Incorporeal (No Attacks). The zashiki-warashi can't attack and avoids combat.

Shuten-doji

Shuten-doji is a drunken oni king, leader of yokai bandits with immense strength. In D&D, it's a fiend reveling in sake-fueled rages.

Personality: Excessive and tyrannical, shuten-doji hosts feasts before betraying guests.

Adventure Hooks: Shuten-doji leads bandit yokai; players infiltrate its sake feast to poison or assassinate.

Shuten-doji

Huge fiend, chaotic evil

Armor Class 18 (plate)

Hit Points 230 (20d12 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +12, Con +11, Wis +7

Skills Intimidation +8

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 12

Languages Common, Giant

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If shuten-doji fails a saving throw, it can choose to succeed instead.

Drunken Rage. While it has temporary hit points from drinking (action to gain 20 temp HP), its attacks deal an extra 7 (2d6) damage.

Actions

Multiattack. Shuten-doji makes three attacks: two with its club and one bite.

Club. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Legendary Actions

Shuten-doji can take 3 legendary actions.

Attack. Makes one club attack.

Gulp Sake. Gains 10 temporary hit points.

Roar (Costs 2 Actions). Creatures within 30 feet must succeed on a DC 16 Wisdom save or be frightened for 1 minute.

Suiko

Suiko are tiger-like water dragons ruling rivers, controlling floods and demanding tributes. In D&D, they're dragons manipulating water.

Personality: Regal and demanding, suiko protect their domains but flood dissenters.

Adventure Hooks: A suiko floods villages; players offer tribute or battle to claim river control.

Suiko

Large dragon, lawful neutral

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +6

Skills Perception +6, Stealth +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Draconic

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Amphibious. The suiko can breathe air and water.

Water Control. As an action, the suiko can shape water in a 30-foot radius, creating effects like waves (push 10 ft.) or floods (difficult terrain).

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) cold damage.

Tail Sweep (Recharge 5–6). Creatures in a 15-foot cone must succeed on a DC 16 Dexterity save or take 14 (4d6) bludgeoning damage and be knocked prone.

