

# Onimusha

Huge beast (carapaceon), unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 231 (22d12 + 88)

**Speed** 40 ft., burrow 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+8)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Dex +14, Con +10, Wis +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 12

**Languages** —

**Challenge** 20 (25,000 XP)

**Proficiency** +6

**Amphibious.** Onimusha can breathe air and water.

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

**Scuttle.** As a bonus action, Onimusha can move up to its speed in a straight line.

## Actions

**Multiattack.** Onimusha makes one Sword Claw attack and one Shield Claw attack. It can use Fade Slash after one of these attacks.

**Horn.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target above Onimusha. *Hit:* 13 (2d6 + 6) piercing damage.

**Sword Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

**Shield Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Poison Breath (Recharge 5-6).** Onimusha sprays a poisonous liquid in a 30-foot cone in front of it. Each creature in that area must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 28 (8d6) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Whirlwind (Recharge 6).** Onimusha spins rapidly in a 15-foot radius around it. Each creature in that area must succeed on a DC 23 Dexterity saving throw, taking 45 (6d12 + 6) slashing damage plus 33 (6d8 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

## Reactions

**Fade Slash (Recharges 4-6).** Onimusha jumps 15 feet away from the target of its most recent attack on this turn without provoking opportunity attacks.

## Legendary Actions

Onimusha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Onimusha regains spent legendary actions at the start of its turn.

**Burrowing Attack.** Onimusha burrows underground and moves up to half its burrow speed. If it ends its movement 5 feet under a creature, it can make one Horn attack against it.

**Water Spray (Costs 2 Actions).** Onimusha sprays water from its gravios shell in a 30-foot cone behind it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

**Stampeding Slash (Costs 3 Actions).** Onimusha moves up to its speed and makes one Sword Claw attack and one Shield Claw attack.

## Onimusha

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Blue Pearl	(O)
7-10	5-9	Onimusha Shell	(A,W)
11-13	10-11	Monster Toughbone	(O)
14-17	11-17	Onimusha Heavy Leg	(A,W)
18	18-19	Onimusha Cortex	(A,W)
19-20	20	Onimusha Hardclaw	(A,W)

### ARMOR MATERIAL EFFECTS

#### Onimusha Shell

*Negate Poison.* You have resistance to poison damage and cannot be poisoned while wearing this armor.

#### Onimusha Heavy Leg

*Evade Window.* This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

#### Onimusha Cortex

*Shield+.* While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

#### Onimusha Hardclaw (*Greatsword only*)

While attuned to this armor, your Guard AC bonus now lasts until the start of your next turn.

### WEAPON MATERIAL EFFECTS

#### Onimusha Shell

*Ammo Saver+.* When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

#### Onimusha Heavy Leg

When you hit a creature with this weapon, they must make a DC 16 Constitution saving throw or become poisoned until the end of their next turn.

#### Onimusha Cortex

*Weakness Exploit+.* When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

#### Onimusha Hardclaw

*Critical Eye+.* Your weapon attacks critical hit range is increased by 2.

### OTHER MATERIAL EFFECTS

#### Blue Pearl

An extraordinary pearl with a blue sheen valued at 3,000 gp.

#### Monster Toughbone

Very rare weapon upgrade material.