

# Cobra Mode

— MINIATURES —

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PRE-SUPPORTS

5E STATS

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## HIKIGA

The Hikiga are a race of Frog Ogres (Frogres?) that live in the Mikata Wetlands. A hot and incredibly humid expanse of waterways, swamps, lakes, and lagoons, it is known to be choked with pestilence, insects, and a multitude of aggressive species. It is impassable to all except for natives like the Hikiga, and their allies the salamander ninjas of the Hanzaki.

Honorable, loyal, and regimented, the Hikiga are an advanced civilization with clearly defined roles. Their warriors are prized for their size and strength, and girth is often considered a measure of a warrior's prowess.

While the warriors with immense physical prowess are revered, they also highly value their sages. The Hikiga sages spend several decades in meditation and contemplation, attuning themselves to the Barrow Realm and tapping into its strength. Once they achieve oneness with the Realm, they are able to call upon its powers. It is a long and taxing process however, and it leaves the sage's body depleted.

The Hikiga are also known to have interesting technological advances that are highly sought after, and often dangerous.

### TOZEN - HIKIGA SPIRIT BINDER

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Addicted to Blue Lily, Tozen was formally trained as an Imperial Spirit Binder, but now works for the powerful Ryujin of Smoke, Katsuhito. Originally a soft-spoken Hikiga who joined forces with Katsuhito out of his need for more Blue Lily, Tozen has now fully embraced the gangster lifestyle and become arrogant with his borrowed clout. Tozen's style of Spirit Binding utilizes knitting needles to knit the bindings of the object and onibi, a style which secures them together tightly and can be difficult to unravel. He is a crafty and experienced Binder, and knits in nasty surprises for those who attempt to undo his bindings. He doesn't always keep a firm hold on his creations, however, and the more mischievous or independent of his Tsukumogami can often be seen running amok while he drifts in his frequent, drug-induced stupors.

### GINCHIYO - HIKIGA SPIRIT BINDER

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An Imperial Spirit Binder, Ginchiyo specializes in unbinding Tsukumogami. She is able to see the bindings as threads connecting onibi to objects, and uses her giant silver scissors to cut those ties. It can be an intricate business, and those unskilled at it can cause dangerous, unintended effects when unbinding. Some Spirit Binders can even weave traps into their bindings to discourage unbinding, often deadly. Still, unbinding is one of the most efficient ways to destroy large Tsukumogami, especially those made up of several onibi. It is a technique used mainly to disable the minions of unsanctioned Spirit Binders, but can also be used to recycle older, damaged, or defective Tsukumogami without destroying the binding objects.

## TSUKUMOGAMI

Tsukumogami are onibi that have been bound to an object, commonly used to serve a Spirit Binder's purposes. They can be bound to any object and serve any purpose. Tsukumogami have differing levels of obedience depending on the thoroughness of the Spirit Binder's binding spell, but are generally very willful and will naturally test the limits of their bindings.

### GUANGHAN MASK ONIBI

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An Onibi bound to the mask of a Guanghan, created by Ginchiyo to act as an assistant to her research. As unbinding can often be a dangerous task, Ginchiyo sends this Onibi to test some of her more 'experimental' techniques. This particular Onibi is the 73rd of its design, the others having been destroyed by various unbinding mishaps.

### COMMAND POST TSUKUMOGAMI

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Imperial Hikiga Spirit Binders created this enormous Tsukumogami war machine by binding multiple Onibi together with several objects. An intricate and dangerous process, at least fifteen Spirit Binders lost their lives attempting to create this massive animated object. A true show of Imperial Hikiga might, the Command Post Tsukumogami allows Hikiga Generals to survey the battlefield and give orders while being protected from most attacks. The gem on its front shoots a powerful beam of light to incinerate foes, while the masks at the base rotate, biting and crushing anything that approaches.



## HANZAKI

The Hanzaki are the salamander-like juvenile form of Celestial Dragons (Ryujin). Given the scarcity of adult Celestial Dragons, you might assume their offspring are equally scarce, but the Hanzaki are very abundant. It takes them such a long time to mature, however, that very few manage to reach adulthood. But even in their juvenile form they are fast and incredibly deadly, and can even occasionally use breath attacks! The process by which Hanzaki become Ryujin is not fully understood. Whatever it may be, it takes over 1000 years for them to mature, and even those who survive that long must contend with the existing Ryujin, who jealously guard their positions. The Hanzaki themselves are generally free-spirited and reckless. This is especially true of the ninja class of Hanzaki. Since so few of them survive to adulthood, they like to live life to the fullest, and find satisfaction in battle distinction. Not all Hanzaki are ninja. A large part of their society is devoted to builders, farmers, cooks, weavers, and other domestic activities that are in service to the god-like Ryujin who rule over them.

### HARANOBU - POSSESSED HANZAKI WARRIOR

In the Kugushi tar swamp region of the Mikata Wetlands, the ancient traditions of the Hanzaki are still kept. Pre-Hikiga Empire, Hanzaki belief in animism gave rise to the practice of ancestral spirit possession for warriors. Warriors of note were embalmed using the tar from the swamps, and the preserved mummies were then dried and powdered. Through imbibing the powder of their ancestors, the Hanzaki would be possessed by that ancestor's spirit and add their powers to their own. The elaborate warrior masks are specific to each ancestor, and can only be worn while possessed. While this may appear to be spirit binding as the Hikiga practice it, it is not. The Spirit must be called by the Hanzaki and agree to perform the task at hand, and will depart once the task is complete. Haranobu is one of the few Hanzaki who still carry out this tradition, in the secluded backwaters of Kugushi.

## HARANOBU, POSSESSED HANZAKI WARRIOR

*Small humanoid (hanzaki), lawful neutral*

**Armor Class** 14 (Ancestral Regalia)

**Hit Points** 65 (10d6 + 30)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	13 (+1)	17 (+3)

**Damage Vulnerabilities** Acid

**Damage Resistances** Fire

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Aquatic Renewal.** While submerged in water, the hanzaki may regain all of his hit points or regrow a lost limb over the course of an hour.

### Actions

**Multiattack.** Haranobu makes three attacks with his Grave Swipe.

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

If the hanzaki's Entreat the Ancestors is active, this attack deals necrotic damage instead of any other type, and on a critical hit the target ages 1d4x10 years until cured by Greater Restoration or similar magic.

**Entreat the Ancestors (1/Day).** Haranobu dons a ritual mask and invites an ancestor spirit to enter him, gaining 65 temporary hit points that last for an hour.

While he has any of these temporary hit points, Haranobu cannot be Charmed or Frightened, has a 30 foot fly (hover) speed on its turn, and his melee attacks are made at advantage.

Haranobu loses all of these temporary hit points if subjected to an effect that would Turn an undead creature.

### Reactions

**Slippery.** As a reaction to being missed by a melee attack, the hanzaki can move up to 10 feet without provoking attacks of opportunity.

**Drop Limb** As a reaction to taking 6 or more damage, the hanzaki drops one of its limbs, reducing the damage taken to 5.

A hanzaki that drops an arm can make one fewer attack with its multiattack. A hanzaki that drops a leg reduces its maximum speed by half.

# GUANGHAN MASK ONIBI

*Small construct (tsukumogami), unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 52 (8d6 + 24)

**Speed** fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	14 (+2)	13 (+1)	7 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Passive Perception 15

**Languages** Hikiga, Telepathy 30 ft.

**Challenge** 1 (200 XP)

**Guanghan Mask.** If the onibi is grappled, restrained, or incapacitated, a creature within 5 feet of the onibi may remove its mask as an action with a successful DC 14 Strength (Athletics) check.

If its mask is removed, the onibi transforms into an uncontrolled **Will-o-Wisp** with all of its hit points.

**Limited Magic Immunity.** The onibi can't be affected or detected by cantrips unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

## Actions

**Giant Silver Shears.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing plus 5 (1d10) force damage.

On a critical hit, the onibi may end one spell or magical effect affecting the target of 3rd level or below.

**Trigger Traps.** The onibi moves up to its speed and gains advantage on saving throws it makes until the end of its turn.

Attacks of opportunity provoked by this movement are made at disadvantage, and any creature that could make an attack of opportunity provoked by this movement must succeed on a DC 12 Wisdom saving throw or do so.

## Reactions

**Skittish Leap.** As a reaction when a creature ends its movement within 5 feet of the onibi, the onibi jumps up to 15 feet directly away from it without provoking attacks of opportunity.

# TOZEN, HIKIGA SPIRIT BINDER

*Large humanoid (hikiga), chaotic evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	15 (+2)	17 (+3)	19 (+4)

**Saving Throws** STR +7, CHA +7

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Passive Perception 13

**Languages** Aquan, Common, Hikiga, Ignan

**Challenge** 6 (2,300 XP)

**Standing Leap.** The hikiga's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Trapped Bindings.** A creature that dispels or destroys a magical effect or creation of Tozen's must succeed on a DC 15 Charisma saving throw or take 10 (3d6) force damage and be knocked prone.

**Borrowed Clout.** Whenever Tozen makes a Wisdom saving throw or Charisma (Intimidation) check, he may use the bonus of a friendly creature within 30 feet that he can see, rather than his own.

## Actions

**Multiattack.** Tozen makes two attacks with his Spirit Needles, one of which he may replace with a use of his Anchor Spirit or Weave Lilysmoke, if available.

**Spirit Needles.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing plus 5 (1d10) force damage.

A creature hit by this attack twice in a turn must succeed on a DC 15 Charisma saving throw or have Tozen control its movement on its following turn.

**Anchor Spirit (2nd Level Spell, Concentration).** Tozen forces a creature he can see within 60 feet to succeed on a DC 15 Charisma saving throw or be bound to an invisible spiritual anchor in its space that lasts for a minute.

At the end of each of that creature's turns, it takes 1d6 psychic damage for each 5 feet away from that anchor that it ends its turn.

**Weave Lilysmoke (Recharge 5-6).** Tozen breathes a stream of smoke through his loom, weaving it into a **Smoke Mephit** that lasts for a minute and acts under his control.

# SMOKE MEPHIT

*Small elemental, neutral evil*

**Armor Class** 14

**Hit Points** 12 (5d6 - 5)

**Speed** 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	9 (-1)	10 (+0)	9 (-1)	12 (+1)

**Skills** Acrobatics +6, Stealth +6

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned, Prone

**Senses** Blindsight 30 ft., Passive Perception 9

**Languages** Auran, Ignan

**Challenge** 1/2 (100 XP)

**Pull Together (1/Day).** When the mephit is reduced to 0 hit points, it may turn to smoke and disipate instead of dying. At the beginning of its next turn, it appears within 15 feet of the space it left with 1 Hit Point.

**Death Burst.** When the mephit dies, it explodes in a burst of choking smoke. Each creature within 5 feet of it must then succeed on a DC 9 Constitution saving throw or be unable to speak or breathe for the next minute.

A creature may repeat this save at the end of each of its turns, ending the effect on a success.

## Actions

**Slam.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit 6 (1d4 + 4) bludgeoning damage. If this attack was made at advantage, it deals an additional 2 (1d4) fire damage.

**Billow (Concentration, Recharge 6).** The mephit wreaths itself in a 10 ft. radius cloud of dense smoke that travels with it. The smoke spreads around corners, and its area is heavily obscured.

## Reactions

**In the Wind.** As a reaction to taking slashing or bludgeoning damage, the mephit may teleport up to 30 feet to a location it can see.



# GINCHIYO, HIKIGA SPIRIT BINDER

*Large humanoid (hikiga), lawful evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 154 (16d10 + 64)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	20 (+5)	16 (+3)	21 (+5)

**Saving Throws** STR +6, CHA +7

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Passive Perception 13

**Languages** Aquan, Common, Hikiga, Ignan

**Challenge** 8 (3,900 XP)

**Standing Leap.** The hikiga's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Onibi Bond.** Whenever Ginchiyo casts a spell, he may treat an onibi servant of his as the spell's source, and have it concentrate on the spell in his stead. He must still use his own senses to target, however.

## Actions

**Multiattack.** Ginchiyo uses his Onibi command twice, one of which he may replace with use of his Ghostfire Flare, Anchor Spirit, or Snip Bindings.

**Empower Onibi.** One onibi under Ginchiyo's control may use its reaction to move up to half its speed and make two melee attacks.

**Ghostfire Flare (2nd Level Spell).** Up to two creatures Ginchiyo can see within 30 feet each must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) fire plus 5 (1d10) necrotic damage as pale flames erupt beneath them.

**Anchor Spirit (2nd Level Spell, Concentration).** Tozen forces a creature he can see within 60 feet to succeed on a DC 15 Charisma saving throw or be bound to an invisible spiritual anchor in its space that lasts for a minute.

At the end of each of that creature's turns, it takes 1d6 psychic damage for each 5 feet away from that anchor that it ends its turn.

**Snip Bindings (3rd Level Spell).** Ginchiyo snips carefully away at the threads of magic binding a magical effect or creation within 5 feet of him into being, altering its effects in one of the following ways:

- If the effect or creation deals damage, it deals two fewer dice of damage.
- If the effect or creation has a radius or range, its radius or range is decreased by 10 feet.
- If the effect or creation can move or be moved by its creator, the distance it can move or be moved is decreased by 10 feet.
- If the effect or creation has a duration, its duration is reduced by half.

**Living Exorcism (5th Level Spell, Recharge 5-6).** Ginchiyo touches a creature and attempts to empty its body of spirits. The creature and each other spirit inhabiting its body must succeed on a DC 16 Charisma saving throw or have its disembodied spirit expelled into the nearest unoccupied space.

While disembodied, a creature's spirit gains a fly speed equal to its movement speed and cannot deal damage, but otherwise uses its statistics.

A body not inhabited by its native spirit may be Possessed by any disembodied spirit as an action, rising and acting under that creature's control. If the body is already Possessed, a disembodied spirit in the body's space may attempt to take the place of the possessing spirit with a contested Charisma check.

# COMMAND POST TSUKUMOGAMI

*Gargantuan construct (tsukumogami), unaligned*

**Armor Class** 17 (Natural Armor)

**Hit Points** 665 (38d20 + 266)

**Speed** 0 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	11 (+0)	17 (+3)	16 (+3)

**Saving Throws** STR +15, CON +14

**Damage Resistances** Attacks made without advantage

**Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned

**Senses** Passive Perception 13

**Languages** Hikiga, Telepathy 30 ft.

**Challenge** 28 (120,000 XP)

**Composite Construct.** The tsukumogami is comprised of several parts, each animated by its own spirit that takes an action on its own initiative, instead of rolling.

**Invulnerable Titan.** If the tsukumogami would take fewer than 15 damage from a single source, it instead takes no damage.

A creature that deals 15 or more damage to the tsukumogami from a single source may force it to make a Constitution saving throw with DC equal to the damage dealt. On a failed save, one part of the creature's choice becomes damaged.

**Facing.** The tsukumogami is always considered to be facing in a particular direction. Melee attacks it makes against creatures not in the direction it is facing are made at disadvantage.

**Titanic Stature.** A creature within 5 feet of one of the tsukumogami's parts may spend half its movement to attempt to climb onto it, or to move between two connected parts, with a successful DC 16 Strength (Athletics) check.

Attacks made against the tsukumogami by a creature climbing on one of its damaged parts are made at advantage.

**Limited Magic Immunity.** The tsukumogami can't be affected or detected by spells of 1st level or below unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

## Head Actions (Initiative Count 20)

**Propagandize.** The head loudly emanates inspiring music and propaganda. Each friendly creature within 60 feet of it gains advantage on Wisdom saving throws until the beginning of the head's next turn.

**Blare Orders.** If the head is not damaged, up to six friendly creatures within 60 feet may each use their reactions to make a melee attack.

## Chest Actions (Initiative Count 15)

**Emergency Repairs.** The tsukumogami gains 15 temporary hit points and makes a DC 20 Constitution saving throw. On a success, one of its damaged parts ceases to be damaged.

**Annihilation Beam.** The tsukumogami rolls a d6 to charge its Disintegration Beam. On a 5-6, the beam successfully charges.

At the beginning of the tsukumogami's head's next turn, if its chest is not damaged the beam fires in a 100 foot line that is 10 feet wide and wholly within a 100 foot cone centered on the tsukumogami's current facing.

Each creature in the area must succeed on a DC 22 Dexterity saving throw or take 44 (8d10) force plus 33 (6d10) radiant damage, or half as much on a success. Each object in the area that isn't worn or carried and each creature killed by this damage is vaporized.

## Arms Actions (Initiative Count 10)

**Gunbai Sweep.** The tsukumogami sweeps its fan, sending forth a gust of wind in a 30 foot cone from a point on its front facing. Each creature in the area must succeed on a DC 22 Strength saving throw or take 14 (4d6) bludgeoning damage and be pushed up to 15 feet away.

A creature has advantage on this saving throw if the tsukumogami's Arms are damaged.

**Gunbai Judgement.** If the tsukumogami's Arms are not damaged, it raises its fan, indicating approval of a creature's battlefield heroism.

One other creature the tsukumogami can see within 120 feet that reduced an enemy to 0 hit points in the last minute gains 15 temporary hit points.

While it has any of these temporary hit points, the creature has advantage on melee attacks and cannot be Frightened.

## Waist Actions (Initiative Count 5)

**Multiattack.** If the tsukumogami's Waist is not damaged, it makes two attacks with its Spinning Masks, each of which it may replace with a use of its Move Titan.

**Spinning Masks.** Melee Weapon Attack: +19 to hit, reach 10 ft., two targets not climbing on the tsukumogami's Arms or Head. Hit: 19 (2d10 + 8) piercing damage.

If the tsukumogami's Waist is not damaged, a creature hit by this attack takes an additional 1d10 points of either acid, cold, fire, or lightning damage (tsukumogami's choice).

**Move Titan.** The tsukumogami flies up to 20 feet, or turns up to 90 degrees.