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MINIATURES

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HARUNA, HAGURE, & HAKUO
HANZAKI GRENADIERS



HARUNA, HAGURE, & HAKUOH - HANZAKI GRENADIERS

These three Hanzaki ninjas from the Territory of Smoke use a special mineral mined only in their region to create their bombs. The bombs range from smoke grenades, to poison gas, to shrapnel-filled, and everything in between. Because of their frequent proximity to explosions, the Grenadiers wear more protective clothing than most Hanzaki, although their cautiousness doesn't extend much farther than that. This trio's love of mayhem is infamous, even among the classically wild salamanders.

HARUKAGE - HANZAKI CHAMPION

Nicknamed "The God of War", Harukage is a legend amongst the Hanzaki. His signature weapon, Sutoku's Revenge, is a smoldering glaive with magical properties. Forged by the Tengu, it's a rare weapon that was personally gifted to Harukage by the Ryujin of Smoke, Katsuhito. A young prodigy famed for his skills in battle, he was granted the special title of 'Champion', and is sent out only for the most important missions. Idolized and respected by his peers, every Hanzaki knows his name.

KATSUHITO - RYUJIN OF SMOKE

Ruler of a territory close to the Qian Sheng Shan, Katsuhito absorbed a large portion of Izanami's former territory after the fall of her reign. He controls several sources of minerals, the byproducts of which give his Hanzaki forces some unique weapons. The land is also particularly suited to growing a species of narcotic water lily which Katsuhiko exports to many places, both illicitly and openly. A highly addictive drug, Blue Lily is difficult to grow anywhere else, making the Territory of Smoke the sole reliable producer. Although this is probably not the only reason nobody else dabbles in this trade; like most Ryujin, Katsuhito is extremely greedy and jealous, and will do anything to protect his monopoly.

HANZAKI GRENAДИER

Small humanoid (hanzaki), chaotic evil

Armor Class 15 (Blast Coat)

Hit Points 66 (12d6 + 24)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	8 (-1)	13 (+1)	12 (+1)

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.

Rocket Leap. Whenever the hanzaki makes a Dexterity saving throw against an effect that deals fire damage, it may jump up to 20 feet directly away from the effect's source.

Actions

Multiattack. The hanzaki uses its Hurl Grenade twice, one of which it may replace with a use of its Cook Grenade.

Hurl Grenade. The hanzaki hurls a grenade at a point it can see within 30 feet, choosing one of the following effects.

- **Shrapnel.** Each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) slashing plus 7 (2d6) fire damage, or half as much on a success.
- **Smoke.** Each creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or take 4 (1d8) slashing plus 5 (2d4) poison damage, or half as much on a success. The area is heavily obscured until the end of the hanzaki's next turn.

Cook Grenade (Concentration). The hanzaki blows its searing breath on a grenade it holds. After 1d4 turns, the hanzaki may use its reaction to use its Hurl Grenade, and may give each creature disadvantage on the saving throw against it.

If the hanzaki loses concentration, it drops the grenade at its feet, where it immediately explodes.

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.

HARUKAGE, HANZAKI

CHAMPION

Small humanoid (hanzaki), chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 180 (24d6 + 96)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+0)	18 (+4)	13 (+1)	14 (+2)	17 (+3)

Damage Vulnerabilities Acid

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Draconic

Challenge 8 (3,900 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.

Cinder-Forged. If Harukage takes any fire damage, he gains resistance to all damage until the beginning of his next turn.

Actions

Multiattack. Harukage makes three attacks with his Gliding Waveblade and uses his Lift Glaive, if available.

Gliding Waveblade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Sutoku's Revenge. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

On a hit or miss, the target and each creature within 10 feet of it takes 17 (5d6) fire damage, and Harukage can't make another attack with this weapon until he uses his Lift Glaive ability.

Lift Glaive (Recharge 5-6). Harukage hefts his glaive, readying it for an attack. The next attack he makes with Sutoku's Revenge is made at advantage.

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.

KATSUHITO, RYUJIN OF SMOKE

Gargantuan dragon, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 420 (24d20 + 168)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	25 (+7)	24 (+7)	18 (+4)	21 (+5)

Saving Throws DEX +9, CON +14, WIS +11, CHA +11

Skills Intimidation +17, Nature +13, Perception +16

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

Decadent Kingpin. While Katsuhito is asleep, each friendly creature within 30 feet of him of CR 5 or below has advantage on attacks and saving throws.

Scarred Lungs. If Katsuhito is forced to make a saving throw against a breathable effect, he suffers a coughing fit, losing one of his Legendary Actions.

Legendary Resistance (3/Day). If Katsuhito fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Katsuhito makes three attacks, one of which may be with his bite, and uses his Venerable Presence.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 18 (2d10 + 6) piercing damage plus 21 (6d6) fire damage.

Hidden-Needle Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) slashing plus 14 (4d6) poison damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is pushed 15 feet away from the dragon.

Venerable Presence. Each creature of Katsuhito's choice that is within 120 feet and aware of him must succeed on a DC 19 Wisdom saving throw or deal half as much damage with attacks that target Katsuhito until the beginning of his next turn. A creature that succeeds on this saving throw becomes immune to this effect for the next 24 hours.

Breath of Blue Lily Euphoria (Recharge 5–6). Katsuhito exhales a series of dancing rings of prismatic vapors in a 90-foot line that is 10 feet wide.

Each creature in the area must succeed on a DC 23 Constitution saving throw or be Poisoned for the next minute. While Poisoned in this way, a creature has its movement speed and weapon damage reduced by half, cannot concentrate, and repeats this saving throw at the end of each of its turns, ending the effect on a success.

Breath of Smoldering Ash (Recharges when Katsuhito uses his Breath of Blue Lily Euphoria). Mikikashiya blows forth a cloud of choking ash in a 90-foot cone, heavily obscuring the area until the end of Katsuhito's next turn.

Each creature in the area when it appears is covered in burning ash, and takes 28 (8d6) fire damage at the beginning of each of its turns until a creature uses its action to wipe it away, or until the creature is doused in water.

Reactions

Lazy Swipe. As a reaction to being hit with a melee attack, Katsuhito makes a Tail attack with disadvantage against the attacker.

Katsuhito may take this reaction even while unconscious.

Bloodied Breath (1/Day). As a reaction to being reduced below 211 hit points, Katsuhito immediately recharges and uses one of his breath weapons.

Legendary Actions

Katsuhito can take 3 legendary actions, choosing from the options below.

Patriarch's Bidding. Katsuhito adds or subtracts 5 from another creature's initiative. An unwilling creature may use its reaction to make a melee attack against itself to resist this effect.

Benumb. One creature Katsuhito can see gains 11 (2d10) temporary hit points. While it has any of these temporary hit points, a creature that fails a Constitution saving throw falls asleep until the beginning of its next turn.

Nod Off (Concentration). Katsuhito briefly falls asleep until the beginning of his next turn, or until he loses concentration. While sleeping, he has resistance to all damage.

Pipe Drag (Costs 2 Actions). Katsuhito rolls to recharge his Breath of Blue Lily Euphoria.