

# ONI MOTHER

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5TH EDITION ADVENTURE

**SURVIVE THE MURDEROUS PLAN OF THE FIENDISH ONI MOTHER**

# MONKEYDM

## ONI MOTHER

**ONI MOTHER IS A 5E ADVENTURE DESIGNED FOR 3-6 LEVEL 5 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## BACKGROUND

On the snowy trail that would lead one to the north of Bricia, on the mountainous side of it, more precisely, rests Okawa's Bath house. For most adventurers, this small inn with oriental design is a safe haven, far from the otherwise demon-polluted pathways this far north. Here, traders and adventurers alike leave behind their worries and let themselves be taken care of by Okawa Nakamura Irasawa. Despite aging, the hostess has not lost her beauty. Her beautiful silver hair and motherly body have made her quite beloved around these parts, but even she needs help from time to time.

However, unbeknownst to the many travelers and also the nearby villagers, Mother Okawa, as she is often referred to, is not as innocent and as kindly as they may think. In truth, the many demons that guard the trail and attack whoever dares to get near it are little more than her devout followers. Trickster demons, other evil attackers, all of which serve her, their Oni Mother.

So when those who are hunted retreat into her inn, hoping to be safe, they are treated with a warm meal, a cup of poisoned tea, and an endless slumber. Now, with some help from the nearby adventurers, her plan is finally complete. With a few human sacrifices, she has opened a portal to the spirit realm, wherefrom she intends to gather enough power to take over the surrounding region.

## RUNNING THE ADVENTURE

This is the second part of a two-part adventure, revolving around Oni Mother Okawa and her bath house. In case you are interested in only a short one-shot, you may run this adventure independently, as it does not need the first part to make sense. The first part also does not require this first one. Alternatively, you can include these within a campaign for a nice side-quest.

The first part details her requesting the aid of the players in retrieving the old relic with which she says demons can be repelled. Then, in this part, she opens a pathway to the realm of spirits in hopes of gaining more power. In the base adventure, she is defeated at the end of the second part, but you can choose to make her escape, allowing for further encounters later in the story.

## PLOT HOOK

Due to the narrative nature of this adventure (and the fact it is a sequel of sorts), there are two possible plot hooks one can give to adventurers.

- **On the Way.** Maybe it just so happens that the adventurers are heading northwards through the snowy mountains, when they just so happen to stumble upon the bath house. They try to find rest, when they find a slaughter and bloody pools of water. From there on out, the adventure may start.
- **Shaking Up.** If you are running this adventure as a sequel to part 1, then simply detail how the adventurers are taken away into rooms as the Oni Mother begins sacrificing innocents to open the portal. They will then be able to shake away the paralysis and attempt to stop her.

Regardless of which plot hook you choose, the adventure will proceed in the same way.

## CHAPTER 1. OPENING ACT

In which the party witnesses the opening of a portal to the spirit realm.

### 1.1. BROKEN BATH HOUSE

First, describe the party's arrival at the bath house, in case you're playing this as a standalone adventure.

If, instead, you are playing it as a sequel, describe how the paralysis from the tea they drank fades, allowing them to once again move. They find themselves in one of the rooms of Okawa's Bath house. The door to the room is locked and may be opened with a **DC 14 Thieves' Tools check**.

**GM NOTE:** In case you are playing this adventure as a sequel, but one or more players didn't drink from the paralyzing tea, Mayeda ( **succubus** ) and Saito ( **incubus** ) will attempt to first charm, or secondly fight them. Once they've been dealt with, they, alongside all the paralyzed players, will be taken to a room and closed in.

Once you've described the setting, be them just arriving or escaping the room, they start to hear noises and screams coming from the back of the baths. Bring them to map 1.

Once they reach the outside, read this:

'You exit through the back of the bath house, finding yourself in front of what you presume was once a respite of steam and relaxation, but the only thing you find is the sight of a carnage. Two large demonic figures, beautiful as they are, stare back at you with bloodied hands. In the back of this expanse, a large skull-shaped entrance into a cave begins to shine with bright light, as you watch a demonic figure look back at you. It is female-looking, with red skin and white hair. Angirly, it growls, before looking at the two beautiful demons. "Take care of them!" She shouts, before stepping into the cave and seemingly through an ethereal portal. Nothing left behind.'

The party come face to face with Mayeda ( **succubus** ) and Saito ( **incubus** ), who have already murdered many commoners, the bodies of which now rest in the many blood pools. They smile and politely tell the party there's no more time.

Read this:

'The two demons begin to look at each other with loving glances. "Look at them!", says the female figure. "Your chances are done for. You're too late! The Oni Mother has already stepped within the Spirit Realm. By the time you arrive there, everything will be long gone. The ritual has long begun. You have no chance whatsoever," responds the male demon, licking some blood off his palm.'

The two fiends will hesitate to attack the party at first, saying their duty to the Oni Mother has been fulfilled. They will, before any fight, say they are open to leave the party alone for 2000 gold. The party can try to persuade them with a **DC 16 Charisma (Persuasion) check**.

If instead the party attacks, they will both fight them, trying to use their charms as best as possible. Once either Saito or Mayeda is killed, the other will shout with anger and fly down to the body. They will shout with rage, before taking the body and begin retreating.

**GM NOTE:** If at any point party members enter through the portal, their body falls on the ground, as the spirit leaves to the spirit realm. Unlike Okawa, their bodies cannot fully pass through. They cannot in any way return. Tell them you'll describe where they are once the combat is over. If all party members go through the portal, skip the next chapter and proceed to chapter 1.3.

When this happens, proceed to the next chapter.

## 1.2. THE BLOOD BATHS

Read this:

'With the two fiendish seducers goen, you now find yourself looking upon the bloody pools that once hosted happy, relaxed patrons. Now, all of it looks tainted, bloodied and desecrated. Calling with a subtle humm, you observe the entrance to a brand new realm. The red hue of the portal just about gives way to a distant image, a path of sorts. As you're focusing on the humm, however, you hear a groan of sorts. A body calls from the many.'

Ask the party for a **DC 15 Wisdom (Perception) check**. If at least one member is successful, they notice one of the "sacrifices" on the ground is still awake. An old orcish gentleman, one eye of which seems to be white, blinded. Barely alive, on the ground, he asks for aid.

The party can either aid him by using a healing spell, or by making a **DC 15 Wisdom (Medicine) check**. Once healed, the dwarf will introduce himself as Magkom Frostbeard ( **veteran** ).

### MAGKOM FROSTBEARD

**Information:** A local part-time adventurer and local goat herder, Magkom says that he knows the story of this portal. He was a little lad the first time it opened, but he knows it is a portal to the Realm of Spirits.

First, allow the party to make a **DC 15 Intelligence (Religion) check** to see what they know of the Realm of Spirits. On a success, they remember that inside this realm, time passes much faster. Every hour there is only a minute here. But, when your spirit returns to your body, it ages 1 year for every hour spent inside. On a failure, they don't remember any of this.

Then, Magkom will detail how his parents told him that if he ever ventures into the Realm of Spirits, he should make a particular potion. He suggests the party make such potions, although he does not remember exactly why. Any party member may make a **Wisdom (Insight) check** to see if he is truthful and they will reveal he is indeed just a helpful soul, no matter the result.

If the party chooses to try to make this potion, they should explore map 1 for the ingredients. If, instead, they go straight through the portal, proceed to the next chapter.

## AREAS OF OKAWA'S BATH HOUSE

### 1 - MAGKOM FROSTBEARD

The party starts here, next to him.

Read this:

'As you stand there next to the wounded Magkom, he closes his eyes for a brief moment and begins to think. "Alright, I remember!" He says. "We need some pure springwater water, some silver and some Crestbloom." He takes in a deep breath, before laying himself on his back. "I've got silver in my room, inside my chest. You could try and get water from around here, but not bloodied water. I reckon you might also be able to find some Crestbloom around here. Okawa had a little in her hair." He then closes his eyes for a brief moment, awaiting the ingredients.'

With all the ingredients, the party can return to Magkrom, who'll begin making the potions by the fire. He'll be able to make a total of three. The party can aid him in making 3 more either by making a **DC 15 Intelligence (Arcana) check** or by making a **DC 12 Alchemists' Supplies check**.

When finalized, all these vials are *spiritfinder potions*.

### ***Spiritfinder Potion***

Potion, Rare

The liquid of this potion shines and shimmers, like a distant star. When drunk within the Realm of Spirit, spirit instantly returns to the body without aging at all.

Once the potions have been crafted and the party steps through the portal, proceed to the next chapter.

## **2 - BLOOD POOLS**

Read this:

'Where you imagine not long ago were beautiful pools of relaxing waters, there is now only an abundance of blood and bodies, lying lifeless on the ground or deep inside the water for the most part. Their mouths are agape and their bodies drained, almost as if with their blood, their soul was also taken in order to open this gate to the Realm of Spirits.'

None of the water from the old pools can now be used to help in making the potion, unless the party can filter it with a *prestidigitation* spell.

## **3 - SAUNA**

Read this:

'Still steaming, still untainted, the Bath house's sauna seems to be untainted, with clear pure springwater still there for use.'

From here, the party can fetch pure springwater and prepare their potions.

## **4 - MAGKOM'S ROOM**

Inside this room, the players find Magkom's chest. It is locked and must be opened with a **DC 15 Thieves' Tools check** or a **DC 18 Strength (Athletics) check**. On a failure for either check, the chests' trap mechanism activates, electrocuting the person attempting the check for 2d6 lightning damage. Once opened, the party must look inside with a **DC 12 Intelligence (Investigation) check**.

## **5 - KITCHEN**

First, the party must either open the kitchen door with a **DC 15 Thieves Tools check**, bash it in with a **DC 18 Strength (Athletics) check** or climb through a window with a **DC 18 Dexterity (Acrobatics) check**. Failing the Acrobatics check deals 2d6 piercing damage to the party member attempting the check.

Once inside, the party can easily find the plants needed, but they are defended by 2 hidden **quasits**, who ambush the party.

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## **MAP 1: BLOOD BATH**



### 1.3. THROUGH THE GATE

Read this:

'With emboldened spirits, you step within the portal to the Realm of Spirits. Your first leg goes through and for a brief second, you feel a phantom pain, a numbness, as if that leg is no longer there. Then, you step forward fully, and you begin to feel a feeling of ripping, of divergence. You hear a loud thud, as you look back and watch, almost like through a window, you observe your body, limp, on the ground of the cave entrance. You attempt to step back towards it, only to find that you cannot step back through. Instead, in front of you, almost mirrored, extends a short tunnel, at the end of which you can hear shouts and and the noise of crowds.'

The party is now faced with the portal, while the tunnel extends behind them. They may try to examine the portal with a **DC 15 Intelligence (Arcana) check**. If they do this, they will notice that time there seems to be passing much slower. They cannot, in any way, pass through the portal back on the other side.

Once the party begins walking through the tunnel, describe how there's plenty of commotion to be heard. After a brief walk, they will reach the end of the tunnel. Ask for a marching order. They may also choose to go by stealthily, in which case they must all make a **DC 15 Dexterity (Stealth) check**. If there are an equal or greater number of successes across all party members, the check is treated as a success. If not, the failures reveal the party. This check will have an effect in the subsequent chapter.

Finally, the party arrives at the end of the tunnel, at which point they can see map 2.

When they arrive, read this:

'You find yourself at the end of the tunnel and the sight in front of you is in equal measure both troubling and welcoming. You see the sight of a street of sorts, paved and well-lit, in the middle of which spirits of all sorts, some more corporeal than others, seem to be having an intense discussion. What you would normally consider a street of immense beauty is filled with ghosts and other weird appearances, all of which are gathered around what seem to be troubled spirits. This is... beyond what you were expecting.'

You may proceed to the next chapter.

## CHAPTER 2. INTO THE SPIRIT REALM

In which the party explores the realm of spirits.

### CHAPTER 2.1. THE RESTLESS SPIRITS

Read this:

'Though at first they sound like wavering whispers, you begin to make sense of the words spoken by the ghosts. "These brand new spirits... They come from a portal. Such a portal could only be the signal for evil, they must be contained... They are restless! Restless! Did their attacker return?" You watch as a few motes, which, through sheer energy, you sense to be the spirits of those just sacrificed, are spinning around angrily, with many other spirits looking at them with confused faces.'

As the party observes the spirits, they begin to grow more and more restless, spinning around and bumping into the street market. Plenty of other spirits attempt to stop them, but seemingly to no avail.

#### CHAPTER 2.1.1. NOT HIDDEN

If the party is not properly hidden, they are attacked by the four restless spirits (**will-o'-wisps**). The other spirits stay away from the fight. Once in combat, the spirits will fight until "death". Upon being killed, they instead just calm down, retreating into the earth.

If the party has fought, read this once they finish combat:

'Once you fight the last of the spirits seems to be laid to rest, the rest of the spirits all stay away from you, keeping away, you are unsure if this is because of fear or sheer disgust, but one thing's for sure, they are not too keen on you. But, you do hear, from a distant street shack, a loud laugh "Ha! What's up with you all? Come here!"'

This call comes from area 3. The party may explore the map in the next chapter, but if they try to interact with the potion merchant or watchers (area 2 or any area 4), they will need to make a **DC 15 Charisma saving throw**. On a failure, they are frightened and cannot interact with that area.

After the call, proceed to the next chapter (2.2).

#### CHAPTER 2.1.2. HIDDEN

If the party is properly hidden, they will not be seen by the restless spirits and these are caught closely thereafter. They may explore the map in the next chapter freely.

**GM NOTE:** Some particularly heroic players will attempt to aid in catching or calming down the spirits, despite being stealthed. In this case, have them roll a **DC 15 Charisma (Persuasion) check** to prove they are not "the oni's minions". If successful, proceed as part of this chapter normally. If they fail, proceed in the chapter 2.1.2.

Read this:

'You observe in silence as the spirits are caught and calmed and you take a few seconds to take in the surroundings. Then, after a moment of breather, you move towards the streets. Spirits eye you smilingly, as if you are brand new arrivals. You see a particularly interesting spirit stare at you from their small cart with a smirk. "Haha! Come here! Come! I've got something for you!" The merchant then walks behind his cart with a smirk.'

The call comes from area 3. Proceed to the next chapter.

## CHAPTER 2.2. THE STREET MARKET

The party now explores the Street Market. Depending on how they did in the previous chapters, it may be more or less open to this exploration.

### AREAS OF THE STREET MARKET

#### 1 - SKULL

Read this:

'Looking back at the skull you had just entered through, the cave path is now gone, instead replaced by a wall of stone, almost as if it has miraculously closed down behind you. Nothing is there.'

Looking at the skull, the players may make a **DC 18 Intelligence (Arcana) or (Religion) check**. On a success, they gather this is probably the form for most portals in the real realm, therefore it is not in any way unique and is most likely a one way trip.

#### 2 - POTION MERCHANT

Read this:

'An interesting ghost-like creature seems to be working on small vials, taking spiritual fish, flowers and other ingredients and slowly mixing them in, in an attempt to make something. You hear a chuckle. "Experimentation is so much easier when you're dead. None of the side effects! What can I treat you with?" The spirit smiles.'

This is a merchant spirit who goes by the name Pao. It can sell the party 2 *potions of healing* and 2 *spiritfinder potions*. These allow them to briefly return to the material plane, in case of the *spiritfinder potions*, or, in case of the *potions of healing*, to feel briefly alive. On humanoids, they will have their normal effects.

Being dead, Pao has no use whatsoever for gold, but it takes particular liking to knick-knacks or stories of haunts.

The party can either pay them by giving them curios (either from their equipment, or *blessed curios* earned from watchers) and persuading them to take these with a **DC 15 Charisma (Persuasion) check**. Alternatively, the party can tell a ghost story with a **DC 15 Charisma (Performance) check**. This also pays for the potions.

His wares can also be stolen with a **DC 17 Dexterity (Sleight of Hand) check**. On a success, they may take 1 potion. On a failure, the watchers are prompted and the party must fight **3 ghosts**.

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### MAP 2: STREET MARKET



### 3 - SHIFTY MERCHANT

Read this:

'You approach the spirit merchant, who seems vaguely... humanoid. He smells you rapidly, before giving out a slight chuckle. "Oh, I could smell you alive-ones from the moment you came in! Don't worry. I won't give you away. Good to see fellow humans, however." The stout gnomish figure rubs its hands together, before extending one out. "I'm Yospip Togglefern, enchanted to meet you!" He gives a slight chuckle, before opening up a few crates.'

#### YOSPIP TOGGLEFERN

**Information:** Once a respected merchant in the real world, Yospip lost most of everything then left for the Realm of Spirits in disgrace. He spent a little while here, almost 2 years, before he heard how much time had passed in the real world. Happy he didn't have to eat, drink or worry that much in this world, he left the real realm forever, leaving his body behind. He's unsure if it's died or not. Now, he's just yet another spirit, but he is still kindly towards adventurers.

Yospip will chat with the adventurers, while rummaging through his many wares. He will explain that he knows exactly how to survive in this realm, but he also knows how to kill, that being with silvered weapons. Any other weapons only damage the spirit in this realm, leaving it unharmed in the real world. He has the following ware for sale, all going for 1 *blessed curio* a piece: silvered weapons (anything that the party wields), 1 *spiritfinder potion*, 1 vial of *spirit perfume*, 1 pair of *dimensional shackles*.

#### *Spirit Perfume*

**Potion, Rare**

One vial contains 1d4+2 doses. This perfume has no particular smell in the real realm, but spirits from the Realm of Spirits sense it as one of their own. While wearing a dose, a creature is immune to possession spells and has advantage in deceiving spirits that they are undead.

Yospip will mention in passing how a little while ago, an oni-looking figure passed through the street market, murdering a few spirits and extracting their essence, before venturing further into the forest. They are all terrified, but a few spirit warriors were sent for the figure, so they are most likely safe. He will end by saying: "Worst case scenario, a calamity for spirits. Good I still have a body, most likely! I'll be way older, but it's still an option." He will then point the party in the direction of the forest.

### 4 - WATCHERS

Watchers are guardian spirits, the eyes of which analyze surrounding people and ensure they are indeed spirits. Whenever a creature spends more than 10 seconds within 10 feet of a watcher, that creature must make a **DC 15 Charisma (Deception) or (Persuasion) check**. On a success, the watcher extends their hand and bows their head. The creature receives a *blessed curio*. On a failure, the watcher's eye squints and they shake their head. A *cursed curio* appears in the creature's pockets.

#### *Blessed Curio*

**Wonderous Item, Rare**

While this item is on a creature's person within the Realm of Spirits, that creature can add 1d4 to its attack rolls and saving throws.

#### *Cursed Curio*

**Wonderous Item, Rare**

While this item is on a creature's person within the Realm of Spirits, that creature must subtract 1d4 from its attacks and saving throws. If thrown away, they return to the creature's pockets, unless the creature throws them together with a *blessed curio*.

These curios can be exchanged for other things within the realm of spirits. Any creature may make a **DC 18 Intelligence (Arcana) check** to tell that these curios have magical powers.

### 5 - SPIRIT FOREST

Read this:

'You look towards the large white canopy, looking like a forest that is snowed, yet snowless, living, yet lifeless. Your gaze is immediately taken aback by a splatter of blood on one of the trees. It's a handprint. And since nothing else but the Oni Mother could possibly have blood in such a place, you are sure that this is the path to go down. You're unsure how far she could've wandered, but you are sure it's far off, by now.'

When the party steps towards this location, proceed to the next chapter.



## 2.3. THE CHASE

Read this:

'You step into the woods, leaving the small and mystical marketplace behind and begin following the trail of bloody marks. They're easy to see at first, but then, slowly but surely, they begin to thin out... And you must strive even harder to find something of note.'

First, ask the party for a marching order. Then, they will enter a chase encounter, in which they should strive to find the tracks and follow Oni Mother Okawa as best as they can, all without getting lost in the forest. Based on how successful the party is in their ventures, the end battle might be more or less difficult.

**GM NOTE:** Though this chase has pre-set checks and landmarks for the party to go through, don't feel afraid to add additional ones, even possibly another encounter, since the party is likely to take a short rest either before or during their venture into the forest. Also, if the party wishes to approach the chase from a different angle, reward creativity with lower DCs, different checks or even straight successes if they use their resources.

First, in order to find themselves on the right track, the party must once again find the tracks. The person in front of the marching order must make a **DC 16 Wisdom (Survival) check**. On a failure, they are lost for a little while, until they finally find the tracks again. This check will also influence the end battle.

Slowly but surely, as they follow the tracks, they observe the Forest of Spirits begin to shift and turn, as the grass, which was gray before, begins to turn redder and redder. Thorns grow larger and larger... The forest is being influenced, changed by the Oni Mother. In order to navigate the surroundings and arrive at their destination in optimal time, they must make a **DC 16 Intelligence (Nature) check**, allowing them to dodge throw the thorns and overall dangerous new appearance. On a failure, they all suffer 2d4 piercing damage from the many thorns. This check will also influence the end battle.

Lastly, read this:

'As you begin to push further and further within the forest, the ground gives way, you are now ankle deep in a pool of blood, as it quickly advances all the way to your knees. And that is when you see it. A reverse whirlpool of sorts, slowly beginning to form blood, pushing it upwards. And no immediate way of stopping it.'

This should serve as a short puzzle for the group. Blood is slowly being created and the immediate instinct may be to stop it. However, the true solution lies elsewhere. Allow all party members to make a **DC 18 Wisdom (Perception) check**. If successful, tell them they hear a low chuckle from beyond. If unsuccessful, don't tell them anything. Unbeknownst to them, the bottom of the whirlpool leads to an underwater tunnel.

This can be spotted with a **DC 16 Intelligence (Investigation) check** once they get within the water. This check will also influence the end battle. Once the tunnel is found, players should move through it, all of them needing to make a **DC 15 Constitution save** or take 2d6 bludgeoning damage by remaining out of breath. Once they reach the other side, proceed to the next chapter.

**GM NOTE:** Although the original solution is finding the tunnel below, the players may come up with other intelligent solutions. If they sound logical (or better yet, cool!) allow them.

## CHAPTER 3. THE BLOOD FLOOD

In which the party fights Oni Mother Okawa a final time.

### 3.1. SPIRIT BATTLE

**GM NOTE:** Before going any further, it should be mentioned that this blood imagery is intentional. Oni Mother Okawa, in an attempt to serve the Blood Plague, is trying to gain more power from the Realm of Spirits. If you are playing this adventure as part of your campaign, you can use it as a first glimpse for the Plagues, or even allow Oni Mother Okawa to escape and become their main harbinger.

Read this:

'With sluggish movements, you push through the blood. You arrive before the liquid and take in a deep breath, only to find yourself in a semi-flooded village, lower than your original point of arrival. You hear a distant laughter, yet see no figure around, what you can see, however, is a red glow, in front of a larger building, that seems to be perpetually emitting blood, like a portal to an endless flood. "Didn't expect you to be so... daring. Don't worry, adventurers, I will take care of you just the same. You won't stop me from spreading my cursed blood over this entire realm." She chuckles once more from the unknown. Roll for initiative.'

The party must now fight **Oni Mother Okawa**. When she finally reveals herself from her invisibility, the party will notice her glaive and claws have been made silver. If they die by her hands here, they will do so in the real world too.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Okawa chooses to cause one of the following effects; Okawa can't use the same effect two rounds in a row:

- **Bloodport.** Okawa teleports anywhere within 60 feet of her location.
- **Energy Syphon.** One creature of Okawa's choice that is inside the blood takes 9 (3d6) necrotic damage.
- **Crimson Grasp** A tentacle of blood ( **gray ooze** ) appears within 10 feet of the blood flood and attacks a creature within range. They must make a **DC 14 Strength saving throw** or become restrained. Regardless of if they fail or succeed, the tentacle remains on the battlefield.

Depending on how many of the checks they have failed up to this moment, her Lair Actions will become more powerful. If they failed no checks in the chase, all lair actions remain the same. If they failed three, the initial range of Crimson Grasp becomes 30 feet. If they failed two or more, the damage of Energy Syphon also increases by 2d6. If they failed one or more, the range of Bloodport is doubled.

Once the Oni Mother is defeated, proceed to the next chapter.

## CHAPTER 3.2. END

Read this:

'As a final strike lands onto the Oni Mother, you watch as she hesitates. Her breath stops for a moment, as she observes her wounds. With a deadly shriek of immense proportions coming from the Oni Mother, the entire flood of blood, gallons upon gallons, begins to return in a vicious attack towards her and the small ball of light that began this flood. She becomes consumed by this blood, before she herself is taken into this portal of sorts. Her screams become distant, until they cannot be heard over the gurgle of blood. It recalls itself at immense speeds, instantly draining the surroundings. That is precisely when you observe the bodies of numberless spirits and other beings, bloodied, left dead at the silvery claws and glaive of the Oni Mother, sacrifices for her ritual. Blood continues flowing backwards for a few long minutes, maybe even an hour, as you observe the ruin she has caused over such a short period of time. Well, short in the real world, anyway.'

**GM NOTE:** Alternatively, you can have the blood simply teleport the oni mother away! Thus, she could return as an antagonist at a later date. A continuous servant for the Blood Plague.

With the Oni Mother defeated, the party can return to the real realm, where Magkom has left a large pouch of 1500 gold for their deeds. On it is a small note that writes "Was all I had on me. Sorry it's not much." He is sleeping in the sauna, seemingly the only survivor of the Bath house Bloodbath.

**GM NOTE:** Now that this large bath house has been left alone, the party can even claim it as their base, allowing for frequent stops on the paths back from their many journeys.

The only thing left to do is clean the blood and bury the dead and after that, this adventure is over.

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## MAP 3: MOTHER OKAWA'S LAIR



# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover art by [Rerinkin](#), used with permission.

Maps created by [Ori The Cartographer](#).

And now onto the next project...

Cheers !

**IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !**



A MASSIVE THANK YOU TO ALL MY PATRONS !