



MONKEYDM

MOTHER OKAWA



5TH EDITION ADVENTURE

UNVEIL THE MACHINATIONS OF AN ANCIENT EVIL

MONKEYDM

MOTHER OKAWA

MOTHER OKAWA IS A 5E ADVENTURE DESIGNED FOR 3-6 LEVEL 4 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. The following morning, as far as everyone is concerned, they are back on their way, as the Oni Mother's favorite followers, shapeshifters, take over their place in society and spread her influence. Such is Oni Mother Okawa's way of gathering power. And her plan is almost finished.

When dealing with the adventurers, the Oni Mother will be kind and welcoming, giving no reason to ever be doubted. She's a schemer with a knack for the dramatic.

RUNNING THE ADVENTURE

This is the first 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 second part to make sense. The second 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 an old relic with which she says demons can be repelled. Then, in the second part, she will open 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, there are three 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 marvelous bath house. Of course, they might intend it to be just a short stop, but fate has other plans for them.

- **Words Spread Far.** Throughout the lands, people praise Mother Okawa's amazing Bath house, with its spiced teas, its unique food and its calming hot springs. Hearing all that praise, the adventurers have come for a snack and a rest.
- **Demonic Duties.** Word on the streets is that there are a whole lot of demons around this area, and if there's one thing adventurers love to take care of, it is demons. Now they've come by to ensure that these demons are indeed taken care of.

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

CHAPTER 1. SALUTATIONS & STEAM BATHS

In which the players arrive at the bath house.

1.1. THE BATH HOUSE

Read this:

'Trudging through the snow, the trip to Okawa's Bath house is by no means easy. Whether it be for experienced travellers, weary adventurers or just determined traders, this trail is by no means easy. Even less so due to the noises that accompany it. Out of fear that a demon might hide at every step, every rush of wind is cause for concern. One can never be too careful around these parts. But that is now all in the past. Not long ago, you found yourself at the entrance to a beautiful wooden building, with shining lights all around. And there you are now, inside the warm interior of the bath house, taking off your large winter coats and scarves and finally revealing your faces once more.'

This is a perfect time for the characters to introduce themselves, that is if they don't know each other already. Once that is done, you may bring them to map 1, right next to area 1.

AREAS OF OKAWA'S BATH HOUSE

1 - FRONT DESK

At the front desk, a smiling young woman welcomes the party. She is Mayeda (**succubus**). Her hair is neatly kept in a bun and her kimono shapes a beautiful physique.

MAYEDA

Information: An evil spirit and trusted ally of Okawa, Mayeda deceitfully maintains herself as the person at the front desk. She offers nothing but grace, calmness and welcoming. She is also the one in charge of making sure Okawa knows of everyone who comes in.

With open arms and a breathy voice, Mayeda will welcome the adventurers to the inn, stating that lately, things have been a little more dangerous, so she feels much safer now than they are here. Any party members who don't believe her may make **DC 18 Wisdom (Insight) checks**. On a success, they figure out she is either being extremely polite, or flat-out lying. In any case, she offers them a full stay for one night, 1 gold a piece each. This price can be negotiated with a **DC 14 Charisma (Persuasion) check** to as low as 8 silver each. Once they've discussed with her, she will encourage them to go past her in the common room, if they so wish. If instead they wish to go straight to the steam baths, they may do that too.

She will also discuss with them about any other questions they may have. If they ask about the demons nearby, she will mention they have to do with the cave behind the bath house once being used by a cult. After receiving this information, any party member proficient in the Religion skill may make a **DC 14 Intelligence (Religion) check**. On a success, they remember that there was indeed a cult who used this area as grounds for breaking the barrier between worlds and summoning demons.

GM NOTE: While foreshadowing is nice, be sure to be very careful as to what tone Mayeda and the other NPCs will use with the party. For the adventure to have a powerful effect, the party can't doubt the NPCs too much or too quickly. While this MAY happen, try to prevent it.

2 - COMMON ROOM

Read this:

'Stepping through the front doors and straight into a common room adorned with a few tables, the smell is what instantly draws your attention. A mix of spice, sweetness and steam, which you cannot help but feel drawn in by. A meal could surely be in order.'

The players can now choose to sit down and have a meal if they wish to. Once they sit down at a table, a server will bring them hot food way quicker than they expect it. Alongside the main plates of food, there are also small crispy bits of bread, similar to fortune cookies, which, when eaten, reveal one of the following messages.

d4 Cookie Message And Effect

- 1 Beware! Fighting is upon you! *The creature who ate this receives a +5 to initiative.*
- 2 Your body is a temple. *The creature who ate this has advantage on saving throws against being poisoned.*
- 3 That which you think you know, you do not know. *The creature who ate this has advantage on all Wisdom (Insight) checks.*
- 4 You are a bastion of inner peace. *The creature who ate this is immune to being frightened.*

Any creature may only benefit from only one cookie effect at a time. If they eat another cookie, the effect of the previous one disappears. The effect last for 24 hours.

Upon having a meal, the party may choose to go wherever they wish, but the server will encourage them to partake in their hot steamed baths.

GM NOTE: For the story to continue, the party must go outside. If they choose not to, however, give them a few seconds of silence, before combat noises start from the outside. Then, they should feel the urge.

3 - FIRE

Read this:

'Calmly gathered around the fire, you observe three large human men, laughing loudly and warming themselves. They seem excited and happy, especially at the sight of brand new companions. They look at you with friendly gazes, gesturing that you get near them.'

This is a group of three **dretches**, all of which are drinking *Okawa's Shapeshifting Tea*. They are trying to keep the party close, as they were told to by Okawa. They will try to be as friendly as possible and present themselves as Ofo, Yano and Hago. They will keep their true identity hidden until combat breaks out.

OKAWA'S SHAPESHIFTING TEA Potion, rare

Upon drinking this potion, you gain the ability to shapeshift into a medium humanoid for 1 hour.

Any creature with passive Perception above 16 will notice that their bodies are almost one with the benches, like they're sludge. Also, their sweat seems to have a weirdly caustic smell. The party can also make a **DC 15 Wisdom (Insight) check** on them. On a success, they realise something a little... unnatural about them. Their movements are sluggish and the corners of their mouth seem to move too much with every smile.

If pressed on why they are here, the three will say they are travelling merchants. If pressed further or detected, they will attack the party. When this happens, proceed to the next chapter.

4 - FROG POND

Read this:

'Lowly croaking from their pond, you observe two seemingly innocent toads, both of which are looking at you with an intense look, though it is also filled with frog-like indifference.'

The two toads are actually shapeshifted **quasits**, which will slowly begin approaching the party and the dretches. Any party member may observe them with a **DC 14 Intelligence (Nature) check**, realising that in this climate they should surely be freezing to death or boiling alive in the water.

Once they are within melee with any party member or someone has tried touching them, they will spring into the sky and turn into their true form, thus beginning combat. When this happens, proceed to the next chapter.

5 - BATH

Read this:

'Off to the side, you notice five or so commoners, male and female alike, all enjoying their time in silence, revelling in the warm waters, with everything but their heads submerged.'

In this area, five commoners, both male and female alike, are bathing in the warm water, enjoying rest. Once the fight breaks out, they will comically run away, still naked, until they get inside. This should add to the sense of urgency the party feels, as they must defend this bastion of rest.

6 - BATH

Read this:

'Off to the other side, you notice another group of commoners, all of them in the water, with one man of amazing beauty also enjoying his time within the water.'

Just like in the previous area, commoners are resting in the water. Amongst them is also Saito (**incubus**), who will not attack the party, but rather watch and observe their strengths. He is also a follower of Okawa.

7 - CAVE

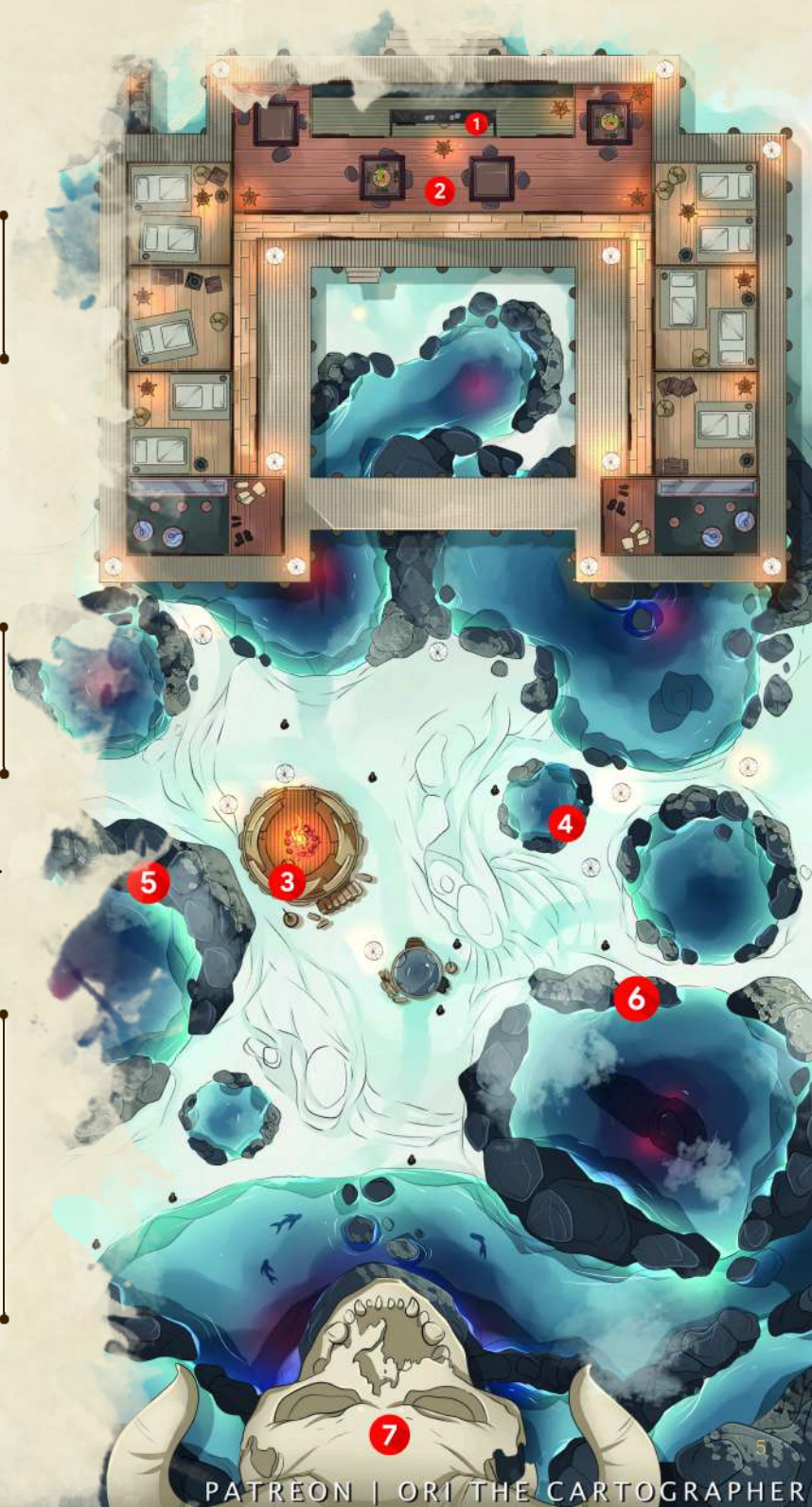
Read this:

'Majestic and yet frightening, the back of this large courtyard gives way to a gigantic skull, the nature of which you are unsure, but it is most likely demonic. It seems to lead way into a dark, deep cave, but you see it has mostly been sealed off with well-placed rocks and planks of wood. Yet, some small cracks are ever apparent, to such an extent that you can see a bat resting at the top of the skull. You are unsure what it's waiting for, but it is there, ever-watchful.'

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MAP 1: OKAWA'S BATH HOUSE



The bat is a third **quasit**, who is watching. If the party gets near the cave, it will drop down and instantly attack them. When this happens, proceed to the next chapter.

In addition, the party can stealthily move past the bat with a **DC 16 Dexterity (Stealth) check**, which allows them to get within the skull. The skull can then be analyzed with a **DC 16 Intelligence (Arcana) check**, revealing it is most definitely that of a gigantic demon. Once the quasits and dretches are defeated, the party can explore the insides of the skull without needing to be stealthy.

8 - KITCHEN

The entrance to this location is locked, but it is where Okawa is currently residing, making food for the guests.

1.2. BATH HOUSE BRAWL

Once combat has been prompted, either by attacking the frogs, discovering the identity of the dretches or angering the bat, the party will have to fight **3 quasits** and **3 dretches**. While this happens, all the commoners will begin running away inside the inn and the dretches return to their true form.

Throughout the battle, the quasits will speak to each other in abyssal. If any party member understands abyssal, they'll hear them say things like:

- "This plan better work!"
- "I'm going back to the Abyss for this!"
- "Adventurers... yuck!"

After they are all defeated, read this:

'As you lay waste to the final remains of the demonic presence around you, you begin the rapid sound of sandals stepping on stone and snow. From behind you, you notice a beautiful female figure. Despite her age, there is no doubt this woman is still within her prime. A mane of beautiful silver-white hair descends upon her shoulders and her stunning, perfectly-symmetrical face. She comes towards all of you with a concerned look. "Are you alright?" she asks, visibly frightened. "I am Mother Okawa. Are you hurt?" She says, looking around frantically.'

This is, in fact, Oni Mother Okawa.

ONI MOTHER OKAWA

Information: Upon hearing adventurers have come in her direction, she has set up a manipulative plan, through which she'll trick them into getting her the last thing she needs in order to open a portal to the spirit realm and grow even more powerful than before. For now, she'll play up her fear and ask for their aid.

To start off, Mother Okawa will thank them for saving her patrons, before asking them to join her around the fire. There, she'll explain that the only reason her Bath house has survived in a land with so many demons is because of her enchanting. Upon hearing this, any party member with proficiency in the Arcana skill may make a **DC 18 Intelligence (Arcana) check**. On a success, they deduce that to defend an entire building from demons, her powers are either arcane or holy, but either way they are of a high power level. Okawa will explain that she drains the power of relics that she buys, in order to ensure the safety of the bath house. However, this power is slowly being drained and now demons can push through even within this safe haven.

For the entire duration of this discussion, any party member may attempt a **DC 18 Wisdom (Insight) check** to see if she is telling the truth. On a success, they notice she is not telling a complete story, although they can't exactly place what she is being deceitful about.

Then, she will ask the party to join her somewhere safer, where they can talk in private. When she does, proceed to the next chapter.

1.3. OKAWA'S ASSIGNMENT

Read this:

'With a quickened pace and a gentle step, Mother Okawa takes you to the side of the main building you had made your way into originally. She unlocks a sliding door, before leading you inside what you instantly recognize to be a small kitchen. The smells are intense and poignant and there barely is enough room for one person, let alone the whole lot of you. Despite that, she locks the door behind you with a sigh. "I feel much safer talking in private. I no longer know who to trust and who to be weary of. I must show you something." She utters those words, before she begins searching around frantically.'

The party now finds themselves in the kitchen (area 8). Any party member with a passive Perception higher than 16 will notice a few small vials in the corner of the room, as well as incense and small bones. They will also notice a strong smell of Crestbloom, a local flower. They may attempt to steal any of these with a **DC 16 Dexterity (Sleight of Hand) check**. On a failure, Okawa will spot them, get extremely defensive and say that those things are for her own protection spells, not for their taking.

If stolen, the incense is 50 gold's worth, the vials seem to be blood of some sort. The blood vials and the bones can be analyzed with a **DC 20 Intelligence (Medicine) check**, revealing them to be humanoid child bones and blood.

After a few seconds inside the chamber, read this:

'After a short bit of rummaging, Okawa takes out a large, leather-bound tome. It looks vaguely dusty and it carries its own lock. You watch as she takes a key from around her neck, unlocks the tome and flips it over to a page, about midday through. "Through this tome, I search for artifacts to help repel the demons of this region. One particularly powerful one is said to not be too far off. I even paid a few adventurers to go and fetch it and yet... they never came back. But I fear it might be my only chance. By now, demons have gotten inside the bath house itself. We're too close to danger. Please, I need your aid! It's not too far off from here. Most certainly, you'll find it in a cave nearby. It's our only chance to maintain the bath house." Okawa then points your attention towards a drawing on the page she opened. It depicts an amulet of sorts, with a large gem in the middle.'

Any player proficient in the Arcana or Religion skill may ask for a look over the book. If they do, they must make a **DC 20 Intelligence (Arcana) or (Religion) check**, noticing that the amulet, alongside the look of the book, gives off a ritualistic and occult sensation, almost as if their magic is of a different kind altogether. Okawa will then propose to the party that they aid her, telling her she'll pay them 3000 gold in return for their aid. Any player may make a **DC 18 Wisdom (Insight) check** to see if she is telling the truth and they will find that she is completely and utterly truthful.

Once the party agrees to do this for her, she'll suggest they either take a short or long rest, before they finally get going. Once they start their journey, proceed to the next chapter.

CHAPTER 2. ON THE JOB

In which the players go on a journey through the frost and find an artifact.

2.1. FROSTED FLAKES

GM NOTE: As this is supposed to be a one-shot, the travel portion of this adventure isn't too long. Alternatively, of course, you may add any amount of length to it, in case you'd like to make this into a longer arc. What should be noted, however, is that if you want to run the second part of the adventure, your players should be level 5.

Read this:

'Not long after your arrival at this beautiful bath house, you once again find yourselves out in the cold, outfitted with whatever warm tea and rations Okawa could spare for you. As far as she knows, the journey shouldn't lead you too far, only a short climb a way, in fact, through the snow makes it all the more difficult to navigate the surrounding area.'

To start off the expedition, ask the party for a marching order. The first person in the marching order must make a **DC 15 Wisdom (Survival) check** to help navigate the party throughout the snow. On a success, they walk at a continuous pace. On a failure, the party becomes lost for a while. All party members that are not resistant to cold damage must make a **DC 15 Constitution saving throw**. On a failure, they take 2d8 cold damage from the trek through the snow.

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MAP 2: SNOWY PATH



After they've found their way, the party will continue, finding themselves in a gorge. Bring them onto map 2.

Then, read this:

'You push through the harsh weather and feel the distant storm approaching. Due to the clouds, you're unsure if you're close to nightfall or not, but what you are sure of is that soon enough, a storm will come, so you have to push through before it catches you out.'

At any point, any player may choose to look around, making a **DC 14 Wisdom (Perception) check**. On a success, they notice small flakes of frost and ice slowly form. In addition, if they roll 18 or higher, they also begin to hear subtle laughter.

Read this:

'As you continue on, you begin to hear the wind picking up. You see as icy fog gathers around you and the only things distinguishable in the darkness here and there are icicles of sorts, set up almost like outcroppings which one could hold onto to push themselves forward.'

All of the icicles are hidden **ice mephits**. There are 6 of them in total. When the party gets closer to them, they will ambush them with cackling laughter, thus triggering a combat encounter. Once all of them are defeated, proceed to the next chapter.

2.2. SHELTER FROM THE STORM

With the ice mephits defeated, the party presses on, but the storm begins to catch them from behind. Snowfall gets more and more prominent and pushing through becomes even harder than it was before. In order to continue on, each party member must make a **DC 15 Strength (Athletics) check**, moving through the snowy terrain. On a failure, they take 2d6 bludgeoning damage and have their movement speed halved until they take a long rest.

Read this:

'You push as hard as you can, and yet the weather doesn't seem to ease, as if the spirits of this entire land are pushing you away and fighting against you, willing you to stop. And yet, you were told that the cave is nearby... Surely, you can find it. It can't be too far off.'

In order to find the cave, the party must now make a final push through the storm. They must all make a **DC 16 Wisdom (Perception) check**. If at least one of the party members succeeded, they notice a large outcropping of rock, which seems to indicate a cave entrance akin to that which Okawa described.

GM NOTE: In the sad situation where all your players fail this check, simply have them make another **DC 15 Constitution saving throw**, taking 2d8 cold damage on a failure. Then, allow them to try the check again. Repeat the process until they succeed. Hopefully this won't take too many tries, or someone might die.

When they finally reach the cave, read this:

'Pushing through the final leg of your journey, you fall to the ground under the cover of rock and stone, at the entrance of a cave of sorts. Though the cold is still as strong here, you find yourself thankful that the wind is prevented, same for the snowfall. You take in a deep breath, before listening to the wind. It's only going to get worse. Hopefully, this is the cave you're looking for. What strikes you as odd, as you begin walking inside the cave, is that light is coming from inside. A consistent and low blue light. Yet you are unsure what this could be.'

Before going any further, any party member with a passive Perception above 16 will hear distant howls, deep within the storm.

Then, bring them to map 3.

Within every chamber, they can choose to inspect and look around with a **DC 14 Intelligence (Investigation) check**, but they won't find anything like the amulet. If they choose to just perceive, they can make a **DC 14 Wisdom (Perception) check**, which will reveal a sound coming from the back part of the cave, like that of a consistent pulse.

The sources of light can also be examined with a **DC 14 Intelligence (Arcana) check**, revealing they are indeed magical in nature.

AREAS OF THE CAVE

1 - MONSTER SKULL

Read this:

'The moment you walk in, the first thing you notice is quite a large skull, bestial in nature, which looks to be picked clean of any muscle, flesh or anything of the like. Bits of it seem scratched and broken, but you are unsure of the source.'

The skull can be inspected with a **DC 14 Intelligence (Medicine) check**. On a success, they notice that the bite and scratch pattern is consistent with that of a wolf or a pack of wolves.

2 - NARROW TUNNEL

Read this:

'Moving through the narrow tunnel, you begin to observe bits of fur stuck on the rock and stone, with some places having more than others, as if someone, or something, was scratching themselves with their back against that portion of rock.'

Moving through, every creature must make a **DC 14 Dexterity (Acrobatics) check**. On a failed check, they scratch themselves against the rocks and take 1d4 slashing damage.

GM NOTE: The damage is low, but this will help ease in the dramatic tension of this tunnel being narrow and them not knowing what is at the other end.

3 - BLOOD POOL

Read this:

'Past the tunnel, in a small, circular chamber, you find what can only be described as the remnants of bone marrow, the contents of which are leaking into a natural pool formed on the stone. You are unsure, once again, what creature has caused this, but the bones are incredibly large. Whatever creature calls this place its own, it's not friendly!'

4 - PILES OF GOLD

Here, the lucky adventurers can find 2000 gold coins, making their journey here worth it.

GM NOTE: If you are playing in a world where gold is much scarcer, do not be afraid to lower this amount.

5 - AMULET PUZZLE

Read this:

'You feel as if you are nearing the source of the pulse, when you turn and the sound is indeed greater. A chamber, quite narrow and uncomfortable, in which rest six pillars. The central one, pulsing with bright blue light, seems to hold aloft, levitating, the amulet. Its silvery necklace and sapphire gem shine beautifully. The other 5 pillars also all shine, from small runic rocks, but most of them in different colors.'

In order to retrieve the amulet, the party must solve the puzzle. The amulet itself will be locked behind a *wall of force* until they do.

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MAP 3: CAVE



GM NOTE: In order to better understand this puzzle, I recommend writing it down on a piece of scrap paper. I'll try my best to explain it in writing, but the visuals are somewhat necessary.

There are 5 pillars with runes on them. For the purposes of explaining the puzzle, they will be called 5A, 5B, 5C, 5D and 5E. Each of the 5 pillars has 1 color and when a rune is touched, it will switch in color. The order of the colors is the following:

- Blue - Red - Green - Yellow

After that, it will repeat, going in the same order (so after Yellow, you go once again to Blue, then Red, then Green).

The pillars start with the following colors:

- A is Blue
- B is Green
- C is Blue
- D is Yellow
- E is Red

If any of their runes are touched, they will trigger the following rules:

- If A is touched, no rune will shift color. A will **always** be blue.
- If B is touched, B, C, D and E will all change color.
- If C is touched, C, D and E will change color.
- If D is touched, D will change color.
- If E is touched, D and E will change color.

The aim of the game, which should be evident from the fact that A never changes color, is to press the runes in such a way that all of them are blue. Once they have all been made blue, the wall of force will dissipate and the necklace will be accessible.

GM NOTE: If the players are lost, allow them to make a **DC 14 Intelligence (Arcana) check**. If they are successful, give them clues as to how to solve the puzzle. Such clues may be something as vague as telling them to press runes further or something as straight-forward as telling them they are fishing for a specific color. This is up to how difficult you want it to be for them.

Once the puzzle has been solved, read this:

'As you turn all five of the runes blue, you hear the sound of stone turning against stone. You hesitate for a second, uncertain if you should stay or flee. Then, the sound of pulsing magic dissipates and you watch as the amulet drops to your feet.'

Once the amulet is reclaimed, proceed to the next chapter.

2.3. RETURN OF THE PACK

Read this:

'With the amulet in your hands, you move yourselves with a quickened step, dashing back through the cave and all the way to the entrance. You look outside, only to see that the storm is still brewing. Then, the storm snarls. From the frost and snow outside, a ferocious beast vaults into the cave, larger than all of you and bearing its teeth. A gigantic winter wolf stares you down, looking at you with an angry look. "What are you doing?" He speaks in a growling, weirdly humanoid voice. "That amulet is not yours for the taking!" Then, he begins to draw in a frosted breath, ready to release his fury. Roll initiative!'

The party must now fight the **winter wolf** guardian of the amulet, alongside two other **ice mephits** that will join him from the outside of the cave. The winter wolf will exclusively target the creature carrying the amulet, even to the point of death, so the party should try to bounce the amulet between each other in order to keep themselves healthy. To do this easier, allow them to throw the amulet between each other with a **DC 14 Dexterity check** as a bonus action.

Once the winter wolf is finally defeated, he will howl out a final time, as the storm outside picks up even more. Encourage the party to sleep in the cave by describing just how intense the storm looks. Then, after a long rest, the next morning, give the players a level up.

Proceed to the next chapter.

CHAPTER 3. BACK TO BATHING

In which the party triumphantly returns home.

CHAPTER 3.1. WELCOME BACK

Read this:

'Not long after you stir awake, you watch the sky has cleared up and the clouds have lifted. You get up and begin your journey back home victorious. A few hours later, with the amulet in hand, you move through, the pathway being much easier to travel with now clouds around. Not long after, you find your way home, in front of Okawa's Bath house, where Mayeda welcomes you with a bright smile. "Mother Okawa will be so joyous you have brought this! I can't wait to tell her!" She smirks, before leaving to find Mother Okawa.'

The party is now back at the bath house and they may rest. After a few moments, Mother Okawa returns with their pay and takes the amulet.

GM NOTE: If you intend on only running this part of the adventure, or would like to keep Mother Okawa around a little longer before revealing her true identity, you may end the adventure here. Otherwise, if you want to leave players with a cliffhanger, proceed to the next session.

CHAPTER 3.2. A CUP OF TEA

After getting the amulet and paying the players, Mother Okawa once again asks them to join her around the fire outside, saying she has prepared a cup of tea for all of them. She says this tea will refresh their strength. Only a **DC 20 Wisdom (Insight) check** will reveal she is lying.

Once everyone has drank from the tea, read this:

'Taking a sip of her own tea, Okawa begins to speak. "I am so very thankful for your aid. This amulet will aid me in finally being safe... Well, more than safe. Strong. You see, there is a little bit of deceit that comes with what I do. I must offer the complete illusion of safety, even when it's only partial. Like in this case..." As she smiles, she grabs onto her hair and begins to untighten it, letting it flow loose over her body. Weirdly enough, you watch as her skin also turns a different shade... Almost... redder. She smirks. Her voice now rings with a demonic element to it. "Few would think their saviour in such a place is also their damnation. But no bother. The tea should be paralyzing you right about now. And with this amulet, I can finally open the path to the spirit realm." She smirks, and looks towards Mayeda, who has come out. "Mayeda, bring out the sacrifices!" Maydea nods her head, "Yes, Oni Mother." She says, as your body begins to tense and the magical tea paralyzes all of you.'

And that's where part 1 ends!

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.

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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 !

