

Cobra Mode

MINIATURES

FEBRUARY 2024 RELEASE



PRE-SUPPORTS



5E STATS



32MM+54MM

HARUKAGE
HANZAKI CHAMPION



HANZAKI SURGEONS



HANZAKI GRENADIERS

HIKIMASA
HIKIGA HUNTER
AND KAJIKA MOUNT



HAYAMI
HANZAKI NINJA
(DUAL SWORDS)



HANSHIRO
HANZAKI NINJA



HANZAKI SURGEONS

The field surgeons for the Ninjas of Smoke are sometimes more frightening than the injuries they treat! With an unparalleled gusto for surgeries and amputations (no matter what the ailment is), these “medical professionals” are usually a last resort. Despite their reputation for unnecessary medical treatments, they are very skilled and have high survival rates; it's just that you might be unexpectedly missing a few parts after.

HAYAMI - HANZAKI NINJA (DUAL SWORDS)

One of the skilled Ninjas of Smoke working under Katsuhito, Hayami is an acrobatic fighter who uses dual swords. Like most of her ilk, she uses the cover of smoke to surprise and confuse her enemies by bursting out of clouds to attack, or slipping away undetected under their cover. Some say her tongue was cut out by her previous boss, and that is why she joined the Ninjas of Smoke and never speaks. While this has never been confirmed (least of all by her), it's clear that she's a salamander of few words and prefers to communicate using scathing looks.

HANSHIRO - HANZAKI NINJA (HACHIWARI)

Hanshiro is an older Hanzaki, rare amongst his kind in general, and even rarer amongst the Ninjas of Smoke. In a profession as deadly as his, few survive to his age. This has garnered him a certain amount of respect and fear amongst his peers. His signature weapon, the hachiwari, is also the nickname by which he is known. Roughly translated as “skull breaker”, he has a reputation for delivering swift and strong blows that defeat his enemies in one stroke.

HIKIMASA - HIKIGA HUNTER

Hikimasa is a Hunter, typically sent out into the wetlands to capture rogues and deserters from Katsuhito's forces. This usually means runaway Hanzaki, but can also include Hikiga who have absconded from their duties. The Hunters are expert trackers, and their swift and tireless mounts can easily overtake a fugitive in the muddy marshlands of the Mikata Swamp. They are given authority to execute any of their marks, though Hikimasa prefers to capture his targets alive and bring them to justice. For him, the thrill is in the chase and not in the kill.

KAJIKA MOUNT (ADULT)

The Kajika is an amphibious mount with an oar-like tail, from which it derives its name. Though they look ungainly, their inflated bodies and wide tails allow them to move surprisingly quickly through marshy, muddy terrain that most creatures would founder through. They use a bouncing, undulating motion - a cross between a seal and an eel, with their clawed feet used to gain purchase over vegetation. Though this can be a difficult motion to get used to as a rider, their puffed-up bodies provide some amount of cushioning from jolting. They are, however, considered quite difficult to ride compared to other mount types, and more than one new rider has ended up in the mud.

HANZAKI SURGEON

Small humanoid (hanzaki), neutral evil

Armor Class 12

Hit Points 40 (9d6 + 9)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills. Medicine +4, Stealth +4

Damage Vulnerabilities Acid

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Draconic

Challenge 1 (200 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. The hanzaki makes two attacks with its Dubious Cure.

Dubious Cure. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing, slashing, or poison damage.

Madedo Prosthetic. The hanzaki straps a somewhat limb-like object to a creature missing a limb within 5 feet, allowing it to ignore the effects of that missing limb for the next hour.

Bonus Actions

Surgical Study. The hanzaki targets a creature it can see within 5 feet, making a Wisdom (Medicine) check with DC equal to the target's Constitution score.

On a success, the first time the hanzaki hits the creature with an attack in the next minute, it can add one of the following effects.

- **Hasty Excision.** The attack deals an additional 3 (1d6) damage and the hanzaki can end one condition or disease afflicting the target.
- **Eyeballed Dose.** The target gains 1d20 temporary hit points. While it has 10 or more of these temporary hit points, a creature is Poisoned.

Reactions

Drop Limb When the hanzaki takes 6 or more damage from a single source, it can drop 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 has its speed reduced by half.

HAYAMI, HANZAKI NINJA

Small humanoid (hanzaki), neutral evil

Armor Class 15 (Padded Jacket)

Hit Points 66 (12d6 + 24)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	14 (+2)	14 (+2)

Skills. Acrobatics +6, Deception +4, Stealth +8

Damage Vulnerabilities Acid

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

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.

Shattered Censer. At the beginning of each of her turns, Hayami can exude a cloud of smoke in a 10 foot radius, either Lightly or Heavily Obscuring the area until the beginning of her next turn.

Actions

Multiattack. Hayami makes three attacks with her Sooted Blades, one of which she can replace with a use of her Confounding Tumble or an attempt to Hide.

Sooted Blades. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

This attack deals an additional 7 (2d6) slashing damage if it was made with advantage.

Confounding Tumble. Hayami leaps and whirls to mask her intent, making a Dexterity (Deception) check.

Until the end of her turn, attacks she makes against creatures with a Passive Insight lower than her result have advantage.

Reactions

Slippery. When the hanzaki is missed with a melee attack, it can move up to 10 feet without provoking opportunity attacks.

Drop Limb When the hanzaki takes 6 or more damage from a single source, it can drop 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 has its speed reduced by half.

HANSHIRO, HANZAKI NINJA

Small humanoid (hanzaki), neutral evil

Armor Class 16 (Padded Jacket)

Hit Points 121 (22d6 + 44)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	13 (+1)	15 (+2)	17 (+3)

Skills. Acrobatics +8, Deception +6, Stealth +11

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.

Shattered Censer. At the beginning of each of his turns, Hanshiro can exude a cloud of smoke in a 10 foot radius, either Lightly or Heavily Obscuring the area until the beginning of his next turn.

Actions

Multiattack. Hanshiro makes three attacks with his Ironsplitter Hachiwari, one of which he can replace with an attempt to Hide.

Ironsplitter Hachiwari. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning or piercing damage.

On a critical hit, the target must succeed on a DC 16 Constitution saving throw or be Stunned until the end of Hanshiro's next turn.

Bonus Actions

Confounding Tumble. Hanshiro leaps and whirls to mask his intent, making a Dexterity (Deception) check.

Until the end of his turn, attacks he makes against creatures with a Passive Insight lower than his result have advantage.

Billowing Seal (2nd Level Spell, Recharge 4-6). Hanshiro exerts his mastery over smoke, gaining the following effects while he is at least Lightly Obscured by smoke until the end of his turn.

- His melee attacks score a critical on an 18-20.
- Attacks made against him have disadvantage.
- He can spend 10 feet of movement to fly up to 20 feet through an area at least Lightly Obscured by smoke.

Reactions

Blade Trap. When Hanshiro is missed with a melee weapon attack, he can prevent the attacker from making any further attacks with that weapon this turn.

Drop Limb When the hanzaki takes 6 or more damage from a single source, it can drop 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 has its speed reduced by half.

KAJIKA

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 114 (10d12 + 50)

Speed 30 ft., burrow 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	3 (-4)

Saving Throws CON +8

Senses Darkvision 30 ft., Passive Perception 12

Challenge 6 (2,300 XP)

Amphibious. The kajika can breathe air and water.

Bouncing Scurry. The kajika ignores negative effects from moving over terrain composed of mud or shallow water.

When the kajika takes any action, each creature riding on it must succeed on a DC 14 Strength saving throw or fall prone.

Actions

Multiattack. The kajika makes two attacks with its Blunt-Headed Bash, one of which it can replace with a use of its Rippling Leap.

Blunt-Headed Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage and the target is pushed up to 10 feet away.

Rippling Leap. The kajika jumps up to 10 feet, and can land in the space of any Large or smaller creature, forcing each creature whose space it lands in to make a DC 15 Dexterity saving throw.

On a failed save, a creature is knocked and restrained (escape DC 15) until the kajika moves, or moves to the nearest unoccupied space on a success.

Thunderous Squeak. The kajika purses its lips and sends forth a shrill blast of sound and air in a 15 foot cone, forcing each creature in the area to make a DC 16 Constitution saving throw.

On a failure, a creature takes 13 (3d8) nonlethal thunder damage, is Deafened until the end of its next turn, and is pushed up to 10 feet away.

Reactions

Ballooning Defense. When a creature would grapple, restrain, or swallow the kajika, the kajika can force it to make a DC 15 Strength saving throw.

On a failed save, a creature that would grapple or restrain the kajika is instead pushed up to 10 feet away, and a creature that swallows the kajika can't speak or breathe until it releases the kajika.

HIKIMASA, HIKIGA HUNTER

Large humanoid (hikiga), lawful evil

Armor Class 20 (Cannontested Greatarmor)

Hit Points 123 (13d10 + 52)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	13 (+1)	18 (+4)	12 (+1)

Saving Throws STR +8, WIS +7

Skills Perception +7, Survival +7, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 17

Languages Aquan, Common, Hikiga, Ignan

Challenge 7 (2,900 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.

Swamplore Tracker. Hikimasa can tell the age of tracks left in swampy terrain by sight.

He has advantage on Wisdom (Survival) checks made to determine a creature's size, equipment, direction, and intended destination from its tracks.

Actions

Multiattack. Hikimasa makes two melee attacks, one of which he can replace with a use of his Vindictive Chop.

Lilysteel War-Cleaver. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (2d12 + 5) slashing damage and the target is pushed up to 5 feet away.

Flatblade Thwack. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) nonlethal bludgeoning damage and the target is pushed up to 10 feet away.

Vindictive Chop. Hikimasa crashes his blade down in a 10 foot long, 5 foot wide line, forcing each creature in the area to succeed on a DC 15 Dexterity saving throw or take 13 (2d12) slashing damage, or half as much on a success.

A prone creature has disadvantage on this saving throw, and takes maximum damage on a failed save.

Reactions

Eager Pursuit. When a creature leaves Hikimasa's reach, he or his mount can move up to 10 feet.

If he ends this movement within 5 feet of the creature, he gains 5 temporary hit points.