

# ONI AND ICE DEVIL TACTICS

The adventure *Dungeons & Lairs #32: Oni Palace* features a 14th-level encounter with an **oni** and an **ice devil**. While it might seem like a pretty odd combination, it actually makes a lot of sense. Onis can cast *cone of cold* and *darkness*, two spells that don't effect the ice devil. Meanwhile, the ice devil tanks and controls the party with its ice walls as the oni picks off stragglers.

Here's how it works.

## ROUND 1

1. **Unleash the devil.** During the first round of combat, the oni unleashes the ice devil from its *iron flask*. Use the ice devil variant where it gets its ice spear. Place the devil so that its spear can reach as many characters as possible—effectively, its attacks cover a 15-foot-radius sphere.
2. **Take cover.** After the oni releases the ice devil, it flies behind the large column at the center of the room.

## ROUND 2

3. **Cast darkness on the devil's spear.** The oni can cast *darkness* at will. It should target the devil's spear, allowing the sphere of *darkness* to move with the ice devil. Ice devils have Devil's Sight, which allows them to see in magical *darkness*. Not many characters have truesight or the ability to see through magical *darkness*, even at higher levels.
4. **The ice devil creates a wall of ice.** Block the party's exits with the devil's innate wall of ice feature. Place it on one of the devil's flanks, forcing those who hope to retreat the *darkness* to go in the direction of the ice devil's choice.



Round 1 diagram.

## ROUND 3

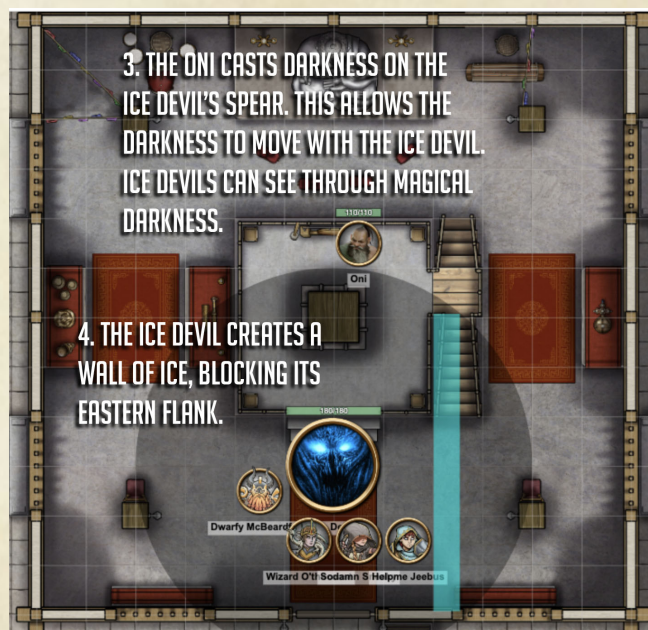
5. **Blast cone of cold.** The oni catches as many targets as it can with its *cone of cold*. The *cone* won't affect the ice devil, who is immune to cold damage.
6. **The ice devil tanks and controls.** The ice devil follows the party, trying to keep as many of them in range of its spear as it can. It takes the Dodge action, trying to force attacks of opportunity. Even if a character uses Disengage to escape, they will burn their action doing so.

## ROUND 4+

7. **Pick off stragglers.** The oni switches into its giant form. It then waits near the sphere of darkness (still flying) for targets to escape the bubble. As a giant, it has 10-foot reach, so it covers a 15-foot-radius sphere with its attacks. If a target doesn't emerge, it turns *invisible* and waits. This will give it advantage on its attacks when a target pops out.
8. **The ice devil continues to tank.** The ice devil continues to chase the party, Dodge, and force attacks of opportunity. If the ice devil's wall refreshes, it instead uses that to block another exit. Its goal is to completely trap the party between its walls of ice. Once it traps the characters in the dark, the ice devil attacks without mercy.

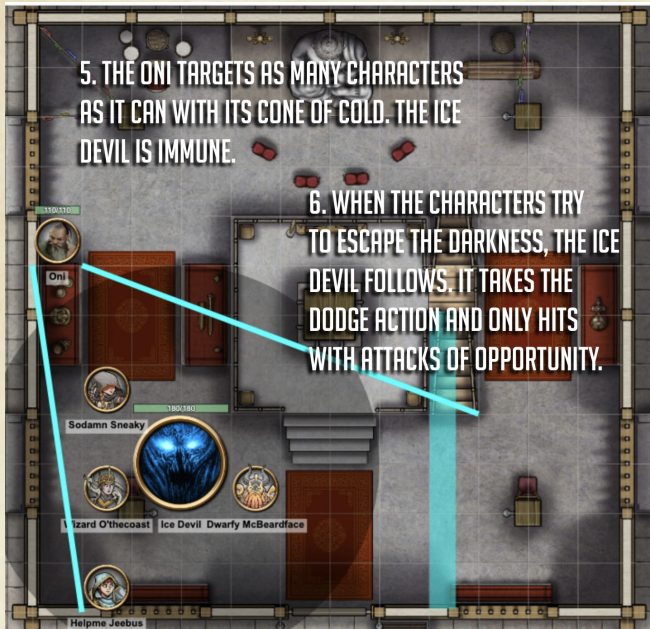
## FINAL ROUND

9. **The oni saves itself.** If the characters destroy the ice devil or manage to reduce the oni to half its hit points or fewer, the oni retreats. It uses its *gaseous form* and escapes through one of the pagoda's barred windows.

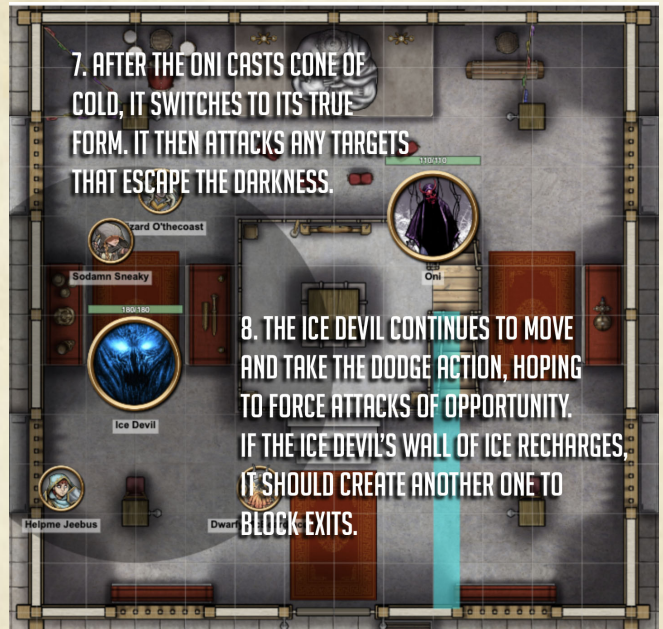


Round 2 diagram.

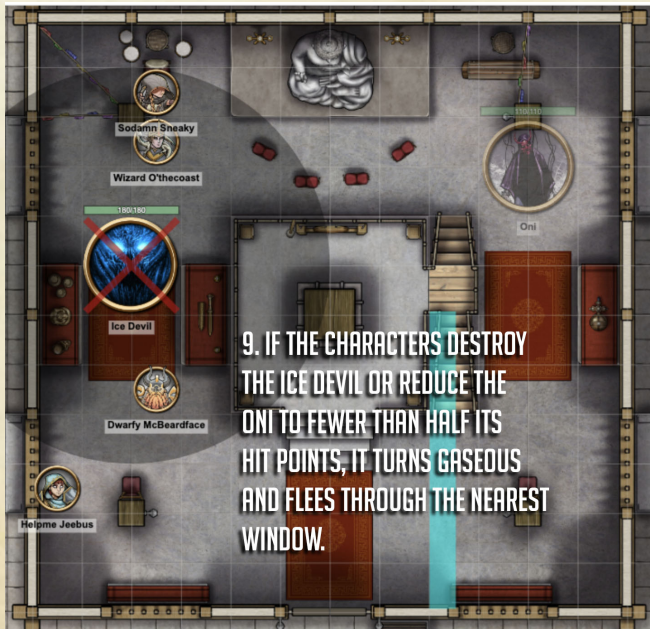




Round 3 diagram.



Round 4 diagram.



Round 5 diagram.

## GET THE ADVENTURE

*Dungeons & Lairs #32: Oni Palace* is a Fifth Edition plug-in adventure for four characters with an **average party level (APL) of 5, 8, 11, or 14**. The characters infiltrate a martial arts sect to confront its leader only to realize that this leader has been replaced by a dangerous oni.

[Check out the FREE version adventure, now.](#)

### CREDITS

**Adventure:** Ellie Hogan and DMDave

**Tactics:** DMDave

**Cartography:** Tom Cartos

**Illustrations:** Paper Forge, Forrest Immel, Nacho Lazaro

**Virtual Table Top:** Roll20