



CORSED RING OF SHOO LONG



the 1990s, the number of people in the UK who are employed in the public sector has increased by 1.5 million, from 2.5 million in 1980 to 4 million in 1995. The public sector has become a major employer in the UK, and its growth has been a major factor in the overall growth of the economy.

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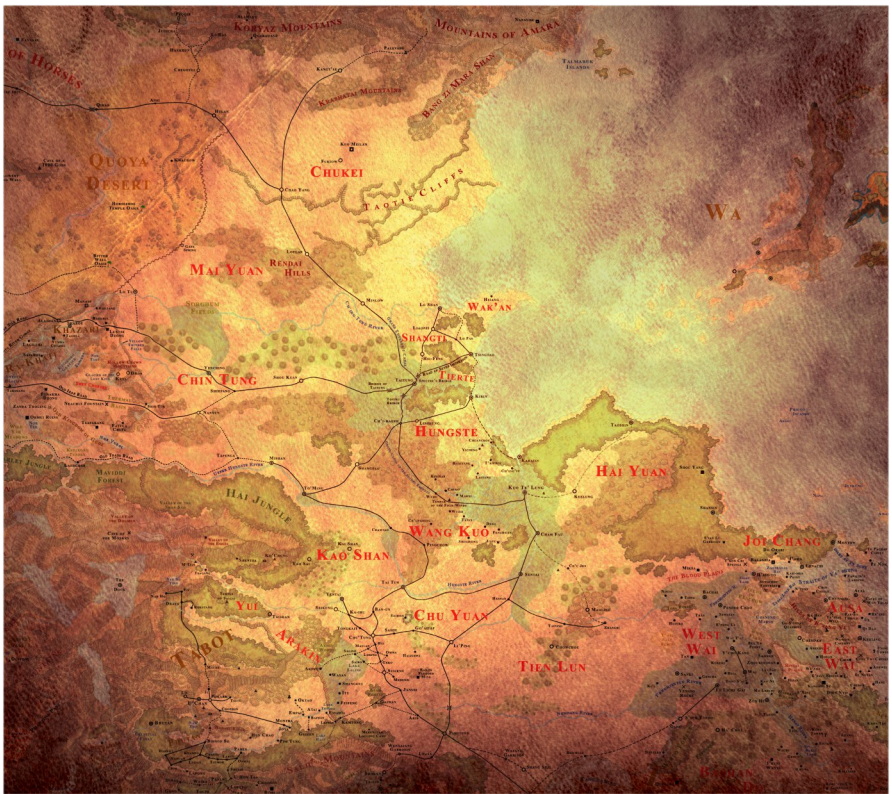
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Foreward

In the land of Shou, your group has just returned from a mission. A mysterious person bumps into you unexpectedly then disappear afterward. During the evening, a man wearing a hood with chains wrapped around his leather armor confronts you. He asks if you have it. Reaching into your pocket, you pull out a ring. As you are doing this, a group of guards heads your way shouting you to halt. The hooded man takes your arm and tells you to run and follow him. You find out the ring belonged to the son of the emperor, who was just recently assassinated. The man who did this had planted the ring on you and told his partner, the hooded man, to retrieve it from you. Now, you are involuntarily involved in this assassination and forced to go on this strange adventure with a group of killers.

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Eastern Realm: Kara - Tur



Act 1 : A New Frontier

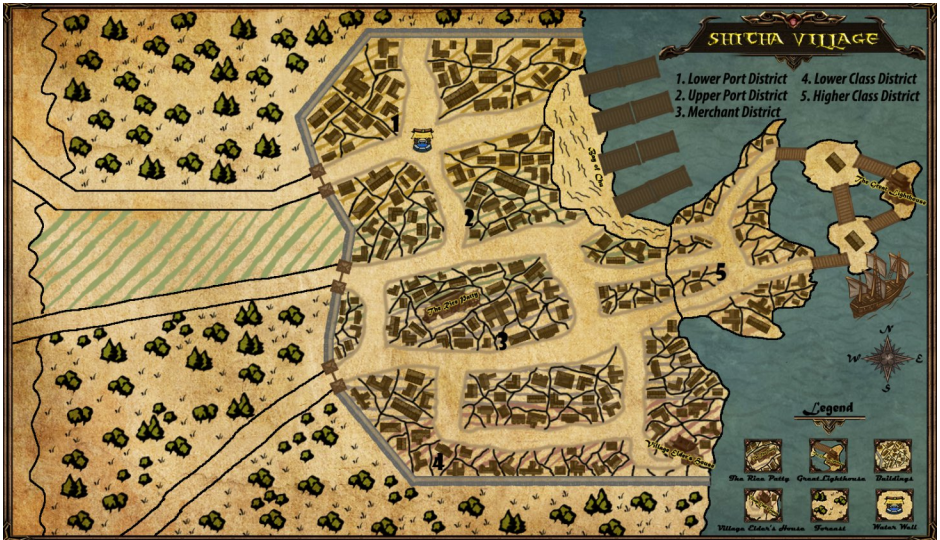
Prologue:

Our adventurers are sent on a mission to explore Abeir-Toril by a high and wealthy scholar of the Silver Marches. In a letter given to them, it explained that they are to take notes on any interesting and exciting discoveries they come across on their journey. Given an ample supply of provisions and coin, along with a ship with a stock crew with a guide, they set off from a southern dock in Chult.

They head from the Great Sea going southwest around the islands of the Utter South towards Malatra. Along the way they meet and see many things. In the Eastern part of Zakhara, or as many call it the "Land of Fate," they encounter pirates who try to seize their vessel. They defeat the pirates and are able to plunder many rewards from their ship. Inside they find gold, weapons, and a map of the southern world, which can significantly help them on their journey. Continuing from Zakhara, they stop at a southern Island inhabited only by monkeys. However, these were not ordinary monkeys, they were far more intelligent. They built intricate houses in the tall jungle trees, which were connected by vine ropes so they could go across from tree to tree without ever touching the ground.

Heading east from monkey island, our adventurers encounter difficulties in trying to sail around the countless islands of the South Seas. They eventually make it through with their ship slightly damaged. From there, it was smooth sailing through the Southern Ocean up and around Malatra to get to the nation of Wa, on the continent Kara-Tur. The people of Wa were very xenophobic, only letting their ship to port because they had traveled so long. It was an honorable courtesy for Wa to let them stay, but only till they had recuperated. In little over two years, the adventurers had sailed over half the world and recorded books filled with countless tales and discoveries. After recuperating, they hear that in the Shou Lung empire, on the mainland of Kara-Tur, was full of surprising discoveries. Our adventurers sailed west from Wa to Shou Lung. Our Heroes docked in the port village of Shi'Cha in the Province of Hai Yuan.

Shi ' Cha Village



History of the Shichens:

Back in the early days of the Shou Lung Empire, they were at constant war between the Country of Wa. Wa would raid the coastal villages in an attempt to gain a foothold into Shou. Most of the coast was outmanned, and many areas fell into Wa hands. To combat the invading Wa, Shi'Cha was built. Shi'Cha was established in the Bay of Chu, near where it elevated up towards the great peninsula. It had the perfect combination of tall cliffs as a natural defense and bay to safely shelter ships. On the cliffs, the Shichens set up cannons all around the peninsula, along with a large lighthouse. The lighthouse was used as a warning device. When the Wa would attack, they would light it which would send a signal up and down the beach to guard posts. Around the bay were the docks for fishermen and traders, along with separate docks for the military. The military would escort fishermen and traders in and out of the Gulf.

It was night, and the people of Shi'Cha were sleeping soundly. The households on the shore were woken up by the sound of drums. Under cover of darkness, only to be guided by the light of the full moon, the Wa gained the upper hand to sneak into the Bay of Chu. Sailing in their war ships, the bay was over run.

Citizens on the shore quickly ran to alert the rest of the Village. The bells rang as the people are awoken, guards set up at their posts readying the cannons on the cliff side, all pointing at the bay. The drumming grew louder and chanting started to be heard all along the bay. They are praying to their gods to protect them from the cannons of the Shi'Cha, which have destroyed their ships in the past. As the chanting becomes louder, the moon disappears behind the clouds, shrouding the bay in darkness. A savage wind blows in from the Gulf, tearing and bringing destruction to the village streets, up till it reaches the cliffs. As the Shichens were about to fire on the ships, the ground rumbles. With a loud crack, the cliffs are ripped apart, deep down into the earth. Screams come as men are thrown down into the newly formed crevices. Cliffs that were once whole are now separated from the mainland into three small islands that jut upwards. Every cannon is destroyed along with the men who used them. The only structure still intact was the lighthouse whose light was still burning brightly. As the rumbling stops, people from lower down rush up to see what happened. When they approach, all they see is a glimpse of an evil face arising from the dust of the newly split earth. The men step back in terror, for they realized what just happened. The Wa summoned an Oni to stop the cannons.

Now that the Wa had the upper hand, they started the attack, sailing smaller boats up to the docks. The men who survive the arrow fire from the shore swiftly cut down the archers. As they are about to take the port, a loud horn is sounded. Coming from the north, Mai Yuan reinforcements arrive in full force. A rain of arrows is fired upon the invaders, bodies fall to the ground and float in the water dead. Seeing the size of the new force coming closer, the Wa retreat back to their ships and sail away as fast as they could. Shi'Cha was able to push back the invaders, but at a substantial cost of losing all their cannons. After time Shi'Cha rebuilds and comes back in full force. The battle is later known as "The siege on the Bay of Chu."

They rebuilt the best they could from the destruction caused by the Oni. Where it had destroyed the cliffs now had bridges connecting the islands, and the poor of the village built homes around the cliffs. The lighthouse stills burns and is a constant reminder to the Shichens that if it stays lit help will always arrive in times of need. Present day Shi'Cha is a tranquil port village, where fishermen and travelers come and go.

Districts: Shi'Cha is separated into five main districts, each with its own unique duties and lifestyles.

- Lower Port District - Located in the north part of the village, it holds all the warehouses which are full of supplies, such as wares from merchants, and ship supplies. It is gritty, smells like the sea, and is full of men coming and going with a purpose.

- Upper Port District - The place where all the fish caught from the day are gutted, skinned and packaged up. It has the nickname as the Down Wind district because when the wind blows, it sends the reeking fish gut smell to the other districts. Once packaged, it is sent several different places. Either down to the merchant community to be sold, or shipped off or carted away to the many places around the Shou Empire.

- Merchant District - Everything of value brought in from either the sea or land is paid to the merchant district to be sold and then stored safely in the lower port district. From fish of all kinds, freshly caught, weapons, armor, and any other unusual wares shipped in from lands far and near.

- Lower Class District - Everything of value brought in from either the sea or land is paid to the merchant district to be sold and then stored safely in the lower port district. From fish of all kinds, freshly caught, weapons, armor, and any other unusual wares shipped in from lands far and near.

- Upper Class District - This district is the place where the most wealthy Shichens live. From the Village elder to all the wealthy merchants of Shi'Cha. The houses are tall, and the streets are clean. The upper class and the merchant district go hand and hand.

Resources: Shi'Cha has many different resources. Their biggest export is fishing. Men go out in the morning and bring back ship loads of fish in the evening. To the west, just outside the village walls, they have large fields where they grow rice. Surrounding the fields, they have forests rich with fruit all kinds, apples, peaches, dragon fruit, etc..

Economy: The Shichens follow the money systems of the Empire. The villages' private economy is boosted by shipping and trading. Shi'Cha brings in about 50 lbs of fish a day. The hauling of fish from the ships to where they were gutted and cleaned never stopped. Merchants from across the land would bring their goods from the mainland to be shipped out and vice versa.

City Life: Everyone in Shi'Cha was a worker. They all get up in the morning to work and come back home in the evening to the daily family meal of fish and rice. The merchants would sell and move their goods to and from ships over to their storage buildings. The fisherman would go out in the ocean in the early hours and bring the daily haul. Most of the villagers are very family oriented.

Specific Locations:

- The Great Lighthouse: It has stood for centuries alerting the town of an attack. Now it stands forever lit as a sign of protection and togetherness.
- The Village Elders House: It has stood for centuries alerting the town of an attack. Now it stands forever lit as a sign of protection and togetherness.
- The Rice Patty: The only tavern in town. Located on the southern of the upper port district. Has a long, vibrant history, it's stood there since the establishment of Shi'Cha.

Continue.....

Our adventures climb off the boat onto solid ground. The trip from Wa to Shi'Cha was a short one, but being anxious to explore this new land, it felt like an eternity. Once off they are greeted by the sound of dock workers heaving and hoeing loads of fish from their boats and then carting them away to be gutted. Excited, a bit tired, but ready for anything, our group cannot wait to explore the Shou Empire.

Districts: Salty Fisherman

- A middle aged man, bald , muscular, shirtless with blue trousers.
- Deep weathered voiced, know general stuff about Shi'Cha (simple lore, main places).

Things to Do:

- Go to the Tavern: You visit the Rice Patty, the local and only tavern. Calling it a building is an understatement, for it stretches a length of a block, to accommodate people. It is a pale blue color with paint chipping, and is two stories tall with several chimneys poking out the top. Many men and woman coming and going from the tavern with smiles on their faces. Entering the Rice Patty you are greeted with a Jolly "Hello welcome to the Rice Patty." The barkeep is a short stubby man bald with red mutton chops.

- Drinks:

- Sake: a rice wine native Wa. It is clear with bitter rice taste. It is preferred warmed up. (5 silver)
- Serpent slivar: a chilled ale from right here in Hai Yuan. Cinnamon taste that warms on the way down. (7 silver)
- Dragon's Blood: from the province Hai Yuan, it has a strong taste with an even stronger punch to it. Legend goes that after the great elementalists froze the dragon to form the Dragon wall, he slit his throat and drank his blood giving him the powers of a dragon. (10 silver)

- Events:

- Play darts
- Drinking game: A big man about 7ft tall comes up behind you smelling like fish. He brags how he can out drink anyone and challenges you.
- Bar fight: What goes great with drinking, fighting and brawl breaks out and the fists are flying.
- Visiting the Lighthouse: You head up the cliff into the lower class district. As you get to the top, you see the giant flame of a great light house. Villagers carrying logs head to the lighthouse continuously feeding the fire. Around the lighthouse are guards holding naginata.

- Helping Hand: As you approach the lighthouse an elderly looking man carrying a bundle of logs trips and falls over. The massive logs slip out of his hands and crush his head. The woman screams in shock as a group surrounds the body. As this happens a man steps out from behind the lighthouse and yells, "get back to work!" no one listens, the man then shouts (looking at you), " 'player' go pick up some logs and start feeding the fire!"

• The Village Elder House: wandering through the streets you see an old man getting attacked by hoodlums.

- Help Him: It turns out he is the village elder. He thanks you and invites you to his home. His home is huge, and servants humbly greet you. You enter his home and get feed and given a reward (20 silver each).

- Don't Help: The elderly man is kicked in the chest then says, "I'm the village elder you fucks, if you touch me again I'll have my guys slit your throats." The hoodlums turn around and notice you, get frightened and run off. The village elder a bit bruised thank you for coming and gives you a (5 each).

Randomn City Theme Event:

The streets of Shi'cha are always full of people during the day. It takes quite a bit of time to walk normally throughout the city, you have to squeeze past people or move with the flow of foot traffic. If the player wants to move faster they will have to take a roll for pushing past people (the villagers will find this offensive and some of them will get mad and might do something about it.) While traveling through the streets someone bumps into one of the players (randomly).

- If the player perception checks after the person bumps into them:

You visit the Rice Patty, the local and only tavern. Calling it a building is an understatement, for it stretches a length of a block, to accommodate people. It is a pale blue color with paint chipping, and is two stories tall with several chimneys poking out the top. Many men and woman coming and going from the tavern with smiles on their faces. Entering the Rice Patty you are greeted with a Jolly "Hello welcome to the Rice Patty." The barkeep is a short stubby man bald with red mutton chops.

Imperil Seal Ring:

The ring band is made of dark silver which shines black in the light. There is a red gem on it that as you look at you think you see something move in it. There is an engraving on the band of a dragon chasing his tail.

- The ring is a magical item (is controlled by the DM)
- Once the ring is touched it magically attaches itself to the finger of whomever touched it. It cannot be removed.

Later in the Day:

As the players continue to do things within the town, a mysterious person comes up to whoever has the ring. The person puts their hand on the individual and sternally says, "Give me that Ring."

- If the player ask how do you know that they have the ring and have:
 - Player didn't perception earlier: The mysterious person tells them how their partner placed the ring on them earlier.
 - Player didn't perception it: The mysterious person points out that the player is wearing the ring.

The Mysterious Person:

The person appears to be 5'5", they are wearing a black hood with black leather armor. There are iron chains wrapped their body. They are wearing a mask which muffles their voice. They have a right amount of muscle for having a slender body. Daggers are tied to both legs with a curved sword strapped to their back.

The mysterious person pulls the player of to the side to explain:

"The ring belonged to Emperor of the Shou Lung Empire, Rai Lu Shou. I sent my men to assassinate the prince after finding out something fascinating. The prince stole the Imperial seal. Also, the prince is not the true-born heir of the emperor, of he was born from a concubine of the emperor. After assassinating the Prince, I told my men to take his ring and bring it to me in Shi'Cha. He said it would have been too dangerous to hand delivered to me, so he places it on someone no one would ever to suspect, a foreigner like you. Now that I found you I'll say it once more, give me that ring! It belongs to the emperor, for it is the Imperial Seal."

- If the player hands over the ring: while the player takes the ring out of his pocket, it magically attaches itself to the player's finger. Trying to take the ring off their finger, it won't move. The player feels something strange, and in dark emanating off the ring, it take control of their body and forces them to say, "You'll never take my ring it belongs to me, and if you thought to kill me would change anything you were mistaken, hahaha," the dark force stop and the player regains their senses.

The mysterious person interjects and states that the ring must have a curse on it, they assumed as much. After a little time you notice guards asking villagers some questions, "Our informants told us that whoever murdered the prince has fled to here, have you noticed a person wearing black armor and chains." Some villagers point the player's way, and the guards come over drawing their swords.

The force takes hold of you, and you say, " looks like you man sold you out haha." The mysterious person tells the player of a boat not far up the coast from the village. From there, they would go to a place to properly dispose of the ring. They must hurry.

Encounter Imperial Guard Battle:

- 5 Guards

- If the battle is going in favor of the guards the ring of the prince will set the wielders weapon aflame dealing burn and double damage.

After defeating the guards, the mysterious person says we have to get out of the village. As you turn around, you see 15 imperial guards coming into view.

Following the strange person, you escape Shi'Cha. You keep running (giving Athletics checks).

- They catch up: eventually the guards manage to catch up to you are forced into an outnumbered fight
- Out run and reach the boat: You manage to reach the boat which the mysterious person told of, which is docked on a small broken dock on the edge of the forest. As you approach, 10 guards emerge from the forest, pole arms readied. The guards that were chasing you catch up and you are surrounded.

Encountered Outnumbered:

Your group is heavily outnumbered, and it seems there is no way for you the win. The mysterious person steps up and removes there hood and mask. The imperial guards stop fighting and get on their hands and knees and bow. Standing before them is a beautiful woman with flowing black hair. The woman apologizes for the deception and introduces herself as Reya Shou princess of the Shou Lung Empire. She tells the players that she is in charge of a secret guerrilla organization who duty is to protect the Empire and its people from all evil.

Reya Shou



The guards apologize for attacking them, Reya explains to the guards' everything that she did. Afterward, the guards urge her to return to the Capital and tell the emperor what happened. She agrees and tells the guards that the players must come along also, for they have the ring.

- Agree to come with: it's the only way to remove the ring and it would bring great honor and reward to them.
- Don't come with: The guards point their polearms at the players and say that the imperial seal must be returned to the Emperor at all cost.

The players, Reya, and the guards set up camp in the forest and rest for the start of the long journey to the Capitol city to return the ring to the emperor.

Additional Information: if the player or someone would try to cut of the finger which the ring was on they couldn't, the ring would protect its master so no harm would come to it.

Act 2 : The Journey

After the misunderstanding with the imperial guards, they join your group and you make camp on the beach to discuss your next move. The guards want the princess and your group to travel with them back to the Imperial city.

Party agree in going to the Imperial city: The captain of the guards say they we leave at first light.

Party doesn't agree to go to the Imperial city: The guards point their pikes at your group and say that it is an order for you to come not a request.hese were not ordinary monkeys, they were far more intelligent. They built intricate houses in the tall jungle trees, which were connected by vine ropes so they could go across from tree to tree without ever touching the ground.



General Fao Lung: A tall hearty man with a fu manchu and goatee. He is extremely proud to be sent on a mission by the emperor himself. Fao Lung doesn't let the little things in life get to him, instead of being irritated by your group he is interested by your differences and welcomes you into his protection with open arms.

While at the campsite the general of the imperial guards Fao Lung, sends out two of his men to deliver the news of the rings recovery back to the Capitol. With a goodbye the men ride out.

Beach Camp:

Campfires and shrewdly put together tents with sleep rolls scattered in a small area on the beach north of Shi'Cha

- Things to Do:

- Fishing: you see some of the guards standing a crudely made dock with rods in their hands.
- Sparring: the guards want to see how tough your group is in a mindset of not trying to kill you.

After the messengers leave Fao Lung asks your group which route they should take to get to the Imperial City. Reya agrees with Fao Lung statement. Fao Lung pulls out a map of the country and points to the location we are currently in. There is three ways from Shi'Cha to get to the Imperial City of Yenching which is located in the province of Chin Tung.

The Northern Route:

You will be traveling north following the coast till you reach Tsingtao in Wak'an and taking the road north through the Tsing Tsing forest to get to Lo Shan. From Lo Shan you will be traveling by boat east on Ch'ing Tung river till you reach YenChing. This route will take about 2 weeks but is the most dangerous.

The Middle Route:

You will be traveling to Kou Te' Lung in Wang Kou province. to get on the Silk road. On the Silk road you will travel east through the Maka' hills on it all the way to Yenching. You will be cutting through the heart of the Shou lung Empire. This route will take about a 3 weeks.

The Southern Route:

Traveling to Kou Te' Lung you will head south to Sentai where you will travel on the Hungste River east cutting by the Hai jungle till you reach Mishan. From Mishan you will head north till you reach Yenching. This route will take 4 weeks but is the most safest.

- After picking a route to take your call it a night while the guards stand watch over the camp.

While traveling the DM can take checks to see how much ground is traveled and have the group stop for the night. (Alternative fast travel)

The Northern Route:

In the morning after a decent night's sleep your are woken by Fao Lung. He says, "pack up your stuff, it is time to get going. We need get as much ground covered during the day as possible."

- (If group asks why): "We will be traveling close the north. Many savage Tuigan tribes live in those parts and at night a small group like us would be an easy target for them."
- The rest of the group packs up there stuff and after your group is ready they head out.

You follow the coast west to Karatin.

Karatin: A small coastal village on the edge of Hai Yuan. The people that live there are fishermen and nothing else. There is a small hut where you can buy herbs and healing ointments.

From Karatin you head north following the coast.

Encounter: 4 Chull

Encounter: 1 Water Naga

Encounter: 3 Bandits

As your group is traveling on one of the guards who was sent to deliver the message of the rings recovery returns, he is badly injured. He tells the group that he and the other guard were attacked by Tuigan savages on there way to Yenching. They killed the other guard that was carrying the letter and the other one manages to escape with his life. But news of the imperial seals absence from the Capitol will surely spread through the Empire like wild fire. The group should be on high alert.

The group continues onward to Tsingtao, where they can get supplies. From Tsingtao they go through the Tsing Tsing forest

Encounter: 5 bandits.

It almost seems like they were waiting there to ambush you, Reya fears the worst. After the Tsing Tsing forest you get to Lo Shan. General Fao Lung heads to the village elder's hut and tells him of their situation and he gives you their biggest river boat.

River boat: The boat is a big square raft made out of bamboo pulls with a rudder and a pull to steer it with on the back. In the center is a main shaft of bamboo that sticks up as a mast with one sail. It is big enough to carry 10 people plus supplies.

Your group leaves in the middle of the night, sailing west on the Ch'ing Tung river towards Yenching.

Encounter: 4 Plain of Horses riders

Your group reaches Yenching, as you approach it you see high wall with banners displaying a golden dragon on it adorning them. Sailing closer you are stop by a row of guards carrying pikes who as they see the boat stand at the ready. General Fao Lung steps to the front of the boat and pulls out what looks like to be a dagger, which has ornate markings all over it. Seeing the dagger the guards put away their pikes and open the river gates allowing you to pass in.

The Middle Route:

The next day your group is woken up bright and early by general Fao Lung who with a excited look on his face says, " Wake up you men, we have to get as much ground covered as possible while day light is burning."

Reya asks why general Fao Lung is so happy,

Fao Lung responds, "We're traveling to the capitol, the best place on earth, who wouldn't be happy."

Reya retorts

Fao Lung: "My princess don't you like the capitol?"

Reya: "Not really, it's to constricting for me and I have to act all proper like and say words well properly. It's the main reason I joined the guerilla fighters of the land. Also general when we're in the open don't use prefixes when referring to me, just call me Reya."

Fao Lung: "Sorry my prices... Reya."

(If the group keeps talking): Fao Lung interjects," Well that's enough chit chat, let's head out."

Your group sets out through the middle gate of Shi Cha into the forest heading south.

Encounter: 5 wolves

- After getting out of the forest you travel to Kuo Te' Lung.

Kuo Te' Lung: A large city that connects most of Shou Lung together. It once was the used as the capital of the Empire around 1357 DR, but after the Age of Two the Emperor Tung Lung moved the capitol to Yenching. It is now just a large city house the larger percentage of people that live in Wang Kou province. The city is full of old but extravagant looking houses and a castle from the previous dynasty. The old castle in the heart of the city is now used as governing office for Wang Kuo.

Fao Lung forces urges your group to not get side tracked and once back on plan you get on the Silk Road and head west on it. You will take it all the way to Yenching. As your group set out on of the guards that sent out returns. He is riding a horse which is as bloodied and injured as he is. As he stops and dismounts his horse keels over dead from exhaustion. Fao Lung rushes over to the man and catches him before he falls. The guards tells what happened. While he was traveling to Yenching, he and the other guard were ambushed by a group of riders from Tuigan. Two lone imperial soldiers on a deserted road look like an easy target. The guard barely got away while the other one got riddled with arrows. The other guard had the message so word of the imperial seal being out the capitol is sure to travel like wildfire. The guards warns them to be careful, before drawing his final breath.

The group continues onward with caution on the back of their minds. While traveling General Fao Lung talks about the road which they are walking upon.

The Silk Road: The road connects Karatur to Faerun The road has been around as long as the Empire has been. In ancient times to the present it used to carry spices and other goods from one end of the empire to the other . It goes through the heart of the empire, like a beating vein. It doesn't just connect places to each other but people as well. It is regularly traveled but there are spans of miles on it where you will find no one, making it easy spots for bandits to set up ambushes.

You travel for quite some time encountering no trouble. You come across the occasional peasant who after seeing the Imperial crest on the guard's armor bow and move along on the side of the road. Your group continues north west till you get to a bridge, Reya stops the group. She says she feels uneasy, They are about to cross the Tofing bridge which leads Taitung a small village. There should be people around, but looking past the bridge there is no one in sight. She says to everyone one to be on high alert, as she motions for the group to start crossing the bridge.

Perception Check: If passed you will notice 6 bandits lying in wait under the bridge.

After crossing the bridge 6 bandits charge out from underneath the bridge
Encounter: 6 bandits

After fighting of the bandits you push onwards towards the village of Taitung. As your group approaches you see a young woman with torn clothes screaming and running out village.

Reya: "Bandits must of taken over the village we have to help the people of Taitung."

Fao Lung: "We have imperial orders to return to the capitol as quickly as possible we don't have time to be getting into a situation that we don't know the extent of, especially if we are carrying the Imperial Seal. Once we get to Shou Kuan, they can send some men to rid Taitung of bandits. Let's just go around and continue onward."

Decision:

- Enter Taitung: start of Side Quest to rid the village of bandits
- Go around Taitung: No side quest

Side Quest: Village in Distress.

Entering the village you are confronted with more bandits along with the bandit chieftain who looks ready for a fight Encounter: 10 Bandits 1 Bandit Captain

Defeating the bandits you are confronted with three choices:

- Free the villagers
- Loot the Town
- Burn it to the ground

You continue west on the Silk Road crossing the Bridge of Taitung to get to Shou Kuan. While you have the outskirts of Shou Kuan in sights you get surrounded by 20 bandits, they seem to know exactly what they are doing. Reya says, " Word of the imperial seal spread quickly didn't these rabble won't stop us."

As the bandits are about to attack a loud horn sounds, As 15 men carrying spears and bows ride towards you from Shou Kuan. Seeing the formidable force approaching fast the bandits retreat into the woods around you. The rider's lower their weapons as the head one approaches. He introduces himself as Captain Liu Bei, he then explains how one of his men saw the bandits amassing in the forest and he and his men went out to check until they started to surround your group

Fao Lung tell the captain of their mission and Liu Bei welcome your back to Shou Kuan with the most hospitality their city has to offer. Your head to Shou Kuan with Kuan escort.

Shou Kuan: A small city that after Yenching was the imperial capital centuries ago was bolstered up with the military. It is now under martial law, it is largely inhabited by military personnel. The only commoners that live in are the family of the military men that live their.

- In Shou Kuan you can get supplies.

After Shou Kuan it is a short journey west to Yenching. Approaching the main gates you see two big banners with a golden dragon on it hanging over the big wall standing around the city. Getting to the main gate you are stopped by imperial guards who ask you to state your business. Fao Lung steps forward and pull out a ornate dagger with symbols etched onto it. The guards seeing it lower their weapons and your are allowed to pass through the gates.

The Southern Route:

You are woken up by the sounds of drums being pounded by general Fao Lung, "Get up, everyone, it's time to get moving," yell Fao Lung. Your group get their stuff together and heads out. Leaving through the southern gate of Shi Cha. From Shi Cha you cut through the forest to get to Ke te Lung.

Once at Ke te Lung Reya stops and is amazed by the architecture of the buildings. Reya says, "so this is the old capitol, it's amazing."

Fao Lung: "Yes, Yes it is, the previous dynasty sure knew how to build, but it doesn't even come close to Yenching."

Reya: "Yenching is dull, I spent my entire childhood there, behind closed walls I never got to see such ancient beauty."

Fao Lung: "If you think this place is ancient just wait till you see the ruins in the Hai Jungle, now those are ancient. Now then if we are all done with sightseeing let us be on our way. I would like to get Sentai before sundown."

Your group heads south from Ke te Lung towards Sentai.

Encounter: 5 Bandits wearing red headbands

Sentai: A small rural fishing village along the Hungste River. All around are thatch roof home and rice paddies.

Your group can get herbs and ointments from the village herbalist.

After your group is ready you go with Fao Lung to procure a boat as you approach the docks you are stopped by a group of men wearing red headbands. From the group a short man with a scar across his left eye steps forward and says, "And why the hell might imperial soldiers be in my village."

Fao Lung: "We are just here to get a boat and be on our way, we didn't mean to intrude."

Man: "The thing is just you being here is intruding."

Reya: "Hey! You're the people that attacked us earlier."

Man: "So, my boys got did in by you fucks, that's unforgivable! No one fucks with the Red Karp and gets away with it. Men kill them!"

Encounter: Bandits - 9 bandits 1 bandit captain

Reya: "Looks like the Red Karp just got fried"

Fao Lung: "Yes, yes we beat them, but let's get a boat and get back on track before more of them come a long.

Your group gets to the dock and spots a medium size ship, well it's more like a raft with space enough for 10 people plus supplies. As you are about to board the boat, a man shouts," Wait! stop , don't go yet."

A man who is badly injured stumbles towards you waving you down. He is one of the guards who was sent out to deliver the message of the imperial seals return to Yenching. He tells of how on the road he and the other guard was ambushed by Tuigan savages. He barely escaped with his life as the other guard was riddled with arrows. The savages got the letter. He warns them how the group should be on high alert now. Word would have spread throughout the land of the Imperial seals absence from the capital. After he says this he stumbles and falls into the river dead. Before anyone can grab his body out, it's taken down stream by the current and out of view.

With urgency on their minds they board the boat and head off down the Hungste River northwest towards Mishan.

Encounter: 1 Chull

After sailing for about 1 week, you see a gigantic jungle on your left. Reya starts to get extremely excited. She starts talking about the Hai Jungle.

Hai Jungle: Bordering Kao Shan province, the Hai Jungle was once home to the ancient Hai tribe. The Hai tribe were an indigenous jungle people that were around the turn of the first century. They built large stone pyramids to their gods in the middle of the jungle. Some of their structures are still around today, standing tall with an ominously haunting but quiet feeling to them. When the Shou Lung empire was created the first emperor, Shou Lung Liao, decreed that any land that was connected to Shou Lung would either subjugate under his rule or be decimated. The Hai people who for being ancient were very primitive did not understand why these men in copper armor were demanding them to give the jungle to them.

They didn't think that they owned the land but were merely bowering it and everyone in Faerun shared it with each other. The Shou didn't think so and exterminated the Hai. No one was left after the genocide had ended. Seeing that there was no real use for the jungle the Shou left it leaving only the ruins of the Hai to be constant reminder of what will happen if you cross the Shou Lung Empire.

After a couple of weeks of traveling your group reaches Mishan.

Mishan: A river city that has a strong imperial presence in it. It is largely used to ship goods southeast along the Hungste. It has some Tu Lung influence, after the start of the Shou dynasty, a large group immigrated to Mishan.

Side Quest: The whisper from the Jungle

You spend a couple days recuperating in Mishan after a long boat ride. You sleep in your first bed in weeks. With the comfiness of the mattress and coolness of the pillow you fall into a heavy sleep almost instantly. You awake atop a large cliff overlooking a rushing river, past the river a jungle that spans as far as the eye can see. As you look down at the river a large beast comes out of the water towards you. When he get close you get a better look at it. The beast has the head of lion, the body of a snake, the wings of an eagle. He floats over you with his wings out, they shine in the sun, as the light hits you are have to squint to look at the beast.

The beast lowers its head closer to you and opens his mouth, a soothing whisper come from the beast. " Do not be afraid child, for I have not come to harm you. I am Jianhuren, the protector of the jungle. I see grave misfortune in your future, but I have something that can help you. Come find me at my shrine in the jungle, there you will find my blessings which I will bestow onto you. Hurry for time is running out, and you do not want the darkness to come without a light to see in it." Jianhuren then points his wing towards the jungle at a light shining atop a stone pyramid.

Jianhuren flies towards the sun as you watch him you are blinded by the light, then it all goes dark. You awake as sweat is dripping off of you, it is morning and the birds are chirping on a beautiful day. The other in your group and Reya seemed to have had the same dream. Reya tell that the pyramid is most likely one of the ruins in the Hai Jungle across the Hungste river. She asks you what you want to do.

- Find the Pyramid: You get your stuff ready and head out for the Hai Jungle. Asking General Fao Lung if he wants to come he say he will stay in Mishan and get prperations ready for our arrival to Yenching. From Mishan you cross a bridge over the Hungste south and head into the Hai Jungle.

Reya tells everyone to be careful for who knows what could be living in the Jungle.

Encounter: 3 Carnivorous Plant

Heading through the Jungle you see a fire in the distance through the trees, getting closer you come across a gigantic stone pyramid with a fire burning at the top of it. At the base of the pyramid is a doorway that leads inside of it.

Everyone gives a perception roll:

- If everyone passes: nothing happens and the heads inside
- If someone fails: they activate a trip wire. You a here the sound of tombs opening and from inside of the darkness you red eyes staring at you.

Encounter: 10 Skeletons

At the end of the long hallway in the pyramid you see a stairwell. It leads all the way to the top of the pyramid where you are confronted with a big stone door with engravings of some language you have never seen before. Reya tries to see if she can read it.

She Fails: she can read it you enter in.

She Succeeds: The engravings say All who enter beware for you will be in the presence of the Great One, are you prepared.

As you push open the door a large man is sitting on a throne at the end of the room. He has two greatswords on his back with a crown made out of vines on his head. He looks at you with red glowing eyes as he gets out of his throne and rushes towards you screeching.

Encounter: The Great One (Skeleton Warrior)

- Players defeat boss: As you walk past the fallen Great One, a light shines down from the cracked roof of the pyramid revealing three treasures as Jianhuren appears before you.
- Players on the verge of losing: Jianhuren appears and strikes down the Great One with a bat of his wings. He reveals three treasures to you.

Jianhuren lowers his head to you and speaks, "Brave travelers you have made it to my shrine, I bestow these gifts onto you for the coming darkness use them well."

- Lion's Fang: A fang from Jianhuren with a hilt carved into it.
(2d6, lightning damage)
- Serpents Hide: Armor made out of Jianhurens scales, green of color
(18 armor, resist knockback)
- Eagles Wing: A bow made from the Jianhurens ribs, strung together with one of his whiskers, with 30 arrows made from his feathers.
(1d10, knockback)

For Reya Jianhuren gives her a special gift, the gift of knowledge. He touches her forehead and gives her the knowledge of the ancients.

Your group heads back to Mishan.

Continue on with the main mission and head to Yenching: From Mishan your group heads north to Yenching passing through Tapenga, Naxun, and Shihfang. Approaching the main gates you see two big banners with a golden dragon on it hanging over the big wall standing around the city. Getting to the main gate you are stopped by imperial guards who ask you to state your business. Fao Lung steps forward and pull out a ornate dagger with symbols etched onto it. The guards seeing it lower their weapons and your are allowed to pass through the gates.

Warm Welcome

Our adventures climb off the boat onto solid ground. The trip from Wa to Shi'Cha was a short one, but being anxious to explore this new land, it felt like an eternity. Once off they are greeted by the sound of dock workers heaving and hoeing loads of fish from their boats and then carting them away to be gutted. Excited, a bit tired, but ready for anything, our group cannot wait to explore the Shou Empire.

Yenching: The Imperial capital of the Shou Lung empire, also known as the forbidden city. Built by Emperor Tung Lung when he moved the capital from Kuo te Lung to Yenching. It has high stone wall encasing the castle.

Entering through the large gates of Yenching you are greeted by rows of soldiers that bow when they see your group. As you walk pass them they shout greetings and "welcome home princess". Reya is smiling and waving. You are stopped up the road by a man with gray hair and a long beard with scars all over his face. General Fao Lung stops and bows and the man, who returns the gesture.

Fao Lung: Commander Chung it is a pleasure to see you.

Chung: Likewise, I received word that you would be arriving with the Princess and three outsiders from (Lo Shan, Shou Kuan, Mishan).

Commander Chung address all of you, "I am extremely glad you all made here safely, I know some parts of the Empire can be more unforgiving than the rest. That shows great strength and inner reserve. Now for the reason you came all the way here from Shi Cha, do you have the Imperial Seal.

- If you show the Ring: Chung: "Ah good that is great."
- If you hide it: Reya: "Yes we have it", she holds whoever has the ring hand up to show it.

Chung: "Now the next thing we must to is have you meet the emperor for a matter such as this can only be judged by him. And for the whole reason why it won't come off, I sure his excellence will know a way to get it off. I arrangements for accommodations for you to rest in for the night and then the following morning you will have an audience with the Emperor.

If the players try to do anything other than going to their room:
The guards tell you where your room is. If you don't listen they will carry to your room and lock the door.

The next morning you are awoken by the loud sound of a gong. You see a ceremonial robe placed neatly folded by your bed.

Your group and Reya are lead down a long line of corridors to the Throne room. As you get to a large pair of steel doors with ornate carving over them Reya ask, "Are you guys ready to meet the Emperor."

Act 3: The Uprising

Reya just asks you're ready to meet the Emperor

- Yes response: Reya: "Well that makes one of us haha", she has a worried smile on her face.
- No response: Reya: "I feel the same way haha", she has an unsettlingly worried expression on her face.

The guards keep their pikes raised blocking the door as you approach. "Hult, uncivilized swine, you do not enter until the Emperor commands it. Wait out here," says one of the guards.

- If the player's point out that they have the imperial seal which makes them Emperor: The guards look down for a second getting flustered and shouts, "Silence, no one is the emperor except for Lord Rai Shou! Don't make me cut you don't for your treasonous words."
- Reya tries to calm down the guards say that the players were only joking. The guard's replies apologetically, "I am sincerely sorry for upsetting you, I will stop. It just makes me angry if anyone mocks the Emperor."
- Reya: "I understand." Reya hits whoever made the comment.

After thirty minutes of waiting outside of the Throne room, you hear the sound of a gong from behind the mighty doors. Seconds later the doors swing inward. A blinding light envelops you as the doors open, revealing a magnificent room adorned with gold and jade. The Throne room is huge, from the entrance the throne itself looks like a speck in the distance. From the ceiling hang chandeliers of prismatic crystals that sparkle in the natural sunlight from skylights surrounding the chandeliers. Leading from the entrance to the throne is a red silk carpet embroidered with golden dragons and Fenghuang. On both sides of the carpet are fives rows of soldiers with spears in their hands and swords on their waste in Imperial armor, much like General Fao Lungs but much cleaner and less worn. Up closer to the throne is an orchestra composed of strings, woodwind, and percussion instruments native to Shou Lung. Each note sounded strange from the music you are accustomed to, but it was sweet and pure nonetheless.



Two servants are waiting at the entrance way, they are wearing ornamental robes with big sleeves that hide their hands as they put them together and bow as they welcome you. They say in unison. "welcome to Yenching adventurous travelers you have the Imperial courts thanks for bringing back the Imperial seal, we will save the Emperor's gratitude for later. He would rather thank you in person. And welcome home My Princess. His holiness missed you greatly and has much to discuss with you. Now would you please follow us." They turn around and lead you up to the throne. When they approach, they face you and bow and move to either side of the carpet.

A gong sounds, and everyone gets on their knees and bows facing the emperor, including Reya.

- If you don't bow: Everyone around you scoffs and gives you a disgusted look. Reya whispers, "bow, now! Or do you want to lose your head!?" If you continue not to bow after a while, everyone stands backup and guards come up to you and force you to your knees and put their spears around your neck saying, "insolent fool."

As this happens, the Emperor stands up and raises his hand and says, "lay down your weapons, he is my invited guest. You can't expect someone from a different country to automatically know the customs of another. You may stand, I am sorry for that."

- Reya tries to calm down the guards say that the players were only joking. The guard's replies apologetically, "I am sincerely sorry for upsetting you, I will stop. It just makes me angry if anyone mocks the Emperor."
- Reya: "I understand." Reya hits whoever made the comment.

If you bow: Reya looks back with a pleased smile on her face.



After some time of bowing, the Emperor who is sitting on his throne, made out of great wood and adorned with gold and silk, raises his hand and everyone rises. He motions with his hand for you all to come closer. From where you are standing you cannot see his face, his Imperial headpiece casts a shadow over it. As you approach the Emperor comes into view. He looks to be about in his early fifties. He has black hair with a touch of gray in a tight bun with his headpiece attached to it. His eyes are fierce yellow, with a stare that is both regal and full of wisdom. He has a short imperial goatee and mustache. The Emperor's physique is toned, with embroidered Imperial garbs covering it.

Emperor: "Welcome, to the great Imperial City of Yenching. I bet you are tired of hearing that by now, haha. I am the Emperor of the great Shou Lung, Rai Lu Shou. And a Welcome home daughter, I have missed you greatly."

Reya: " I am sure you have." She faces the as she speaks.

Emperor: " There is no need for that Reya, I am not upset about that. I am honestly ashamed of myself"

Reya: " You are?"

Emperor:

" I guess you're old enough to know the truth, let me start at the beginning. Twenty-five years ago, your mother and I were trying desperately to have a child. We tried for months and had all sorts of fertility healers come to no avail. We were both so discouraged and depressed, that was a healer from the far west came to the capital. She was a priestess of Sune, a god of love in the West. She tried her magic, but it didn't help. In the months of her visit, we all became very close. It was then with a saddened smile your mother came to a decision. I would lay with this priestess and produce an heir that way. Nine months later Ren Shou was born, and the priestess became my concubine. We would just keep that hidden fact of who Ren's mother was a secret. Five years after that, a miracle happened, you were born my daughter. Your mother and I wept for days, but what I saw on the face of the concubine was pure hatred. To appease her from not revealing our secret, we decided to make Ren next in line for the throne. We went on with our lives, till your mother died, only too late did I find out the truth. The concubine was no priestess of Sune but a necromancer's apprentice who was sent to infiltrate the Empire. She succeeded and poisoned your mother. She would have murdered you too, but I had her exiled for from the Empire, I would have had her executed if she were not the mother of my son. Sadly Ren grew up like his mother, evil, wicked man. That is the truth about Ren. All I did was for you and your mother, always."

Reya: She begins to tear up," Father."

Emperor: "And back to you all. The rest of the story goes is, Ren, stole the Imperial Seal from me while I slept. When he was assassinated, he must have cursed it and used some very dark necrotic magic on it. He most likely possessed it, which explains why it won't come off your finger."

Emperor: I have a solution though. At the other end of the city is a shrine. It has a large natural reserve of magic, combined with my magic I should be able to remove the ring."

- If you ask about him knowing magic: Emperor: "Yes, of course, I know magic. You think I am able to run the Empire so well because I'm good with a sword. Ehh...that is only partially why I am also a distinguished cleric. I am able to strike down and rise up!"

Emperor: "I am sorry that you all got wrapped up in this mess. It is almost over, let us head to the shrine post haste."

As the emperor says that, you all hear and feel a massive explosion. Seconds later a guard bursts through the entrance to the room and right to the Emperor. He says, " The Tuigan have broken through the City gates! There is hundreds of them."

The Emperor pauses for a second in thought. He then stands up and puts his hand out. " Brave men of Yenching, your city is under attack. Defend it, go forth your Emperor commands it. Godspeed!" The soldiers in the throne room march out, proud and ready for a fight.

"Now you all come with me before we head to the shrine we need grab some gear." The Emperor and his personal guards lead you through a secret passage behind the throne. You go through a dark passageway only lit by a torch. The passageway leads down to a small stone door, behind it a small cache of weapons and armor. "Grab what you need and get ready we need to get to the shrine as fast as possible.

There is an upgraded version of everyones' armor and weapons.

From the Shrine you head through a tunnel, it leads outside of the castle. The sounds of fighting can be heard echoing through the city. As you follow the Emperor, you eventually get to a crossroad.

Emperor: "We now have two ways to get to shrine now. Up the walkways of the outer walls, or below through the city. Also, I think we should split up now, with this big group we will draw too much attention to ourselves, and that is the last thing we want. Reya goes with them, I am sure you better fight with them anyway. You choose which way and my men and I will take the latter."

- You split up into two. Your group and Reya and the Emperor and 4 guards.

The Upper Path:

You head up a long flight of stairs to the high battlements of Yenching. From the wall, you can see catapult fire and fighting going on all around. You can also see the Emperor and his men move through the streets.

After some time you see a group of archers firing down on the streets, looking down again you see the Emperor get held up by the enemy. The archers have the advantage and are about to fire on the Emperor.

Encounter: 5 Tuigan Archers (thugs)

- **Failure to fight Tuigan archers fast enough:** Archers are able to get a few shots down at the Emperor and his men.
- **Defeat the Archers fast:** One of the Archers stumbles and fall over the wall and hits the ground near the Emperor dead. The Emperor and his men look up and give you all a nod of thank you.

Move on down the wall a loud horn is sounded from outside the wall. Moments later large flaming rocks fly over your head from catapult fire. Some hit the wall ahead of you, with large craters in the wall the path is now narrower and dangerous.

Give dex checks to see if you pass by safely.

Now past the wall, you head down to the Shrine, which is in your sight now. Running down the battlements, you hear shouting then are surrounded by Tuigan fighters who jumped down from the wall.

Encounter: 6 Tuigan fighters (Thugs)

The DM rolls and if he fail the Battlements are blown up and you have to jump over them or climb down to proceed.

You reach the shrine and meet back up with the Emperor.

The Lower Path:

You head down the lower path which leads into the streets of Yenching. The sounds of swords and arrows are heard all around you and houses are on fire.

Roll to see if you can find your way through the maze of streets.

Walking through the streets, they become silent. Suddenly the enemy ambushes you, they were lying in wait inside of the houses.

Encounter: 6 Tuigan fighters (thugs)

DM rolls to see if arrows shoot down at you.

After the ambush, you go faster heading along the wall. Up ahead on the road near the battle you see a group of Tuigan setting bombs on the battlements.

- Failure to defeat the Tuigan fast enough: battlements blow up, and the DM has to roll to see if the Emperor can make it past.
- Defeat the Tuigan fast: The bombs fuses never get set and the battlements are safe.

Encounter: 5 Tuigan bombers (thugs)

You all make to the shrine but are confronted by a group of Tuigan Warriors. The Emperor says "One more thing getting in our way. Let's end them."

Encounter: 3 Bandit Captains (2 thugs)

You enter the shrine which is a big room with what looks like a fountain in the middle and talismans hanging everywhere. The Emperor takes whoever has the ring and puts his arm in the fountain and chants.

DM rolls for arcana checks

A light comes from the ring, and it slides off, the curse has been broken. "Yes it worked; you are now free of this curse, now all we left to do is push back the invaders then we ca..." the Emperor is stabbed in the back by Ren Shou who laughs maniacally.

Ren: "That takes care of you father."

Reya: "Ren!"

Ren: "Hello dear sister, Your next."

Ren transforms into a Chain Devil and chains the still alive Emperor to his chest.

Encounter: Ren Shou (Chain Devil)



The group attack specific spots if they want to avoid killing the Emperor

The chains around the Emperor release and he falls to the ground as the Prince Ren bursts into a million shards of black glass. Reya runs to the Emperor and props his head up with tears in her eyes.

Emperor: *cough "Don't cry my dear, I'll be fine." *cough

Reya: "You can't die we can save, we just have to get you out of here."

Emperor: "Reya I am so proud of you. You will make a great ruler."

Emperor Rai Lu Shou died that day taken out by the spirit of his own son. Reya became the first Empress of Shou Lung, adorning the name the name Reya Yu Shou. Our brave adventurers were given the noble status, and a chunk of land was carved out for them within Shou near the capital.

What our adventures did after that hasn't been recorded yet, but some say they stayed in Karatur and settled down. Others say they are still adventuring getting themselves into trouble again in another kingdom.

Appendix A: Available Classes

Samurai Class:

Origins

Those who venture into becoming a Samurai dedicate their life and time to training and becoming proficient in their fighting style and weapon of choice. The students start at an early age, ranging from 10 years old to 13 years old. These students learn through their senseis to become great leaders in the battlefield and honorable warriors. There are thousands of Dojos that reside in the land of Wa, but they started to migrate all over the world recently. There are small Dojos that even exist in Kara-Tur and some in Faerun. Those who wield the sword can develop a small color aura that engulfs the person, granting them immeasurable abilities with destructive forces.

Fighting Styles

At First level , you are able to choose which fighting style your character will master. At level 7, your character can learn a second fighting style that they can switch between. However, you will use an action to switch fighting style during combat. Here are the fighting styles that Samurais can train themselves in: 1 Sword Style, Mutli Sword Style, Elemental Style Fighting (requires 2 people, 1 samurai using this fighting style and a elementalist)

1 Sword Style (Hiten Mitsurugi-Ryu)

Single sword style fighting focus on the user's speed, timing, and accuracy of the sword swing. It teaches the user how to have a strong counter attack and faster reflexes when fighting multiple enemies. 1st level users gain the starting ability to counter attack when an opponent misses an attack. They also gain the ability to perform a single slice hit (details can be found in the skills section. At 3rd level users gain the ability to increase the damage given when counter attacking by + 1 to their damage roll. At 7th level they gain double the damage when you use the counter attack ability. Also, the user character gains a greater single slice hit.

Multi sword style (commonly used is three sword fighting style also known as SanToRyu)

Multi sword style sword fighting is a rather difficult fighting style to master. The samurais who use the Multi Sword Fighting Style have perfect control and timing with each swing and also great hand eye coordination. 1st level users of this fighting style gain proficiency with acrobatics, and athletics and is now proficient with using 3 weapons to attack. (this does not allow to have the user make three attacks) (this will be later described in the skills sections) When the character reaches its 3rd level, the user gains the ability to use a three sword style attack called Onigiri (daemon slash) (this is described in full detail in the skills section). The user also gains the attack called Yaki Onigiri (Greater Daemon Slash) and the attack called Tora Giri (Tiger Slash)

Elemental Fighting style

Gensou ken ryu (A.k.A Elemental sword style) uses techniques in combination to an elemental spell casted from a elemental class user. This fighting style must be used in combination with a 7th level elemental. If a Elemental user is not at level, all of the attacks will render the damage of the regular attack. If the elemental is at level, both users can attack an enemy and give ongoing effects to them I.e. Burn, Freeze, Paralyzed, Poison etc. 5th level users gain increased damage according to what element is used. (There will be a chart in the future that explains how much damage is allocated to each element) 7th level will gain double damage depending on which element is used. They also gain an ability to combine different fighting styles with elemental Fighting style.

Bonus Proficiencies

Here are the bonus proficiencies for the Samurai Class. Characters who join the Samurai class gain proficiencies with using the following: Bokkens, Katanas, wakizashis (short swords), Long bows, Halberds, heavy armor, Spears, and sickles.

Skill list and Description of Skills

Hiten Mitsurugi-ryu (single sword style)

Counter Attack: This skill activates when the player gets attacked with a melee attack and the attack misses. The player then makes an attack to the enemy that attacked them. Damage is dealt by the player's weapon they use.

The Perfect Slice: The player hits a single enemy with a perfect horizontal slash. Damage is the damage of the weapon the player uses multiplied by 1.5.

Lesser Counter Attack: This is the upgraded version of the regular counter attack. Damage is the damage of the player's weapon multiplied by 1.5.

Greater Counter Attack: This is the final version of the regular counter attack. Damage is the damage of the player's weapon multiplied by 2.

Lesser Perfect Slice: This is the upgraded version of the regular perfect slice. This version has the user using additional strength to the swing of the attack. Damage is the damage of the player's weapon multiplied by 2.

Ryutsuisen: This attack has the user jumping in the air and swings their sword down on the opponent's head or shoulder. Damage is base weapon damage x 1.5 (disadvantage since its not a direct attack)

Ryutsuisen Zan (Greater Version): This is the upgraded version of the Ryutsuisen attack. Instead of a slash, this is a downward stab. Damage is weapon damage x 2 (disadvantage since its not a direct attack)

Ryukansen: When surrounded by multiple enemies, the user spins in all directions attacking the enemy in a spinning formation. Damage is each enemy within 5 ft will receive base weapon damage.

Ryukansen Kogarashi (Lesser): This is the upgraded version of the Ryukansen. This has the user doing a 90 degree turn with a backward slash. However, this is not as strong as its final form. Damage is each enemy that is within 5 feet of the characters facing direction takes base weapon damage x 1.5. So it would look like this:

Ryukansen Arashi (Greater): This is the final version of the Ryukansen. This can be used instead of the basic counter attack. This attack has the user in a full rolling somersault slash while attacking. Damage is base weapon damage x 2.

Ryusousen (Lesser): This attack has the user making a massive flurry of strikes delivered to the opponent. This is a hard attack to counter or defend. This also allows the user to make multiple attacks (2 attacks) Opponents who are attacked by this attack can not make a attack their next turn. Damage is base weapon damage x 1.5.

Ryusousen Gawami (Greater): This attack has the user doing multiple attacks (2) to the opponent's head. Damage is base weapon damage x 2 (disadvantage roll due to hitting the opponent's head).

Santoryu (Three Sword Style)

Onigiri: Onigiri is described as the demon cutter. This is an attack where the user makes a single attack from each sword. However each swords line up before making the attack. Therefore the attack will act as a single attack. Damage is base weapon damage x 1.5.

Yaki Onigiri (Lesser): Yaki Onigiri is the second version of the Onigiri. However, this attack has the swords on fire dealing burning damage to the opponent. Damage is base weapon damage + 1d4 of fire damage.

Toragari: This is called the tiger hunting attack. This attack can hit multiple foes (2) at one time. Damage is base weapon damage to two enemies within 5 ft.

Enbima Yonezu Onigiri (Greater): This is the final version of the Onigiri attack. This can be used to inflict fear into the enemy since this is partly an illusion attack. Damage is base weapon damage x 2 and causes frighten an enemy. (Follow frighten rule for enemy).

Toronagesh: This attack has the user leaping forward in a spinning fashion dodging attacks and then having the third sword hitting the opponent's stomach. This attack can be used as a replacement for the counter attack. However, this can be used to counter ranged attacks. The opponent has to be within 10 ft in order for this to work.

Damage is base weapon damage x 2 (disadvantage roll on attack because this attack is targeting the opponent's stomach).

Tatsumaki: The Tatsumaki is called the dragon twister in common. The tatsumaki has the user spinning in a dragon-like tornado that both slashes and blows away the target(s). Damage is base weapon damage to each enemy that is within 5 ft. Once the enemies are hit, the enemies get knocked back 10 ft from the user.

Ushi Bari: The Ushi bari a.k.a. The bull needles. This has the user making multiple attacks (2) hitting a single target within 10 ft since the user charges forward. Damage is base weapon damage per attack.

Hyakuhachi Pound Phoenix Cannon: This attack has the user pointing their swords horizontally above the shoulder and the other in the mouth in the same direction. The user then performs a circular swing that launches three air compressed projectiles spiralling towards the target. This attack will have the user make a ranged attack. With a range of 80 ft for a normal range and long range of 320 ft. Follow range attacks when making this attack. Damage is base weapon damage x 2.

Ichigoriki: This has the user prepping their attack for the Nigori Zake. The user flexes his left or right arm strengthening his arm for the attack. Damage for Nigori Zake is multiplied by 1.5 if the user performs this before they attack with Nigori Zake.

Ni Goriki (Lesser): This technique has the user prepping their attack for the Nigori Zake. The user flexes their opposite arm if they used the other arm during Ichi Goriki. I.E. if the user uses their left arm for Ichi Goriki, the user will use their right arm for Ni Goriki. Same if the user uses their right arm for Ichi Goriki, the user would use their left arm for the Ni Goriki. Damage for the Nigori Zake is multiplied by 2 if the user performs both the Ichi Goriki and Ni Goriki before performing Nigori Zake.

Nigori Zake: This technique is called the two gorilla strength slash. After the user performs both Ichi and Ni Goriki, then the user swings his sword so the tips meet when they hit the opponent. The sword in their mouth and left hand are held at the same level and the right's hilt dropping at an angle. Damage is base weapon damage x (1.5 if the user performed Ichi Goriki prior to using this attack) or (2 if the user performed both Ichi Goriki and Ni Goriki prior to using this attack).

Yasha Garasu: This attack is known as the Demonic Raven in common. The Yasha Garasu has the user spinning like a rolling wheel towards his enemy while continuously thrusting their swords at the opponent. The attack leaves cuts shaped like crows' feet. This attack, like the Tora Giri, can have the user move towards the enemy that is 10 ft away. Damage is weapon base x 3.

Gensou ken ryu (Elemental Sword Fighting Style)

Fire Tornado: The Fire Tornado is a devastating attack that a skilled single, or multi sword, user can perform along with the help of a skilled elementalist. This attack can have enemies flown high in the air and then suddenly catching ablaze and then suddenly turn to smoldering pile of ash. The initial attack has the elementalist casting a fire spell that is targeting the samurai. When it hits the samurai's sword, the samurai then performs a

Tatsumaki. The rest is self explanatory when people start screaming in terror. The damage is weapon base damage that affects all enemies within a 5 ft radius + 1 d4 of fire damage.

Lesser Fire Tornado: The Lesser Fire Tornado is the second version of this devastating attack. This attack, unlike its predecessor, has a larger radius range instead of the 5 ft its younger version has. The Lesser Fire Tornado does additional fire damage as well. Damage is base weapon damage + 2d4 fire damage.

Greater Fire Tornado: This is the final version of the Fire Tornado attack. The final version has the caster hitting two samurai users that are performing Tatsumaki styled attacks (attacks that hit a group of enemies, More than 3). When the attack hit, two small tornadoes convulse into one gigantic tornado causing twice the damage and even more fire damage. Damage is (base weapon damage x 2) + 2d6 fire damage.

Earth Splitter: The Earth Splitter is an attack where the samurai hits his sword into the ground with enough force to create a bunch of rubble that hits the opponent with knockout force. This attack can be used to hit more than one opponent when possible. This attack can also be used to hit enemies that are far away. Before the attack a elementalists casts a earth attack that helps the process of the rubble being produced. Damage is (base weapon damage, enemies roll to see if they are stunned for a turn.

Lesser Earth Splitter: This is the next form of the Earth Splitter attack. This attack has more power in the attack knocking the enemies out instantly. Damage is base weapon damage enemies are stunned for a turn.

Greater Earth Splitter: This is the final form of the Earth Splitter attack. The users will need two samurais and two elementalists in order to perform this attack. This form causes a giant craves to appear once the attack hits shaking the very area around them.

Enemies within a 25 ft radius will feel this attack. The damage is this base weapon damage x 2 enemies within 5 ft are dead. Enemies within 10 ft are stunned. Enemies within 15 ft to 20 ft roll to see if they are stunned. Enemies that are 25 ft away take base weapon damage.

Frozen Grasp Single Person: The Frozen Grasp attack is a combination attack with the help of a water elemental. The water elemental casts a water bubble around the sword. Once the water bubble is there, the samurai swings his sword towards their target. When the water is flying in the air, it cools down to the point of freezing and then impales the enemy with an icicle. Damage is base weapon damage + 1d4 ice damage.

Frozen Grasp Group: Frozen Grasp Group attacks a group of enemies. The water elemental casts a large water bubble around the sword. Once the water bubble is on the sword, the samurai spins around in a circle thus sending the water bubble towards the enemies. Once airborne, the water freezes into a bunch of icicles impaling the enemies that are within their sights. Damage is base weapon damage + 1d4 ice damage to every enemy that is within 15 ft.

Vortex Spin: The Vortex Spin attack is an attack that helps bring the enemy closer to the users. The elemental casts a dark element attack targeting the samurai's sword.

The samurai then takes his sword and starts to swing the sword in a circular motion creating a vacuum. The enemy is then sucked closer to the user getting in range for a melee attack. Enemies that are within 10 ft move 5 ft closer to the user.

Vortex Spin Lesser: The Lesser Vortex Spin creates a vacuum in a larger space. Thus attracting more enemies to the user. Enemies within 15 ft move 10ft towards the user.

Vortex Spin Greater: Greater Vortex Spin is the final form of this attack. This vortex grabs enemies within larger distances close by

so the user can get within attacking range. Enemies within 20 ft away move 15 ft closer to the user.

Nightmare Teleportation Single Person: This technique helps people out in troubling situations. How this technique works is the elementalists casts a darkness spell to reduce vision for the enemies. Once the enemies can't see, the Samurai glints his sword to the target that needs rescue and they move towards the light that is gleaming from the sword. The Elementalist, Samurai, and one target can see each other and the target move towards the Samurai and Elementalist location.

Nightmare Teleportation Small Group: This is the next form of the technique which incorporates a small group of (3 targets). The Elementalist makes the room dark for the enemies. The Samurai shines his sword and 3 targets see the sword and move to the Samurai's location. The Elementalist, Samurai, and 3 targets can see each other and the 3 targets move towards the Samurai.

Nightmare Teleportation Large Group: This is the final form of the technique which incorporates a large group of (5 targets). The Elementalist makes the room dark for the enemies. The Samurai shines his sword and 5 targets see the sword and move to the Samurai's location. The Elementalist, Samurai, and 5 targets can see each other and the 5 targets move towards the Samurai's location.

Ninja Class

Origins

Ninjas are the masters of stealth and assassination. They are also known to be great at intelligence gathering and are lightning quick. Ninjas also know how to use throwing stars, summon monsters, and trick enemies with multiple images. Ninjas, just like Samurais, learn all of their trickeries and techniques in Dojos. Ninjas can start their training as young as 10 years old. Once they become masters, they start doing missions for their Dojo's and villages that they live in. The Ninjas have certain ranks that they follow. Here is the list of Rankings: students, Genin, Jonin, Special Jounin, Kage. The Kages, or Shadows, are the highest rank a ninja can be. These Kage's run s class missions and are normally freelance ninjas. They tend to work as bounty hunters, Intelligence gatherers, and work with royalty within the nation of Wa. Nowadays, Ninjas can be seen throughout the Kara-tur region and have extended HQs in the Sholung area.

Fighting Styles

Ninjas have two distinctly unique Fighting styles. They either use Stealth based Fighting called Kage no Ugoki which helps the users become as quiet as falling snow and unseeable to the naked eye. The Ninja's other fighting style is called Inshouteki. The Inshouteki fighting style consists of offensive attacks using their hidden techniques and summoning techniques. The Inshouteki Fighting style also grants the user to use elemental abilities with help of their Inner Chakra (Chi / Ki).

Kage no Ugoki (Shadow Movement)

Kage no Ugoki is all about keeping silent and unseeable. When picking this class at first level, The character starts to learn all about the art of disappearance. They shroud themselves in shadow and stick in hiding. They gain increased proficiency (+1) in dexterity saving throws, and intelligence saving throws, and charisma saving throws. Shadow Movement users also gain an increased proficiency (+1) in acrobatics, Athletics, Investigation, and stealth. At 5th level, the Shadow Movement users start learning how to wield their blade to be silent in killing. Their weapons they use gain the special attribute called silence (silence is when a user is going to attack while being stealthy. The user can make an attack as if it were a regular attack.) They also gain the ability to Shadow step, Shadow step will grant the user the ability to teleport right behind(within 5 ft) of an enemy. Therefore giving you an advantage during battle. The user also gains Uncanny Dodge. Skills that are 7th level and higher will be explained in the future.

Inshouteki Fighting Style (Offensive Striking Fighting Style)

Inshouteki Fighting Style users will gain the knowledge of harnessing their inner Chakra(Chi/ki) along with summoning monsters to help aid in dire encounters. The characters that choose this class at 1st level start off by learning the art of the Doppelganger technique, walking on difficult terrain as if it were regular terrain. They also gain the ability to do a body replacement technique, and transformation technique. When characters get to level 5 they learn these techniques: the body flicker technique, shadow shuriken technique and temporary paralysis technique. 7th level techniques and beyond will be explained later.

Bonus Proficiencies

Ninjas are proficient in using light armor, simple melee weapons, simple ranged weapons, some martial melee weapons, mainly martial weapons that are not heavy and two handed, and martial ranged weapons.

Skill list and Description of Skills

Kage no Ugoki Skills

Increased proficiency (+1) in the following saving throws: dexterity, intelligence, and charisma.

Shrouding: This ability grants the user to be able to disappear out of almost every situation. The user can be able to disengage themselves from battle and move 10ft away from an enemy. They are able to avoid attacks of opportunity from the enemy they were fighting.

Increased proficiency(+1) in the following skills: Acrobatics, Athletics, Investigation, and Stealth.

Silence: This ability grants the user a more refined control over their weapon of choice. Their weapon now has the ability called silence. The user can make an attack while in stealth as if it were a regular attack. You can make an attack roll with any weapon of choice and enemies will not be able to hear you attacking them from 5ft away.

Shadowstep: The user will gain the ability to teleport right behind(within 5 ft) of an enemy. If you use shadowstep again, you will end up being vulnerable to an attack of opportunity.

Lesser Shrouding: This ability grants the user to be able to disappear out of almost every situation. The user can be able to disengage themselves from battle and move 15ft away from an enemy. They are able to avoid attacks of opportunity from the enemy they were fighting.

called silence. The user can make an attack as if it were a regular attack. You can make an attack roll with any weapon of choice and enemies will not be able to hear you attacking them from 10ft away.

Lesser Shadowstep: The user will gain the ability to teleport right behind(within 10 ft) of an enemy.

Greater Shrouding: This ability grants the user to be able to disappear out of almost every situation. The user can be able to disengage themselves from battle and move 20ft away from an enemy. They are able to avoid attacks of opportunity from the enemy they were fighting.

Greater Shadowstep: The user will gain the ability to teleport right behind(within 15 ft) of an enemy.

Greater Silence: This ability grants the user a more refined control over their weapon of choice. Their weapon now has the ability called silence. The user can make an attack as if it were a regular attack. You can make an attack roll with any weapon of choice and enemies will not be able to hear you attacking them from 20ft away.

Demonic Illusion: False Surroundings Technique: The user grants the ability to change the image of their surroundings to fool the average user. The person casting this will need to roll a deception cast to see if it works. If the roll is above a 12, the technique is successful and the area around him (30 ft) can be altered to their will.

Lesser Silence: This ability grants the user a more refined control over their weapon of choice. Their weapon now has the ability

Inshouteki Skills

Doppelganger Technique: The user creates a full clone of the character and will act as another person. The clone will have the same skills of the user. Its best to use before a fight.

Walking on Difficult Terrain as if it were Regular Terrain:

The user will be able to send the chakra to their feet in order to walk on walls, trees, water and other difficult terrain.

However, the user will not be able to walk on lava or magma.

Body Replacement Technique: When the user gets hit, they are able to replace their body with a nearby object and therefore will not take damage. However, if there are no nearby objects present, then the user will take damage. The user will only be able to use this technique 3 times a day. The user will also gain the chances back after a long rest.

Transformation Technique: The person will be able to transform their identity to another character in the party and other npcs. They are able to use this for 15 mins at a time. The user will only be able to use this technique 2 times a day. They can be able to regain their chances after a long rest.

Body Flicker Technique: The person is able to dodge their opponents attack. When they are running, the user seems almost invisible to everyone.

Shadow Shuriken Technique: This technique requires two people to use. The first person will use their transformation technique and the second person will throw the person to the opponent. The user that hits the opponent will roll for a ranged attack damage based on a Shuriken.

Temporary Paralysis Technique: This technique will be able to hit the opponent and paralyze them for 2 turns. The user will roll for the attack and if it hits, the opponent is now paralyzed for 2 turns.

Success is determined if the attack gets passed the ac of the opponent.

Manipulated Shuriken Technique: The user will need string and a few shurikens to use this technique. The player will send out the Shuriken and then the player can change its course at will. If the player calls out the attack to one enemy, the user can change the opponent it will attack. The damage is still the same as the Shurikens you use for the attack.

Fire Release: Dragon Fire Technique: This technique has the player setting up a line for a fire ball attack. Once the endpoint of the fire line is set up, the player can use a fire ball attack to set the entire line on fire. You are also able to chain this attack with a few people. (4 people max)

Fire Release: Phoenix Sage Fire Technique: This technique has the user spitting out 10 flames from his mouth in front of himself (10ft). Once the flames have left their body they hit within a line of 10 squares. No diagonal lines. If a flame hits an opponent, the opponent will take 1d4 fire damage.

Lightning Release: Lightning Beast Tracking Fang: The user emits lightning chakra from their hand and the lightning expands into the shape of a demonic dog. The lightning still will be connected to the users hand and can extend 20ft from the user. Once the dog hits, it will do 2d4 fire damage that can stun. The opponent rolls a d6. If the roll is above a 4 the user is fine. If it is below a 4 the opponent is stunned.

Summoning Technique: The summoning technique requires the player to have a contract with the animal he will summon. The user can be able to summon an animal to help aide in battle.

Elementalist Class

Orgins

The Elementalist Class is a group of sorcerers that come together to train in mastering the six main elements that are known to mankind. Earth, Water, Fire, Wind, Light, and Darkness. Each elementalists uses their own fighting style with combining the element they control over. There is a Master Elementalist that is able to master all 6 known elements and bend them to their own will. However, the elementalists went missing for hundreds of years and a new master has yet to be found. 100 years has passed since then and elementalists have started to sprung up all over the Kara-Tur area. They each have their own specific temple that teaches disciples on how to master the unique element to that area.

Fighting Styles

Elementalists have 6 unique fighting styles that they can learn in their lifetimes. However, they are only able to master two out of the six main elements. These are the fighting styles that an elementalists can use: Fire Fighting Style, Wind Fighting Style, Water Fighting Style, Earth Fighting Style, Light Fighting Style, and Darkness Fighting Style.

Characters pick their first fighting style when they are in their first level, by level 9 they can pick their second fighting style.

Fire Fighting Style (Kasai)

1st Level Skills: Fireball Cast, Fire Fist, Casting Limit set to only use 3 casts per day, and Firebreath.

3rd Level Skills: Fireball Breath, and Fire Dragon Illusion.

Level 7 Skills: Fire Cannon, Gigantic Fire Meteor, Magma

Fissure Summon, Lesser Fireball Cast, Lesser Fire Fist, Lesser Control Lightning, and Casting limit set to only use 4 casts per day.

Wind fighting style (Kaze)

1st Level Skills: Gentle Breeze, Air Presser Ball, Take Flight, Hover, and Casting limit set to 3 times a day.

3rd Level Skills: Lesser Air Pressure Ball, Longer Flight, Longer Hover, and Air Shield.

7th Level Skills: Mastered Flight, Master Hover, Tornado (Can be combined with other Elemental Fighting Styles for different damage), Lesser Gentle Breeze, Air Pressure Smash, and Casting limit set to 4 times a day.

Water Fighting Style (Mizu)

1st Level Skills: Water Ball, Damage Reduction, Heal Small Wounds, Freeze, and Casting limit to 3 times a day (including heal small wounds, in other words if you heal small wounds once, use the freeze ability and waterball you are out of spells for the day).

5th Level Skills: Lesser Waterball, Lesser Damage Reduction, Lesser Heal Wounds, Lesser Freeze, Casting Limit to 4 Times a Day, Ice Ball, Ice Shield, and Ice Sword.

9th Level Skills: Greater Waterball, Greater Damage Reduction, Greater Heal Wounds, Greater Freeze, Casting Limit to 5 Times a Day, Lesser Ice Ball, Lesser Ice Shield, and Lesser Ice Sword.

Earth Fighting Style (Setchi)

1st Level Skills: Rock Levitate, Rock Bridge Build, Vibration Tracking, Stone Slab Rise, Damage Reduction, and Casting Limit to 3 Times a Day.

3rd Level Skills: Lesser Rock Levitate, Lesser Rock Bridge Build, Lesser Vibration Tracking, Lesser Stone Slab Rise, Lesser Damage Reduction, Boulder Launcher, and Form Boulder from Smaller Rocks.

9th Level Skills: Greater Rock Levitate, Greater Rock Bridge Build, Greater Vibration Tracking, Greater Stone Slab Rise, Greater Damage Reduction, Landslide, Earthquake Former, Control Sand, Control Metal, and Casting Limit to 5 Times a Day.

Light Fighting Style (Hikari)

1st Level Skills: Heal Wounds, Cure Paralysis, Cure Poison, Cast Limit to 3 Spells a Day, and Blind.

3rd Level Skills: Lesser Heal Wounds, Cure Petrify, Cure Paralyze, Paralyze, Heal Entire Party (Small Health Gain), and Silence Enemy (no magic casting). Must say magic words when fighting enemies "Be those in silence like my brothers before me",

5th Level Skills: Resurrect Player (Must Have These Ingredients in Order to Cast (ingredients to be decided later), Haste (Let's character gain +1 to their initiative roll) (Must be used before going to battle) (will only be effective for 1 battle), and Casting limit to 4 spells a day.

9th Level Skills: Greater Heal Wounds, Lesser Heal Entire Party (Medium Health Gain), Lesser Resurrect Player (Must have ingredients in order to cast) (Resurrected player gains a health bonus of +x) (Will be determined with playtesting) to their health for that battle, and Casting limit to 5 spells a day.

Wind fighting style (Kaze)

1st Level Skills: Gentle Breeze, Air Presser Ball, Take Flight, Hover, and Casting limit set to 3 times a day.

3rd Level Skills: Lesser Air Pressure Ball, Longer Flight, Longer Hover, and Air Shield.

7th Level Skills: Mastered Flight, Master Hover, Tornado (Can be combined with other Elemental Fighting Styles for different damage), Lesser Gentle Breeze, Air Pressure Smash, and Casting limit set to 4 times a day.

Water Fighting Style (Mizu)

1st Level Skills: Water Ball, Damage Reduction, Heal Small Wounds, Freeze, and Casting limit to 3 times a day (including heal small wounds, in other words if you heal small wounds once, use the freeze ability and waterball you are out of spells for the day).

5th Level Skills: Lesser Waterball, Lesser Damage Reduction, Lesser Heal Wounds, Lesser Freeze, Casting Limit to 4 Times a Day, Ice Ball, Ice Shield, and Ice Sword.

9th Level Skills: Greater Waterball, Greater Damage Reduction, Greater Heal Wounds, Greater Freeze, Casting Limit to 5 Times a Day, Lesser Ice Ball, Lesser Ice Shield, and Lesser Ice Sword.

Darkness fighting style (Kurayami)

1st Level Skills: Shrouding in Darkness, Poison Cast, Absorb Health (Must chant magic words), Blind, and Cast limit to 3 spells a day.

3rd Level Skills: Lesser Shrouding in Darkness, Lesser Poison Cast, Lesser Absorb Health (Must Chat Magic Words), Sleep, and Blind.

5th Level Skills: Blood Saber (User takes damage and uses his own blood to create a saber), Greater Absorb Health (Must chant magic words), Greater Poison Cast, Greater Shrouding in Darkness, Darken Room, Group Escape, Damage Redirection, and Cast Limit to 4 Spells a Day.

9th Level Skills: Lesser Blood Saber (User takes a little more damage and creates a stronger version of the blood saber), Death Ray, Diablos (Summon darkness creatures to help fight in battle) (Only are active in the battle you are in), and Casting Limit is Set to 5 Times Per Day.

Bonus Proficiencies

Elementalist are proficient in using staves, simple melee weapons, simple ranged weapons, and light armor.

Skill List and Description of Skills

Here is the skill list for the Elementalist

Fire Elemental skills

Fireball Cast: This ability grants the user the skill to produce a fireball from their hands. And can shoot out 10 ft in front of them. This ability does 1d4 fire damage

Fire Fist: This ability has the user producing bright flames around the user's hands. When they attack, the user will deal damage (based on a melee attack without a weapon) with the added ability to cause burning and also dealing an additional 1d4 of burning damage.

Firebreath: This skill grants the user the ability to shoot a stream of flames from their mouth. The flames reach 15 ft in front of their mouths and deal 2d4 fire damage as well as burning stats.

Fireball Breath: This skill grants the user the ability to shoot fireballs at will from their mouth. The user can be able to shoot up to 3 fireballs from their mouths

The fireballs have a range of 15ft from the user. The player will not be able to choose up to multiple targets. These fireballs can only hit one target. The fireballs do 1d4 of damage times the amount of fireballs used.

Fire Dragon Illusion: This skill grants the player the ability to use their fire magic to scare their enemies and have them running for cover. The player casts a breath of fire in the shape of a gigantic dragon. The enemies that are within 20ft of the illusion will gain fear. Follow the fear rules for this skill.

Fire Cannon: Fire cannon has the player firing a cannon ball in the shape of fire from their hands. The player's hand produces a fireball the shape of a cannonball. Once the cannonball is "fired" from the player's hand, the cannonball travels at top speed and deals 3d4 fire damage.

Gigantic Fire Meteor: Gigantic fire meter requires the user to use the rock fighting style in combination to using the fire fighting style. The rock fighting style portion will have the user gain a bunch of rocks in the form of a bolder and then will shoot the bolder high in the sky. Once the bolder has reached its maximum height, the player will then fire a bunch of flames onto the bolder creating a fire encased falling boulder. When the bolder impacts the ground, the fire encased debris hit enemies within a 30 ft radius where the player selects where the meteor will end up.

Magma Fissure Summon: The magma fissure summon skill grants the player the ability to summon 3 magma fissures in the area where the player specifies. The fissures are 20 ft long and 10 ft wide. If a enemy or player accidently stumbles into the maga fissure they are going to be taking 1d20 worth of fire damage.

Lesser Fireball Cast: This ability grants the user the skill to produce a fireball from their hands. And can shoot out 15 ft in front of them. This ability does 2d4 fire damage.

Lesser Fire Fist: This ability has the user producing bright flames around the user's hands. When they attack, the user will deal damage (based on a melee attack without a weapon x 2) with the added ability to cause burning and also dealing an additional 2d4 of burning damage.

Lesser Control Lightning: This skill has the player produces lightning from their hands. If the user is in an area where an electrical storm is taking place, the user gains double damage. The player launches their lightning bolt to the target dealing 1d8 of damage plus the enemy has to make a constitution saving throw. If the enemy fails the constitution save, the enemy is now stunned for 4 turns.

Wind Fighting Skills

Gentle Breeze: Gentle breeze is a skill where the player can redirect an attack to another enemy nearby. (15ft) When the enemy makes the new attack, the enemy will make a disadvantage roll.

Air Presser Ball: The air pressure ball skill has the player making a ball out of wind. Once the player creates the ball, they can launch the ball towards the enemy. The air pressure ball has a range of 30ft. This attack will also knock back enemies 10ft causing 1d6 of knockback damage. This attack can do 1d8 of damage.

Take Flight: The take flight skill has the player able to fly for a short period of time (10 mins). They are able to reach high ground and can move up higher terrain as if it were regular terrain. You can move up to 60 ft while flying.

Hover: The hover skill works the same way as flight. If you are hovering in place and will be airborne for the duration of 10 mins. You can hover up to 60 ft.

Lesser Air Pressure Ball: The air pressure ball skill has the player making a ball out of wind. Once the player creates the ball, they can launch the ball towards the enemy. The air pressure ball has a range of 30ft. This attack can do 1d8 of damage

Longer Flight: The take flight skill has the player able to fly for a short period of time (15 mins). They are able to reach high ground and can move up higher terrain as if it were regular terrain. You can move up to 65 ft while flying.

Longer Hover: The hover skill works the same way as flight. If you are not flying you are hovering in place and will be airborne for the duration of 15 mins. You can hover up to 65 ft.

Air Shield: The air shield skill has the player creating a high pressure barrier around the player helping to reduce damage taken. Any damage that is taken during the user of this skill is reduced by 5 damage.

Air Shield: The air shield skill has the player creating a high pressure barrier around the player helping to reduce damage taken. Any damage that is taken during the user of this skill is reduced by 5 damage.

Mastered Flight: The take flight skill has the player able to fly for a short period of time (20 mins). They are able to reach high ground and can move up higher terrain as if it were regular terrain. You can move up to 70 ft while flying.

Master Hover: The hover skill works the same way as flight. If you are not flying you are hovering in place and will be airborne for the duration of 15 mins. You can hover up to 70 ft.

Tornado (Can be combined with other elemental fighting styles for different damage): The tornado itself is 15 ft wide and 15 feet long. The Tornado skill can be combined with other elemental attacks. Here are some of the interesting combinations:

The Fire Tornado can cause 4d4 fire damage and can knock back enemies up to 30ft away and will deal 3d6 of additional falling damage.

The Water Tornado can cause up to 1d8 damage a will knock back enemies 30 ft dealing 3d6 damage.

The Earth Tornado can cause 1d10 damage knocking enemies up to 20ft causing 2d6 knock back damage.

The Blood Tornado can only be casted if the player loses 10 hp. The Blood Tornado will deal 1d10 of damage and knockback enemies 20 ft dealing 3d6 damage.

Lesser Gentle Breeze: Gentle breeze is a skill where the player can redirect an attack to another enemy nearby. (20ft) When the enemy makes the new attack, the enemy will make a disadvantage roll.

Air Pressure Smash: The air pressure smash skill has the player jumping high into the air and landing with their fist hitting the ground. Their fist is surrounded by air increasing the impact of the hit. The attack will be dealing 1d20 damage within a 10ft radius of the user. This attack will also knock the enemies 10ft away dealing 1d6 knockback damage.

Water Fighting Skills

Water Ball: The water ball skill has the user producing a ball of water from their hands and then launching the ball towards the enemy of their choice. The water will hit for 1d6.

Damage Reduction: Damage reduction skill will have the player surround himself with a barrier of water protecting the player. This skill will let the player reduce their damage by 5 points. This skill activates when the player is getting hit by an attack. Both long range and short range.

Heal Small Wounds: This skill allows the player to heal any player by 1d8 plus their intelligence modifier.

Freeze: The freeze skill has the person casting this spell against an enemy. Once the spell hits the target is covered in a 5 inch thick sheet of ice. The target will be taking 1d8 of cold damage each round. In order to break out of the spell, the target needs to do a strength check to break out of the ice. The target encased in ice will not be able to attack, or move. They will be able to use mental spells if they have them.

Casting Limit to 3 Times a Day (Including heal small wounds, in other words if you heal small wounds once, use the freeze ability and waterball you are out of spells for the day)

Lesser Waterball: The water ball skill has the user producing a ball of water from their hands and then launching the ball towards the enemy of their choice. The water will hit for 1d8.

Lesser Damage Reduction: Damage reduction skill will have the player surround himself with a barrier of water protecting the player. This skill will let the player reduce their damage by 10 points. This skill activates when the player is getting hit by an attack. Both long range and short range.

Lesser Heal Wounds: This skill allows the player to heal any player by 2d8 plus their intelligence modifier.

Lesser Freeze: The freeze skill has the person casting this spell against an enemy

Once the spell hits the target is covered in a 5 inch thick sheet of ice. The target will be taking 2d8 of cold damage each round. In order to break out of the spell, the target needs to do a strength check to break out of the ice. The target encased in ice will not be able to attack, or move. They will be able to use mental spells if they have them.

Casting Limit to 4 Times a Day: (Including heal small wounds, in other words if you heal small wounds once, use the freeze ability and waterball you are out of spells for the day)

Ice Ball: The ice ball is the skill that the player shoots a modified ball of water that freezes while traveling in the air. The ball hits the target and does 1d6.

Ice Shield: The ice shield is an ability that the player can produce a sheet of ice in the form of a shield. It will act like a shield and add to your ac. The ice shield will have an +5 bonus to your armor.

Ice Sword: Ice sword skill has the player creating a sword out of ice. The ice sword will melt if the temperature reaches 80 degrees. The ice sword is one handed, has piercing, and does 1d8 + 1d10 of cold damage.

Greater Waterball: The water ball skill has the user producing a ball of water from their hands and then launching the ball towards the enemy of their choice. The water will hit for 1d10.

Greater Damage Reduction: Damage reduction skill will have the player surround himself with a barrier of water protecting the player. This skill will let the player reduce their damage by 15 points. This skill activates when the player is getting hit by an attack. Both long range and short range.

Greater Heal Wounds: This skill allows the player to heal any player by 3d8 plus their intelligence modifier.

Greater Freeze: The freeze skill has the person casting this spell against an enemy. Once the spell hits the target is covered in a 5 inch thick sheet of ice. The target will be taking 3d8 of cold damage each round. In order to break out of the spell, the target needs to do a strength check to break out of the ice. The target encased in ice will not be able to attack, or move. They will be able to use mental spells if they have them.

Casting Limit to 5 Times a Day: (Including heal small wounds, in other words if you heal small wounds once, use the freeze ability and waterball you are out of spells for the day)

Lesser Ice Ball: The ice ball is the skill that the player shoots a modified ball of water that freezes while traveling in the air. The ball hits the target and does 2d6 damage.

Lesser Ice Shield: The ice shield is an ability that the player can produce a sheet of ice in the form of a shield. It will act like a shield and add to your ac. The ice shield will have an +7 bonus to your armor.

Lesser Ice Sword: Ice sword skill has the player creating a sword out of ice

The ice sword will melt if the temperature reaches 80 degrees. The ice sword is one handed, has piercing, and does 2d8 + 1d10 of cold damage.

Earth Fighting Skills

Rock Levitate: This skill allows the player to levitate a few small to medium size rocks up off the ground. The player can be able to keep them levitated up to 10 mins.

Rock Bridge Build: The player grabs rocks in the area to build a stable bridge for their party to cross. The player is able to hold this bridge together for 15 mins and an make it as long as 10ft.

Vibration Tracking: The player uses this skill in order to figure out if enemies are nearby. The vibration tracking can track an enemy in a 15 ft radius. If the enemy is tracked in the vibration tracking, the player must roll a perception check to confirm that it is an enemy is nearby.

Stone Slab Rise: The player rises a nearby stone slab up 10 ft in the air above an target's head and drops it on top of them. The stone does 1d8 of damage to the target.

Damage Reduction: This skill lets our player reduce damage that are coming towards them. The player can be able to reduce all damage by 5 points for 3 rounds.

Casting Limit to 3 Times a Day: The player is limited to casting only 3 skills per day.

Lesser Rock Levitate: This skill allows the player to levitate a few small to medium size rocks up off the ground. The player can be able to keep them levitated up to 15 mins.

Lesser Rock Bridge Build: The player grabs rocks in the area to build a stable bridge for their party to cross. The player is able to hold this bridge together for 20 mins and an make it as long as 15ft.

Lesser Vibration Tracking: The player uses this skill in order to figure out if enemies are nearby. The vibration tracking can track an enemy in a 20 ft radius. If the enemy is tracked in the vibration tracking, the player must roll a perception check to confirm that it is an enemy is nearby.

Lesser Stone Slab Rise: The player rises a nearby stone slab up 15 ft in the air above an target's head and drops it on top of them. The stone does 1d10 of damage to the target.

Lesser Damage Reduction: This skill lets our player reduce damage that are coming towards them. The player can be able to reduce all damage by 10 points for 3 rounds.

Boulder Launcher: This skill allows the player to launch a bolder with their two hands. The bolder can hit enemies up to 30 ft away and can deal 1d10 damage.

Form Bolder from Smaller Rocks: This skill needs to be used prior to using the bolder launcher skill. The player uses his earth fighting skills to build a bolder with smaller rocks. This takes the player 1 turn to do.

Greater Rock Levitate: This skill allows the player to levitate a few small to medium size rocks up off the ground. The player can be able to keep them levitated up to 20 mins.

Greater Rock Bridge Build: The player grabs rocks in the area to build a stable bridge for their party to cross. The player is able to hold this bridge together for 25 mins and an make it as long as 20ft.

Greater Vibration Tracking: The player uses this skill in order to figure out if enemies are nearby. The vibration tracking can track an enemy in a 25 ft radius. If the enemy is tracked in the vibration tracking, the player must roll a perception check to confirm that it is an enemy is nearby.

Greater Stone Slab Rise: The player rises a nearby stone slab up 20 ft in the air above an target's head and drops it on top of them. The stone does 2d8 of damage to the target.

Greater Damage Reduction: This skill lets our player reduce damage that are coming towards them. The player can be able to reduce all damage by 15 points for 4 rounds.

Landslide: The player must be near a mountain in order for this skill to be used. When the player stomps their feet into the ground the ground around the side of the mountain begin to crumble and fall towards the ground. The landslide then crushes the targets that are beneath the landslide. The landslide has a length of 50 ft in width and 15 ft in length. This attack needs two rounds to use.

Earthquake Former: This skill has the player stomping their feet into the ground and a earthquake occurs beneath their feet. The earthquake is strong enough to open fissures in the ground around the player. The fissures are 10ft by 10ft and kill anybody who happens to fall in them.

Control Sand: This skill grants the player the ability to control sand in the ground. The player can use the sand to bury targets within a 30ft range and kill them instantly. You can also launch sand as an attack and you can send this sand attacks up to 40 ft and can deal up to 3d6 of damage.

Control Metal: This skill grants the ability to control metal that is nearby. The player can be able to bend metal to their will and create a sword that deals 2d8 of damage for 3 rounds. The player can also bend targets metal weapons and render them useless.

Casting Limit to 5 Times a Day: The player can now be able to use any of these skills up to 5 times per day.

Light Fighting Skills

Heal Wounds:

This skill allows the player to heal any player by 1d8 plus their intelligence modifier.

Cure Paralysis: The player can be able to cure paralysis to one player who has this effect.

Cure Poison: This skill grants the player the ability to remove poison from another party member.

Cast Limit to 3 Skills a Day: The player will be able to use up to 3 skills per day.

Blind: The player can use this skill to blind one target of their choice. The target will need to make a constitution save to see if they get affected. If the target fails the save, they are blinded. At the end of the round, the target can make another constitution save to see if they break the spell.

Lesser Heal Wounds: This skill allows the player to heal any player by 2d8 plus their intelligence modifier.

Cure Paralysis: This skill grants the player the ability to cure the target player of paralysis.

Paralyze: This skill grants the player the ability to paralyze a target. The target will automatically fail their strength and dexterity saving throws. Any attack rolls towards the paralyzed target will be an advantage roll.

Heal Entire Party (Small Health Gain): This skill grants the player the power to heal their entire party. The party will be able to gain 1d10 per person.

Silence Enemy (No Magic Casting): Must say magic words when fighting enemies "Be those in silence like my brothers before me." The skill will have the target not being able to cast magic for 3 turns.

Resurrect Player (Must have these ingredients in order to cast): This skill grants the player the ability to resurrect a dead player. In order to resurrect them, the player needs to have these ingredients (TBD).

Haste: (Let's character gain +1 to their initiative roll) (Must be used before going to battle) (Will only be effective for 1 battle)

Casting Limit to 4 Skills a Day: The player will be able to use 4 skills per day.

Greater Heal Wounds: This skill allows the player to heal any player by 2d10 plus their intelligence modifier.

Lesser Heal Entire Party (Medium Health Gain): This skill grants the player the power to heal their entire party. The party will be able to gain 2d10 per person.

Lesser Resurrect Player: (Must have ingredients in order to cast)
Resurrected player gains a health bonus of +x (will be determined with playtesting) to their health for that battle. This skill grants the player the ability to resurrect a dead player. In order to resurrect them, the player needs to have these ingredients (which is TBD).
After they are resurrected, they gain back 1d20 worth of hp + their constitution bonus.

Casting Limit to 5 Skills a Day: This ability lets the player use up to 5 skills per day.

Darkness Fighting Skills

Shrouding in Darkness: This skill grants the player the ability to hid themselves in a veil of darkness. The player can not be seen by other players or enemies for 3 turns. Outside of battle the player can use this skill to hide themselves from enemies that are in sight and can sneak around. While moving with the shroud of darkness, you need to roll a stealth check.

Poison Cast: This skill lets the player use poison on a target. The target will take 2d4 damage each round. The target will also have a disadvantage on attack rolls and ability checks.

Absorb Health (Must Chant Magic Words): In order for this spell to work, the player must chant these words "By the power of darkness, let me steal your power". The player will be able to absorb 1d10 of hp from the target while the target loses 1d10 of hp.

Blind: The player can use this skill to blind one target of their choice. The target will need to make a constitution save to see if they get affected. If the target fails the save, they are blinded. At the end of the round, the target can make another constitution save to see if they break the spell.

Cast Limit to 3 Spells a Day: The player is allowed to use up to 3 skills per day.

Lesser Shrouding in Darkness: This skill grants the player the ability to hid themselves in a veil of darkness. The player can not be seen by other players or enemies for 4 turns. Outside of battle the player can use this skill to hide themselves from enemies that are in sight and can sneak around. While moving with the shroud of darkness, you need to roll a stealth check.

Lesser Poison Cast: This skill lets the player use poison on a target. The target will take 3d4 damage each round. The target will also have a disadvantage on attack rolls and ability checks.

Lesser Absorb Health (Must Chant Magic Words): In order for this spell to work, the player must chant these words, "By the power of darkness, let me steal your power". The player will be able to absorb 2d6 of hp from the target while the target loses 2d6 of hp.

Sleep: The player uses this skill to make a target fall unconscious. The target drops whatever it is holding and drops to a prone position.

Any attacks to the target is an advantage.

Blood Saber (User takes damage and uses his own blood to create a saber): The player will lose 1d4 of hp to summon their blood sword. The blood sword itself will deal 1d8 of damage with the pierce ability and versatile ability with the damage potentially dealing 1d10 of damage.

Greater Absorb Health (Must Chant Magic Words): In order for this spell to work, the player must chant these words, "By the power of darkness, let me steal your power". The player will be able to absorb 3d6 of hp from the target while the target loses 3d6 of hp.

Greater Poison Cast: This skill lets the player use poison on a target. The target will take 4d4 damage each round. The target will also have a disadvantage on attack rolls and ability checks.

Greater Shrouding in Darkness: This skill grants the player the ability to hid themselves in a veil of darkness. The player can not be seen by other players or enemies for 5 turns. Outside of battle the player can use this skill to hide themselves from enemies that are in sight and can sneak around. While moving with the shroud of darkness, you need to roll a stealth check.

Darken Room: This skill grants the player the ability to darken the room they are in. The room will remain dark for 4 turns. The players and enemies with low light vision will see fine. However, the players and enemies without low light vision will have disadvantage on attack rolls, ability checks, and saving throws.

Group Escape: This skill has the player and his party escaping battle. The player will need to make a check to see if the party can escape. The dm can decide the number the player needs to make.

Damage Redirection: The player can be able to reduce damage by 15 points for 3 turns.

Cast Limit to 4 Skills a Day: The player can now be able to use up to 4 skills per day.

Lesser Blood Saber (User takes a little more damage and creates a stronger version of the blood saber): The player will take 1d6 of damage in order to summon their blood saber. This blood saber does 2d6 of damage with the piercing function and versatile ability so the damage can be 2d8 damage.

Death Ray: The player gains the ability to fire a death ray to enemies. The death ray has a distance of 40 ft. This deals 3d8 of damage.

Diablos (Summon darkness creatures to help fight in battle) (Only are active in the battle you are in): In order to summon the diablos, you need to chant these magic words, "Followers of darkness, heed my words and aide me in battle". Once you chant the words, the Diablos come out and surround you. They each will take individual turns after yours. You summon 3 Shadow Demons.



Shadow Daemon Status:

Armor Class: 13

Hit Points: 25

Speed: 30ft., Fly: 30ft

STR: 1 (- 5)

DEX: 17 (+3)

CON: 12 (+1)

Saving Throws:

Dex: +5

Cha: +4

Skills:

Stealth: +7

Damage Vulnerabilities:

Radiant **INT:** 14 (+2) **WIS:** 13 (+1) **CHA:** 14 (+2)

Damage Resistances: Acid, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from non magical weapons.

Damage Immunities: Cold, Lightning, Poison.

Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained.

Senses: Darkvision 120ft., Passive

Perception: 11 Languages, Abyssal, Telepathy 120ft.

Incorporeal Movement: The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity: While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth: While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS:

Claws: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6+3) psychic damage.

Casting Limit is Set to 5 Times Per Day: The player can now be able to use 5 skills per day.

Appendix B: Weapons/Armors

Samurai Weapons

Name: Bokken

Cost: 90 sp

Damage: 1d4 Bludgeoning

Weight: 1 lb

Properties: Light, Versatile (1d6), Finesse

Name: Katana

Cost: 50 gp

Damage: 1d8 Slashing

Weight: 3 lb

Properties: Versatile (1d10)

Name: Short Sword

Cost: 10 gp

Damage: 1d6 Piercing

Weight: 2 lb

Properties: Finesse, light

Name: Longbow

Cost: 50 gp

Damage: 1d8 Piercing

Weight: 2 lb

Properties: Ammunition (range 150/600), Heavy, Two Handed

Name: Halberd

Cost: 20 gp

Damage: 1d10 Slashing

Weight: 6 lb

Properties: Heavy, Reach, Two-handed

Name: Spear

Cost: 1 gp

Damage: 1d6 piercing

Weight: 3 lb

Properties: Thrown (Range 20/60), Versatile (1d8)

Name: Sickle

Cost: 1 gp

Damage: 1d4 Slashing

Weight: 2 lb

Properties: Light

Ninja Weapons

Name: Bokken

Cost: 90 sp

Damage: 1d4 Bludgeoning

Weight: 1 lb

Properties: Light, Versatile (1d6), Finesse

Name: Broad Claw

Cost: 25 gp

Damage: 1d4 Slashing

Weight: 3 lb

Properties: Finesse, light

Name: Finger Armor Daggers

Cost: 5 gp

Damage: 1d4 Slashing

Weight: 1 lb

Properties: Light, Finesse

Name: Iron Claw

Cost: 5 gp

Damage: 1d3 Piercing

Weight: 2 lb

Properties: Finesse, light

Name: Quarterstaff

Cost: 2 sp

Damage: 1d6 Bludgeoning

Weight: 2 lb

Properties: Versatile (1d8)

Name: Shuriken
Cost: 5 cp
Damage: 1d4 Slashing
Weight: 1/8 lb
Properties: Finesse, Thrown (Range 30/90)

Name: Blowgun
Cost: 10 gp
Damage: 1d4 Piercing
Weight: 1 lb
Properties: Ammunition (Range 25/100), Loading

Name: Crossbow, Light
Cost: 75 gp
Damage: 1d6 Piercing
Weight: 3 lb
Properties: Ammunition (Range 30/130), Light, Loading

Name: Net
Cost: 1 gp
Weight: 3 lb
Properties: Special, Thrown (Range 5/15)

Elementalist Weapons

Name: Bokken

Cost: 90 sp

Damage: 1d4 Bludgeoning

Weight: 1 lb

Properties: Light, Versatile (1d6), Finesse

Name: Quarterstaff

Cost: 2 sp

Damage: 1d6 Bludgeoning

Weight: 4 lb

Properties: Versatile (1d8)

Name: Shuriken

Cost: 5 cp

Damage: 1d4 Slashing

Weight: 1/8 lb

Properties: Finesse, Thrown (Range 30/90)

Name: Dagger

Cost: 2 gp

Damage: 1d4 Piercing

Weight: 1 lb

Properties: Finesse, Light, Thrown (Range 20/60)

Name: Crossbow, light

Cost: 25 gp

Damage: 1d8 Piercing

Weight: 5 lb

Properties: Ammunition (Range 80/320), Loading, Two-handed

Name: Sling

Cost: 1 sp

Damage: 1d4 Bludgeoning

Weight: 1/8 lb

Properties: Ammunition (range 30/120)

Armor

Samurai Armor

Name: Bronze Healmet

Cost: 10 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 10

Weight: 5 lbs

Name: Silver Plated Healmet

Cost: 15 gp

Armor Class: (Partial Armor) +2

Strength Required: Str 11

Weight: 10 lbs

Name: Great Healmet

Cost: 30 gp

Armor Class: (Partial Armor) +2

Strength Required Str 11

Weight: 10 lbs

Name: Bronze Shoulder Guard

Cost: 5 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 8

Weight: 3 lbs

Name: Silver Shoulder Guard

Cost: 10 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 9

Weight: 4 lbs

Name: Plate Shoulder Guard

Cost: 15 gp Armor Class: (Partial Armor) +1

Strength Required: Str 10

Weight: 5 lbs

Name: Bronze Chestplate Guard

Cost: 30 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 10

Weight: 5 lbs

Name: Silver Chestplate Guard

Cost: 35 gp

Armor Class: (Partial Armor) +2

Strength Required: Str 10

Weight: 8 lbs

Name: Plated Chestplate Guard

Cost: 40 gp

Armor Class: (Partial Armor) +3

Strength Required: Str 11

Weight: 10 lbs

Name: Bronze Leg Guards

Cost: 5 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 8

Weight: 3 lbs

Name: Silver Leg Guards

Cost: 10 gp

Armor Class: (Partial Armor) +1

Strength Required: Str 9

Weight: 4 lbs

Name: Plated Leg Guards

Cost: 15 gp

Armor Class: (Partial armor) +1

Strength Required: Str 10

Weight: 5 lbs

Name: Regular Samurai Armor (Full)

Cost: 500 gp

Armor Class: 16

Strength Required: Str 17

Stealth: Disadvantage

Weight: 60 lbs

Name: Great Samurai Armor (Full)

Cost: 1000 gp

Armor Class: 17

Strength Required: Str 18

Stealth: Disadvantage

Weight: 65 lbs

Ninja Armor

Name: Assassin Suit

Cost: 150 gp

Armor Class: 12 + Dex Modifier

Weight: 6 lbs

Name: Paded Armor

Cost: 5 gp

Armor Class: 11 + Dex Modifier

Stealth: Disadvantage

Weight: 8 lbs

Name: Leather Armor

Cost: 10 gp

Armor Class: 11 + Dex Modifier

Weight: 10 lbs

Name: Studded Leather

Cost: 45 gp

Weight: 12 + Dex Modifier

Weight: 13 lbs

Name: Padded Arm Guards

Cost: 3 gp

Armor Class: 9 + Dex Modifier

Weight: 2 lbs

Name: Leather Arm Guards

Cost: 9 gp

Armor Class: 10 + Dex Modifier

Weight: 4 lbs

Elementalist Armor

Name: Padded Armor

Cost: 5 gp

Armor Class: 11 + Dex Modifier

Stealth: Disadvantage

Weight: 8 lbs

Name: Leather Armor

Cost: 10 gp

Armor Class: 11 + Dex Modifier

Weight: 10 lbs

Name: Studded Leather

Cost: 45 gp

Armor Class: 12 + Dex Modifier

Weight: 13 lbs

Name: Battle Robe

Cost: 25 gp

Armor Class: 11 + Dex Modifier

Stealth: Disadvantage

Elementalist Armor

Name: Padded Armor

Cost: 5 gp

Armor Class: 11 + Dex Modifier

Stealth: Disadvantage

Weight: 8 lbs

Name: Leather Armor

Cost: 10 gp

Armor Class: 11 + Dex Modifier

Weight: 10 lbs

Name: Studded Leather

Cost: 45 gp

Armor Class: 12 + Dex Modifier

Weight: 13 lbs

Name: Battle Robe

Cost: 25 gp

Armor Class: 11 + Dex Modifier

Stealth: Disadvantage

