



ORIENTAL ADVENTURES

5E

HEROES OF THE ORIENT

PLAYER'S AND DM'S COMPANION

Sample file

5E ORIGINAL SUPPLEMENT SERIES

Includes several new races, classes, archetypes, and backgrounds, as well as lore and rules for far away lands in the world's greatest roleplaying game

HEROES OF THE ORIENT

VERSION 1.2

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INSPIRED BY THE ORIGINAL SUPPLEMENTS

Advanced Dungeons & Dragons Oriental Adventures by Gary Gygax (1985)

Dungeons & Dragons Oriental Adventures by James Wyatt (2001)

CREATED FOR

Dungeons & Dragons 5th Edition by Wizards of the Coast

ARTWORK

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If you find their artwork intriguing, you should check out their galleries, which are linked below. If you'd like to commission either of them, you'll also find their contact information there.

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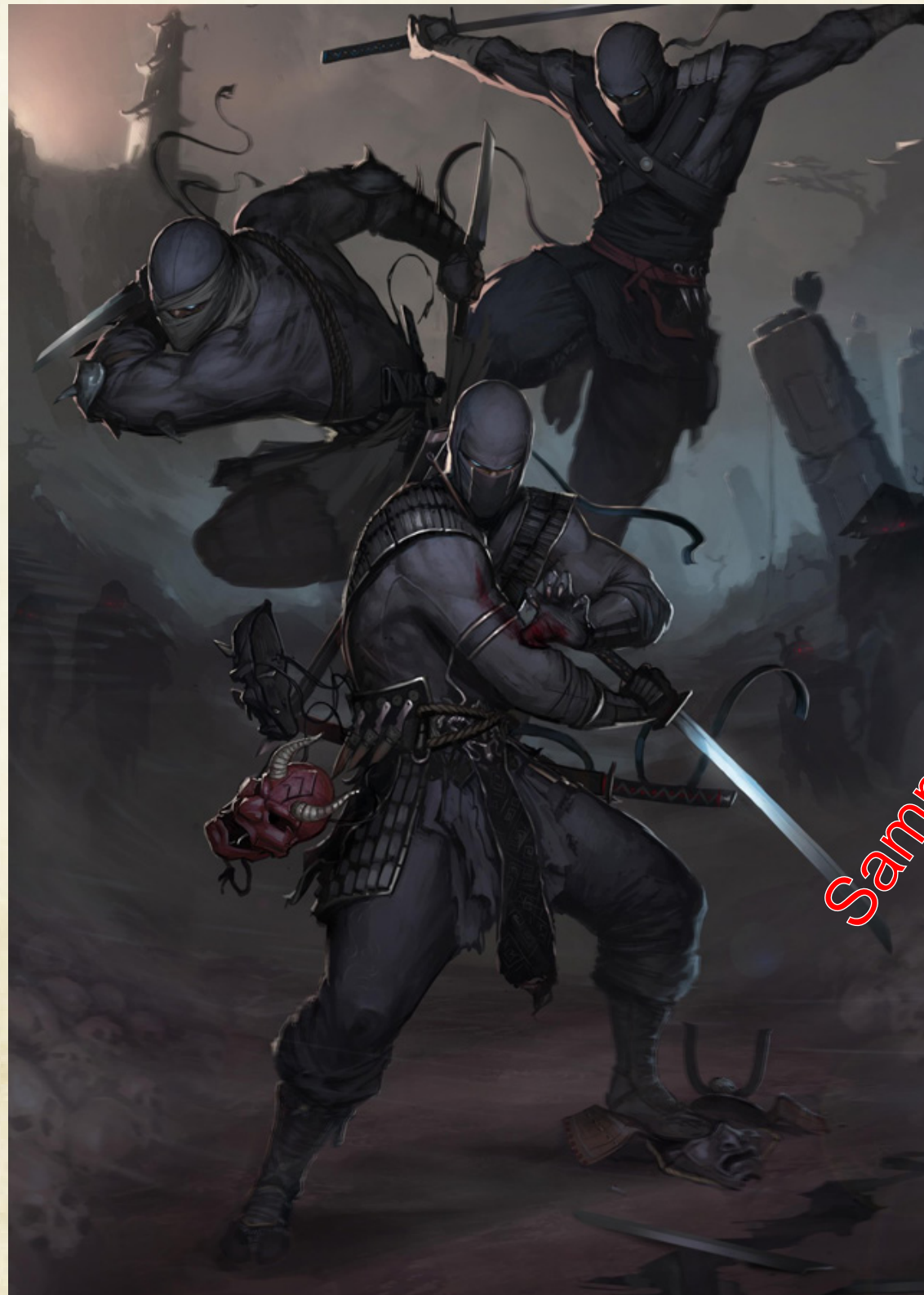
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ON THE COVER

In this intense illustration by artist Aleksey Bauyra, several dark figures surround three brave heroes deep within the otherworldly Shadowlands.

By



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- WHAT’S NEW IN V1.2?**
- Replaced cover art
 - Removed all orphan works, added some new art
 - Balance and progression adjustments to various archetypes
 - New variable rule: detriments of childhood
 - Several new armors
 - New weapon: the sai
 - New section with four new familiars
 - Two new fighter archetypes: the hogo-sha and the satsugai
 - A new warlock archetype: the Great Phoenix
 - A new eldritch invocation

FOREWORD

Dear reader, I'd like to convey my deepest appreciation for your interest in this material. I have poured my heart and soul into this project over the last couple of months, changing, removing, and tweaking countless features and rules again and again, until it hit the spot where it seemed playable. I don't think I'll ever be completely satisfied though.

I just hope that you, as a D&D player or GM, find the Orient as interesting as I do, and that this book can help you and your friends embark on an epic journey to far away lands, where you experience unforgettable moments together. Thank you very much for your support.

Sincerely, Marc Altfuldisch

ABOUT THIS BOOK

This book has been under way for several months, and gone through countless revisions. If you have any great ideas for what could make this book better or just want to share your experiences playing in the Orient, please don't hesitate to inform me by sending an email to dnd5eoss@gmail.com - I will read anything sent my way, using the feedback to revise this book for future editions.

PLAYTESTING

The races and classes within this book have been extensively playtested, through most levels. Playtesting has revealed many flaws in the material that have since been corrected.

We (the playtesters and I) can't possibly account for every situation though, and we don't have access to thousands of playtesters like Wizards of the Coast do, making it very likely that some mistakes, imbalances, or anomalies have gone unnoticed.

Nevertheless, I wish to convey my sincerest thanks to all playtesters - you have helped make this the product the best product I can make it.

Lastly, if you, dear reader, would like to help us playtest any upcoming material from 5E Original Supplement Series, please don't hesitate to let us know by sending an email to dnd5eoss@gmail.com with the subject "Playtest". Thank you.

NAVIGATION

Navigating digital books with more than 10 pages, can quickly turn into a scroll frenzy, which is both repetitive, time consuming, and tedious. In order to make this book a little easier to navigate through in digital format, you can now always click the page number in the bottom right corner - no matter what page you are on - and instantly get back to the table of contents, from where you can easily navigate to whatever section of the book you desire.

WHAT'S NEXT?

MORE EDITIONS

Several people have helped test Heroes of the Orient, but with limited resources it just isn't nearly as good as getting feedback from actual users. Based on the feedback gathered, I will make revisions to the current content, and if any great ideas come my way, new things might be added as well.

MONSTER MANUALS

I'm working on a monster manual as a companion book for Epic Characters, as well as a monster manual for this book.

ARE YOU AN ARTIST?

If you have a piece of art that you want considered for inclusion in this or future products, don't hesitate to contact me.

CONTACT

You can send feedback, requests, suggestions and whatever else you can think of to me at dnd5eoss@gmail.com

INSPIRATION

The biggest inspiration for this book was the 3.5 Oriental Adventures book. Obviously I couldn't convert it all into 5e format (it was 253 pages long), so I had to prioritize.

ORIENTAL ADVENTURES FOR 5E

I tried to stay as faithful to the source material as I reasonably could, but I did have to take certain liberties, as some things are not easily translated from one edition to another - and then there's the issue of copyright. I simply couldn't make a direct translation, but had to filter a lot of things out and replace them with something else.

The Oriental Adventures book had plenty of classes and prestige classes, but I didn't feel like the Wu Jen for instance warranted an entire new class.

In regards to the land itself and the daily lives and routines of its people, I'll be much less specific than the 3.5 version - for a few reasons. Firstly, I'd like this to fit into any setting a DM might deem it appropriate for - Forgotten Realms included of course. Secondly, I had to cut something out, so the specific names of great people, cities, etc., seemed like a reasonable thing to cut, as many of those are copyrighted. Don't worry though, there should be enough left for a DM to reasonably construct and place the Orient within his chosen setting.

Some lore is implied or left out altogether when compared to the original Oriental Adventures. If you're a fan of the original, and really want the same history and lore, you can easily implement it. A lot of it was removed though, in order to make it less cumbersome to start a campaign in the Orient. This way both oldtimers and newcomers should be able to have the adventures they want in this strange new land.

HEROES OF THE ORIENT IN YOUR GAME

You can implement Heroes of the Orient as-is into any fantasy setting, by just having it be a content on its own, requiring a year-long ship voyage to reach.

The Forgotten Realms. If you prefer the Forgotten Realms, and want to use Kara-Tur as your "Orient", you can easily do so by replacing the clans in this book with the distinct nations of Kara-Tur, ignoring any notes on Clan-specific geography you find in this book. To help you do this, refer to the table on the right. If you do follow the suggestions there, consider removing the Emperor entirely, as Kara-Tur consists of many nations, rather than a single feudal society.

Modifying the Clans. Each Great and Minor Clan has its own unique identity and place in the world. You should be careful about making massive changes to them, but you might want to make small modifications to the various Nations, as appropriate to your campaign. The Crawdad, for example, are tough warriors because they guard the Orient against Shadowlands invaders, but you could easily remove the Shadowlands from that equation, making them tough for some other reason. Maybe they have been at war for centuries, or they defend their lands against some other threat?

The Shadowlands. You might want to completely remove the Shadowlands. However, even if the Shadowlands don't fit geographically in your campaign, you can easily implement it as well due to its nature as a planar distortion. The Shadowlands are a limited area from the outside, but once inside it is almost endless. You might implement it as easily as having it be one or more portals, rather than an actual landmass.

Clan	Kara-Tur Nation
Chickadee	The Jungle Lands of Malatra
Crawdad	Kozakura
Damselfly	-
The Emperor	-
Heron	Shou Lung
Pegasus	The Plain of Horses
Phoenix	Tabot
Rabbit	-
Rhino	-
Scorpionfly	The Island Kingdoms
Spider	T'u Lung
Tiger	Wa
Viper	-
Weasel	-
Wolf	Northern Wastes
Wyvern	Koryo

ARMOR AND SHIELDS

The Orient is a far away land, and there isn't a lot of import and export going on. The people of the Orient mostly rely on their own advances in armor design. For adventurer's who arrive in the Orient from far away lands, this means they don't have access to as large a variety of armor as before. The armor of the Orient is different, although many statistics are identical to those of classical armor types.

For easy reference, the Oriental armor types are lined up next to their classic counterparts in the Armor table.

LIGHT ARMOR

ASHIGARU ARMOR

Ashigaru armor is a light and inexpensive armor worn by farmers conscripted into a daimyo's army. It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

CORD ARMOR

Cord armor consists of ropelike fibers woven and knotted into a thick, tough fabric. It is typically found among more barbaric cultures or in places where leather is scarce.

REINFORCED SHOZOKU

A reinforced shozoku is a full cloth suit including boots, gloves, hood, and mask, typically made of black fabric, with an underlay of absorbent (and expensive) materials. A reinforced shozoku is typically produced with a particular wearer in mind, as the suit must be a perfect fit for the wearer, in order to ensure no restrictions on the wearer's mobility.

STUDDED LEATHER

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

MEDIUM ARMOR

BRIGANDINE

Brigandine armor consists of a coat of leather plates, each plate consisting of leather with a strip of steel inside it. It is essentially a light form of splint mail, and is quite common in Oriental culture.

DHENUKA

This heavy hide armor is often made from the skin of a rhinoceros, as it symbolizes the strength of the rhino.

HEROIC KOZANE

A heroic kozane is a lamellar armor that has received exceptional treatment. Only the most renowned and honorable of samurai ever wear this armor, and only if gifted by their daimyo. A heroic kozane always includes a face mask (kabuto).

LAMELLAR

Similar to great armor and brigandine armor, lamellar lies between the two in protective value. It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth. Most samurai wear lamellar armor.

PARTIAL ARMOR

A light suit of armor for samurai who do not wish to be heavily burdened, partial armor consists of a breastplate protecting the chest, stomach, and back (haramaki-do), thigh covering (haidate), and shin guards (sune-ate).

HEAVY ARMOR

GREAT ARMOR

Great armor, called o-yoroi, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture. The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (suneate). Wearing great armor is a badge of honor for shogun and samurai of the noble caste, and although few wear this costly attire, they frown on anyone wearing it who isn't a part of the noble caste.

HATOMUNE CUIRASS

Haromune cuirass, also called pigeon-breast chest armor, is a full suit of armor much like the great armor but without the shoulder pieces and face mask, and it has a sharp central ridge running vertically down the front. It is based on the great armor, but inspired by armor from foreign lands. While this armor offers ample protection, it isn't nearly as prestigious as the great armor.

TAMESHI-GUSOKU

The tameshi-gusoku's design is based on the great armor, but formed from much smaller metal plates. Furthermore, each plate has been folded unto itself over a million times, and the metal has been infused with trace amounts of jade, protecting it's wearer from Taint.

A tameshi-gusoku is the rarest of armors. It is believed that no smith alive today can craft a true tameshi-gusoku, and there are only few left in existence, all owned by noble families that treasure it as highly as the most pristine blade.

ARMOR

Classic Name	Oriental Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor						
Padded	Cord armor	5 gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	Ashigaru armor	10 gp	11 + Dex modifier	-	-	12 lb.
Studded leather	Studded leather	45 gp	12 + Dex modifier	-	-	13 lb.
-	Reinforced shozoku	3,000 gp	13 + Dex modifier	-	-	2 lb.
Medium Armor						
Hide	Dhenuka	10 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Chain shirt	Brigandine	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Breastplate	Partial armor	400 gp	14 + Dex modifier (max 2)	-	-	20 lb.
Half plate	Lamellar	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	20 lb.
-	Heroic kozane	5,000 gp	16 + Dex modifier (max 2)	-	-	20 lb.
Heavy Armor						
Splint	Hatomune cuirass	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	Great armor	1,500 gp	18	Str 15	Disadvantage	65 lb.
-	Tameshi-gusoku	10,000 gp	19	Str 17	Disadvantage	80 lb.
Shield						
Shield	Te-date	10 gp	+2	-	-	6 lb.

HERON

Small beast, unaligned

Armor Class 11

hit points 2 (1d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	2 (-4)	13 (+1)	10 (+0)

Skills Perception +4

Senses passive Perception 15

Languages -

Challenge 0 (10 XP)

Keen Sight. The heron has advantage on Wisdom (perception) checks that rely on sight.

ACTIONS

Talons. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1 slashing damage.

RIDING ELEPHANT

Huge beast, unaligned

Armor Class 15 (natural armor)

hit points 69 (6d12 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

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

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) bludgeoning damage.

RIDING RHINOCEROS

Large beast, unaligned

Armor Class 17 (natural armor)

hit points 76 (8d10 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	10 (+0)	18 (+4)	3 (-4)	15 (+2)	6 (-2)

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Charge. If the rhino moves at least 20 feet straight toward a creature right before hitting it with a horn attack, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

WAR-ELEPHANT

Huge beast, unaligned

Armor Class 15 (natural armor)

hit points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages -

Challenge 6 (2,300 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the elephant can make two stomp attacks against it as a bonus action.

ACTIONS

Multiattack. The elephant makes two gore attacks.

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage..

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 23 (3d10 + 7) bludgeoning damage.

WAR-RHINOCEROS

Large beast, unaligned

Armor Class 17 (natural armor)

hit points 114 (12d10 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	15 (+2)	8 (-1)

Skills Athletics +7

Senses passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Impale. If the rhino moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the rhino can't impale another target.

Relentless (Recharges after the Rhino Finishes a Short or Long Rest). If the rhino takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Sure-Footed. Whenever the rhino would be knocked prone, it stays on its feet if it succeeds on a DC 10 Strength saving throw.

ACTIONS

Multiattack. The rhino makes two gore attacks.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

WAR-TIGERS OF THE TIGER CLAN

Many warriors of the Tiger Clan have tigers at their disposal, but only a few (relatively speaking) have war-tigers. War-tigers cannot be found anywhere else in the Orient. Just like a regular tiger, a war-tiger will not be mounted by anyone.

The war-tigers of the Tiger Clan have CR 5 (1,800 XP) and use the statistics of a **Saber-Toothed Tiger** as found in the *Monster Manual*, but it wears lamellar barding (giving it 17 AC) and the following additional modifications:

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a reinforced claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make two additional attacks with its claws against it as a bonus action .

Multiattack. The tiger makes one attack with its bite and two with its claws.

New Action: Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

New Action: Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

PART 2: RACES

The races of the Orient include a multitude of vastly different people from the Realms as we know them. The common races described in the Player's Handbook - elves, tieflings, and so on - are not necessarily known if you start an adventure in the Orient. The Orient has its own common races, in addition to humans: korobokuru, hengeyokai, and nezumi.

That being said, you could be tiefling or half-orc, arriving in the Orient from far away lands.

Alternatively, you might want to play one of the Oriental races in a different setting. This is entirely possible, and you'll find a few backgrounds suited especially for that in Part 4 of this handbook.

Work out with your DM and the rest of your playgroup, how you want to approach a game involving Oriental races and/or classes.

DWARF

KOROBOKURU

Korobokurus are dwarf-like humanoids that live in barren wilderness areas where they seldom come into contact with humans. They live in simple villages, tending small farms in secluded areas. They typically avoid any contact or involvement in the affairs of the world outside their farms, but occasional individuals, driven by wanderlust or inspired by some contact with human civilization, find their way into human lands.

A SIMPLISTIC FOLK

Korobokurus stand about 4 feet tall. Their arms and legs are slightly longer in proportion to their bodies than those of a human. They are leaner than dwarves, averaging 120 to 140 pounds. Most are bowlegged. They have big, bright eyes, usually blue, green, or brown. Their ears are small and somewhat pointed. Most adult males have sparse bears, and even a few women have short whiskers sprouting beneath their chins.

Korobokurus look wild and unkempt. They favor simple clothing, such as cotton shirts and trousers, or a kimono tied at the waist with a rope sash. Their clothing is often loose or oversized, wrinkled but clean. They shun bright colors in favor of earth tones. They avoid gaudy jewelry, but often wear colorful stones on leather straps around their necks and sometimes decorate their hair with flowers.

DISTRUSTFUL

Most other races find korobokurus primitive and inferior, and rarely embrace them as equals. In return, they become insular and don't seek interaction with outsiders. Members of other races need to earn their trust.

They particularly despise goblinoid creatures, due to an ongoing conflict with them, and thus initially react to other races with suspicion.

KOROBOKURU NAMES

Like other dwarves, korobokurus bear names that are bestowed by the clan elder. Their names are simple and usually denote natural features such as plants, small animals, brooks, or stones.

Male Names: Bun, Bod, Dath, Fek, Mog, Tod, and Vun.

Female Names: Bin, Dim, Fain, Gim, Mem, Mon, Tas, and Wan.

Family Names (Common Translations): Kio-ban, Gia-min, Hua-kag, Junta, Ten-min, and Yak-rui.

KOROBOKURU TRAITS

Ability Score Increase. Your Strength and Charisma scores both increase by 1.

Languages. Contrary to your dwarven brethren, you cannot write dwarvish. Korobokurus speak a dialect of Dwarven, but they do not have a script. Literate korobokurus (who are rare) use the Common script to read and write.

Naturalist. You have proficiency with the Nature skill.

Pest Hunter. You cannot suffer disadvantage on attack rolls against goblins, hobgoblins, kobolds, and bugbears.

NEZUMI

The nezumi, or "ratlings" as they are often called by humans, are a race of bipedal ratlike humanoids. Nezumi are wild, fierce, and primitive. They are survivalists in a grim terrain, and their outlook is colored by the harsh realities of their existence: barren land, hazardous natural features, and deadly predators, from ogres and goblins to terrible oni. The nezumi come from the Shadowlands, but unlike other creatures that call the Shadowlands home, the Nezumi are not corrupted.

SAVAGE

Nezumi look like nothing so much as humanoid rats. They stand upright, roughly as tall as a human. They have long snouts, pink ears, and pronounced incisors, like ordinary rodents. Their bodies are covered with rough fur, ranging in shade from white through gray and brown to black, sometimes solid and sometimes patterned. Fur patterns tend to run in ratling families.

The nezumi have five-fingered hands, opposable thumbs, and sharp claws. Their long tails are mostly hairless and have the same pink coloration as their ears and palms. Their legs are bent like those of rats and have only three toes.

NEZUMI NAMES

A nezumi name consists of three to five syllables, separated by an apostrophe (which represents a pause in some dialects, a clicking sound in others), and ending with the name of the individual's clan, such as chek, tch, tck, tek, tuk or uk.

Sometimes the syllable oh- is added to the beginning of a name to designate an individual of great age and wisdom. For example, Oh-chi'chek is a respected elder of the chek tribe.

To show that a nezumi has gained great honor in his tribe, the syllable ti- is added before the name of the tribe. For example, Rik'tik'titck has distinguished himself in the tck tribe.

Names: At'tok'tuk, Chet'rop'tik, Chit'i'tchik'kan, Mack'uk, Mat'irt'chuk, Mat'tck, Oh-chi'chek, Rik'tik'titck, Ropp'tch'tch, T'tep'mok, and Z'orr'tek.

NEZUMI TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Nezumi reach maturity around age 5. Compared to humans, nezumi usually don't live longer than 40 years.

Alignment. Lacking sense of property, home, or community, nezumi tend strongly toward chaotic alignments. Most nezumi are good, but are often suspected of evil, due to their appearance.

Size. Nezumi are 5 to 6 feet tall, weighing between 130 and 160 pounds. Your base size is Medium.

Speed. Your base walking speed is 30 feet and you have a climbing speed of 20 feet.

Darkvision. Accustomed to the darkest night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Survivalist. You have proficiency in the Survival skill.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Taint Immunity. Your Taint score cannot increase above 0, and you are immune to all Taint effects.

Claws. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Languages. You can read, speak and write Common and Nezumi.

Subrace. The nezumi have several different bloodlines. All members of a tribe tend to be the same bloodline. There are cotton ratlings, dusky ratlings and pale ratlings. Cotton ratlings live in the forests, have puffy fur, small ears, and tend to have gray or brown coats. Dusky ratlings live in the mountains, are slender and lean, and often have black coats. Pale Ratlings dwell in caves and tunnels, and rarely come to the surface during the day - they are the bulkiest of the ratlings, their coats are completely white, and they have burning red eyes. Choose one of these subraces.

COTTON RATLING

Ability Score Increase. Your Charisma score increases by 1.

High Self Esteem. You have advantage on saving throws against being charmed.

DUSKY RATLING

Ability Score Increase. Your Dexterity score increases by 1.

At Home in the Shadows. You have advantage on Dexterity (stealth) checks in dim light or darkness.

PALE RATLING

Ability Score Increase. Your Strength score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Burrower. You have a burrow speed of 10 feet.

Part 3: Classes

Oriental classes are very different from other classes, in the sense that they all find part of their identity in nature or feudal society. There are many different kinds of people in the Orient, many fitting the description of either warrior or mage, but only a true swordmaster can be a kensai, only a lifelong student of the void can be a shugenja, and only dedicated people, willing to alter their appearance and live their life by strange rules can be wu jen. They are all rare breeds, but none are so rare as the commanding shogun, having lead entire armies into war.

Multiclassing

The rules for multiclassing can be found on page 163 in the Player's Handbook. The prerequisites for the two new classes contained in this book, along with what proficiencies are gained if you multiclass into those classes, can be found in the Multiclassing Prerequisites and Multiclassing Proficiencies tables below.

Multiclassing Prerequisites

Class	Ability Score Minimum
Kensai	Strength 13 or Dexterity 13
Shogun	Charisma 13

Multiclassing Proficiencies

Class	Proficiencies Gained
Kensai	Light armor, simple weapons
Shogun	Light armor, medium armor, shields, simple weapons

Barbarian

Barbarians in or from the Orient have the following Primal Path option, in addition to those in the *Player's Handbook*.

Path of Brawn

The Wanryuku, as they are called, are feared and ferocious samurai of the Tiger clan, and make up the bulk of the Tiger army. They wield large weapons like the nodachi (similar to a greatsword) or nagamaki (similar to a glaive), and are often careless for their own wellbeing in the heat of battle. Their lives don't matter - only the honor of the clan and family matters. They follow the code of bushido (see the Samurai archetype for the Kensai class later in this chapter).

Brawn Teachings

At 3rd level, when you adopt this primal path, your rage damage is doubled as long as you wield a two-handed or versatile melee weapon with two hands, and while raging you gain resistance to psychic damage.

Stalwart

Starting at 6th level, your hit point maximum increases by 6, and for every level past 6th it increases by 1.

Bestial

Starting at 10th level, whenever you successfully attack a hostile creature using a two-handed or versatile melee weapon that is held with two hands, you gain 15 feet of movement on that turn.

Additionally, you have advantage on Charisma (intimidation) checks against any creature which has seen you raging.

Tiger's Roar

During the heat of battle, you let out a loud and ferocious roar, bolstering your own will to continue bringing down destruction upon your foes.

Starting at 14th level, whenever you land a critical hit or are critically hit yourself, you gain temporary hit points equal to half your barbarian level (rounded down) immediately after the damage has been dealt.

Path of the Totem Warrior

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to the options presented here.

Totem Spirit

These options are available to you when you choose a totem animal at 3rd level.

Oriental Totems

The totems of the Orient correspond to the spirits of the Path of the Totem Warrior as shown in the following table.

Totem	Spirit
Crawdad	Bear
Heron	Eagle
Wyvern	Tiger
Spider	Wolf
Pegasus	Elk

If your barbarian is of the Tiger Clan, you don't bother with totems. Instead use the Path of Brawn or the Path of the Berserker.

Unlike the spirits in the *Player's Handbook*, the options here don't require a physical object incorporating some part of the totem animal, but instead require deep meditation for 8 hours. You do acquire minor physical attributes associated with your totem spirit though, such as a fiery hue in your eyes if you have a phoenix totem spirit, or skin that appears hard to the touch if you have a Crawdad totem spirit.

Also, your totem spirit might be the mystical phoenix.

Phoenix. While you're raging, whenever you fail a saving throw, you have advantage on saving throws against the same effect on subsequent turns. Additionally, you don't lose your rage if you cannot meet the requirements to keep raging as a result of having failed a saving throw.

Aspect of the Beast

This option is also available to you when you choose a totem animal at 6th level.

Phoenix. When you roll hit dice to regain lost hit points during a short rest, you can roll each die twice and take either result. The spirit of the phoenix vitalizes your body, making you recover your wounds more reliably.

Totemic Attunement

This option is also available to you when you choose a totem animal at 14th level.

Phoenix. When you enter your rage you ignite with volatile flame. While raging, your weapon attacks turn into fire or lightning damage (your choice), and whenever a creature hits you successfully with a melee attack, they suffer fire damage equal to your rage damage.

Bard

Bards in or from the Orient have the following bardic college option, in addition to those in the *Player's Handbook*.

College of the Geisha

Geisha are female entertainers, trained from a very young age to be hostesses in noble establishments, performing arts such as music, dance, games, and conversation.

Restriction: Females Only

Only females can be geisha. The geisha fills a particular niche in Oriental society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Orient. It might not apply to your DM's setting or your DM's version of the Orient, although it is advised to rename the college in that case.

Bonus Proficiency

Starting at 3rd level, you become proficient with the war fan.

Dance of Magic

Starting at 3rd level, when you choose this bardic college, you can use your body as a spellcasting focus, eliminating the need for an instrument.

Fascination

Also starting at 3rd level, whenever an ally rolls one of your bardic inspiration dice, they have advantage on the roll.

Additional Expertise

At 6th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Infatuation

Starting at 14th level, hostile creatures have disadvantage on their saving throws against your enchantment and illusion spells.

THE KENSAI

Level	Proficiency	Features	Kensai	
	Bonus		Maneuvers Known	Ki
1st	+2	Martial Discipline, Unarmored Defense	-	-
2nd	+2	Ki, Weapon Bond	3	2
3rd	+2	Grace (1)	3	3
4th	+2	Ability Score Improvement	3	4
5th	+3	Extra Attack, Weapon Bond Improvement	3	5
6th	+3	Martial Discipline feature	4	6
7th	+3	Clash (1)	4	7
8th	+3	Ability Score Improvement	4	8
9th	+4	Weapon Bond Improvement	4	9
10th	+4	Martial Discipline feature	5	10
11th	+4	Clash (2)	5	11
12th	+4	Ability Score Improvement	5	12
13th	+5	Grace (2)	5	13
14th	+5	Battle Clarity	5	14
15th	+5	Martial Discipline feature	6	15
16th	+5	Ability Score Improvement	6	16
17th	+6	Clash (3)	6	17
18th	+6	Martial Discipline feature	6	18
19th	+6	Ability Score Improvement	6	19
20th	+6	Iaijutsu, Weapon Bond Improvement	6	20

The kensai masters body, mind, weapon, and will. He devotes his strength and his life to the service of a master or an ideal he accepts as greater than himself. Some kensai become masters in their own right, but even one who to the highest of positions sees himself as a servant of some higher power. Kensai literally means “sword saint”, as it reflects their mastery and deep connection they have with their blade, and their pure martial skill.

CREATING A KENSAI

When creating a kensai character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your kensai.

QUICK BUILD

You can make a kensai quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Charisma. Second, choose the Great Clan Warrior background.

CLASS FEATURES

HIT POINTS

- Hit Dice:** 1d8 per kensai level
- hit points at 1st Level:** 8 + your Constitution modifier
- hit points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per kensai level after first

PROFICIENCIES

- Armor:** Light armor
- Weapons:** Simple weapons, ninja-to, wakazashi
- Tools:** None
- Saving Throws:** Dexterity, Charisma
- Skills:** Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, Persuasion, and Stealth.

EQUIPMENT

- You start with the following equipment in addition to equipment granted by your background:
- (a) a melee weapon that deals slashing damage
 - (a) 2 tanto, (b) 2 ono or (c) 5 uchi-ne
 - (a) A dungeoneer’s pack or (b) an explorer’s pack

MARTIAL DISCIPLINE

As a kensai you commit yourself to follow a particular martial school or philosophy known as a martial discipline. Choose between the wise and deadly Blademaster, the mystical Master of the Unseen Hand, the abominable

Ravager, the honorable Samurai, or the shadowy Shinobi. Each discipline is detailed at the end of the class description. Your discipline grants you features at 1st level, and then again at 6th, 10th, 15th and 18th level.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can not use a shield and still gain this bonus.

Ki

Starting at 2nd level, your training and spiritual connection with your bonded weapon, grants you access to a pool of spiritual and martial energy that you may draw upon to infuse your attacks. Your access to this energy is represented by a number of Ki points. Your kensai level determines the number of points you have, as shown in the Ki column of the Kensai table.

As long as you are wielding your bonded weapon, you can spend these points to fuel various class features and kensai maneuvers.

A single attack can only be empowered by one feature or maneuver that has a Ki cost. For example, you couldn’t be in the samurai’s Spider stance and expend 1 Ki to increase the reach of an attack, and then use the crescent sweep maneuver to hit all creatures within reach.

When you learn a new kensai maneuver, you can replace any number of kensai maneuvers you know with a new kensai maneuver.

There are five schools of maneuvers, all detailed at the end of this class description. Which schools you have access to is determined by your chosen martial discipline.

When you spend a Ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended Ki back into yourself. You must spend at least 1 hour on weapon meditation with your bonded weapon to regain your Ki points.

You use your Charisma modifier when setting the saving throw DC for a kensai ability or maneuver you execute and when making an attack roll with one.

Maneuver save DC = 8 + your proficiency bonus
+ your Charisma modifier

Maneuver attack modifier = your proficiency bonus
+ your Charisma modifier

SPILLS

BARD SPILLS

- 1ST LEVEL
 - Attraction (transmutation)
 - Smoke Ladder (transmutation)
- 2ND LEVEL
 - Fire Wings (transmutation)
 - Know the Shadows (illusion)
- 3RD LEVEL
 - Backbiter (abjuration)
 - Chameleon (illusion)
 - Elemental Weapon Manifestation (evocation)
- 4TH LEVEL
 - Magnetism (transmutation)

CLERIC SPILLS

- 1ST LEVEL
 - Create Spring (transmutation)
 - Elemental Burst (evocation)
- 2ND LEVEL
 - Ancestral Vengeance (necromancy)
 - Ghost Light (necromancy)
- 3RD LEVEL
 - Detect Taint (divination)
 - Surelife (abjuration)
- 4TH LEVEL
 - Jade Bolt (evocation)
 - Wall of Bones (necromancy)
- 5TH LEVEL
 - Dispel Taint (evocation)
 - Dream Sight (divination)
 - Wall of Spirits (necromancy)
- 6TH LEVEL
 - Possess Person (necromancy)
 - Substitution (abjuration)
- 7TH LEVEL
 - Fatigue (transmutation)
 - Jade Aura (abjuration)
- 8TH LEVEL
 - Possess Monster (necromancy)

DRUID SPILLS

- CANTRIPS (0 LEVEL)
 - Hail of Stone (evocation)
 - Poison Needles (transmutation)
- 1ST LEVEL
 - Create Spring (transmutation)
- 3RD LEVEL
 - Backbiter (abjuration)
 - Chameleon (illusion)
 - Cobra’s Breath (transmutation)
 - Detect Taint (divination)
 - Surelife (abjuration)
 - Thorn Skin (transmutation)
- 4TH LEVEL
 - Jade Bolt (evocation)
- 5TH LEVEL
 - Dispel Taint (abjuration)
 - Dream Sight (divination)

PALADIN SPILLS

- 2ND LEVEL
 - Ancestral Vengeance (necromancy)
- 3RD LEVEL
 - Detect Taint (divination)
- 5TH LEVEL
 - Dispel Taint (abjuration)

RANGER SPILLS

- 1ST LEVEL
 - Create Spring (transmutation)
- 2ND LEVEL
 - Know the Shadows (illusion)
- 3RD LEVEL
 - Backbiter (abjuration)
 - Chameleon (illusion)
 - Cobra’s Breath (transmutation)
 - Thorn Skin (transmutation)

SORCERER SPILLS

- CANTRIPS (0 LEVEL)
 - Fiery Eyes (evocation)
 - Hail of Stone (conjuration)
 - Poison Needles (transmutation)
- 1ST LEVEL
 - Elemental Burst (evocation)
- 2ND LEVEL
 - Earth Bolt (evocation)
 - Fire Shuriken (evocation)
 - Fire Wings (transmutation)
- 3RD LEVEL
 - Ice Blast (evocation)
- 4TH LEVEL
 - Jade Bolt (evocation)
 - Magnetism (transmutation)
- 6TH LEVEL
 - Blood of Fire (necromancy, maho)
- 7TH LEVEL
 - Fatigue (transmutation)
- 9TH LEVEL
 - Heart Ripper (necromancy)
 - Internal Fire (evocation)

WARLOCK SPILLS

- CANTRIPS (0 LEVEL)
 - Fiery Eyes (evocation)
- 1ST LEVEL
 - Smoke Ladder (transmutation)
- 2ND LEVEL
 - Ghost Light (necromancy)
 - Know the Shadows (illusion)
- 3RD LEVEL
 - Chameleon (illusion)
 - Elemental Weapon Manifestation (evocation)
- 4TH LEVEL
 - Wall of Bones (necromancy)
- 5TH LEVEL
 - Creeping Darkness (evocation)
 - Dream Sight (divination)
- 6TH LEVEL
 - Blood of Fire (necromancy, maho)
 - Substitution (abjuration)

WIZARD SPILLS

- CANTRIPS (0 LEVEL)
 - Fiery Eyes (evocation)
 - Hail of Stone (conjuration)
 - Poison Needles (transmutation)
- 1ST LEVEL
 - Attraction (transmutation)
 - Elemental Burst (evocation)
 - Smoke Ladder (transmutation)
- 2ND LEVEL
 - Earth Bolt (evocation)
 - Fire Shuriken (evocation)
 - Fire Wings (transmutation)