

BETA PLAYTEST v0.06

RYOKO'S GUIDE TO THE YOKAI REALMS



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CHAPTER 1

INTRODUCTION



WELCOME TO THE BETA-TEST

This is the BETA-release document for *Ryoko's Guide to the Yokai Realms*. Similar to Unearthed Arcana released by other publishers, this is a playtest document, designed to collect your thoughts and experiences so we can ensure the final book is reflective of what you want to see. We've already playtested extensively among ourselves, but doubtless, as a community, together we will find new ways to present information in a clearer way, tweak the balance of features that are too effective or a little lacking, and correct any grammar or spelling errors. As a BETA-test, this is not the final version of *Ryoko's Guide*. Some material that was unlocked as Stretch Goals across the kickstarter campaign, such as the Disciple of Fusion bender subclass and weapon mastery system, will be added in a future update.

WHAT IS USEFUL FEEDBACK?

As you explore *Ryoko's Guide to the Yokai Realms* and *Wrath of the Kaiju*, we are particularly interested in your personal playtest experience. There are a lot of us, so to ensure we get the maximum value out of your playtesting, here's a few things to consider when you explore the BETA.

USE GAMEPLAY TO INFORM YOUR FEEDBACK

When exploring a new book, it's impossible not to form opinions at a first glance. Maybe a feature seems a little over tuned, or a stat block seems underpowered. But then, upon playing it, the limitations and virtues of these new ideas become clear. This is why it's extremely important to play the material you leave feedback on. When leaving feedback, provide the context in which you tested it and then your thoughts. An example might look like this:

My players and I ran a few one-shot adventures using the races in Ryoko's. We found the red oniborne, karasu tengu, kitsune, and lion turtle worked great, but we found the isetsu's Brittle Shell trait a little powerful in the very early game, particularly on backline supporting builds. Maybe the bonus to AC could scale with proficiency somehow, rather than being a flat +2?

This feedback is excellent because it clearly explains what was tested and what the problem was. It even suggests a solution. This isn't necessary, but it's helpful to get an idea of what you might want to see in a feature that you feel isn't working. A less useful piece of feedback might look like this:

I was reading the karasu tengu and saw they're way too overpowered.

This feedback isn't helpful because it doesn't point to a specific feature that is potentially problematic for us to work on, and it hasn't been informed by actual playtest experience.

GIVE A PAGE NUMBER AND PARAGRAPH WHEN POINTING OUT GRAMMAR ERRORS

This is a simple one, but telling us "yo, I noticed a spelling error in this book", is hard for us to correct. A great example of grammar feedback might look like this:

On page 152, in the third paragraph, you misspelt the word "failure" lol.

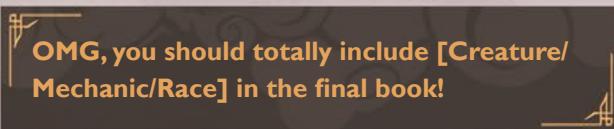
TAKE YOUR TIME TO EXPLORE THE BOOK

We get it; who wants to read when you can dive right in and get playing, right? That said, *Ryoko's Guide* and *Wrath of the Kaiju* are not designed to be beginner books, and they introduce some fairly complex ideas and systems as they expand on the core rules of 5th edition. Please take the time to read and familiarise yourself with the new mechanics, and read adventures and stat blocks in full before running them. This will save a lot of confusion and prevent wasted playtesting time—oftentimes, the answer can be found within the book.

With that in mind, if you're ever not sure on how something works, even if it is explained in the book, that's great feedback for us! It shows we need to devote more time to explaining exactly how something should work and communicate it to you more clearly. A good example of such feedback might look like this:

I read through the rules on kaiju fighting a couple of times, and even ran a couple of the adventures that close with a kaiju fight, but I'm still confused about the Chaos Threshold. Is the Chaos Threshold a vulnerable area?

For what it's worth, no, Chaos Threshold isn't a vulnerable area, but if you were confused about that, or anything else after a read through or two, it tells us we need to find a way to communicate things more clearly.



We love hearing about what you want to see in a TTRPG book! That in mind, we're almost certainly not going to be adding any more races, mechanics, subclasses, or kaiju to *Ryoko's Guide*. The book is already bursting with content as it is, and we still haven't put all the Stretch Goals in! However, feedback like this is still helpful for projects we create in the future. For our \$3,000,000 stretch goal we committed to returning to the Yokai Realms, so please feel free to share what you'd want to see in the future. Just remember that it will be saved for next time, and won't be able to appear in *Ryoko's Guide to the Yokai Realms* or *Wrath of the Kaiju*.

Everyone who gives feedback for *Ryoko's Guide* or *Wrath of the Kaiju* will be thanked in print in the final release. It's been an incredible journey to reach here, your support and goodwill is inspiring, and it's an honour to work with you all at this stage to finalise the project.



SCAN OR CLICK
TO LEAVE FEEDBACK!



INTRODUCTION

"Oh, yikes, more adventurers.

Look, I should probably have worked out a gentle way to say this by now, but chances are high you're going to die... like, quite soon. Don't panic though! In the unlikely event you survive long enough to read it, I've prepared some very useful information. Not to brag, but of the four adventurers who proofread my notes, two are still alive, and the two that died provided extremely helpful (albeit harshly worded) feedback in their dying moments. It turns out *koi* dragons aren't vulnerable to tickling, but I stand by my assertion that it was worth a try.

In this guide you'll find everything you need to get along in the Yokai Realms. It's a dangerous place, sure, but it's also beautiful, exciting, and there's a tea place down the road that makes the best matcha in the multiverse. In my book you'll find notes on the people and creatures who live here, new magic, weapons, and, most importantly, new ways to fight.

I should also mention that there are these things called *kaiju*—giant monsters with the power to wipe entire civilisations off the map. Rule one of fighting them is don't, but rule zero is: if you're gonna die anyway, may as well go down swinging! When your back is against the wall, and you're facing down a three-hundred-tonne beetle the size of a palace, the knowledge in this tome might just save your life. Heck, you may even win, and be able to craft up one heck of a weapon to show for it.

If you survive, I'm doing a tea and biscuits social at my place next Thursday. Bombulu is gonna be there; he's a great engineer, and will be able to craft prostheses for any limbs you might be missing by that point. Drop by if you're still alive—we can share stories!"

— Ryoko

RULE ZERO

Ryoko's Guide to the Yokai Realms is your toolbox (it can be a sentient toolbox if you wish to get into the spirit of things), bursting with new mechanics, classes, races, feats, spells, weapons, creatures, magic items, backgrounds, and just about everything else you could imagine. You are in charge of what you take from this toolbox and can change anything that you wish, leaving behind whatever you don't need. If there is an AC that seems a little low, a creature stat block that would work perfectly for another being you have in mind, or a *kaiju* vulnerability that can be reshaped to make an epic character moment, then craft and chisel away what's here until it's perfect for your games. Remember: if you're all having fun, you're doing it right!

STRUCTURE

This book has three parts:

Part One: New Mechanics is the aptly named section dedicated to expanding the core 5e system with new concepts and rulings. *Kaiju Battle Mechanics*, *Combo Attacks*, *Prostheses*, and the *Weapon Mastery System* all fall into this section.

Part Two: Player Options is for the player characters. This section introduces playable races, subclasses, the new bender class, and backgrounds for character creation.

Part Three: The Toolbox is everything else. The treasure, spells, and creatures with which to populate your world.

FORMATTING & FEATURES

Ryoko's Guide uses enhanced formatting to improve the gaming and reading experience.

Formatting. This book uses bolding and italics to help the reader identify key information at a glance. Dice calculations ("1d10 + 5 cold damage"), check modifiers (+7 to hit"), conditions that are being applied ("fall **prone**"), areas & distances ("a **10-foot radius**"), and checks and saving throws ("DC **21 Dexterity saving throw**") are bolded. Spell names ("water *wurm*"), magic items ("*kaijurigama*"), foreign languages ("a certain *je ne sais quoi*"), and book names ("Wrath of the Kaiju and *Ryoko's Guide to the Yokai Realms*") are italicised.

Language. The content herein is written in British English; spellings such as "armour class" and "paralysed" are used across the book.

Non-standard Ability Checks. *Ryoko's Guide* breaks from the standard association of abilities and skills, allowing you to be creative in how you mix and match them. For example, Arcana is typically an Intelligence check. However, if a sorcerer or bard is examining a magic item, you might ask for an **Arcana (Charisma)** check to reflect their spellcasting ability and expertise. If you do, the player makes a Charisma check and, if they have proficiency in the Arcana skill, adds their proficiency bonus to the result.

Tool proficiencies are references just like skill proficiencies: a **Strength (smith's tools)** check requires a player to make a Strength check and, if they have proficiency in smith's tools, add their proficiency bonus to the result.

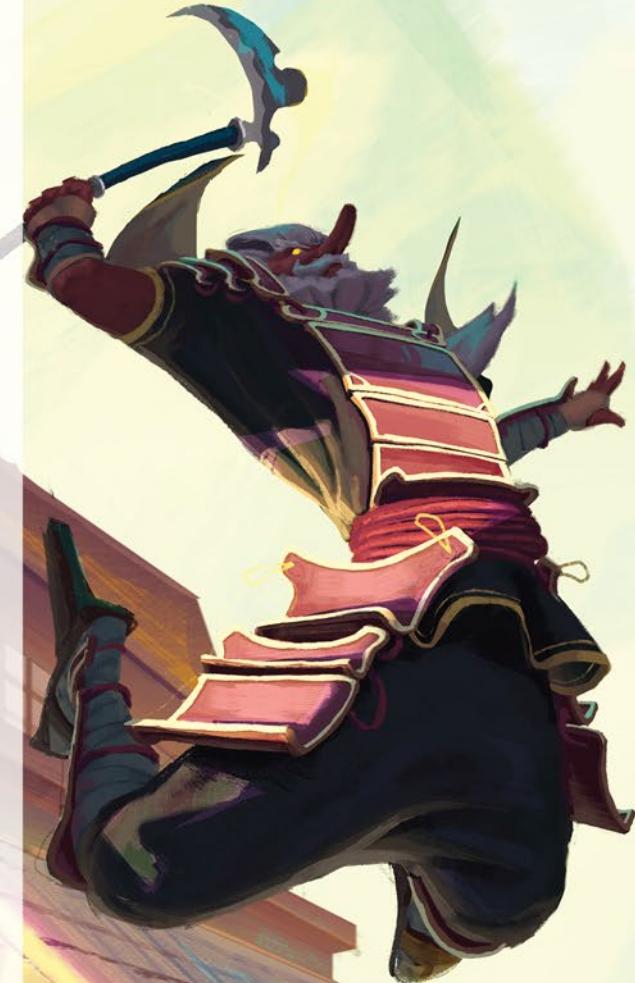
If something, perhaps a magic item or feat, says that you gain “**advantage** on Athletics checks”, this means that you gain advantage on all checks that use the Athletics skill, regardless of which ability is used. When checks use the word ‘or’, this indicates either skill/tool or ability can be used in any combination. For example a **Strength or Dexterity (Athletics or woodcarver's tools)** check means you can use any one of the four check permutations: **Strength (Athletics)**, **Dexterity (Athletics)**, **Strength (woodcarver's tools)**, or **Dexterity (woodcarver's tools)**.

Combined Checks. Combined checks involve one or more creatures making two or more checks, and combining the results. For example, a Harvesting check is the combined result of a Carving check and Assessment check (see Chapter 4). A roll of 20 on the d20 is never an automatic success on checks for Tracking, Harvesting, and Crafting.

QR Codes. Everything we made didn’t fit into this book, and we haven’t quite perfected our casting of **magic mouth** to the point where music can play directly from the page. Accordingly, this book has links to files hosted on the Loot Tavern website. You gain access by scanning the QR codes (or clicking on them if this is a PDF), or by entering the shortened URLs into your browser.

WHAT IS THE YOKAI REALMS?

The Yokai Realms is what you make of it! It’s the world you create from the tools provided in *Ryoko’s Guide* and *Wrath of the Kaiju*—the races, classes, monsters, backgrounds, magic items, spells, NPCs, and, of course, kaiju! All of these things come with lore and history that you can lift directly into any campaign and setting, or adapt and change however you like. You could imagine the Yokai Realms as its own plane of existence, but it could equally be integrated into an existing setting. These books don’t aim to prescribe how you must build your game but rather to plant a thousand seeds to bloom into the world you create.



BETA V2



BETA v2
PLAYTEST

Chapter 1 | Introduction

CHAPTER 2

KAIJU FIGHTING



KAIJU BATTLE MECHANICS

"Kaiju are like natural disasters; they aren't something one can simply conquer. You 'win' if you're still alive when the earth stops shaking."

OVERVIEW

Kaiju are colossal, apex monsters of the Yokai Realms. Manifestations of primal magic, their mere presence can shatter the ecological balance of an entire continent. Snow-capped mountains are decapitated with the swipe of a claw, a valley is drowned as a slumbering behemoth dams a river, and a civilisation is decimated by a rampaging colossus.

Due to their immense power and size, entering into battle with a kaiju is unlike battling any other creature. Kaiju have ability scores, actions, traits, and a challenge rating, like smaller creatures, but defeating them a kaiju is a far more complex endeavour. Characters must scale the kaiju, target vulnerable areas, and deplete its Chaos Threshold. As the battle progresses, a kaiju's behaviour and tactics will evolve in response to player actions. In its death throes, a kaiju attacks recklessly, and the party must deliver a well-timed Finishing Blow to secure victory.

KAIJU BEHAVIOUR & CHAOS THRESHOLD

Although kaiju can't be defeated by brute force alone, attacking a kaiju can provoke changes in its behaviour. Some kaiju transform to battle adventurers in new ways, or gain mighty, new abilities as they take damage. Heroes must always be ready to adapt their tactics and think on their feet to survive a kaiju's evolving onslaught.

Chaos Threshold. Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced 0, the kaiju is not defeated, but begins to Rampage instead, adopting a new behaviour described in its Behaviour table.

Behaviour Table. A kaiju's stat block is accompanied by a table that details the new behaviour it adopts when a triggering event occurs, such as the party exploiting one of the kaiju's vulnerable areas. The behaviours aren't listed in any particular order; how players approach a fight will dictate how a kaiju's behaviour evolves. When a kaiju finishes a long rest, it loses any behaviours it has gained.



EXAMPLE - BAKURYO

Bakuryo, the Ascendant Cascade is a dragon kaiju with a Chaos Threshold of 250. When her Chaos Threshold is reduced to 0, her Rampage behaviour is triggered, causing her to enter her Water Form, transforming her abilities and tactics, and altering the nature of the battle.

BAKURYO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryo's Chaos Threshold is reduced to 0 hit points	Bakuryo enters her Water Form. She aims to whelm as many creatures as possible, drowning and crushing them within herself.



VULNERABLE AREAS & DEFEAT

Vulnerable areas are special weaknesses that cunning adventurers must exploit to defeat a kaiju. Each vulnerable area is listed in the kaiju's stat block. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. A kaiju's vulnerable areas regain all hit points when the kaiju finishes a long rest, and its vulnerable areas can't regain hit points by any other means unless explicitly stated in the kaiju's stat block.

Exploiting Vulnerable Areas. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

GM TIP - TRACKING DAMAGE

Instead of a regular pool of hit points, every kaiju has a Chaos Threshold (see page xx) and three vulnerable areas, which each have their own pool of hit points. Before a kaiju battle begins, check the kaiju's Vulnerable Areas table and write down the hit points of each vulnerable area, as well as the kaiju's Chaos Threshold. You will need to track damage to these four locations separately.

Calamitous Damage. If a GM feels that an event is sufficiently catastrophic to cause serious harm to the kaiju, the GM can choose to treat one appropriate vulnerable area as exploited. For example, a GM may decide that crushing a kaiju under a collapsing mountain or submerging it completely in molten lava causes calamitous damage.

TARGETING

Attacks. When a creature attacks a kaiju, it can choose where on the kaiju it strikes. Effects that specifically target creatures, like *eldritch blast* or *magic missile*, can target vulnerable areas on a kaiju. For example, a sorcerer might cast *fire bolt*, targeting Bakuryo's fins, tail, or snout, as long as the target is within the spell's range. In Bakuryo's case, the Fins are also a vulnerable area.

Area of Effects. When an area of effect contains a kaiju, the effect's area might include one or more vulnerable areas. An area of effect's damage can only be applied to a single vulnerable area or, if no vulnerable area is chosen, to the kaiju's Chaos Threshold. The creature that created the area of effect chooses which part of the kaiju to affect with it. For example, if the radius of a *fireball* hits Bakuryo's Fins and Upturned Scale, the spellcaster can choose whether the spell damages one of these vulnerable areas, or if it instead damages Bakuryo's Chaos Threshold. Effects that can travel around corners can damage vulnerable areas if they are within the area of effect, even if it is not currently visible to the creature.

Rule Zero. The GM has the final say on whether a vulnerable area is targetable by any creature.

INACCESSIBLE VULNERABLE AREAS

Some of a kaiju's vulnerable areas are always exposed and targetable, while others must be revealed by provoking certain behaviours from the kaiju, as described in the Behaviours table beside the kaiju's stat block. Thus, combats evolve, and adventurers must adapt to the ever-changing threats and opportunities that present themselves as they engage a kaiju.

DEFEAT

Death Throes. When all of a kaiju's vulnerable areas are exploited, it enters its death throes, desperately fighting with no sense of self-preservation. In addition to unique effects included in each kaiju's Behaviour table (see Kaiju Behaviour & Chaos Threshold on page XX), the kaiju has **advantage** on all weapon attacks, and the value an attacker must roll on a d20 to score a critical hit against the kaiju is reduced by 2. For example, a creature that normally needs to roll a 19 or 20 to score a critical hit would instead score a critical hit on a roll of 17-20.

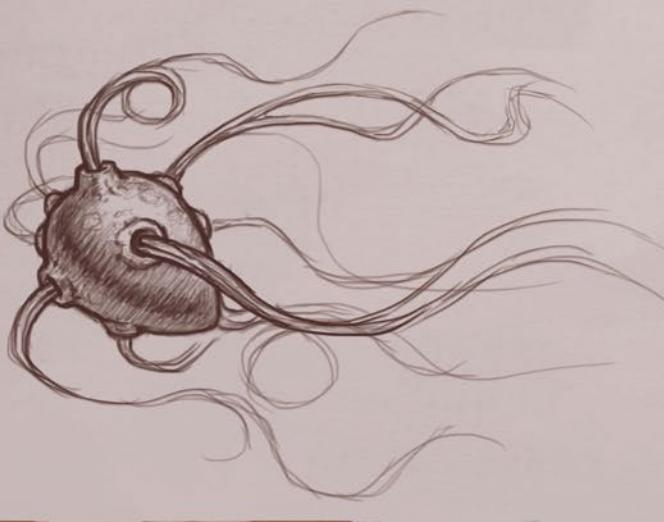
Finishing Blow. While in its death throes, a kaiju can be defeated with a Finishing Blow. To deliver a Finishing Blow, the kaiju must take sufficient damage on a single turn, as shown by the Finishing Blow number in its stat block. When this occurs, the kaiju is defeated.

Death Rattle. The death of a kaiju leaves a mark upon the world. On initiative count 20 of the round following a Finishing Blow, the effects listed in the Death Rattle section of the kaiju's appendix entry take effect. This may manifest as a ruinous wave of necrotic energy withering all life for miles around, or as a more subtle erosion of magic and wonder across the world at the destruction of such an awesome behemoth.

MOVING ON KAIJU

As Gargantuan creatures, kaiju are battlefields unto themselves. Scaling a kaiju allows creatures to reach vulnerable areas, take cover from attacks, and move with the kaiju as it tears across the landscape.

Mounting a Kaiju. Before a creature can move across a kaiju, the creature needs to mount it, using the normal rules for mounted combat. If a creature flies, drops, or teleports onto a kaiju on their turn, the creature can use movement equal to half its speed to catch itself and become mounted on the kaiju. A creature that is on a kaiju but isn't mounted on it immediately falls **prone** in the nearest unoccupied space to the kaiju. Some items and prostheses, like the grappling hook and climbing claws (see page XX), allow creatures to mount and move across kaiju more easily.



RULES REMINDER: MOUNTS

Once during your move, you can mount a creature that is within **5 feet** of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0 feet.

If an effect moves your mount against its will while you're on it, you must succeed on a **DC 10 Dexterity saving throw** or fall off the mount, landing **prone** in a space within **5 feet** of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall **prone** in a space within **5 feet** of it.

UNWILLING MOUNTS

Ryoko's Guide introduces a new type of mount, in addition to the standard 'controlled' and 'independent' mounts in 5th edition: unwilling. A creature on an unwilling mount doesn't gain any benefits it would normally gain from being mounted, and an unwilling mount doesn't gain any beneficial effects a rider might impart to a mount.

Movement. Players can use the kaiju schematic presented in each kaiju's appendix entry to see how far their characters must climb to reach various parts on the kaiju's body. After a creature has mounted a kaiju, the creature moves with the kaiju as it moves. If a kaiju is conscious, any part of its body is treated as difficult terrain for a creature mounted on it. Creatures with a climbing speed ignore this difficult terrain.

Kaiju Cover. A kaiju can feel creatures on its body. Even if a creature is in a position on a kaiju that the kaiju can't see, the kaiju can attack that creature without suffering disadvantage. However, be it because a creature's location on the kaiju's body makes it harder for the kaiju to reach it, or because the kaiju doesn't want to damage itself with its own strikes, creatures mounted on a kaiju have half cover (**+2 bonus** to AC) against the kaiju's melee weapon attacks. Like other obstacles, the GM might also rule that certain parts of the kaiju's body also provide cover against effects originating outside the kaiju.

OPTIONAL RULE: TOTAL KAIJU COVER

Creatures might be able to position themselves on a kaiju as to be untargetable by some of its attacks. For example, a player character clinging to Bakuryo's head may be safe from her Bite attack. Ultimately, it is at the discretion of the GM whether a character is positioned in a manner to grant full cover against some of the kaiju's attacks.

Scaling and Falling. Reaching a kaiju's vulnerable areas may require an adventurer to scale the creature. To repel unwanted passengers, all kaiju have a special bonus action: Shake Off. The DC of this saving throw is equal to 10 + the kaiju's Proficiency Bonus, and is listed in the kaiju's stat block.

Shake Off. The kaiju twists and shakes its body violently. Each creature mounted on it must succeed on a **Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in an unoccupied space within **5 feet** of the kaiju.

BRACING

A gnome grips a ship's rigging as the vessel plunges down the face of an enormous wave; a dragon rider presses her knees into the flank of her scaled mount a moment before it executes a barrel roll; and a titan-slaying hero plants his feet wide, hefting his axe for a killing blow. Whatever the situation, bracing yourself can improve your odds of not plunging a thousand feet to an untimely demise.

Brace. You can brace yourself using surfaces or objects in your immediate vicinity by spending an amount of movement equal to half your speed. When you do so, you are **braced** until the start of your next turn: your speed is **0 feet**, and you have **advantage** on ability checks and saving throws you make to avoid being moved against your will. This condition ends when you move away from the surface or object you used to brace yourself, or when you become incapacitated. You can't brace yourself on a creature unless that creature is Gargantuan. If you are braced on a creature, the first attack roll you make against that creature before the start of your next turn has advantage.

EXAMPLE: EXPLOITING A VULNERABLE AREA

GM: Iminada's skeleton cracks and shatters under Kortov's onslaught! The kaiju lets loose an earth-shaking, mournful cry, and spectral waves of necrotic energy crackle and swirl around it. Humperdink, it's your turn.

Humperdink: I'm still mounted on its tail after bracing last turn. How far away is the Heart?

GM: It's about 60 feet from you; you can feel the booming thuds of its beat ripple across the creature's entire body.

Humperdink: Perfect! First, I'm going to brace myself against the kaiju again by using 15 feet of movement, and then I'm going to cast eldritch blast through the Heart, Bon Jovi style.

GM: Okay, the Heart has half cover behind the ribs. Make an attack roll.

Humperdink: I get advantage on the first of my eldritch blast attacks because I'm braced.

GM: Absolutely. Roll it out.

Humperdink: That's a 25 to hit on the first roll, 27 to hit on the second, and 28 on the third!

GM: Your beams all thread between two ribs and hit—roll damage for each.

Humperdink: 36 force damage, total.

GM: Your brutal barrage of blasts, in conjunction with the damage the Heart took last round, is enough to severely wound Iminada. The kaiju twists wildly in the air, and you feel the thundering pulse of its Heart rise to fervorous speed before suddenly falling silent. Iminada's Heart vulnerability is exploited!

Humperdink: We're eating whale tonight!

PREPARING FOR BATTLE

Understanding a kaiju's behaviour, physiology, and history is crucial in discovering its vulnerabilities. The Clues section of each adventure in *Wrath of the Kaiju* details how the GM can convey this knowledge to the players. In addition, a creature can use an action to make an **Intelligence (Insight)** or **Wisdom (Survival)** (DC equal to 10 + the kaiju's Proficiency Bonus) while it is within **90 feet** of a kaiju and can see it, identifying one visible vulnerable area on a success.

VARIABLE LEVEL ENCOUNTERS

In order for kaiju battles to be implemented at different levels of play, every kaiju stat block has three variations, each at a different challenge rating (CR). All these variations share the same Vulnerable Areas table. The column at the right shows the statistics for each vulnerable area (AC and hit points) for each CR. For example, Bakuryo has three stat block variations: CR 14, 21, and 27. At CR 21, her Upturned Scale vulnerable area has AC 20 and 45 hit points.

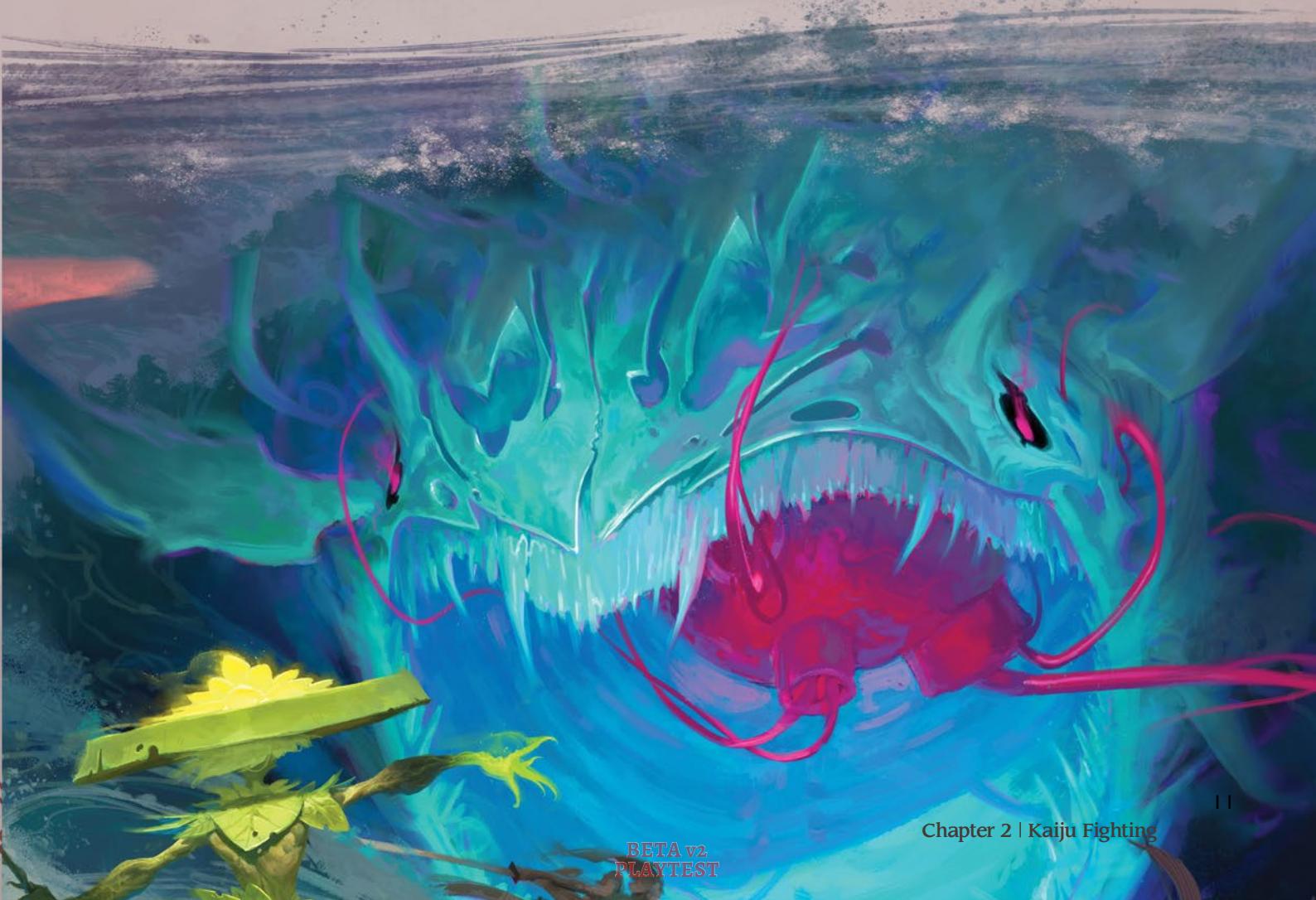
BAKURYO VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Upturned Scale	This vulnerable area is not targetable when Bakuryo is in her Water Form.	14	18	35
		21	20	45
		27	22	60

A GARGANTUAN ADVENTURE

Every kaiju comes with its own epic adventure in the *Wrath of the Kaiju* adventure book, which can be run at three different levels of play. Each adventure comes with history, locations, battle maps, NPCs, clues, encounters, loot, and plot hooks to place kaiju battles in the context of a living, dynamic world for players to explore.

Ryoko's Guide offers statistics for the highest CR variation of each kaiju. Their respective variations can be found in *Wrath of the Kaiju*.



BAKEKUJIRA

Sail the seas long enough and you will eventually see the enormous ghostly form of a bakekujira leaping from frothing waves and leaving only the barest of splashes. These kaiju are the souls of great sea beasts visiting their birth plane from beyond the ethereal veil as they pursue some unfinished business. Though the whale, Iminada, is most well-known in the Yokai Realms, bakekujira can be born of any powerful creature of the depths—dragon turtles, krakens, or giant sharks.

IMINADA

Iminada was once the lord of whales, responsible for the welfare of not just of her pod but of all the innocent beasts of the sea. When a leviathan reared up from the deep, Iminada fought back and was eventually dragged to the deepest trench of the ocean floor, where she eventually drowned. Separated from her family, she longs for nothing more than to see her pod grow, and travels the Umigiri Coast each full moon seeking souls to take back with her to the Sea of Songs in the Ethereal Plane.

LAIR ACTIONS

Wherever Iminada roams, the border between the Material and Ethereal Planes. It is this mile or so of ocean around Iminada that comprises her lair.

Lair Actions. On initiative count 20 (losing initiative ties), Iminada takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row.

Soul Tsunami. An ethereal wave composed of the souls of majestic sea creatures passes in a direction of Iminada's choice through a **300-foot cube** centred on a point of her choice within Iminada's lair. Each creature of Iminada's choice in the area must succeed on a **DC 18 Charisma saving throw** or have its soul wrenched; it takes 14 (**4d6**) necrotic damage and its body is pushed up to **60 feet** in a horizontal direction of Iminada's choice.

Umigiri Fog. Three **20-foot-radius spheres** of fog coalesce centred on points of Iminada's choice within her lair. The spheres spread around corners and heavily obscure their areas. The spheres remain until initiative count 20 of the following round (winning ties).

Water Jet. Jets of water shoot from any source of water at least 2 feet deep within Iminada's lair. Make a ranged weapon attack against two different targets of Iminada's choice within **30 feet** of such a source of water (**+10** to hit). On a hit, a creature takes 28 (**8d6**) bludgeoning damage, and if it is a Huge or smaller creature, it is pushed up to **60 feet** in a direction of Iminada's choice.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

RAIKO XP MILESTONES

Criteria	Total XP
Chaos Threshold raised to 0	15,000 XP
Body exploited	45,000 XP
Heart exploited	45,000 XP
Iminada defeated	15,000 XP
Total	120,000 XP

DEATH RATTLE

Iminada's corpse begins to swell, drawing in a storming vortex of buffeting, howling necrotic energy. Each creature within **120 feet** of Iminada must succeed on a **DC 18 Constitution saving throw** or be unable to regain hit points for **2d6 days**. The wave of necrotic energy washes over the landscape; all creatures lower than CR 1 within 3 miles wither and die over the next **24 hours**, and nothing new can grow there for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

BEHAVIOURS & VULNERABLE AREAS

Iminada has two vulnerable areas: her Body and her Heart. Unlike other kaiju, her Chaos Threshold starts at a negative value; she must be healed **up** to 0 in order to fully manifest and begin her rampage.

IMINADA VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Body	<p>Targeting. This vulnerable area can't be targeted until Iminada's Rampage behaviour is active.</p> <p>Exploitation. Iminada's broken flesh sloughs from her skeleton and a huge wave converges on Iminada.</p>	26	22	250
Heart	<p>Targeting. This vulnerable area can't be targeted until Iminada's Rampage behaviour is active. Even then, until her Body vulnerable area is exploited, Iminada's Heart can only be targeted by reactions (such as ones prepared with the Ready action) when she makes an Ethereal Bite attack. Once her Body vulnerable area is exploited, her Heart can be targeted as normal.</p> <p>Exploitation. The thumping rhythm that kept the tempo of Iminada's whale song ceases, and she stops singing.</p>	26	22	150

RAIKO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Iminada's Chaos Threshold is raised to 0.	<p>Iminada's Ethereal Bite and Tail Swipe attacks deal extra necrotic damage.</p> <p>Vulnerable Areas. Iminada's Body and Heart vulnerable areas can be targeted and damaged.</p> <p>Lost Features. Ethereal Vanishing bonus action.</p>
Imploding Current	Iminada's Body vulnerable area is exploited.	<p>Effect. A circular wave 100 feet tall converges on Iminada's location. Each other creature within 500 feet of Iminada must succeed on a DC 18 Strength saving throw or take 28 (8d6) bludgeoning damage and be pulled to the nearest unoccupied space within 30 feet of Iminada.</p>
Shattered Heart	Iminada's Heart vulnerable area is exploited.	<p>Lost Features. Song of Desolation action and Undying Beat legendary action.</p> <p>Iminada falls prone in the nearest unoccupied sea water to her.</p>
Death Throes	Iminada has two exploited vulnerable areas.	<p>Lost Features. Iminada loses her flying and swimming speeds.</p> <p>Finishing Blow. Iminada is destroyed when she takes damage equal to her Finishing Blow in a single turn.</p>

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IMINADA, THE SOVEREIGN UNDEAD

Gargantuan Undead (Kaiju), Chaotic Neutral

Armour Class 22 (natural armour)

Chaos Threshold -150 (see Forced Resurrection)

Finishing Blow 90

Speed 5 ft., fly 60 ft. (hover), swim 60 ft.

Vulnerable Area Identification DC 18

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	29 (+9)	12 (+1)	21 (+5)	18 (+4)

Saving Throws Str +14, Int +9, Wis +13

Skills Perception +13

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 23

Languages —

Challenge 26 (115,000 XP across all phases) **Prof Bonus** +8

Forced Resurrection. Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

Potions. As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

Kaiju Force. Iminada can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Iminada is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

Legendary Resistance (4/Day). If Iminada fails a saving throw, she can choose to succeed instead.

Mourning Tide. A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 20 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

Sovereign Undead. Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

ACTIONS

Multiaction. Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

Ethereal Bite. **Melee Weapon Attack:** **+14** to hit, reach 10 ft., one target. **Hit:** 28 (**4d10 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

Tail Swipe. **Melee Weapon Attack:** **+14** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use separate attack roll for each target). **Hit:** 16 (**4d4 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

Song of Desolation. All dead flesh and corporeal Undead within **20 miles** of Iminada (other than herself) take 82 (**15d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than 175 necrotic damage in one use, Iminada regains one expended use of Legendary Resistance. *Lost when Heart exploited.*

BONUS ACTIONS

Ethereal Vanishing. Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see. *Lost while Rampaging.*

Shake Off. Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Iminada can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iminada regains spent legendary actions at the start of her turn.

Attack. Iminada makes one Ethereal Bite or Tail Swipe attack.

Launch. Iminada flies up to half her flying speed without provoking opportunity attacks.

Undying Beat (While Heart Isn't Exploited). Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 20 Wisdom saving throw** or immediately move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw. *Lost when Heart exploited.*

KABUTO

The clang of metallicised chitin is a surefire indicator of the presence of male kabuto wrestling over a female's egg clutch. Kabuto is the term used for the loosely related assortment of horn-bearing beetles native to the Tofuoka Hills. From the tiniest rhinoceros beetle to the huge také kabuto, and even a legendary kaiju kabuto, all of these arthropods share a few traits.

NOMI

Like all kaiju kabuto, Nomi is hermaphroditic, displaying both the acid spraying capabilities of female kabuto and the horn and wrestling propensity of males. With their thick adamantine-chitin plating, gallons of acid, and a horn some 20 feet long, Nomi is a formidable creature. But naturists the world over struggle to decide how to classify them; sure, they have six legs, but they also have two additional arms replete with opposable thumbs, a true monstrosity!

LAIR ACTIONS

Nomi's lair is its hatching ground. In the act of acidifying a pool of water to be able to rear its eggs, Nomi suffuses the area with magic that it can use to elicit lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), Nomi takes a lair action to cause one of the following effects. They can't take the same action two rounds in a row, except during their death throes, when they take the Hatch lair action each round.

Acid Rain. Acidic droplets condense and fall in a **100-foot-radius, 300-foot-high cylinder** centred on a point of Nomi's choice in their lair. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 21 (**6d6**) acid damage on a failed save, or half as much damage on a successful one.

Hatch. Chrysalis' in Nomi's lair hatch a také kabuto* (CR 7) and a kabuto matriarch* (CR 4). The creatures' exoskeletons are still soft and their AC is 5 lower than indicated in their statistics.

Quake. Each creature on a surface in Nomi's lair must succeed on a **DC 17 Strength saving throw** or be knocked **prone**. Creatures with four or five legs have **advantage** on this saving throw, and creatures with six or more legs automatically succeed.

*See *Wrath of the Kaiju*. These creatures' AC is 5 lower than in their statistics.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

NOMI XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	25,000 XP
Abdomen exploited	25,000 XP
Eyes exploited	16,500 XP
Wings exploited	16,500 XP
Nomi defeated	7,200 XP
Total	90,200 XP

NONLETHAL ENDING

If Nomi ends their turn prone and restrained by a creature that is grappling them, they give up and tap the ground. If released, Nomi leaves the area and does not return for **10d100 years**.

DEATH RATTLE

All arthropods within 10 miles of Nomi become very aggressive for the next **2d6 days**. Somewhere in the world, an enormous, adamantine-shelled egg magically emerges from deep within the earth. At some point in the next **10d100 years**, Nomi hatches from this egg.

BEHAVIOURS & VULNERABLE AREAS

Nomi has three vulnerable areas: their Abdomen, Eyes, and Wings.

NOMI VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Abdomen	<p>Targeting. Nomi's Abdomen can be targeted as normal.</p> <p>Vulnerability. Nomi's Abdomen has vulnerability to piercing damage.</p> <p>Exploitation. Nomi's underside ruptures, spraying acid in a wide area.</p>	23	25	150
Eyes	<p>Nomi's two Eyes share a pool of hit points. When the vulnerable area is reduced to half its hit points or fewer, one eye is destroyed.</p> <p>Targeting. After Nomi uses their Blind Charge legendary action, their Eyes can't be targeted until the end of the next turn.</p> <p>Exploitation. Nomi's eye sockets become gory pits.</p>	23	25	150
Wings	<p>Targeting. Nomi's Wings can't be targeted until Nomi's Rampage behaviour is active. While rampaging, Nomi's Wings can only be targeted before the end of the turn after Nomi uses their Airborne Jaunt or Take Flight action.</p> <p>Vulnerability. Nomi's Wings have vulnerability to slashing damage.</p> <p>Exploitation. Nomi crashes to the ground.</p>	23	20	100

NOMI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Nomi's Chaos Threshold is reduced to 0.	<p>Nomi's exterior carapace is destroyed, reducing their AC as well as that of their Abdomen and Eyes vulnerable areas by 5.</p> <p>Gained Features. Airborne Jaunt bonus action and Take Flight legendary action.</p> <p>Vulnerable Areas. Nomi's Wings vulnerable area can be targeted.</p>
Acid Burst	Nomi's Abdomen vulnerable area is exploited.	<p>Effect. Each creature within 30 feet of Nomi must make a DC 18 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. Three acid pools appear in locations of Nomi's choice within 60 feet of them (see Acid Pool trait).</p> <p>Lost Features. Acid Spray action.</p>
Directionless	Nomi's Eyes vulnerable area is exploited.	<p>Lost Features. Blind Charge legendary action and darkvision. They are considered blind beyond the radius of their tremorsense.</p>
Dashed Wings	Nomi's Wings vulnerable area is exploited.	<p>Nomi falls prone.</p> <p>Lost Features. Airborne Jaunt bonus action and Take Flight legendary action.</p>
Death Throes	Nomi has three exploited vulnerable areas.	<p>Nomi falls prone.</p> <p>Lost Features. Burrowing speed, and their walking speed is reduced to 5 feet. Additionally, they lose their proficiency in the Athletics skill, and they have disadvantage on Athletics and Acrobatics checks.</p> <p>Finishing Blow. Nomi is destroyed when they take damage equal to their Finishing Blow in a single turn.</p>

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NOMI, THE ADAMANTINE CHARGE

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 25 (natural armour)

Chaos Threshold 150

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 17

Finishing Blow 70

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	9 (-1)	18 (+4)	17 (+3)

Saving Throws Str +14, Dex +10, Con +14, Wis +11

Skills Athletics +14, Intimidation +10, Perception +11

Damage Resistances slashing

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, paralysed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 21

Languages —

Challenge 23 (90,200 XP across all phases) **Prof Bonus** +7

Acid Pool. A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes 25 (**10d4**) acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

Kaiju Force. Nomi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

Legendary Resistance (4/Day). If Nomi fails a saving throw, they can choose to succeed instead.

Trampling Charge (1/Turn). If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armbblade attack, that target must succeed on a **DC 22 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

ACTIONS

Multiaction. Nomi makes two Adamantine Armbblade attacks.

Adamantine Armbblade. **Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 23 (**3d10 + 7**) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

Pincer. **Melee Weapon Attack:** +14 to hit, reach 15 ft., one target. **Hit:** 14 (**2d6 + 7**) piercing damage, and the creature is **grappled** (**escape DC 22**). Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

Stomp. **Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 17 (**4d4 + 7**) bludgeoning damage.

Toss. Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d6 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes 24 (**7d6**) bludgeoning damage before falling down.

Acid Spray (Recharge 5-6). Nomi sprays a wave of acid from their abdomen in a **120-foot cone**. Each creature in the area must make a **DC 22 Dexterity saving throw**, taking 50 (**20d4**) acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone. *Lost when Abdomen exploited.*

BONUS ACTIONS

Airborne Jaunt (Only while Rampaging). Until the end of the next turn, Nomi gains a flying speed equal to their walking speed, and their Wings vulnerable area is targetable. While Nomi is flying, the first time a creature that is below Nomi comes within **30 feet** of them on a turn, it must make a **DC 22 Strength saving throw**.

Strength saving throw. It takes 18 (**4d8**) bludgeoning damage and is knocked **prone** on a failed saving throw, or takes half as much damage and is not knocked prone on a successful one. *Lost when Wings exploited.*

Shake Off. Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 15 Strength** or **Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Nomi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nomi regains spent legendary actions at the start of their turn.

Attack. Nomi makes one Pincer attack or uses their Toss.

Blind Charge. Nomi lowers their head, picking a direction. Until the end of the next turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 22 Strength saving throw**. On a failure, the creature takes 27 (**5d10**) bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 22**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take 27 (**5d10**) bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn). *Lost when Eyes exploited.*

Take Flight (Only while Rampaging). Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of the next turn, their Wings vulnerable area is targetable.

KOI DRAGONS

Koi dragons are the spirits of waterways in the Yokai Realms. Their long, sinuous bodies are like the lengths of grand rivers, their limbs and claws the nourishing tributaries. The rustle of their scales sliding over one another is like the noise of a rushing stream and their mottled colouration is likened to a koi fish. In fact, it is said that when a koi dragon moves on from this plane, one of the river's koi will turn against the tide of the river, swimming upstream and growing into the watercourse's new draconic avatar.

BAKURYO

Bakuryo is the shepherd of the Hakuryu valley, a benevolent soul that revels in the harmony of sky, water, and earth. She prizes perseverance in the face of adversity. Farmers that toil in fields (and pursue sustainable farming practices) might find themselves invigorated when they drink from the river or their crops spared from a devastating drought by a dragon's divine rain. Though a Bakuryo's physical form may be elsewhere, she knows all that happens near her rivers' banks.

LAIR ACTIONS

Within and near the fourth shrine, Bakuryo can exert her influence to manipulate the environment to take lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), Bakuryo takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row.



Apokoilypse. Unnaturally large koi fish swim to the water's edge, spraying water and gravel at creatures. Each creature of Bakuryo's choice within **15 feet** of any body of water near the shrine must succeed on a **DC 18**

Dexterity saving throw or be **blinded** until initiative count 20 of the following round.

Mireball. A ball of mud launches up, landing on any point within the lair. It explodes with the effects of the *mireball** spell (**save DC 18**).

Water Whip. Up to three tendrils of water whip at nearby creatures. Each tendril makes a melee spell attack (+**10** to hit) against different creatures within **30 feet** of one of the bodies of water on the map. On a hit, a creature takes **14 (4d6)** slashing damage and, if it is Large or smaller, must succeed on a **DC 18 Strength saving throw** or be pulled **25 feet** towards that body of water.

*See page 261

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

BAKURYO XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	33,000 XP
Fins exploited	21,000 XP
Upturned Scale exploited	21,000 XP
Water Form exploited	25,000 XP
Bakuryo defeated	15,000 XP
Total	115,000 XP

DEATH RATTLE

When Bakuryo's third vulnerable area is exploited, she enters her death throes. She immediately falls **prone** and loses her flying and swimming speeds. She can then be killed by taking 70 damage in a single turn (a 'finishing blow').

A Nonlethal Option. After Bakuryo's Upturned Scale vulnerable area has been exploited, and as long as she's not in her Water Form, a character within reach of the underside of Bakuryo's jaw can make a **Strength** check to re-right the scale. The DC for this check is **28** in phase 1, or **18** in phase 3.

BEHAVIOURS & VULNERABLE AREAS

Bakuryo has three vulnerable areas: her Fins, Upturned Scale, and Water Form.

BAKURYO VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Fins	<p>Targeting. Bakuryo's fins can only be targeted when they are glowing, and can't be targeted while she is in her Water Form.</p> <p>Immunity. This vulnerable area is immune to all damage. When the fins are glowing (see Charge bonus action), they lose immunity to the damage type Bakuryo is charging (gold if radiant, orange if thunder).</p> <p>Exploitation. After a series of flickers, Bakuryo's Fins stop glowing.</p>	27	17	60
Upturned Scale	<p>Targeting. This vulnerable area is not targetable when Bakuryo is in her Water Form.</p> <p>Exploitation. Blood begins to pour from the wound, highlighting the upturned scale's unusual orientation</p>	27	22	100
Water Form	<p>Targeting. This vulnerable area is only targetable while Bakuryo is in her Water Form. In this form, Bakuryo can't be scaled.</p> <p>Immunity. This vulnerable area has immunity to all damage types except cold, force, and lightning. Cold damage can freeze her (see Freezable trait), allowing creatures to damage her with bludgeoning, slashing, and piercing damage for a short time.</p> <p>Exploitation. Bakuryo returns to her normal, scaled form with a roar.</p>	27	22	120

BAKURYO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryo's Chaos Threshold is reduced to 0.	<p>Bakuryo ends the grappled and restrained conditions on herself and enters her Water Form (see statistics).</p> <p>Vulnerable Areas. Bakuryo's Water Form can be targeted. Her Fins and Upturn Scale can no longer be targeted.</p>
Heavenly Cascade	Bakuryo's Water Form vulnerable area is exploited	<p>Effect. A torrential downpour begins in a 10-mile radius of the kaiju, lightly obscuring anything beyond 30 feet and heavily obscuring anything beyond 60 feet.</p> <p>Vulnerable Areas. Bakuryo's Fins and Upturned Scale can be targeted again.</p> <p>Lost Features. While in her Water Form, Bakuryo can't use her Breath Weapon Action.</p>
Hollow Roar	Bakuryo's Fins vulnerable area is exploited	<p>Gained Features. Bakuryo gains her Hollow Roar bonus action.</p> <p>Lost Features. Bakuryo loses her Breath Weapon action.</p> <p>Bakuryo falls prone.</p>
Death Throes	Bakuryo has three exploited vulnerable areas	<p>Lost Features. Bakuryo loses her flying and swimming speed.</p> <p>Finishing Blow. Bakuryo is killed when she takes damage equal to her Finishing Blow in a single turn.</p>



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BAKURYO, THE ASCENDANT CASCADE

Gargantuan Dragon, Lawful Good

Armour Class 22 (natural armour)

Chaos Threshold 250

Speed 60 ft., fly 80 ft., swim 120 ft.

Vulnerable Area Identification DC 18

Finishing Blow 70

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	30 (+10)	20 (+5)	24 (+7)	27 (+8)

Saving Throws Con +18, Wis +15, Cha +16

Skills Insight +15, Intimidation +16, Perception +15, Religion +13

Damage Resistances fire, radiant, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 25

Languages all, telepathy 300 ft.

Challenge 27 (115,000 XP across all phases)

Proficiency Bonus +8

Kaiju Force. Bakuroyo can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, Bakuroyo deals double damage to objects and structures. Bludgeoning, piercing, and slashing damage Bakuroyo deals is magical for the purposes of overcoming resistance and immunity.

Kaiju Fortitude. Bakuroyo is **immune** to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

Legendary Resistance (5/Day). If Bakuroyo fails a saving throw, she can choose to succeed instead.

WATER FORM

While in her Water Form, Bakuroyo can't use her Breath Weapon action and gains the following traits.

Fluid Form. Bakuroyo has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, she can't be scaled, and she can't use her Breath Weapon action.

Freezable. When Bakuroyo takes **20** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained**, and she loses the immunity to nonmagical bludgeoning, piercing, and slashing damage granted by her Fluid Form.

Whelming Force. The first time on her turn that Bakuroyo enters a Large or smaller creature's space, that creature must succeed on a **DC 26 Strength saving throw** or become **grappled** by her (**escape DC 18**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuroyo, is **restrained**, is unable to breathe unless it can breathe water, and takes **28 (8d6)** force damage at the start of each of its turns. Bakuroyo can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuroyo exits her water form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within **5 feet** of Bakuroyo.

ACTIONS

Multiattack. Bakuroyo uses her Rapture. She then uses her Breath Weapon if charged, or makes one Bite attack, one Claw attack, and one Tail attack.

Bite. **Melee Weapon Attack:** **+18** to hit, reach 15 ft., one target. **Hit:** 23 (**2d12 + 10**) piercing damage plus 10 (**3d6**) radiant damage.

Claw. **Melee Weapon Attack:** **+18** to hit, reach 10 ft., one target. **Hit:** 24 (**4d6 + 10**) slashing damage.

Tail. **Melee Weapon Attack:** **+18** to hit, reach 30 ft., one target. **Hit:** 21 (**2d10 + 10**) bludgeoning damage. If the target is a creature, it must succeed on a **DC 26 Strength saving throw** or be knocked **prone**.

Breath Weapon (If Fins are Glowing). Bakuroyo discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 26 Constitution saving throw**. On a failed save, the creature takes **78 (12d12)** damage of the type of energy Bakuroyo charged. On a successful save, a creature takes half as much damage.

Rapture (Recharge 5-6). In a dazzling burst of white light, Bakuroyo attempts to seize command of the spirits of nearby creatures. Each creature within **120 feet** of Bakuroyo must succeed on a **DC 24 Charisma saving throw** or have its body overwhelmed with divine magic, causing it to be **blinded**, **deafened**, **restrained**, and lifted **30 feet** in the air where it hovers in place. This effect lasts until the end of this turn. Once a creature succeeds on a saving throw against this effect, it is **immune** to Bakuroyo's Rapture for the next **24 hours**.

BONUS ACTIONS

Breath Weapon Charge. Bakuroyo begins charging her fins, choosing either radiant or thunder. Her fins glow orange if charging thunder, and yellow if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

Bakuroyo can't take this bonus action if she has discharged her Breath Weapon this turn.

Hollow Roar (When Water Form Exploited). Each creature within **60 feet** of Bakuroyo must succeed on a **DC 18 Constitution saving throw** or take **26 (4d12)** thunder damage.

Shake Off. Bakuroyo twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 18 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Bakuroyo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bakuroyo regains spent legendary actions at the start of her turn.

Attack. Bakuroyo makes one Claw or Tail attack.

Hurricane Spiral. Bakuroyo uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

RAIJU

When the hairs raise on the back of your neck, when the air tastes of ozone, when the clap of thunder peals out of a cloudless sky, is that the natural phenomenon meteorologists attribute to air pressure and moisture, or is it a raiju relishing in exuberance and emotion? These kaiju are the lords of the sky, travellers that manifest as wind, thunder, and lightning.

RAIKO

Raiko is a raiju tethered to the emotion of anger. The stronger his fury, the more devastating his storm. He is a prideful being and, when insulted, smashes together his ceramic bracers to create thunderclaps. The ceramic orbs that adorn his neck and waist act as insulating capacitors; if broken, his elemental powers become even more unpredictable...

LAIR ACTIONS

Raiko's focussed wrath conjures a storm, turning the area and the sky above into his lair.

Lair Actions. On initiative count 20 (losing initiative ties), Raiko takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row.

Gale. Raiko causes a gust to surge in a direction of his choice: North, North-east, East, South-east, South, South-west, West, or North-west. Each creature atop Ironspire other than Raiko must succeed on a **DC 18 Strength saving throw** or be pushed **15 feet** in that direction.

Lightning Strike. **1d4** bolts of lightning strike the ground atop Ironspire. Each creature within **5 feet** of one of these points must make a **DC 18 Dexterity saving throw**, taking **28 (8d6)** lightning damage on a failed save, or half as much damage on a successful one. Each bolt has the following targeting preferences, with no more than one bolt striking the same point:

1. First, strike a Small or larger piece of grounded metal.
2. Next, strike a creature made of metal or wearing metal armour.

3. Next, strike the ground beneath a flying creature, passing through the flying creatures, which must make the saving throw as well.

4. Targets thereafter are randomly determined.

Every time this lair action occurs, a single, larger lightning bolt strikes the statue in the monastery.

Thunderous Boom. A peal of thunder tears through the air. Each creature other than Raiko that is in his lair must succeed on a **DC 18 Constitution saving throw** or become **deafened** and **stunned** until the start of its next turn. A creature that fails this save by **10** or more is **paralysed** while stunned in this way.

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

RAIKO XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	50,000 XP
Bracers exploited	37,500 XP
Storm Form exploited	20,000 XP
Tempest Orbs exploited	37,500 XP
Raiko defeated	20,000 XP
Total	165,000 XP

DEATH RATTLE

Raiko bursts in a deafening harmony of explosive thunder and howling roar. Each creature within **120 feet** of him must make a **DC 18 Constitution saving throw**, taking **81 (18d8)** thunder damage and becoming **paralysed** for **1 minute** on a failed save, or taking half as much damage and not becoming paralysed on a successful one. The roar echoes across the continent, and the clouds are severed in two by the force of the blast. No rain can fall in a **3-mile radius** of this point for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

BEHAVIOURS & VULNERABLE AREAS

Raiko has three vulnerable areas: his Bracers, Storm Form, and Tempest Orbs.

RAIKO VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Bracers	<p>These two Bracers share a pool of hit points.</p> <p>Targeting. The Bracers are targetable from range, by a creature scaling Raiko's forearm or hand, or by a creature that readies an action to attack the bracers when Raiko makes a Claws attack against a target within the creature's reach. This vulnerable area can't be targeted while Raiko is in his Storm Form.</p> <p>Exploitation. Both bracers fracture and fall from Raiko's forearms.</p>	25	21	120
Storm Form	<p>Each Elemental has the number of hit points indicated in the HP column of this table, instead of their usual number. The Elementals use the statistics detailed in Raiko's Storm Form section.</p> <p>Targeting. The Elementals are targetable like a normal creature.</p> <p>Exploitation. An Elemental that is permanently banished to another plane or that is grounded (see the Groundable trait) is destroyed. When all the Elementals are destroyed, this vulnerable area is exploited.</p>	25	17	90
Tempest Orbs	<p>A number of Tempest Orbs equal to twice the number of player characters adorn Raiko, evenly split between his belt and necklace. Each has the number of hit points indicated in the HP column of this table. If more than one orb is in an area of effect, only one of the orbs takes damage from the effect (GM's choice). When all the orbs are destroyed, this vulnerable area is exploited.</p> <p>Targeting. The orbs are targetable from range, or by a creature scaling Raiko's neck or chest (necklace), or scaling his belly or waist (belt). This vulnerable area can't be targeted while Raiko is in his Storm Form.</p> <p>Destruction. When an orb is destroyed, each creature within 120 feet of Raiko, including Raiko, must make a DC 18 Dexterity saving throw. The creature with the lowest result takes 28 (8d6) lightning damage.</p> <p>Exploitation. When the final tempest orb is destroyed, lightning shoots off of Raiko uncontrollably.</p>	25	21	30

RAIKO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Raiko's Chaos Threshold is reduced to 0 hit points.	Raiko enters his Storm Form, splitting into a number of Elemental creatures equal to the number of player characters. Each Elemental appears in the nearest unoccupied space to each player character, its 'focus'. Each Elemental mirrors its chosen player character's size and initiative count, taking its turn immediately before that player character.
Eye of the Storm	Raiko's Storm Form vulnerable area is exploited.	Raiko exits his Storm Form. Effect. Each creature within 120 feet of where Raiko appears that is not behind full cover must succeed on a DC 18 Strength saving throw or be knocked prone . Creatures that are flying have disadvantage on this saving throw.
Thunderless	Raiko's Bracers vulnerable area is exploited.	Lost Features. Thunderclap action.
Ungrounded	Raiko's Tempest Orbs vulnerable area is exploited.	Gained Features. Galvanic Fracture trait.
Death Throes	Raiko has three exploited vulnerable areas.	Raiko's speed falls to 0 feet , and he falls prone . Lost Features. Galvanic Charge bonus action. Finishing Blow. Raiko is destroyed when he takes damage equal to his Finishing Blow in a single turn.



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RAIKO, THE INFINITE TEMPEST

Gargantuan Elemental (Kaiju), Chaotic Neutral

Armour Class 20 (natural armour)

Chaos Threshold 240

Speed 60 ft., climb 60 ft.

Vulnerable Area Identification DC 18

Finishing Blow 85

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	24 (+7)	18 (+4)	23 (+6)	25 (+7)

Saving Throws Dex +13, Con +15, Wis +14, Cha +15

Skills Acrobatics +13, Athletics +15, Intimidation +15, Perception +14

Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, paralysed, petrified, stunned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 24

Languages All

Challenge 25 (165,000 XP across all phases)

Proficiency Bonus +8

Conductive. Raiko has **advantage** on attack rolls against targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

Galvanic Fracture (Only If Raiko's Ungrounded Behaviour Is Active)

At the start of each of Raiko's turns, each creature within 120 feet of Raiko (including himself) must make a **DC 23 Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes 45 (10d8) lightning damage.

Kaiju Force. Raiko can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

Legendary Resistance (4/Day). If Raiko fails a saving throw, he can choose to succeed instead.

Prideful. If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within 30 feet of himself, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

ACTIONS

Multiaction. Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

Claws. Melee Weapon Attack: **+15** to hit, reach 10 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 13 (3d8) lightning damage.

Stomp. Melee Weapon Attack: **+15** to hit, reach 10 ft., one target on the ground. Hit: 33 (4d12 + 7) bludgeoning damage. Each creature within 10 feet of the target takes 13 (3d8) lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

Bolt. Ranged Spell Attack: **+15** to hit, range 120 ft., one target. Hit: 31 (7d8) lightning damage.

Thunderclap (Recharge 4-6). Each creature within 40 feet of Raiko must make a **DC 24 Constitution saving throw**. A creature takes 90 (20d8) thunder damage and is **deafened** for 1 minute on a failed save, or takes half as much damage and isn't deafened on a successful one. Lost when Bracers exploited.

BONUS ACTIONS

Galvanic Charge. Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line 10 feet wide, passing through creatures and objects, and reform in an unoccupied space up to 120 feet away. Each creature Raiko moves through in this way must succeed on a **DC 23 Dexterity saving throw** or take 18 (4d8) lightning damage. Lost when all vulnerable areas exploited.

Static Pulse. A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 16 Constitution saving throw** or take 18 (4d8) lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

Raiko can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Raiko regains spent legendary actions at the start of his turn.

Attack. Raiko makes one Claws or Bolt attack.

Charge. Raiko uses his Galvanic Charge.

STORM FORM

While in his Storm Form, Raiko splits into a number of Elementals equal to the number of player characters, which appear adjacent to a player character; their 'focus'. These Elementals use the storm elemental* statistics, but have only 90 hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately before its focus.

*See Wrath of the Kaiju

UBUSUNA

An ubusuna kaiju is an act of rebellion. It is the fear, anger, and self-preservation of nature itself manifested into a moving mountain. When forest spirits—kodama—are influenced by great events, be it a call to war, the threat of extinction, or irreverent tree felling, they infuse the greatest plant in their forest. With a unified will, the infused being—an ubusuna kaiju—tears the land around it free of the earth's confines and either flees to pastures new or fights the threat. Though they are not malicious by nature, the fact remains that a giant *anything* moving across the land results in untold collateral damage.

MAGATSUCHI

When the Egregious Emperors were buried, Tokihito's favourite toy, a golden kirin, was buried with him, and a zelkova sapling was planted next to the three graves. From the moment the sapling's roots found this toy, the tree was destined to become a goldenheart, and the Home of the Forgotten became a place of legend.

LAIR ACTIONS

Magatsuchi's lair is the earth it animates. Its magical influence fills every rock, plant, and mote of earth throughout its domain. It can animate this Wandering Earth to birth new growths of life, or bring limbs of rock smashing down from on high.

Lair Actions. On initiative count 20 (losing initiative ties), Magatsuchi takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row.

Animate Plants (Only while Rampaging). Magatsuchi smashes one of the spirit lanterns that hangs from its boughs, releasing a kodama that infuses a plant or plant-covered-statue on the Wandering Earth, transforming it into a hunting narcissus* (CR 6).

Grasping Growth. Grasping roots and vines grow rapidly, reaching for up to two creatures of Magatsuchi's choice within **10 feet** of the ground of the Wandering Earth. Each creature must succeed on a **DC 17 Strength saving throw** or become **restrained** by the growth. As an action, a creature can make a

DC 17 Strength check, freeing itself or a creature within its reach on a success. A creature that ends its turn restrained in this way takes 10 (**3d6**) bludgeoning damage.

Smash. With a tree, building, or rock bound by roots, Magatsuchi strikes at a **10-foot-radius circle** on the ground of the Wandering Earth. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 42 (**12d6**) bludgeoning damage on a failure, or half as much damage on a success. Creatures in the area that are restrained by Grasping Growth or trapped by Tomb of Roots automatically fail this saving throw. All buildings in the area are destroyed.

*See *Wrath of the Kaiju*

EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

MAGATSUCHI XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	12,500 XP
Goldenheart exploited	12,500 XP
Spirit Lanterns exploited	12,500 XP
Telepathic Connection exploited	12,500 XP
Magatsuchi defeated	3,900 XP
Total	53,900 XP

NONLETHAL ENDING

If the kodama inhabiting Magatsuchi can be convinced there is no need to act aggressively, they cease infusing Magatsuchi.

DEATH RATTLE

Magatsuchi is lethally wounded, falling to rot and decay over the next year. The kodama of Magatsuchi's forest home become especially defensive, attacking almost all Humanoids on sight for the next **10d100** years.

MAGATSUCHI BEHAVIOURS & VULNERABLE AREAS

Magatsuchi has three vulnerable areas; its Goldenheart, Telepathic Connection, and Spirit Lanterns.

MAGATSUCHI VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Goldenheart	<p>Targeting. Magatsuchi's Goldenheart can't be targeted until Magatsuchi's Rampage behaviour is active. The Goldenheart has three-quarters cover against ranged attacks.</p>	20	19	150
Spirit Lanterns	<p>Magatsuchi has a number of Spirit Lanterns equal to its CR evenly spaced around its lower boughs. The lanterns have immunity to poison damage. This vulnerable area becomes exploited once all the Spirit Lanterns are destroyed.</p> <p>Targeting. Magatsuchi's Spirit Lanterns can be targeted by attacks as normal and area of effects can target multiple lanterns.</p>	20	15	1
Telepathic Connection	<p>Targeting. This vulnerable area is unique in that it can't be targeted directly. Instead, whenever Magatsuchi takes psychic damage—either to its Chaos Threshold or another vulnerable area—an equal amount of psychic damage is dealt directly to its Telepathic Connection.</p>	20	—	150

MAGATSUCHI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Magatsuchi's Chaos Threshold is reduced to 0.	<p>Vulnerable Areas. Magatsuchi's Goldenheart vulnerable area becomes targetable.</p> <p>Gained Features. Animate Plants lair action.</p>
Broken Heart	Magatsuchi's Goldenheart vulnerable area is exploited.	<p>Effect. Magatsuchi immediately uses its Whomping Whirl and Constrict Tomb legendary action options (targeting every tomb created; no legendary actions required).</p> <p>Lost Features. Heart of Gold bonus action and Razorleaf action.</p>
Dark Night of the Soul	Magatsuchi's Spirit Lanterns vulnerable area is exploited.	<p>Effect. Each creature within 300 feet of Magatsuchi must succeed on a DC 17 Wisdom saving throw or be possessed by the kodama until the end of its next turn.</p> <p>Lost Features. Lantern Flare action.</p>
Psychic Disruption	Magatsuchi's Telepathic Connection vulnerable area is exploited.	<p>Effect. Creatures animated by Magatsuchi's Animate Plants lair action immediately fall to 0 hit points.</p> <p>Lost Features. Animate Plants lair action and Dissonant Echo bonus action.</p>
Death Throes	Magatsuchi has three exploited vulnerable areas.	<p>Magatsuchi's speed falls to 0 feet.</p> <p>Lost Action. Tomb of Roots and Constrict Tomb legendary action options, and all lair action options.</p> <p>Finishing Blow. Magatsuchi is destroyed when it takes damage equal to its Finishing Blow in a single turn.</p>

MAGATSUCHI, THE AUREATE HEART

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold 100

Finishing Blow 75

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 16

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	30 (+10)	15 (+2)	20 (+5)	23 (+6)

Saving Throws Str +13, Dex +3

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 15

Languages —

Challenge 20 (53,900 XP across all phases) **Prof Bonus** +6

Earthsense. Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

Kaiju Force. Magatsuchi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kaiju Fortitude. Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

Kodama Infused. The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **20** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

Legendary Resistance (3/Day). If Magatsuchi fails a saving throw, it can choose to succeed instead.

Wandering Earth. Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

ACTIONS

Multiattack. Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

Branch Slam. Melee Weapon Attack. **+13** to hit, reach 30 ft., one target. Hit: 25 (**4d8 + 7**) bludgeoning damage, and the target must succeed on a **DC 21 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

Lantern Flare. Ranged Spell Attack. **+12** to hit, range 120 ft., one target. Hit: 10 (**1d8 + 6**) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn. Lost when *Spirit Lanterns* exploited.

Razorleaf (Recharge 5-6). With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 21 Dexterity saving throw**, taking 42 (**12d6**) slashing damage on a failure, or half as much damage on a success. Lost when *Goldenheart* exploited.

BONUS ACTIONS

Heart of Gold. With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 19 (**3d8 + 6**) hit points. Lost when *Goldenheart* exploited.

Dissonant Echo. One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 14 Charisma saving throw**. On a failure, a creature takes 10 (**3d6**) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space. Lost when *Psychic Connection* exploited.

LEGENDARY ACTIONS

Magatsuchi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Magatsuchi regains spent legendary actions at the start of its turn.

Attack. Magatsuchi makes one Lantern Flare attack.

Tomb of Roots. Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 21 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 15, 20 hit points, vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage. Lost when all vulnerable areas are exploited.

Constrict Tombs (Costs 2 Actions). Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 16 (**3d10**) bludgeoning damage and is **restrained** until it leaves the root tomb. Lost when all vulnerable areas exploited.

Whomping Whirl (Costs 2 Actions). Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 21 Dexterity saving throw**. On a failure, a creature takes 16 (**3d10**) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage as is not pushed.

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PLAYTEST

CHAPTER 3

COMBO ATTACKS



COMBO ATTACKS

Combo attacks are a way for player characters to perform impactful, collaborative actions in combat. Through teamwork, adventurers can perform extraordinary actions and players can experience incredible, cinematic moments, reflecting their characters' bonds as companions and warriors.

Combo attacks are a place for players to explore freely and creatively. The scale and spectacle of a combo attack may vary depending on the level of realism your game adheres to. GMs should use these rules as a guide on balancing combo attacks, working with players to allow them the freedom to craft their own combo attacks in a way that enhances combat.

A DEADLY ADDITION

Combo attacks are a “power upgrade” to an adventuring party’s arsenal. These rules are written primarily for players to explore, but the GM may wish to give enemy teams (or other nonplayer characters) access to combo attacks too, evening the playing field with devastating, tactical manoeuvres on both sides.

Enemy combo attacks should be saved for significant encounters, used as a storytelling device to communicate the relationship between enemies, prepared in advance so that they can be narrated swiftly and dramatically, and never used more than once per encounter. Enemy combo attacks should never have more than four participants (one instigator and three collaborators).

PERFORMING A COMBO ATTACK

Combo attacks are spectacular moments of synchronised combat virtuosity performed by player characters in combat, and each participant can alter or enhance it in a unique way.

Initiating a Combo Attack. A combo attack can be initiated whenever a player character makes an attack on their turn, before the die is rolled but after the attack is declared. The character who makes that attack is instigating the combo, so they are referred to as the instigator.

Participating in a Combo Attack. Other player characters who can see the instigator can each use their reaction to enhance the attack by performing a Combo action (presented below). A character who assists in this way is referred to as a collaborator. In the case of a combo attack with more than one collaborator, the collaborators take their reactions in initiative order. Once any collaborators have taken their reactions, the instigator makes their attack roll to finish the combo attack.

Limitations. Participating in a combo attack is an exhausting endeavour. Once a player character is an instigator or a

collaborator in a combo attack, they can’t instigate or collaborate in another combo attack until they finish a long rest.

Combo attacks also require participants to be familiar with each other. Only characters who have spent at least one week adventuring together, over which time they observe one another’s fighting style and movements, have the integral knowledge required to perform combo attacks together.

COMBO ACTIONS

There are multiple ways for combo attacks to operate, depending on how those participating in the combo attack assist the instigator. Collaborators within reach of the instigator can enhance the combo attack in different ways to those at a distance, or to those who cast spells.

Each Combo action has a prerequisite, usually dictating the maximum distance a collaborator can be from the instigator’s target to assist. For ease of use, Combo actions are divided into Melee, Ranged, and Spellcasting options. Any player character can collaborate using any Combo action, provided they meet the prerequisite and are an ally of the instigator.

Devastating Strikes. No matter the Combo action used, the threshold for the instigator to score a critical hit on their initiating attack roll is reduced by 1 for each collaborator assisting them. For example, if two player characters collaborate with the instigator on a combo attack, the critical hit threshold is reduced by 2, so the instigator scores a critical hit on a roll of 18, 19, or 20.

MELEE COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:

UNISON ONSLAUGHT

Prerequisite: The instigator’s target is within your reach.

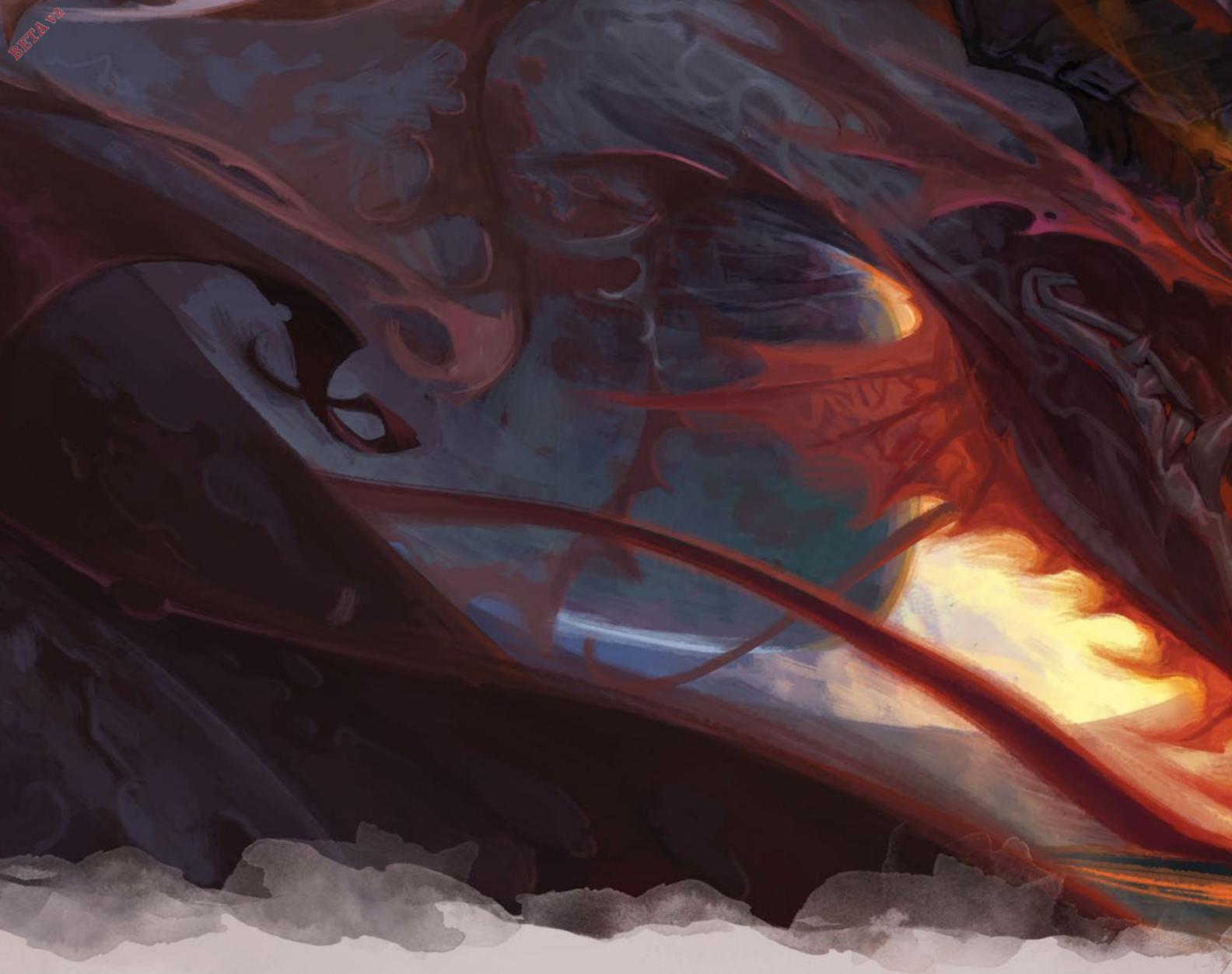
Collaborator’s Action. You make a swift melee weapon attack against the target, striking in unison with your ally. On a hit, you deal damage as normal, but you don’t add your ability modifier to the damage of the attack, unless that modifier is negative.

Combo Effect. Whether you hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.

GOADING RUSH

Prerequisite: You are within 15 feet of the instigator’s target.

Collaborator’s Action. You charge into the fray, tearing the target’s attention away from your ally and onto yourself. You move towards the target of the attack, ending your movement as close to them as possible as you distract them with a goading insult.



Combo Effect. The target has **disadvantage** on attack rolls against creatures other than you until the end of the instigator's next turn.

STAGGERING CHARGE

Prerequisite: The instigator and their target are within your reach.

Collaborator's Action. You barrel into the target, attempting to knock it off balance as your ally strikes. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you win the contest, you knock the target **prone** or shove it **5 feet** away from you (your choice). A target two or more sizes larger than you automatically succeeds in this contest.

Combo Effect. Whether you win the contest or not, your charge serves as a distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

ALLY LAUNCHER

*Prerequisite: The instigator is within your reach and within **5 feet** of the target, your carrying capacity is greater than the instigator's weight, and the target is no more than one size larger than you.*

Collaborator's Action. You toss the instigator through the air, over the enemy, allowing them to strike from above and land in a different position.

Combo Effect. Your unorthodox assault opens up a weakness in the enemy's guard. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.

In addition, the instigator lands in an unoccupied space of their choice within **5 feet** of the target.

RANGED COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:



FLINCHSHOT

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You make a swift ranged weapon attack, perfectly timed to momentarily distract an enemy. On a hit, you deal your weapon's damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

Combo Effect. Hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

SUPPRESSING FIRE

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You provide a well-timed ranged attack, targeting the space between the instigator and their target, which provides cover for your ally to strike and retreat.

Combo Effect. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll. In addition, until the end of the instigator's turn, they don't provoke opportunity attacks from the target.

DISARMING COMBINATION

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You attempt to strike an object the target is holding with a ranged attack, potentially knocking it loose from its grasp.

Combo Effect. The target makes a **Strength saving throw** with **disadvantage** (DC equals 8 + instigator's proficiency bonus + instigator's Strength modifier). On a failed save, it drops one item it is holding (your choice).

SPELLCASTING COMBOS

A spellcaster can collaborate in a combo attack while they are within **90 feet** of the instigator by choosing one spell the spellcaster can cast and expending a spell slot of any level. The effect of the combo attack depends on the school of magic the chosen spell belongs to.

ABJURATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared an abjuration spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Sparkling magic shimmers around the instigator's body, fortifying them with temporary, spectral armour.

Combo Effect. The next time the instigator takes damage within the next minute, that damage is reduced by an amount equal to five times the level of the spell slot expended, and the armour disappears.

BIOMANCY*

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a biomancy spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. The instigator's strike is imbued with toxic pathogens.

Combo Effect. The target must make a **Constitution saving throw** against your **spell save DC**. The target has a penalty on its saving throws to avoid or end this effect equal to the level of the spell slot expended. On a failed save, it is **poisoned** for the next minute. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

*See page xx

CONJURATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a conjuration spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic spirals around the instigator, wrenching them from harm's way after they make their attack.

Combo Effect. Immediately after the instigator makes their attack against the target, they can choose to teleport to an unoccupied space that they can see within a number of feet equal to $10 \times$ the level of the spell slot expended.

DIVINATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a divination spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic enhances the senses of the instigator with supernatural precognition.

Combo Effect. The instigator gains a bonus to all saving throws equal to the level of the spell slot expended until the start of their next turn.

ENCHANTMENT

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared an enchantment spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Hypnotic magic weaves through the force of the instigator's attack to strike the target's mind.

Combo Effect. The target must make a **Wisdom saving throw** against your **spell save DC**. The target has a penalty on its saving throw equal to the level of the spell slot expended. On a failed save, it is **charmed** by the instigator until the end of the instigator's next turn. This effect ends early if the instigator deals any damage to the target.

EVOCATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared an evocation spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. The instigator's attack bursts with bright, magical energy.

Combo Effect. On a hit, the instigator's attack deals extra acid, cold, fire, lightning, or thunder damage, or damage of a type that appears in an evocation spell you can cast (your choice). The extra damage equals **1d8** per level of the spell slot expended.

ILLUSION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared an illusion spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Spiralling illusions cloak the instigator in darkness, dazzling light, or another visual effect, obscuring their form and movement.

Combo Effect. The instigator adds a bonus to their attack roll equal to the level of the spell slot expended, and their movement doesn't provoke opportunity attacks until the end of the turn.

NECROMANCY

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a necromancy spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic courses through the instigator, wrenching the life-force of their target and channelling it back to the source of the damage.

Combo Effect. On a hit, the instigator's attack deals extra necrotic damage equal to **1d4** per level of the spell slot expended. The instigator then gains temporary hit points equal to the necrotic damage dealt by this effect.

TRANSMUTATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a transmutation spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic bursts as a force of raw adrenaline in the instigator.

Combo Effect. Immediately after completing their attack, the instigator can take another action. This action can only be used to take the Dash, Disengage, Dodge, Hide, or Use an Object action.

If you expend a spell slot of 3rd level or higher, this action can instead be used to take the Attack action (grapple or shove only).

If you expend a spell slot of 5th level or higher, this action can instead be used to take the Attack action (one weapon attack only) or Cast a Spell action (cantrip only).

CREATING ADDITIONAL COMBOS

These Combo actions are suggestions, not an exhaustive list of all combos possible. Players should work with their GM and each other to come up with ideas that play to the unique strengths and idiosyncrasies of their characters. In all cases, players should name their combo attacks a suitably epic name.

EXAMPLE COMBO ATTACK

GM: Okay players, the dodomeki is finally bloodied. Nephelle, you're next.

Nephelle: I'm gonna use my action to attack the dodomeki! It's time to finish her off; I call out for our classic combo attack Flaming Guillotine!

Humperdink: That's what we're calling it now?

GM: Okay, you call out to initiate a combo attack. Is anyone going to collaborate with Nephelle?

Kortov: I'm standing next to Nephelle, so I use my reaction to collaborate with Ally Launcher, tossing her over the dodomeki, and she can roll an extra d20 as part of this attack roll!

GM: That's right! Humperdink, are you going to collaborate?

Humperdink: I initiated a combo earlier today with Luctecia, so I can't collaborate on another one until we have a long rest.

GM: Ah, of course!

Ryoko: But I can help! I'm 70 feet away and have a spell slot. I'm going to collaborate with a spell combo!

GM: What spell are you choosing, and what slot level are you expending?

Ryoko: I'll expend a 2nd-level spell slot, choosing *burning hands*, which is evocation and lets me add fire damage to Nephelle's damage roll, if the attack hits.

GM: Okay, that's everyone who can collaborate. Nephelle, make your attack roll, with an extra d20 thanks to Kortov's Combo action.

Nephelle: Okay first one is a 3 and... second one is 18! Add my +5 and it's a 23 to hit!

GM: And that's a critical hit as well! Because two characters collaborated, the critical hit threshold is reduced by 2, scoring a crit on a roll of 18 or higher.

Ryoko: Yes! Now my evocation combo effect, which would be 2d8 for a 2nd-level spell slot, is doubled to add 4d8 fire damage to the attack.

Nephelle: 2d10 slashing + 4d8 fire + 3 for a total of... 32 damage!

GM: With a fierce battle cry, Kortov launches Nephelle through the air. You feel yourself hanging in the air for a transcendent moment of weightlessness, before bringing your longsword slashing down at the dodomeki from above. As you bring your longsword lashing down, you feel a blast of scorching heat as the blade ignites in flame, cleaving through the air and into the yokai.

Nephelle: Do I look badass?

GM: You look extremely badass! But the fiend is not defeated. The dodomeki lets out a screech of fury and lunges towards you, its eyes burning with hateful vengeance!

CHAPTER 4

HARVESTING



HARVESTING

This section details the core concepts of Harvesting, allowing you to introduce the system to your table.

HARVESTING RULES

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

STEP 1 - DESCRIPTION

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

Example. In the example below, the party wishes to harvest a dragon they have slain. The GM consults the Dragon Harvest table (page 43) and decides that the dragon has the following components on offer: 1 *breath sac*, 1 *heart*, 1 *liver*, 2 *eyes*, 2 *horns*, 4 *pouches of claws*, 4 *pouches of teeth*, 10 *bones*, as well as *scales*, *blood*, *flesh*, and *fat*. Because a young red dragon is CR 10, one can also harvest *robust essence* from it (see page 45 for more on *essence*).

DRAGON HARVEST

Component DC Components

5	<i>Eye</i> ^{E+} , <i>flesh</i> ^E , <i>phial of blood</i> ^{E+}
10	<i>Bone</i> ^{E+} , <i>egg</i> ^E , <i>fat</i> ^{E+} , <i>pouch of claws</i> , <i>pouch of teeth</i>
15	<i>Horn</i> , <i>liver</i> ^E , <i>pouch of scales</i>
20	<i>Heart</i> ^{E+}
25	<i>Breath sac</i> ^V

HELIANA'S GUIDE

To make your harvesting and crafting journey even richer, refer to *Heliana's Guide to Monster Hunting* (heliana.lt/BookOne). There you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, ritual carving using spellcasting abilities instead of Dexterity, finding traders to buy and sell components, and a pricing system that complements the magic item prices in this book. There's also options for hiring craftspeople, working in crafting teams, feats for becoming an expert or master crafter, and rules for salvaging, socketing, and upgrading items.

GM: In addition to the plethora of scales, blood, flesh, fat, and bone, you can harvest the dragon's liver, heart, two eyes, two horns, four pouches of claws, four pouches of teeth, and, of course, its breath sac. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

STEP 2 - HARVEST LIST

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a *pouch of teeth*, two *eyes*, the *breath sac*, and then the *essence*.

Gurf: I want the eyeses. And all the teef!

Mizzard: Very well, Gurf, but let's not forget the breath sac we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take a pouch of teeth, the two eyes, the breath sac, and then the essence, in that order.

STEP 3 - HARVEST DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

EXAMPLE HARVEST LIST

Component	Component DC	Harvest DC
<i>Pouch of teeth</i>	10	10 (10)
<i>Eye</i> (1)	5	15 (10+5)
<i>Eye</i> (2)	5	20 (10+5+5)
<i>Breath sac</i>	25	45 (10+5+5+25)
<i>Robust essence</i>	30	75 (10+5+5+25+30)



STEP 4 - HARVESTING CHECK

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 41.

GM: Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Survival) check and Gurf, as the carving harvester, you need to make a Dexterity (Survival) check. The skill is survival because the corpse is a dragon.

Mizzard: Okay... that's a 12 plus 5. 17!

Gurf: What's Dexterity (Survival)? It's not on my sheet.

GM: Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Survival.

Gurf: Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!

GM: Great; 17 plus 20—that's a total of 37.

STEP 5 - LOOT

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the *breath sac* and *essence* are acquired.

GM: The two eyes come out, plop plop, as do the teeth. Unfortunately, the breath sac is too tough and you can't harvest it before its magic seeps away. You never even get started on the essence.

Gurf: Yay! Teef and eyez!

Mizzard: Blast—I wanted that breath sac...

COMPONENTS & DIFFICULTY

Harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 43-44 describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged dragon might only yield 1 *eye* and 1 *breath sac*, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

DURATION & DEGRADATION

Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

CREATURE SIZE AND HARVEST TIME

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

DEGRADATION

To keep the game flowing, these rules offer the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

Time Limit. For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

ASSESSMENT AND CARVING

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with **disadvantage**. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, Beasts require a Survival check while Aberrations require an Arcana check.

CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = $1d20 + \text{Intelligence modifier} + \text{proficiency bonus (if applicable)}$

Carving check = $1d20 + \text{Dexterity modifier} + \text{proficiency bonus (if applicable)}$

Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 40). For this reason, spells with a duration of 1 minute, like *bless* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its **advantage** to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

HELPERS

Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus. This takes the place of the Help action, which has no effect in Harvesting or Crafting.

HARVESTING AND HELPERS

Creature Size	Maximum Number of Helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

RESULTS & REWARDS

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the dragon example on page 39 yields two *eyes* and a *pouch of teeth*. The *breath sac* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

Component Types. Component names are comprised of the creature type (e.g. Beast) and the creature part (e.g. horn). A rhino, demon, and minotaur all have *horns*, but these are known as *Beast horn*, *Fiend horn*, and *Monstrosity horn*, respectively, and are each used to craft different things.

OPTIONAL RULE: METATAGS

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

Components. When using metatags, you record the name of each component you harvest. For example, without metatags, a *horn* from a rhinoceros and a *horn* from a goat are both known as *Beast horns*. With metatags, these are two different horns: a *Beast (rhinoceros) horn* and a *Beast (goat) horn*.

Recipes. In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be all or part of its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

Quests & Consequences. Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *flame tongue*—a fiery weapon—might be craftable only using the *breath sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *Dragon (ancient white dragon) breath sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any *Dragon's eye* can be used to craft a *ring of poison resistance*. With metatags, an adventurer can craft the ring with the *eye* of any *Dragon*, but has **advantage** on the check(s) if they use the *eye* of a green dragon.

HARVEST TABLES

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monster can have unique components that aren't found in these harvest tables.

Usability. Not all the components in the harvest tables presented herein have an attached recipe. However, between *Heliana's Guide* and this book, every harvestable component can be used to make something.

Superscripts. In these Lite versions of the rules, the small superscript letters after the component name can be ignored—they are used in the optional rules of *Heliana's Guide*. A 'v' indicates the component is volatile, an 'E' indicates they are edible but aren't used to craft items, while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as *primordial dust* being a spice) have their food type described below the table.



CHAOUKI "CHAO" ITTOUHI & MOHAMMED BELLAFOUH

UNUSUAL ANATOMY

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

CONSTRUCT HARVEST

Component DC Components

5	Phial of blood ^{E+} , phial of oil ^{E+*}
10	Flesh ^{E+} , plating, stone
15	Bone ^{E+} , heart ^E , liver ^E , gears
20	Brain ^{E+} , instructions
25	Lifespark ^V

*Regarding edible components: phials of oil are fat.

ABERRATION HARVEST

Component DC Components

5	Antenna, eye ^{E+} , flesh ^E , phial of blood ^{E+}
10	Bone ^{E+} , egg ^E , fat ^{E+} , pouch of claws, pouch of teeth, tentacle
15	Heart ^E , phial of mucus, liver ^E , stinger
20	Brain ^{E+} , chitin, hide, main eye ^V

BEAST HARVEST

Component DC Components

5	Antenna ^{E+*} , eye ^{E+} , flesh ^E , hair, phial of blood ^{E+}
10	Antler, beak, bone ^{E+} , egg ^E , fat ^{E+} , fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk
15	Heart ^{E+} , liver ^E , poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

*Regarding edible components: antennae can be used as eyes.

CELESTIAL HARVEST

Component DC Components

5	Eye ^{E+} , flesh ^E , hair, phial of blood ^{E+} , pouch of dust ^{E+*}
10	Bone ^E , fat ^{E+} , horn, pouch of teeth
15	Heart ^{E+} , liver ^E , pouch of feathers, pouch of scales
20	Brain ^E , skin
25	Soul ^V

*Regarding edible components: a pouch of dust is spice.

DRAGON HARVEST

Component DC Components

5	Eye ^{E+} , flesh ^E , phial of blood ^{E+}
10	Bone ^{E+} , egg ^E , fat ^{E+} , pouch of claws, pouch of teeth
15	Horn, liver ^E , pouch of scales
20	Heart ^{E+}
25	Breath sac ^V

ELEMENTAL HARVEST

Component DC Components

5	Eye ^{E+} , primordial dust ^{E+*}
10	Bone ^{E+}
15	Volatile mote of air/earth/fire/water ^V
25	Core of air/earth/fire/water ^V

*Regarding edible components: primordial dust is spice.

FEY HARVEST

Component DC Components

5	Antenna ^{E+*} , eye ^{E+} , flesh ^E , hair, phial of blood ^{E+}
10	Antler [*] , beak, bone ^{E+} , egg ^E , horn, pouch of claws, pouch of teeth, talon, tusk
15	Heart ^{E+} , fat ^{E+} , liver ^{E+} , poison gland, pouch of feathers, pouch of scales, tentacle, tongue
20	Brain ^E , skin, pelt
25	Psyche ^V

*Regarding edible components: antennae can be used as eyes.

FIEND HARVEST

Component DC Components

5	<i>Eye^{E+}, flesh^E, hair, phial of blood^{E+}, pouch of dust^{E+*}</i>
10	<i>Bone^{E+}, horn, pouch of claws, pouch of teeth</i>
15	<i>Heart^{E+}, fat^{E+}, liver^E, poison gland, pouch of feathers, pouch of scales</i>
20	<i>Brain^E, skin</i>
25	<i>Soul^V</i>

*Regarding edible components: a pouch of dust is spice.

Giant Harvest

Component DC Components

5	<i>Flesh^E, nail, phial of blood^{E+}</i>
10	<i>Bone^{E+}, fat^{E+}, tooth</i>
15	<i>Heart^{vE+}, liver^{E+}</i>
20	<i>Skin</i>

HUMANOID HARVEST

Component DC Components

5	<i>Eye, phial of blood^{E+}</i>
10	<i>Bone^{E+}, egg^E, pouch of teeth</i>
15	<i>Heart^{E+}, liver^{E+}, pouch of feathers, pouch of scales</i>
20	<i>Brain^{E+}, skin</i>

MONSTROSITY HARVEST

Component DC Components

5	<i>Antenna^{E+*}, eye^{E+}, flesh^E, hair, phial of blood^{E+}</i>
10	<i>Antler, beak, bone^{E+}, egg^E, fat^{E+}, fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk</i>
15	<i>Heart^{E+}, liver^{E+}, poison gland, pouch of feathers, pouch of scales, stinger, tentacle</i>
20	<i>Chitin, pelt</i>

*Regarding edible components: antennae can be used as eyes.

Ooze Harvest

Component DC Components

5	<i>Phial of acid^{E+*}</i>
10	<i>Phial of mucus^{E+*}</i>
15	<i>Vesicle^{E+*}</i>
20	<i>Membrane</i>

*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

PLANT HARVEST

Component DC Components

5	<i>Phial of sap^{E+*}, tuber^{E*}</i>
10	<i>Bundle of roots^{E+*}, phial of wax^{E*}, pouch of hyphae^{E+*}, pouch of leaves</i>
15	<i>Poison gland^{E+*}, pouch of pollen^{vE+*}, pouch of spores^{vE+*}</i>
20	<i>Bark^{E+*}, membrane^{E+*}</i>

*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

UNDEAD HARVEST

Component DC Components

5	<i>Eye^{E+}, bone^{E+}, phial of congealed blood^{E+}</i>
10	<i>Marrow, pouch of teeth, rancid fat^E</i>
15	<i>Ethereal ichor^{E+*}, undying flesh^{E+}</i>
20	<i>Undying heart^{vE+}</i>

*Regarding edible components: ethereal ichor is spice.



ESSENCE

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These *essences* are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst *essence* can be extracted from all creature types, the *essence* available depends on the creature's Challenge Rating (CR). The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	<i>Frail essence</i>	Uncommon
7-11	30	<i>Robust essence</i>	Rare
12-17	35	<i>Potent essence</i>	Very rare
18-24	40	<i>Mythic essence</i>	Legendary
25+	50	<i>Deific essence</i>	Artifact

You can't harvest a lower-level *essence* from a higher CR creature—they have only one *essence*, the one dictated by its CR!

Appearance. *Essence* can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

ESSENCE & BALANCE

Because *essence* can only be gained by harvesting CR 3 or higher creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which *essence* can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

GM Tip: Boss Essence. When it comes to crafting, only an *essence*'s rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their *essence*!



CHAPTER 5

CRAFTING



CRAFTING

The crafting rules below provide what you need to know to craft each item in this book. You can't enchant an *ascendant dragon armour* breastplate without first creating a breastplate. Within this guide, there are two types of crafting, each associated with a type of crafting check:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool using a Manufacturing check.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsper-son to work magic into raw materials as the item takes shape.

MANUFACTURING

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a breastplate as an example.

Materials & Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. A breastplate, valued at 400 gp, requires 130 gp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC & Time table on pages 49–50 summarises the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. The cost of these magic items' nonmagical materials is 2 gp and 3 gp, respectively.

Abilities & Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table on the next page for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty & Flavour. Mundane items have a manufac-turing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 49–50 for the full breakdown.

Check. To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule from *Heliana's Guide*, a functioning item with one or more flaws.

BREASTPLATE MANUFACTURING

Materials: 130 gp steel ingots & leather

Time: 40 hours

Tools: smith's tools

Manufacturing check: DC 18

Strength or Constitution

(smith's tools)



TOOLS AND THEIR PRODUCTS

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Potions; miscellaneous (any salves or lotions)
Brewer's supplies	Constitution	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, quarterstaves, shortbows, slingshots, tridents); miscellaneous (anything made of wood)
Cartographer's tools	Dexterity or Intelligence	Maps; miscellaneous (anything involving paper)
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Magical meals*
Glassblower's tools	Constitution or Dexterity	Rods, staves, wands; miscellaneous (anything made of glass)
Herbalism kit	Intelligence	Potions; miscellaneous (any salves or lotions)
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (light or hide), weapons (slings, tetherhooks, whips)
Mason's tools	Strength	Ammunition (sling bullets), miscellaneous (anything made of stone)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Constitution or Strength	Ammunition (firearm shot and sling bullets), armour (heavy or medium except hide, shields), rods, staves, wands, weapons (axes, chakrams, claws, daggers, flails, javelins, knuckledusters, light hammers, maces, mauls, morningstars, nunchaku, polearms, tridents, slingshots, spiked cesti, starknives, swords, twinblades, warhammers, war crescent, war picks)
Tinker's tools	Dexterity	Instruments, rods, staves, wands, weapons (crossbows, firearms, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Constitution or Dexterity	Armour (padded), weapons (nets, slings); miscellaneous (cloaks, hats, robes, anything made of cloth)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, quarterstaves, shortbows, slingshots, tridents); miscellaneous (anything made of wood)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

*This is a new item category introduced in *Heliana's Guide to Monster Hunting* and present in *Motes of the Divine*.



MANUFACTURING DC & TIME

Item Type	Material Cost	Tool	Time	DC	Item Value [#]	
Adventuring gear	Varies	Varies	2 hours	11	Varies	
	Arrows (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Bolts (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
Ammunition	Firearm shot (20)	1 gp	Smith	1 hour	13	3 gp
	Needles (50)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Sling bullets (20)	1 cp	Mason or smith	1 hour	13	4 cp
Armour	Shield	3 gp	Carpenter, smith, or woodcarver	8 hours	13	10 gp
	Padded	2 gp	Leatherworker or weaver	8 hours	13	5 gp
Light Armour	Leather	3 gp	Leatherworker	16 hours	15	10 gp
	Studded leather	15 gp	Leatherworker	24 hours	17	45 gp
	Hide	3 gp	Leatherworker	8 hours	13	10 gp
	Chain shirt	17 gp	Smith	16 hours	15	50 gp
Medium Armour	Scale mail	17 gp	Smith	24 hours	17	50 gp
	Breastplate	130 gp	Smith	40 hours	18	400 gp
	Half plate	250 gp	Smith	80 hours	19	750 gp
	Ring mail	10 gp	Smith	16 hours	15	30 gp
Heavy Armour	Chain mail	25 gp	Smith	32 hours	16	75 gp
	Splint	70 gp	Smith	40 hours	18	200 gp
	Plate	500 gp	Smith	200 hours	20	1,500 gp
Instrument		20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion base		2 gp	Alchemist, brewer, herbalism	2 hours	15	5 gp
Ring		Varies**	Jeweller	8 hours	15	Varies**
Rod, staff, wand		Varies**	Varies	8 hours	17	Varies**
Spell scroll base		3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Claw*	2 gp	Smith	3 hours	14	5 gp
	Club	3 cp	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	7 sp	Smith	1 hour	14	2 gp
	Greatclub	7 cp	Carpenter	0.5 hours	14	2 sp
	Handaxe	2 gp	Smith	3 hours	14	5 gp
	Javelin	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
	Knuckle duster*	3 sp	Smith	1 hour	14	1 gp
	Light hammer	7 sp	Mason or smith	1 hour	14	2 gp
	Mace	2 gp	Mason or smith	3 hours	14	5 gp
	Quarterstaff	2 sp	Carpenter, smith, or woodcarver	0.5 hours	14	5 sp
	Sickle	3 sp	Smith	1 hour	14	1 gp
	Spear	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
	Spiked cestus*	1 gp	Smith	2 hours	14	3 gp
	Spiked knuckle duster*	6 sp	Smith	2 hours	14	2 gp
	War crescent*	2 gp	Smith	4 hours	14	6 gp

#Item values in bold are different to the SRD (core 5e rules).

*This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets*.

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-en-crusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

Item Type		Material Cost	Tool	Time	DC	Item Value [#]
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	1 sp
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Weaver or leatherworker	0.25 hours	14	1 sp
	Slingshot*	7 cp	Carpenter or woodcarver	0.5 hours	14	2 sp
Martial Melee Weapon	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Chakram*	3 gp	Smith	6 hours	17	10 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
	Maul	3 gp	Mason or smith	6 hours	17	10 gp
Martial Ranged Weapon	Morningstar	3 gp	Smith	6 hours	17	10 gp
	Nunchaku*	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Scimitar	3 gp	Smith	6 hours	17	10 gp
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Starknife*	3 gp	Smith	6 hours	17	10 gp
	Tetherhook*	5 gp	Smith	8 hours	17	15 gp
	Trident	2 gp	Carpenter or smith	3 hours	17	5 gp
	Twinblade*	17 gp	Smith	24 hours	17	50 gp
Magitech Firearm	War pick	2 gp	Smith	3 hours	17	5 gp
	Warhammer	5 gp	Mason or smith	8 hours	17	15 gp
	Whip	7 sp	Leatherworker	1 hour	17	2 gp
	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
Wondrous item***	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
	Blunderbuss*	50 gp	Tinker	36 hours	19	150 gp
	Musket*	30 gp	Tinker	36 hours	19	100 gp
Magitech Firearm	Pistol*	70 gp	Tinker	48 hours	19	200 gp
	Revolver*	250 gp	Tinker	96 hours	19	750 gp
	Rifle*	330 gp	Tinker	120 hours	19	1,000 gp
Wondrous item***	Varies**	Varies***		8 hours	15	Varies**

#Item values in bold are different to the SRD (core 5e rules).

*This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets*.

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

***This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion!

ENCHANTING

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Materials. The required materials for enchanting are: a mundane item, a magical component, and an *essence*. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table).

Essence. While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

If you use a rarer *essence* than required for a particular item, the item gains the rarity of the *essence* used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

Difficulty & Time. The DC and time required for the Enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their

spellbook; for bards, benders, rangers, sorcerers, tasters, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

Skills. As with harvesting, the skill associated with the Enchanting check depends on the type of creature the component was harvested from. So, if you're making an *ascendant dragon armour* breastplate, which requires a *pouch of Dragon (koi) scales* as its component, you would make an ability check using Survival. See the Creature Types and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a breastplate into an *ascendant dragon armour* would thus make an **Intelligence (Survival)** check.

CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

ENCHANTING RARITY, DC, AND TIME

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	<i>Frail</i>	15	4	10	20
Rare	<i>Robust</i>	18	20	40	80
Very Rare	<i>Potent</i>	21	80	160	320
Legendary	<i>Mythic</i>	25	320	640	1,280
Artifact	<i>Deific</i>	30	50,000	100,000	200,000

Check. To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the **end** of the entire enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC (see Number of Flaws Gained table). Success or failure, the *essence* and component are consumed.

ASCENDANT DRAGON ARMOUR (BREASTPLATE) ENCHANTING

Rarity: rare

Materials: breastplate, pouch of Dragon (*koi*) scales, robust essence

Time: 80 hours

Enchanting check: DC 18 spellcasting ability (Survival)

QUIRKS: FLAWS

Unlike standard ability checks, succeeding or failing a crafting check doesn't mean that you do or don't make the item. Instead, the item can end up having quirks; properties that affect the item in favourable or detrimental ways. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

Flaws. When an item is being enchanted, it is easy for complex magic to go awry, or mischievous yokai to manipulate or even inhabit the item, giving it unusual quirks. When you make an enchanting check, subtract the crafting DC from the check's result, and consult the Number of Flaws Gained table to determine the number of flaws the item gains. Then, roll a d20 on the Enchanting Flaws table to determine which flaws the item gains, re-rolling any duplicates.

NUMBER OF FLAWS GAINED

Enchanting Check Result Minus Crafting DC	Number of Flaws Gained
-13 or less	Total failure, item destroyed
-12 to -9	Three flaws
-8 to -5	Two flaws
-4 to -1	One flaw
0 or more	No flaws

If the item is attuneable, then the quirk is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, magical meal, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *potion of healing*), **1 hour**. If the item is neither attuneable nor consumable, then the quirk is active while the item is in the creature's possession, whether it is being held, carried, or worn.

ENCHANTING FLAWS

d20 Flaw

1 **Unlucky.** The item (or you, if the item is consumable) exudes an aura of terrible luck. You have **disadvantage** on ability checks you make with gaming sets and die rolls based purely on luck (GM's discretion).

2 **Scrappy.** The item gains the ability to shout insults and a desire to witness combat. At the perfect time to initiate conflict, the item (or you, if the item is consumable) speaks words chosen to antagonise a potential foe within **100 feet** of it that can hear it. After it has started combat in this way once (GM's discretion), it can't do so again until you finish a long rest.

3 **Covetous.** The item is especially alluring. A creature that sees this item must succeed on a **DC 8 Wisdom saving throw** or try to steal it. If the item is consumable, the creature tries to steal something from you, instead of the item itself. A creature that succeeds on this saving throw is **immune** to this property of this item forever.

4 **Nyctophobic.** The item is scared of the dark. When you are in darkness, this item (or you, if the item is consumable) shivers with fear. Creatures have **advantage** on Perception checks that rely on hearing to detect you.

5 **Cowardly.** The item has enhanced self-preservation tendencies. When you become **frightened**, roll a **d20**. On a **1-10**, the item magically detaches itself from you and flies **30 feet** directly away from the source of your fear, landing on the ground or colliding with the first creature or object in its path. If the item is consumable, you must instead immediately use your reaction to run as far as you can up to your speed away from the source of your fear.

d20 Flaw

- Gluttonous.** The item is fuelled by money. Whenever you finish a long rest, you must give the item money, which it consumes. If you do not, it loses all its magical properties and effects until the end of your next long rest, when it can be fed again and regain the properties. The amount of money depends on the item's rarity: common, 1 cp; uncommon, 1 sp; rare, 1 gp; very rare, 10 gp; legendary, 100 gp; artifact, 1,000 gp.
- Diminished.** The item carries a quirk of diminution magic. When you roll initiative, roll **1d4**. On a **4**, you are affected as if by the reduce option of the *enlarge/reduce* spell for **1 minute**, after which you return to your normal size.
- Songful.** The item has an irresistible urge to perform. When you roll initiative, the item (or you, if the item was consumable) begins singing for **1 minute**. For the duration, you gain no benefit from being hidden or being invisible against creatures that can hear, and you have **disadvantage** on Wisdom (Perception) checks that rely on being able to hear.
- Lethargic.** The item is extremely lazy. You have a **d4** penalty to initiative rolls.
- Pacifistic.** The item has one rule: you cannot kill a creature. If you reduce a creature to 0 hit points, that creature falls **unconscious** and is stable. Spells that kill creatures (such as *power word kill*) fail if you attempt to cast them. If an allied creature attempts to kill another creature in your presence, you must succeed on a **DC 15 Charisma saving throw** or do everything in your power to prevent the killing. Once you succeed on this saving throw, you automatically succeed on all subsequent saving throws to resist the effect for the next **24 hours**.
- Over Dramatic.** When you take damage from a critical hit, you fall **prone** as the item (or you, if the item was consumable) throws itself to the ground in a dramatic fit of despair.
- Possessive.** The item is incredibly possessive. If the item doesn't normally require attunement, it requires attunement to confer any benefit or to be consumed. If the item already requires attunement, attuning to it counts as being attuned to two magic items.
- Heavy.** The item carries traces of gravity magic. If you have a climbing or flying speed, it is reduced by **10 feet**. In addition, if you take damage from a fall, that damage is doubled.
- Bungled.** The item squirms under pressure, robbing you of the ability to capitalise on good fortune. When you score a critical hit, it is treated as a normal hit instead. This property can't then trigger again until the next dawn.
- Egotistical.** The item (or you, if the item was consumable) develops extreme egotism. You cannot act as a collaborator for Combo Attacks*, only initiate them. In addition, you receive no benefit from your Weapon Mastery features, unless this item is a weapon, in which case you only receive benefits from them with this weapon.
- Rivalrous.** The item is eager to form an all-consuming rivalry. After you hit a creature with an attack roll, you have **disadvantage** on attack rolls against any other creatures for **1 minute**, and this property can't trigger again until then. The effect ends early if that creature falls to 0 hit points.
- Garish.** The item attempts to help you hide, but is woefully incompetent. Your skin and clothing shifts hue to always *not* blend in with the background. You have **disadvantage** on Stealth checks against creatures that rely on sight.
- Negligent.** The item carries a curse of fumbled aid. You cannot stabilise creatures, and any attempt you make to stabilise a creature deals **1** force damage to it. Whenever you roll one or more dice to restore hit points with a spell or magic item, you must subtract **1d4** from the roll.
- Enormous Hat.** The item comes with a "gift": an enormous, spectral, feathered hat that appears on your head. You have **disadvantage** on Intimidation checks, and you gain no benefits from other headwear you wear, such as helmets or goggles.
- Plutocratic.** The item is dedicated to the battle against classism. You have **advantage** on attack rolls against creatures who earn more than 50 gold pieces a day, or possess personal wealth in excess of 10,000 gold pieces. You also have **disadvantage** on Charisma checks made to interact with such creatures. Each time you first encounter a creature that meets these specifications, you must make a **DC 15 Charisma saving throw**. On a failure, you reflexively insult it.

*See page XX

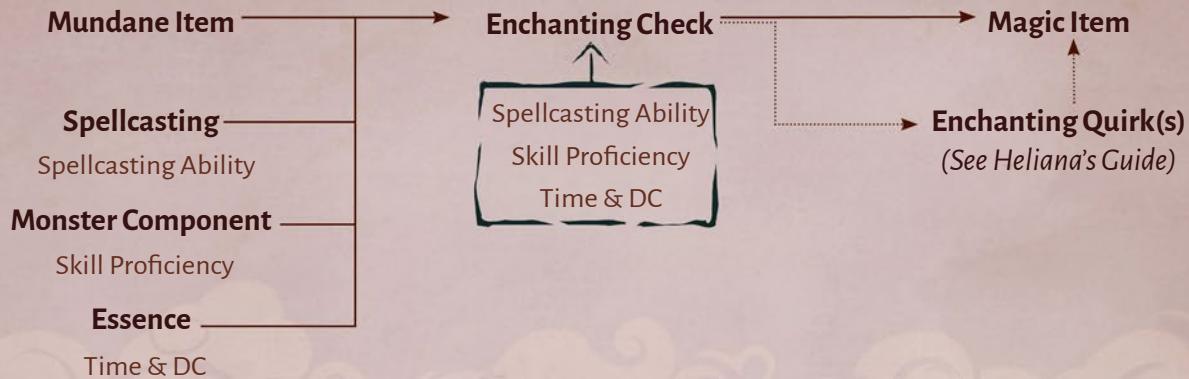
CRAFTING SUMMARY

MANUFACTURING



*Depends on the mundane item being crafted

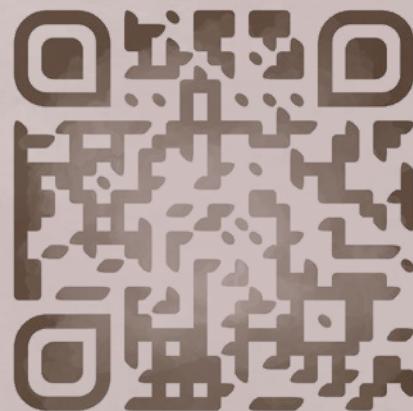
ENCHANTING



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CHAPTER 6

EQUIPMENT & PROSTHESES



EQUIPMENT & PROSTHESES

The Yokai Realms brim with opportunity—both for the intrepid adventurers willing to brave its dangers, and for the ingenious craftsmen who supply them with the tools necessary to succeed. Consumables such as firecrackers and smokebombs can create much-needed distractions, while a hookshot or parachute will be invaluable should you find yourself plummeting from atop a mighty kaiju. Twisted yokai and evil spirits will taste the sting of brand new weaponry, such as nunchaku, kusarigama, and shuriken. Finally, a carefully sculpted prosthesis can take the place of a lost limb, or simply enhance an existing one.

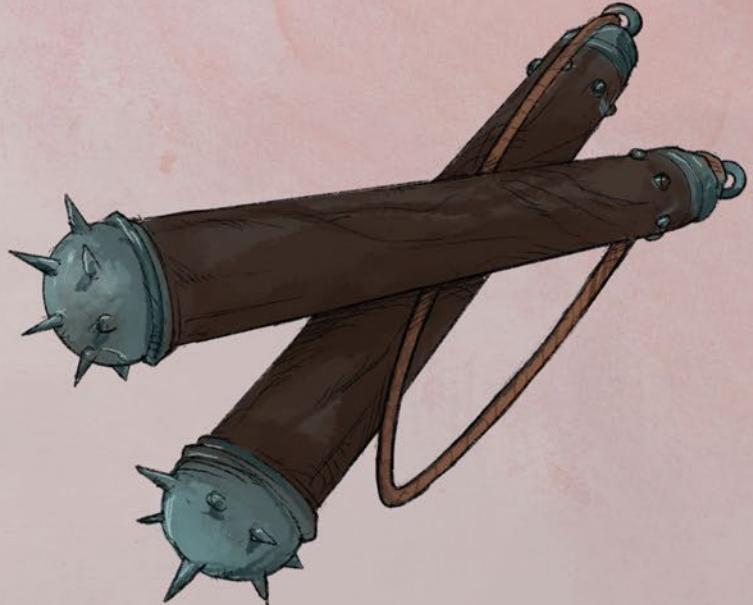
EQUIPMENT

The smell of gunpowder being refined from bat guano, the clang of metal as a smith bends a hookshot into shape, and the soft kiss of silk sewn into a life-saving parachute; the artifice of the Realms is as varied as its inhabitants. This section details the new gear adventurers can acquire, as well as the weapons unique to this land of tricery and wonder.

NEW ADVENTURING GEAR

Fire Charge. Fire charges are small pyrotechnic devices containing pellets or shrapnel, designed to be attached to a polearm. Over the course of **1 minute**, you can attach a fire charge to the tip of a glaive, halberd, pike, quarterstaff, or spear. A weapon with a fire charge attached is called a fire lance. While holding a fire lance, you can use a bonus action to ignite the fuse on the fire charge, which detonates and is destroyed the next time you make an attack with the fire lance before the end of your current turn. Hit or miss, the target of the attack must make a **DC 13 Dexterity saving throw**, taking **1d10** fire damage plus **1d10** piercing damage on a failed save, or half as much damage on a successful one. If you make no attacks with the fire lance after lighting the fuse, the fire charge detonates harmlessly at the end of your turn and is destroyed.

Firecrackers. As an action, you can light this strip of small explosive devices and throw it at a point within **30 feet** of you. The explosives detonate harmlessly, but create a



large amount of noise. Creatures who decide to investigate the noise have **disadvantage** on **Perception** checks until they stop investigating the firecrackers.

Hookshot. This handheld, crossbow-like device can fire a grappling hook attached to a length of rope. While holding this device, you can use a bonus action, or a reaction when you're falling, to shoot the hook at a fixed surface within **30 feet** of you. The hook then attaches to that surface until a bonus action is used to reel it back in or the rope is destroyed. The rope is an object with **AC 10** and **10 hit points**.

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the hookshot. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength or Dexterity** check.

NEW ADVENTURING GEAR PROPERTIES

Item	Material Cost	Tool	DC	Time	Item Value	Weight
Fire charge	2 gp	Alchemist or tinker	13	2 hours	5 gp	2 lb.
Firecrackers	3 sp	Alchemist	11	2 hours	1 gp	1/4 lb.
Hookshot	17 gp	Tinker	15	12 hours	50 gp	5 lb.
Ōdzutsu shot (20)	3 gp	Smith	11	2 hours	10 gp	4 lb.
Parachute	17 gp	Weaver	15	6 hours	50 gp	15 lb.
Smokebomb (5)	8 gp	Alchemist	15	2 hours	25 gp	1 lb.

While the hook is attached, you have **advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling and become suspended from the surface the hook is attached to.

Ōdzutsu Shot. These fist-sized spheres of solid iron are ammunition for the ōdzutsu. Each is 1 to 2 inches in diameter and weighs 1/5 pounds.

Parachute. A parachute is usually folded into a specialised backpack, or a dedicated compartment in an adventuring backpack. As a reaction when you fall from a height of **100 feet** or higher while wearing such a backpack, you can deploy the parachute to slow your rate of descent to 60 feet per round. If you land while the parachute is deployed, you take no falling damage.

Once the parachute has been deployed, it can be refolded over the course of **10 minutes**, or cut loose as an action. A creature that drags a deployed parachute behind it as it moves has its speed halved.

Smokebomb. As an action, you throw one of these small, spherical pellets to create a **5-foot radius** cloud of smoke centred on a point within **30 feet** of you. The area of the smoke is heavily obscured and lasts until the end of your next turn or until dispersed by a moderate wind (at least 10 miles per hour).

NEW WEAPON PROPERTIES

Ryoko's Guide introduces four new weapon properties: Adaptable, Attached, Parry, and Thrown Versatility.

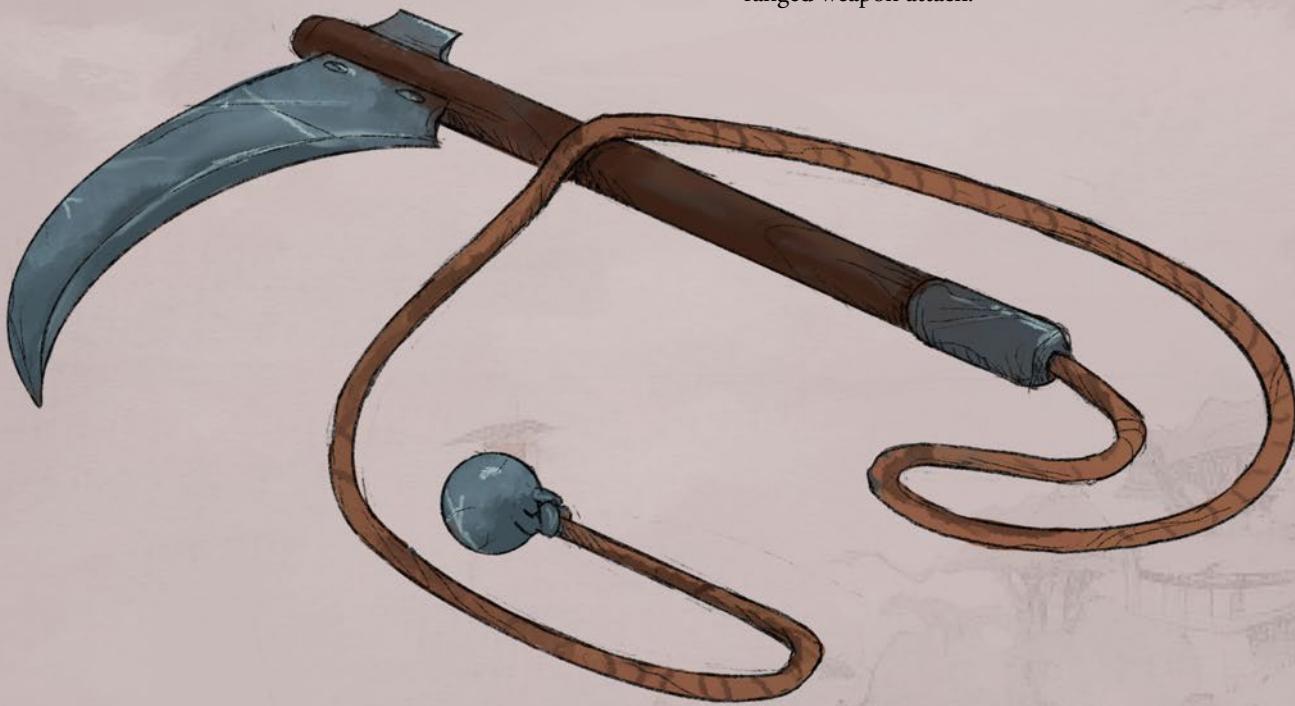
Adaptable. This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose to deal the weapon's alternative damage type.

Attached. You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

Parry. This weapon has been designed to help you parry blows. While wielding this weapon in your offhand, you can use your reaction when you are hit by a melee attack to gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

Scourge. This weapon adds **5 feet** to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long stiff material. To reflect this difference, the whips' Reach property has been replaced with Scourge.

Thrown Versatility. This weapon is better used for thrown ranged weapon attacks than for melee weapon attacks. A damage value in parentheses appears with the property—the damage when the weapon is used to make a ranged weapon attack.



NEW WEAPONS

The following table presents the new weapons introduced in *Ryoko's Guide*. Additional details for each weapon can be found in their respective sections.

NEW WEAPON STATISTICS

Weapon	Damage	Properties	Item Value	Weight	Manufacturing			DC	Time
					Material Cost	Tool			
Chakram	1d4 slashing	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	10 gp	1 lb.	3 gp	Smith		17	6 hrs
Claw	1d6 slashing	Attached, Light	5 gp	2 lb.	2 gp	Smith		14	3 hrs
Kusarigama	1d4 slashing	Special: Counterweight, Versatile (1d6), Scourge	10 gp	2 lb.	3 gp	Smith		17	6 hrs
Meteor hammer	1d4 bludgeoning	Finesse, Reach, Scourge	2 gp	3 lb.	6 sp	Smith		17	1 hr
Nunchaku	1d6 bludgeoning	Finesse, Special: Flourish, Versatile (1d8)	10 gp	2 lb.	3 gp	Carpenter, smith, or woodcarver	17	6 hrs	
Ōdzutsu	2d10 bludgeoning	Ammunition (range 150/600), Two-handed, Special: Long Reload	150 gp	25 lb.	50 gp	Smith, tinker	19	18 hrs	
Rope dart	1d4 piercing	Finesse, Reach, Scourge	2 gp	3 lb.	6 sp	Carpenter, smith, or woodcarver	17	1 hr	
Sai	1d4 piercing	Finesse, Light, Parry	5 gp	1 lb.	2 gp	Smith		17	2 hrs
Shuriken	1d4 piercing	Finesse, Light, Thrown (range 20/60)	1 sp	1/4 lb.	3 cp	Smith		17	1 hr
Tessen	1d4 slashing	Adaptable (bludgeoning), Finesse, Light, Special: Fan Shield	2 gp	1 lb.	6 sp	Smith or weaver	17	4 hrs	
Tonfa	1d6 bludgeoning	Light, Parry	1 gp	2 lb.	3 sp	Carpenter, smith, or woodcarver	14	1 hr	



CHAKRAM

Chakrams are martial melee weapons, consisting of a circular blade with a sharp outer edge. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Finesse, Light, Thrown (range 30/90), and Thrown Versatility (1d6) properties.

CLAW

Claws are simple, bladed melee weapons worn as gloves that deal **1d6** slashing damage on a hit and have the Attached and Light properties.

KUSARIGAMA

Kusarigama are martial melee weapons consisting of a sickle attached to a heavy counterweight by a metal chain. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Versatile (**1d6**) property. They also have the Special: Counterweight property.

Special: Counterweight. While wielding a kusarigama with two hands, you can use a bonus action to attack with its counterweight. This attack has a reach of **10 feet** and deals **1d4** bludgeoning damage on a hit. You don't add your ability modifier to the damage of this attack, unless that modifier is negative.

METEOR HAMMER

Meteor hammers are martial melee weapons that consist of a length of chain or rope attached to a weight at one or both ends. They deal **1d4** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Reach, and Scourge properties.

NUNCHAKU

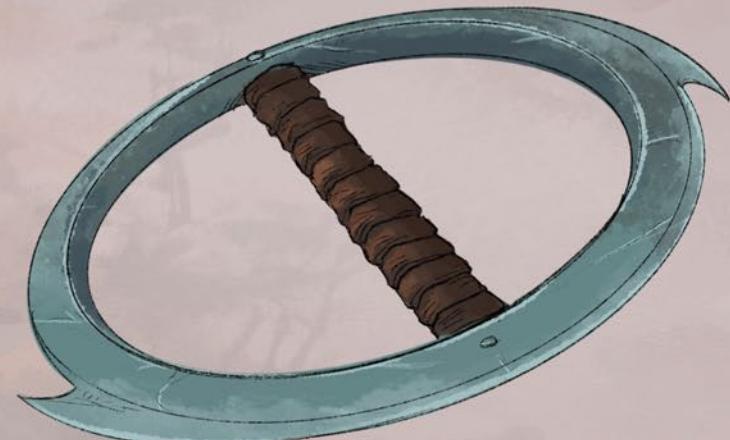
Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

Special: Flourish. When you are wielding the nunchaku in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity check**, adding your proficiency bonus if you are proficient with nunchaku. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

ŌDZUTSU

Ōdzutsu are martial ranged weapons consisting of handheld cannons, traditionally made of forged iron or cast bronze. They deal **2d10** bludgeoning damage on a hit, and have the Ammunition (range 150/600), Two-handed, and Special: Long Reload properties.

Special: Long Reload. After an attack is made using this weapon, it must be reloaded. Due to the weight and size of this weapon and its ammunition, reloading the weapon takes two actions, which don't need to be taken consecutively.



ROPE DART

Rope darts are martial melee weapons that consist of a length of chain or rope attached to a sharp dart at one end. They deal **1d4** piercing damage on a hit, count as monk weapons, and have the Finesse, Reach, and Scourge properties.

SAI

Sai are martial melee weapons consisting of three sharp, metal prongs, with the longer one at the centre and a smaller one on each side. They deal **1d4** piercing damage, count as monk weapons, and have the Finesse, Light, and Parry properties.

SHURIKEN

Shuriken, also known as throwing stars, are martial ranged weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They deal **1d4** piercing damage on a hit, count as monk weapons, and have the Finesse, Light, and Thrown (range 20/60) properties.

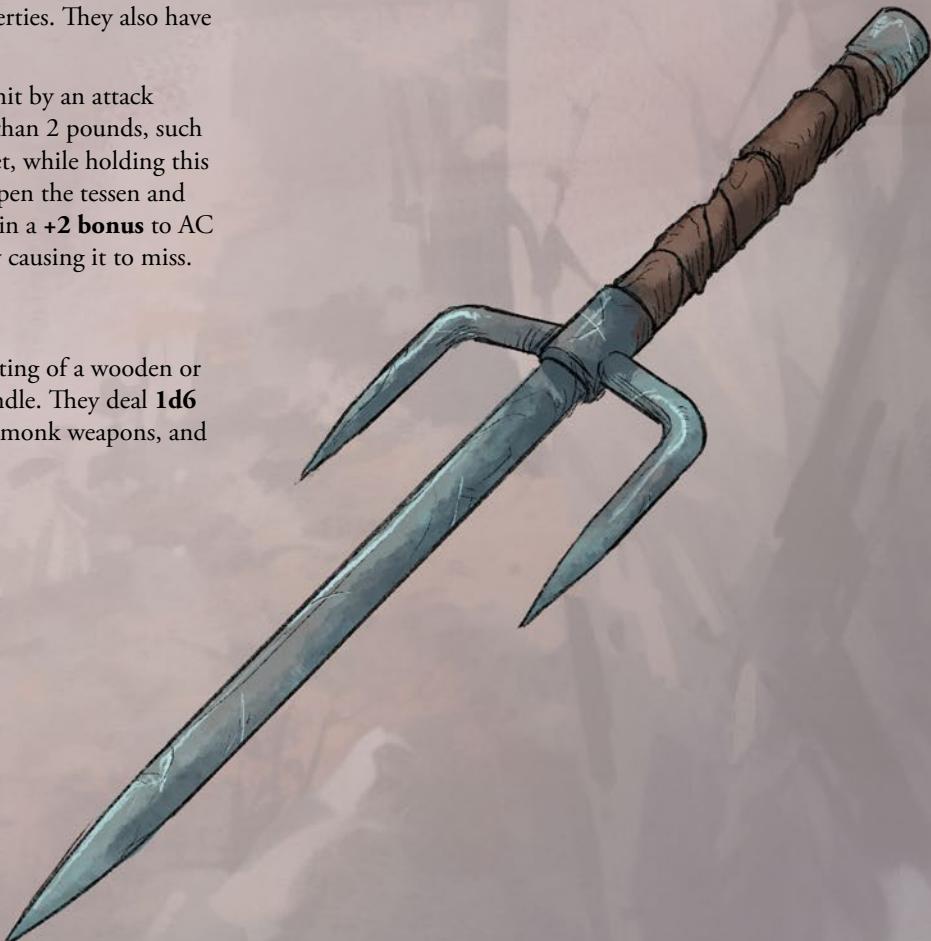
TESSEN

Tessen are martial melee weapons consisting of folding fans reinforced with wood or metal. The edges contain razor-sharp blades, but they can also be used as bludgeoning weapons when closed. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Adaptable (bludgeoning), Finesse, and Light properties. They also have the Special: Fan Shield property.

Special: Fan Shield. When you are hit by an attack made with a projectile that weighs less than 2 pounds, such as a thrown dagger, dart, arrow, or bullet, while holding this weapon, you can use your reaction to open the tessen and attempt to deflect the projectile. You gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

TONFA

Tonfa are martial melee weapons consisting of a wooden or metallic baton with a perpendicular handle. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Light and Parry properties.



PROSTHESES

Ryoko's Guide to the Yokai Realms introduces a new item type: prostheses, along with unique rules for equipping and using such items. In the context of this book, a prosthesis is an item that functions as a replacement or augmentation for a limb or other body part. Prostheses are divided into two categories: mundane and magical.

MUNDANE PROSTHESES

Mundane prostheses are nonmagical and fully mechanical in nature, which results in a number of limitations:

- A mundane prosthesis can be used to replace a missing limb, but not augment an existing one or add a new limb that a member of the species wouldn't normally have. For example, a human can't use a mundane tail prosthesis to gain the functionalities of a tail, but a ryujin that has lost its tail can.
- A mundane prosthesis can replicate motor functions, but can't relay sensation. For example, a mundane prosthetic eye can turn in its socket, but doesn't grant its user the ability to see through it.

Aside from these, a mundane prosthesis perfectly mimics the function of the limb it's replacing. A creature can take **1 minute** to attach or remove a prosthesis from itself or another willing creature within **5 feet** of it. Alternatively, a creature can spend **1 minute** to jam a prosthesis belonging to a willing or unconscious creature. A jammed prosthesis continues to function as a limb, but none of its properties can be used until a creature spends **10 minutes** unjamming it, a process that requires both of the creature's hands to be free.



MAGICAL PROSTHESES

Magical prostheses make use of intricate enchantments to enhance their functionality and gain new properties. Magical prostheses function in the following ways:

- A magical prosthesis can replace a missing limb or other body part.
- A magical prosthesis can replicate all functions of the limb or other body part it emulates. For example, a magical prosthetic tongue is able to taste, a magical prosthetic eye can see, and a magical prosthetic nose is able to smell.
- A magical prosthesis can be placed around an existing limb or body part to enhance it. A prosthesis can't be used to add an additional limb beyond the creature's typical number of limbs unless stated otherwise.
- A magical prosthesis can't be attached to or removed from a creature against its will, even if the creature is unconscious.

A magical prosthesis with no additional properties is a common magic item that doesn't require attunement. More powerful prostheses with additional properties may require attunement.

See Chapter 12 - Magic Items for a list of magical prosthetic items.

TYPES OF PROSTHESES

Several types of mundane and magical prostheses exist, each with useful properties that allow them to serve other functions in addition to acting as a limb or body part. For example, a clever pickpocket might conceal his ill-gotten spoils in a hidden compartment within his prosthetic leg, or a grizzled warrior might extend a blade from her prosthetic arm to fight off a band of roving pillagers.

The table below details the types of mundane prostheses available, as well as the properties that each one has and what limbs it can replace or enhance.

ADVENTURING PROSTHESES

Prosthesis	Properties	Cost	Arm	Leg	Tail
Advanced	Hookshot (15 ft.), Integrated (any), Launch (1d6*, 15 ft.)	100 gp***	x		
Basic	Integrated (any)	50 gp***	x		
Cannon	Blast (1d6*, 20 ft.)	150 gp	x		
Climbing Claw	Mobility (climb 20 ft.)	75 gp	x	x	x
Combat Arm	Hookshot (20 ft.), Launch (1d6**, 20 ft.), Melee (1d6**, 5 ft.)	150 gp	x		
Grappling Hook	Hookshot (40 ft.)	100 gp	x		x
Smokeshot	Integrated (stash), Obscure	90 gp	x	x	x
Steelsinger	Hookshot (30 ft.), Launch (1d6**, 30 ft.)	125 gp	x		
Streamcutter	Mobility (swim 20 ft.)	75 gp	x	x	x
Wartail	Melee (1d6**, 10 ft.)	100 gp			x

*Work with your GM to choose one damage type from acid, cold, fire, lightning, or thunder that fits the prosthesis.

*Work with your GM to choose one damage type from bludgeoning, piercing, or slashing that fits the prosthesis; if the item has an integrated weapon, the damage type of the Launch property should match the weapon's damage type.

**In addition to the price of the integrated object





PROSTHESIS PROPERTIES

Like weapons, prostheses have special properties that dictate how they function. Properties commonly found on prostheses include the following:

Blast (XdX, X ft.). This prosthesis is capable of discharging powerful explosive blasts. The prosthesis is a ranged weapon that uses your Dexterity modifier for the attack and damage rolls. If you're proficient with a martial ranged weapon, you're considered proficient with this weapon. The information in parentheses notes the attack's damage dice, damage type, and range, respectively.

Alternatively, you can use an action to fire the cannon and propel yourself a distance up to the range of the blast in a straight line in any direction, dealing no damage. As normal, this movement can provoke opportunity attacks.

Hookshot (X ft.). This enhancement consists of a metallic hook or similar tool attached to a spool of chain, rope, or wire. The number in parentheses is the range of the hookshot. If the prosthesis isn't being used to hold an item, you can shoot the hook at a fixed surface within range as a bonus action, or as a reaction when falling. The hook then attaches to that surface until you use a bonus action to detach the hook and reel the rope back in, or until the rope is destroyed. The rope is an object with AC 10 and 10 hit points.

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the prosthesis. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within 5 feet of the hook can use an action to forcefully detach the hook with a successful DC 10 Strength or Dexterity check.

While the hook is attached, you have **advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling further than the range at which you shot the hookshot and become suspended from the surface the hook is attached to. In addition, until the hook is reeled back in, the prosthesis can't hold anything or be used to make attacks, and you can't use or benefit from objects integrated into the prosthesis (such as attacking with a weapon or benefitting from a shield's bonus to AC).

Integrated (X). The object in parentheses is integrated into the prosthesis, and can't be separated from it, exchanged for another integrated object, or used to make ranged attacks by throwing it. As a bonus action, you can

extend or retract the integrated object, allowing it to be used or concealed, respectively. While an object is extended from an arm or hand prosthesis, you can manipulate it as if you were holding it, and your hand is not considered free. A prosthesis can only have one object integrated into it, which can be:

- A weapon without the heavy property
- A shield
- A set of tools or handheld item that can conceivably fit within the prosthesis (GM's discretion)
- An orb, rod, or wand
- A stash: a concealed storage space within the prosthesis, up to 35 inches cubed in volume, that can be used to store Tiny objects, such as rings, phials of liquid (e.g. potions), smoke bombs, pieces of ammunition, or a bag of caltrops or ball bearings. The user of the prosthesis can stow or retrieve an item from the stash as a bonus action. A creature can find this secret compartment with a successful **DC 11 Intelligence (Investigation)** check.

Launch (XdX, Xft.). A portion of this prosthesis is attached to the limb by a length of chain, rope, or wire, and can be launched at an enemy. If the prosthesis has the Hookshot property, the hook is the same piece that gets launched as a weapon. If the prosthesis has an integrated weapon with the Thrown property, the weapon can be the projectile that is launched at the enemy, but the damage of the Launch property doesn't change. The prosthesis is a ranged weapon that uses your Strength or Dexterity modifier for the attack and damage rolls. If you're proficient with a weapon that has the Thrown property, you're considered proficient with this weapon. The portion of the prosthesis used to attack is automatically reeled in immediately after. The information in parentheses notes the attack's damage dice, damage type, and range, respectively.

Melee (XdX, Xft.). The prosthesis is a melee weapon that uses your Strength or Dexterity modifier for the attack and damage rolls. If you're proficient with a martial melee weapon, you're considered proficient with this weapon. The information in parentheses notes the attack's damage dice, damage type, and reach, respectively.

Mobility (X, Xft.). While wearing this prosthesis, you gain a special speed, the type and amount of which are both indicated in parenthesis.

Obscure. This prosthesis can expel a cloud of smoke to obscure an area. As a bonus action, you can expel a **5-foot radius** cloud of smoke centred on you. The area of the smoke is heavily obscured and lasts until the end of your next turn. Once you've expelled the smoke, you can't do so again until you take an action to reset the mechanism.



CHAPTER 7

WEAPON MASTERIES



WEAPON MASTERIES

Weapon mastery is a system that grants new techniques to warriors, representing their dedication to combat and skill with a favoured weapon property. It opens up new pathways for players to explore creativity, flavour, and gameplay options, as well as correcting some of the power imbalance between martial and spellcasting classes that can emerge at higher levels.

MARTIAL LEVELS

Ryoko's Guide separates classes into three tiers: full-martial, half-martial, and non-martial.

- Full-martial classes: barbarians, fighters, monks, and rogues.
- Half-martial classes: benders, paladins, and rangers.
- Non-martial classes: bards, clerics, druids, sorcerers, tasters, warlocks, and wizards.

If you have a subclass feature or Eldritch Invocation that gives you the ability to attack more than once when you take the Attack action (such as the Extra Attack feature), you are considered a half-martial character for the purposes of weapon mastery, even if you belong to a non-martial class.

Martial Level & Multiclassing. Your martial level dictates the levels at which you unlock weapon mastery advanced techniques. You determine your martial level by adding together all your levels in the full-martial classes and half your levels in half-martial classes (rounded down). For example, a character that has multiclassed as a fighter Level 3/ranger Level 7 has a martial level of 6.

Advanced Techniques. Advanced techniques are special manoeuvres associated with a weapon property. A character can perform a technique with any weapon that possesses that property, provided the character is proficient with that weapon and has learned the technique and meets its prerequisites. For example, a character that chooses the Dizzying Strike advanced technique from the Impact technique tree can perform the Dizzying Strike with any weapon that has the Heavy property with which they are proficient.

Saving Throws. Whenever you use an advanced technique that forces a target to make a saving throw, it is against your **martial save DC**, which is calculated using any modifiers to your attack rolls with the weapon you are using to perform the technique. This includes your proficiency bonus, your ability modifier (typically Strength or Dexterity, but effects like the shillelagh cantrip could change this),

attack roll bonuses if the weapon is magical, or other effects currently affecting you or the weapon. Note that it does not include any bonuses that rely on die rolls, such as the effect of the *bless* spell.

$$\text{Martial save DC} = 8 + \text{proficiency bonus} + \text{ability modifier} + \text{other attack roll bonuses}$$

Critical Hit Threshold. Some of the advanced techniques in this chapter reduce the critical hit threshold of an attack. Usually, a critical hit is scored on a roll of a 20 on the d20. When a technique (such as Heavy's Executioner) says “your critical hit threshold... is reduced by 1”, this means you score a critical hit on a 19 or 20. These effects stack with other advanced techniques, class features, and combo attacks.

For example, a character that takes the Steady Loader and Dead Eye advanced techniques from the Loading tree, scores a critical hit on a roll of **17-20** when it makes an attack roll with a Loading weapon. A Champion fighter gets the Improved Critical class feature at 3rd level, letting them score a critical hit on a 19 or 20. If they also take the Executioner advanced technique from the Heavy tree, they can score a critical hit on a roll of **18-20** when they make an attack with a Heavy weapon.

NEW WEAPONS & WEAPON PROPERTIES

The new weapons introduced in *Ryoko's Guide* bring a plethora of new weapon properties, which are fully described on page xx. Three of these new properties, Impact, Pugilist, and Scourge, have their own weapon mastery technique trees. In order to ensure every weapon has at least one property with a weapon mastery technique tree, these new properties have also been added to several existing weapons. Two weapons have also had their weapon properties altered to better reflect their attributes: the whip is now a Scourge weapon, not a Reach weapon, and the war pick now has the Versatile (1d10) property.

Every weapon in this book has at least one property with an associated technique tree.

UNARMED STRIKES

Unarmed strikes are a unique case. Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

WEAPON PROPERTIES: QUICK REFERENCE

Weapon Property Weapons

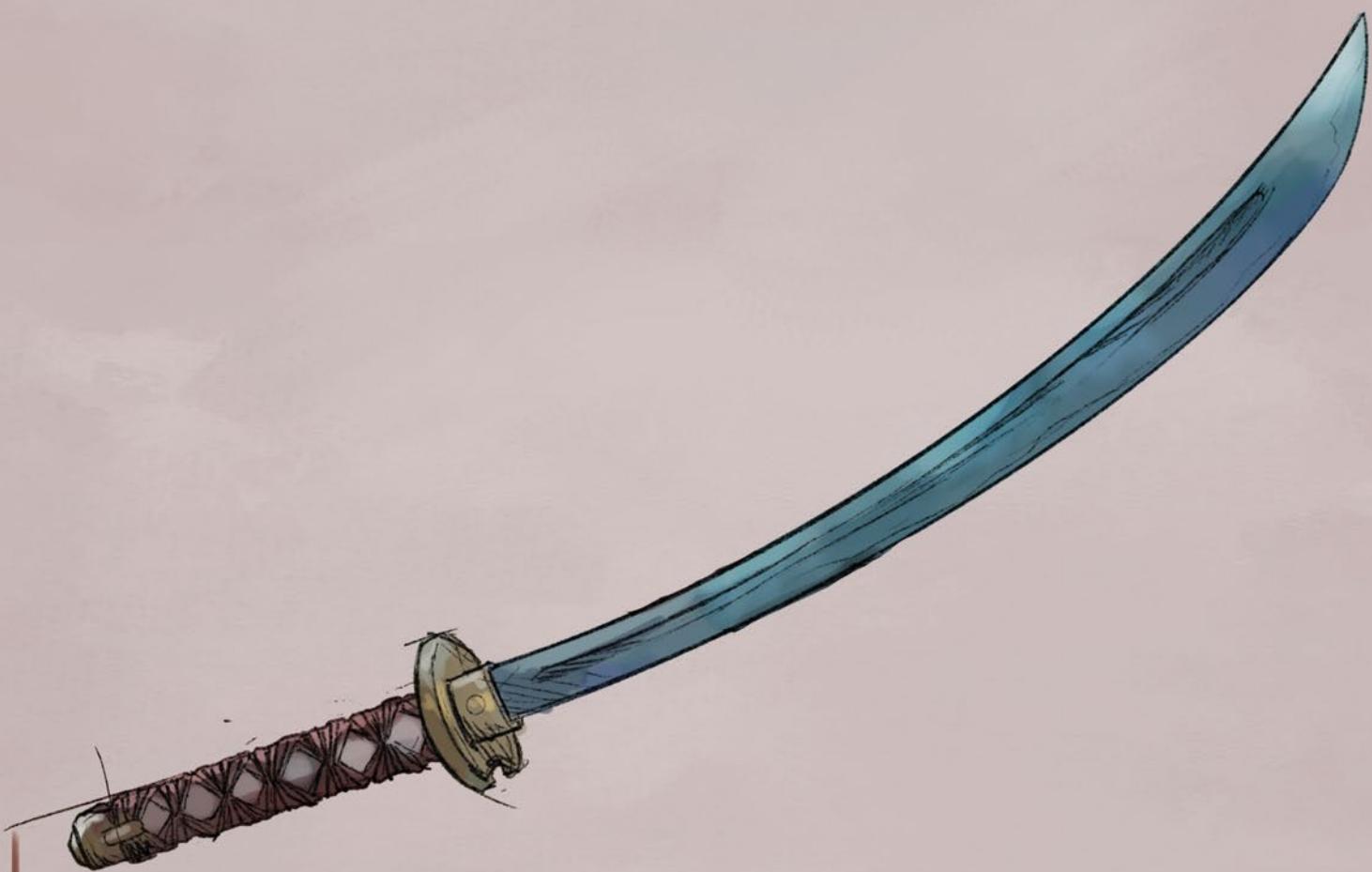
Ammunition	blunderbuss ¹ , blowgun, hand crossbow, heavy crossbow, light crossbow, longbow, musket ¹ , ōdzutsu ² , pistol ¹ , revolver ¹ , rifle ¹ , shortbow, sling, slingshot ¹
Finesse	chakram ² , dagger, dart, nunchaku ² , rapier, sai ² , scimitar, shortsword, starknife ² , tessen ² , twinblade ¹ , whip
Heavy	Glaive, greataxe, greatsword, halberd, heavy crossbow, longbow, maul, pike
Impact ²	Club, greatclub, light hammer, mace, flail, morningstar, nunchaku ² , quarterstaff, warhammer
Light	Chakram ² , claw ² , club, dagger, handaxe, hand crossbow, knuckle duster ¹ , tessen ² , hammer, sai ² , scimitar, shortsword, shuriken ² , starknife ¹ , tonfa ²
Loading	Blowgun, hand crossbow, heavy crossbow, light crossbow
Pugilist ²	Knuckle duster ¹ , spiked cesti ¹ , unarmed strike ³
Reach	Glaive, halberd, lance, pike
Scourge ²	Kusarigama ^{2,4} , meteor hammer ² , rope dart ² , tetherhook ¹ , whip
Thrown	Chakram ² , dagger, dart, handaxe, javelin, light hammer, spear, shuriken ² , starknife ¹ , trident
Versatile	battleaxe, longsword, nunchaku ² , trident, warhammer

¹ Included for players using L'Arsene's Ledger of Treasures and Trinkets

² See page xx - xx for more details.

³ Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

⁴ Although this item does not have the Scourge property, it counts as a Scourge weapon for the purposes of weapon mastery (see page XX).



LEARNING ADVANCED TECHNIQUES

When you reach martial level 2, you learn one tier 1 advanced technique. As you increase in martial level, you learn more techniques, including more powerful ones at higher tiers, as shown in the Weapon Mastery Progression table.

WEAPON MASTERY PROGRESSION

Martial Level	Techniques Known	Maximum Technique Tier
2nd	1	1
4th	2	1
6th	3	2
8th	4	2
10th	5	3
12th	6	3
14th	7	4
16th	8	4
18th	9	4
20th	10	4

Technique Trees. Advanced techniques are split into twelve technique trees, each of which is associated with one property: Ammunition, Finesse, Heavy, Impact*, Light, Loading, Pugilist*, Reach, Scourge*, Shield**, Thrown, and Versatile. Each technique tree has four tiers; to pick an advanced technique from tier 2 or higher, you must know at least one advanced technique from a lower tier in that property's technique tree. For example, to pick the tier 4 Finesse advanced technique Ambidextrous, you must have already chosen one of the tier 3 techniques, either Opportunist or Weak Spot.

*These new properties are explained on page XX.

**Shield is not a weapon property, but gets its own technique tree, regardless.

In addition, advanced techniques in tiers 2 and above have martial level prerequisites as shown on the skill tree and in Weapon Mastery Progression table.

Optional Rule: Level Up. When you gain a level, you can replace one of the advanced techniques you know another of your choice for which you meet the prerequisites.

EXAMPLE

Gurf is a 2nd-level barbarian and is therefore a martial level 2 player character. Gurf chose to learn the Fortified Position advanced technique from the Reach skill tree, reflecting the time spent decapitating foes with his favoured weapon: the glaive.

Gurf gains two more levels in the barbarian class, meaning he is now a martial level 4 character, allowing him to choose another advanced technique. This time, he chooses a technique from the Heavy skill tree: Executioner. Because Gurf's glaive has both the Reach and Heavy properties, both advanced techniques enhance his combat prowess when fighting with that weapon.

Gurf then decides to multiclass into the ranger class. Ranger is a half-martial class so, for every two ranger levels, Gurf gains one martial level. At character level 8 (barbarian 4/ranger 4), Gurf is a martial level 6 character and can learn another technique. Gurf opts to progress further along the Heavy technique tree, learning the tier 2 advanced technique Superior Strike: Heavy.

SUPERIOR STRIKES

Every weapon can perform a devastating attack called a superior strike. The tier 2 advanced Superior Strike technique of each technique tree gives you access to the superior strike for all weapons with that property. For example, upon taking the advanced technique Superior Strike: Heavy from the Heavy technique tree at martial level 6, a character can perform a superior strike with any Heavy weapon, such as a greatsword, pike, or glaive.

Each weapon has a certain superior strike tied to it. For example, a glaive has the Whirl superior strike, whereas the greatsword has Shockwave. Because both of these weapons have the Heavy property, a character with the Superstrike Strike: Heavy technique can perform either superior strike if they are holding the requisite weapon. The Weapon Metadata table shows every weapon in the core rules, *Ryoko's Guide*, *L'Arsene's Ledger*, and *Heliana's Guide*, along with their properties and superior strike effects.

SHIELDS

Shields are a unique case. Technically, they are classified armour, but as any shield-bearing warrior will tell you, they can be as much a weapon as any sword or axe. Accordingly, shields have a dedicated technique tree and their own superior strike: Shield Slam.

WEAPON METADATA

Weapon	Source*	Properties	Damage	Superior Strike
Simple Melee Weapons				
Claw	HGMH	Attached, Light	1d6 slashing	Skewer
Club	SRD	Impact, Light	1d4 bludgeoning	Reeling Blow
Dagger	SRD	Finesse, Light, Thrown	1d4 piercing	Battery Strike
Greatclub	SRD	Impact, Two-handed	1d8 bludgeoning	Shockwave
Handaxe	SRD	Light, Thrown	1d6 slashing	Battery Strike
Javelin	SRD	Thrown	1d6 piercing	Battery Strike
Knuckle duster	LLTT	Attached, Light, Pugilist	1d4 bludgeoning	Flurry
Light hammer	SRD	Impact, Light, Thrown	1d4 bludgeoning	Battery Strike
Mace	SRD	Impact	1d6 bludgeoning	Reeling Blow
Quarterstaff	SRD	Impact, Versatile (1d8)	1d6 bludgeoning	Reeling Blow
Sickle	SRD	Light	1d4 slashing	Skewer
Spear	SRD	Thrown, Versatile	1d6 piercing	Skewer
Spiked cestus	LLTT	Adaptable (piercing), Attached, Pugilist	1d6 bludgeoning	Flurry
Spiked knuckle duster	LLTT	Adaptable (piercing), Attached, Light, Pugilist	1d4 bludgeoning	Flurry
War crescent	LLTT	Versatile (1d8)	1d6 slashing	Whirling Strike
Simple Ranged Weapons				
Crossbow, light	SRD	Ammunition, Loading, Two-handed	1d8 piercing	Piercing Shot
Dart	SRD	Finesse, Thrown	1d4 piercing	Battery Strike
Shortbow	SRD	Ammunition, Two-handed	1d6 piercing	Hail of Ammunition
Shuriken	RGYR	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Sling	SRD	Ammunition	1d4 bludgeoning	Hail of Ammunition
Slingshot	HGMH	Ammunition, Two-handed	1d6 bludgeoning	Hail of Ammunition
Martial Melee Weapons				
Battleaxe	SRD	Versatile (1d10)	1d8 slashing	Whirling Strike
Chakram	LLTT	Finesse, Light Thrown (range 30/90), Thrown Versatility (1d6)	1d4 slashing	Battery Strike
Flail	SRD	Impact	1d8 bludgeoning	Reeling Blow
Glaive	SRD	Heavy, Reach, Two-handed	1d10 slashing	Whirling Strike
Greataxe	SRD	Heavy, Two-handed	1d12 slashing	Shockwave
Greatsword	SRD	Heavy, Two-handed	2d6 slashing	Shockwave
Halberd	SRD	Heavy, Reach, Two-handed	1d10 slashing	Hamstring
Kusarigama	RGYR	Special, Versatile (1d6)	1d4 slashing	Trip
Lance	SRD	Reach, Special	1d12 piercing	Skewer
Longsword	SRD	Versatile (1d10)	1d8 slashing	Hamstring
Maul	SRD	Heavy, Two-handed	2d6 bludgeoning	Shockwave
Meteor hammer	RGYR	Finesse, Scourge	1d4 bludgeoning	Whirling Strike
Morningstar	SRD	Impact	1d8 piercing	Shockwave
Nunchaku	HGMH	Finesse, Special, Versatile (1d8)	1d6 bludgeoning	Whirling Strike

Weapon	Source*	Properties	Damage	Superior Strike
Pike	SRD	Heavy, Reach, Two-handed	1d10 piercing	Skewer
Rapier	SRD	Finesse	1d8 piercing	Skewer
Rope Dart	RGYR	Finesse, Scourge	1d4 piercing	Trip
Sai	RGYR	Finesse, Light	1d4 piercing	Skewer
Scimitar	SRD	Finesse, Light	1d6 slashing	Hamstring
Shortsword	SRD	Finesse, Light	1d6 piercing	Whirling strike
Starknife	LLTT	Adaptable (slashing), Finesse, Light, Thrown (range 20/60), Thrown Versatility (1d6)	1d4 piercing	Battery Strike
Tessen	RGYR	Adaptable (bludgeoning), Finesse, and Light	1d4 slashing	Whirling Strike
Tetherhook	HGMH	Scourge, Special, Two-handed	1d8 piercing	Trip
Tonfa	RGYR	Light, Parry	1d6 bludgeoning	Reeling Blow
Trident	SRD	Thrown (range 20/60), Versatile (1d8)	1d6 piercing	Piercing Shot
Twinblade	HGMH	Finesse, Special, Two-handed	2d4 slashing	Whirling Strike
War Pick	SRD	Versatile (1d10)	1d8 piercing	Skewer
Warhammer	SRD	Impact, Versatile (1d10)	1d8 bludgeoning	Shockwave
Whip	SRD	Finesse, Scourge	1d4 slashing	Trip
Martial Ranged Weapons				
Blowgun	SRD	Ammunition (range 25/100), Loading	1 piercing	Piercing Shot
Blunderbuss	HGMH	Ammunition (range 20/60), Loud (1000), Reload (1), Two-handed	3d4 piercing	Piercing Shot
Crossbow, hand	SRD	Ammunition (range 30/120), Light, Loading	1d6 piercing	Piercing Shot
Crossbow, heavy	SRD	Ammunition (range 30/120), Light, Loading, Two-handed	1d10 piercing	Piercing Shot
Longbow	SRD	Ammunition (range 150/600), Heavy, Two-handed	1d8 piercing	Hail of Ammunition
Musket	HGMH	Ammunition (range 80/240), Loud (1000), Reload (1), Two-handed	1d10 piercing	Piercing Shot
Net	SRD	Special, Thrown (range 5/15)	—	Trip
Ōdzutsu	RGYR	Ammunition (range 150/600), Two-handed, and Special	2d10 piercing	Piercing Shot
Pistol	HGMH	Ammunition (range 40/120), Loud (500), Reload (2)	1d8 piercing	Piercing Shot
Revolver	HGMH	Ammunition (range 60/240), Loud (500), Reload (6)	1d10 piercing	Piercing Shot
Rifle	HGMH	Ammunition (range 120/480), Loud (500), Reload (6), Two-handed	1d12 piercing	Piercing Shot
Armour				
Shield	SRD	+2 to AC	—	Shield Slam

*Source indicates which publication the weapon is from. HGMH = *Heliana's Guide to Monster Hunting*; LLTT = *L'Arsene's Ledger of Treasures and Trinkets*; RGYR = *Ryoko's Guide to the Yokai Realms* (this book, see Chapter XX); SRD = System Reference Document (the core 5e rules).

PERFORMING SUPERIOR STRIKES



"I'll try spinning; that's a good trick!"

- Gurf, seconds before mincing enemies with Whirling Strike.

When you take the Attack action on your turn, you can choose to make one superior strike in place of one of your regular attacks. You can perform superior strikes in this way a number of times equal to your proficiency bonus, but no more than once per turn, and you regain all expended uses when you finish a long rest. Like other advanced techniques, when your Superior Strike forces a creature to make a saving throw, it is against your **martial save DC**.

The full list of Superior Strikes and their effects are as follows:

Battery Strike. With incredible dexterity and speed, you hurl numerous weapons at once. Make a number of ranged weapon attacks equal to your 1 plus half your proficiency bonus (rounded down) against targets within the normal range of your weapon. Each attack must target a different target.

Flurry. In a blistering display of speed, you make a number of unarmed strikes equal to your 1 plus half your proficiency bonus (rounded down) against creatures within your reach. Each unarmed strike must target a different target. You then gain a **+2 bonus** to your AC until the start of your next turn.

Hail of Ammunition. You let loose a devastating volley of ammunition at a point you choose within your weapon's normal range. Each creature within a **10-foot radius sphere** centred on that point must make a **Dexterity saving throw**, taking piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failed save, or half as much damage on a successful one.

Hamstring. In a vicious attack, you attempt to debilitate an enemy. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes additional damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature's AC is reduced by a value equal to its Dexterity modifier (minimum 0) and its speed is reduced by a number of feet equal to 5 times your proficiency bonus.

Piercing Shot. You fire a shot from your weapon packed with destructive force. It flies in a straight line a number of feet up to your weapon's normal range. Each creature whose space the ammunition passes through must make a **Dexterity saving throw**. A creature takes piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. The shot stops early after it passes through the space of a Huge or larger creature or an

object more than 1 foot thick or with an AC of 17 or higher.

Reeling Blow. You unleash the full force of your strength and size in a weighty strike. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes additional damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature has **disadvantage** on all attack rolls, and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions. In addition, if this attack causes a creature to make a Constitution saving throw to maintain its concentration, the creature has **disadvantage** on the saving throw.

Shield Slam. You smash your shield forward, throwing a creature within your reach off balance. Make a **Strength (Athletics)** check contested by the creature's **Dexterity (Acrobatics)** check. If you succeed on the contested check, the creature takes bludgeoning damage equalling a number of **d8s** equal to your proficiency bonus and, until the end of your next turn, melee attacks against the target have **advantage**.

Shockwave. You slam your weapon into the ground at your feet with ruinous force, detonating a shockwave of energy. Each creature within **10 feet** of you must succeed on a **Strength saving throw** or take bludgeoning damage equalling a number of **d6s** equal to your proficiency bonus and be pushed **10 feet** directly away from you.

Skewer. In a thrusting strike, you attempt to skewer an enemy with your weapon. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and is also **grappled** by you. This grapple ends early if you use the weapon to make another attack or you let go of the weapon. When the grapple ends, the creature takes piercing damage equalling a number of **d8s** equal to your proficiency bonus.

Trip. You perform a wide, sweeping attack that strikes at the footing of enemies around you. Each creature standing within **10 feet** of you must succeed on a **Dexterity saving throw** or take bludgeoning damage equalling a number of **d4s** equal to your proficiency bonus and fall **prone**.

Whirling Strike. In a blitzing vortex of aggression, you strike at all those around in a sinuous assault. Each creature within your reach must make a **Dexterity saving throw**. A creature takes damage of your weapon's type equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. Success or failure, the creature can't make opportunity attacks against you until the end of this turn.

TIER**AERODYNAMIC AMMUNITION**

Prerequisite: proficiency with at least one Ammunition weapon

Double the range of your ranged attacks.

TINKERED ARTILLERY

Prerequisite: proficiency with at least one Ammunition weapon

Specialise your ammo with simple enhancements.

SUPERIOR STRIKE: AMMUNITION

Prerequisite: one tier 1 Ammunition advanced technique

Master the superior strikes of Ammunition weapons.

**DOUBLE LOAD**

Prerequisite: a tier 2 Ammunition advanced technique

Double your ammunition for a powerful shot.

TOOLED ARTILLERY

Prerequisite: a tier 2 Ammunition advanced technique

Specialise your ammo with explosive enhancements.

RAPID FIRE

Prerequisite: a tier 3 Ammunition advanced technique

Make additional ranged attacks with the Attack action.

TUNED ARTILLERY

Prerequisite: a tier 3 Ammunition advanced technique

Specialise your ammo with deadly enhancements.

AMMUNITION MASTERY

"Most arrows go 'swish'; my arrows go 'KABLAM!!'. Do you see the difference?"

TIER I AMMUNITION MASTERIES**AERODYNAMIC AMMUNITION**

Prerequisite: martial level 2, proficiency with at least one Ammunition weapon

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to twice your proficiency bonus, increasing their aerodynamics. The normal range of attack rolls you make using weapons that use this ammunition is doubled, and the long range increases by half its value. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TINKERED ARTILLERY

Prerequisite: martial level 2; proficiency with at least one Ammunition weapon

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus using 1 gp worth of materials per piece of modified ammunition. You cannot modify the same piece of ammunition more than once. When you modify a piece of ammunition, choose from the options below.

- **Poisonous.** On a hit, the target takes an additional **1d6** poison damage and must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Whomping.** On a hit, the target must succeed on a **Strength saving throw** or be knocked **prone**.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: AMMUNITION

Prerequisites: martial level 6; a tier 1 Ammunition advanced technique

You can perform a superior strike with any weapon that has the Ammunition property.

TIER 3 ADVANCED TECHNIQUES

DOUBLE LOAD

Prerequisites: martial level 10; a tier 2 Ammunition advanced technique

Once on your turn, when you make an attack with an Ammunition weapon, you can load two pieces of ammunition into the weapon. If the attack hits, it deals one extra die of the weapon's damage.

TOOLED ARTILLERY

Prerequisites: martial level 10; a tier 2 Ammunition advanced technique

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus using 5 gp worth of materials per piece of modified ammunition, choosing from the options below.

- **Explosive.** Hit or miss, the target and each creature within **5 feet** of it must make a **Dexterity saving throw**. A target that is hit by your attack automatically fails this saving throw. A creature takes **1d8** thunder damage on a failure or half as much damage on a success.

- **Smoke Bomb.** Hit or miss, the ammunition erupts in a cloud of smoke. The area within **10 feet** of the target is heavily obscured until the start of your next turn.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TIER 4 ADVANCED TECHNIQUES

RAPID FIRE

Prerequisites: martial level 14; a tier 3 Ammunition advanced technique

After you take the Attack action and make an attack with an Ammunition weapon, you can make a **DC 15 Dexterity** check. On a success, you can make one additional attack with that weapon as part of the same action.

RUNED ARTILLERY

Prerequisites: martial level 14; a tier 3 Ammunition advanced technique

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus using 10 gp worth of materials per piece of modified ammunition, choosing from the options below.

- **Razored.** You have **advantage** on attack rolls made using this piece of ammunition, and your critical hit threshold is reduced by 1 when making attack rolls with it.
- **Phosphorous.** On a hit, the target takes an additional **3d6** fire damage, emits bright light for **10 feet** and dim light for an additional **10 feet**, and can't benefit from being invisible or taking the Hide action. The phosphorus burns for **1 minute**, or until the target uses an action to extinguish the flame or is submerged in water.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TIER**AMBIDEXTROUS**

Prerequisite: proficiency with at least one Finesse weapon
Wield two finesse weapons.

NIMBLE DUELIST

Prerequisite: proficiency with at least one Finesse weapon
Strike enemies and retreat unscathed.

2**SUPERIOR STRIKE: FINESSE**

Prerequisite: one tier 1 Finesse advanced technique
Master the superior strikes of Finesse weapons.

3**JINK**

Prerequisite: a tier 2 Finesse advanced technique
Dodge and attack at the same time.

WEAK SPOT

Prerequisite: a tier 2 Finesse advanced technique
Target a weakness to deal additional damage.

4**OPPORTUNIST**

Prerequisite: a tier 3 Finesse advanced technique
Strike enemies when they lower their guard.

FIGHTING ELEGANCE

Prerequisite: a tier 3 Finesse advanced technique
Dance between blows to raise your defences.

FINESSE MASTERY

"Swordplay is a delicate artform. Beautiful, brutal, tragic. Make no mistake, if you dance this dance long enough, your final partner can only be death."

TIER I ADVANCED TECHNIQUES**AMBIDEXTROUS**

Prerequisites: martial level 2; proficiency with at least one Finesse weapon

When you take the Attack action and attack with a Finesse melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Finesse melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

NIMBLE DUELIST

Prerequisite: martial level 2, proficiency with at least one Finesse weapon

Creatures you hit with a Finesse weapon can't make opportunity attacks against you until the end of this turn.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: FINESSE

Prerequisites: martial level 6; a tier 1 Finesse advanced technique

You can perform a superior strike with any weapon that has the Finesse property.

TIER 3 ADVANCED TECHNIQUES

JINK

Prerequisites: martial level 10; a tier 2 Finesse advanced technique

When you take the Dodge action, you can make one melee attack with a Finesse weapon as a part of that action, but you take a **-4 penalty** to the attack roll.

WEAK SPOT

Prerequisites: martial level 10; a tier 2 Finesse advanced technique

When you make an attack with a Finesse weapon with advantage, you can deal additional damage equal to your proficiency bonus on a hit. You can deal this additional damage only once per turn.

TIER 4 ADVANCED TECHNIQUES

FIGHTING ELEGANCE

Prerequisites: martial level 14; a tier 3 Finesse advanced technique

Your AC increases by 2 while you're wielding a Finesse weapon and not wielding a non-Finesse weapon or shield in your other hand.

OPPORTUNIST

Prerequisites: martial level 10; a tier 2 Finesse advanced technique

When a creature within **5 feet** of you attacks a creature other than you, you can use your reaction to make a melee attack against it with a Finesse weapon.

HEAVY MASTERY



"Size matters."

TIER 1 ADVANCED TECHNIQUES

COLOSSAL STRENGTH

Prerequisite: martial level 2, proficiency with at least one Heavy weapon

If your Strength score is 15 or higher, being Small or or Tiny doesn't impose disadvantage on your attack rolls with Heavy weapons.

EXECUTIONER

Prerequisite: martial level 2, proficiency with at least one Heavy weapon

When you hit a prone creature with an attack using a Heavy weapon, the weapon deals one additional die of damage. Additionally, your critical hit threshold for such attacks is reduced by 1.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: HEAVY

Prerequisites: martial level 6; a tier 1 Heavy advanced technique

You can perform a superior strike with any weapon that has the Heavy property.

TIER 3 ADVANCED TECHNIQUES

CLEAVE

Prerequisites: martial level 10; a tier 2 Heavy advanced technique

When you reduce a creature to 0 hit points with a melee attack roll using a Heavy weapon, you can choose to carry over any excess damage to one other creature within your reach, provided the initial attack roll would hit the target. If you reduce that creature to 0 hit points, you can repeat this process against another target until there is no excess damage remaining.

HAMMERING BLOW

Prerequisites: martial level 10; a tier 2 Heavy advanced technique

When you hit a creature no more than one size larger than you with a Heavy weapon and roll the highest result on the weapon's damage dice, you can knock the target prone.

TIER

COLOSSAL STRENGTH

Prerequisite: proficiency with at least one Heavy weapon

Ignore the size restriction of Heavy weapons.

EXECUTIONER

Prerequisite: proficiency with at least one Heavy weapon

Deal calamitous damage to prone creatures.

2

SUPERIOR STRIKE: HEAVY

Prerequisite: one tier 1 Heavy advanced technique

Master the superior strikes of Heavy weapons

3

CLEAVE

Prerequisite: Superior Strike: Heavy

Cleave through hordes of enemies.

HAMMERING BLOW

Prerequisite: Superior Strike: Heavy

Knock targets prone on a critical hit.

4

STAGGERING BLOW

Prerequisite: one tier 3 Heavy advanced technique

Knock targets back with the force of your strikes.

CONCUSSIVE BLOW

Prerequisite: one tier 3 Heavy advanced technique

Daze enemies with the power of your strikes.

TIER 4 ADVANCED TECHNIQUES

STAGGERING BLOW

Prerequisites: martial level 14; a tier 3 Heavy advanced technique

When you hit a creature no more than one size larger than you with a Heavy weapon, you can push the target up to **10 feet** directly away from you. Creatures immune to the grappled condition are **immune** to this effect.

CONCUSSIVE BLOW

Prerequisite: martial level 14; a tier 3 Heavy advanced technique

When you score a critical hit on an attack with a Heavy weapon, the target also suffers the effect of the confusion spell until the end of its next turn.



TIER

DIRECT DAMAGE*Prerequisite: proficiency with at least one Impact weapon*

Ignore a target's temporary hit points and break its concentration.

DIZZYING STRIKE*Prerequisite: proficiency with at least one Impact weapon*

Dizzy opponents with fierce blows to reduce their speed.

1

SUPERIOR STRIKE: IMPACT*Prerequisite: a tier 1 Impact advanced technique*

Master the superior strikes of Impact weapons.

2

MOMENTUM SWING*Prerequisite: a tier 2 Impact advanced technique*

Quickly attack again if you miss.

STAGGERING STRIKE*Prerequisite: a tier 2 Impact advanced technique*

Stagger enemies you hit.

3

CRUSHING FORCE*Prerequisite: a tier 3 Impact advanced technique*

Gain advantage when attacking smaller creatures.

SHATTERED STEEL*Prerequisite: a tier 3 Impact advanced technique*

Destroy weapons and shields when you score a critical hit.

4

IMPACT MASTERY

"We can talk about "magic this" and "finesse that" until the bitan come home, but the fact is that combat is simple. I bonk people on the head and they stop being alive. I'll hit you up via sending spell when that strategy stops working but, so far, the results are impressive."

TIER I ADVANCED TECHNIQUES

DIRECT DAMAGE*Prerequisite: martial level 2, proficiency with at least one Impact weapon*

Your damage rolls for attacks you make with Impact weapons ignore temporary hit points, striking at a target's normal hit points directly. In addition, if an attack you make with an Impact weapon forces a target to make a **Constitution saving throw** to maintain its concentration, it has **disadvantage** on the saving throw.

DIZZYING STRIKE

Prerequisite: martial level 2, proficiency with at least one Impact weapon

When you hit a creature with an attack using an Impact weapon, that creature's speed is reduced by **10 feet** until the end of its next turn.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: IMPACT

Prerequisites: martial level 6; a tier 1 Impact advanced technique

You can perform a superior strike with any weapon that has the Impact property.

TIER 3 ADVANCED TECHNIQUES

MOMENTUM SWING

Prerequisites: martial level 10; a tier 2 Impact advanced technique

When you take the Attack action and miss a target with an Impact weapon, you can immediately use a bonus action to make another attack with that weapon against the target. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

STAGGERING STRIKE

Prerequisites: martial level 10; a tier 2 Impact advanced technique

When you hit a creature with an Impact weapon and roll the highest result on the weapon's damage dice or score a critical hit, that creature must succeed on a **Constitution saving throw** or be staggered until the end of its next turn. While staggered, a creature has **disadvantage** on all attack rolls, and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions.

TIER 4 ADVANCED TECHNIQUES

CRUSHING FORCE

Prerequisites: martial level 14; a tier 3 Impact advanced technique

You have **advantage** on melee attack rolls with Impact weapons against creatures at least one size category smaller than you.

SHATTERED STEEL

Prerequisites: martial level 14; a tier 3 Impact advanced technique

When you roll the maximum on your damage roll when you hit a creature with an Impact weapon, you push the force of that strike onto an object (such as a weapon) the creature is holding. The target must make an **Strength (Athletics)** check against your **martial save DC**. On a success, it drops the object. On a failure, the object shatters. If the object is a magic item of a rarity equal to or higher than that of your weapon, the target automatically succeeds on this check.

ART

PLACEHOLDER



TIER

MULTI-WEAPON FIGHTING

Prerequisite: proficiency with at least one Light weapon
Deal more damage with your bonus action attacks.

LIGHTWEIGHT

Prerequisite: proficiency with at least one Light weapon
Increase your speed by staying light.

1

SUPERIOR STRIKE: LIGHT

Prerequisite: a tier 1 Impact advanced technique
Master the superior strikes of Impact weapons.

2

COMBINATION STRIKE

Prerequisite: a tier 2 Light advanced technique
Make your bonus action attacks with advantage.

RIPOSTE

Prerequisite: a tier 2 Light
Counterattack when an enemy misses you.

3

SWIFT STRIKER

Prerequisite: a tier 3 Light advanced technique
Make more attacks with Light weapons.

FEATHERWEIGHT

Prerequisite: a tier 3 Light advanced technique
Stay light to gain additional defences.

4

LIGHT MASTERY

"Size matters not."

TIER I ADVANCED TECHNIQUES

MULTI-WEAPON FIGHTING

Prerequisite: martial level 2, proficiency with at least one Light weapon

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the bonus action attack.

LIGHTWEIGHT

Prerequisite: martial level 2, proficiency with at least one Light weapon

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, your speed increases by **10 feet**.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: LIGHT

Prerequisites: martial level 6; a tier 1 Light advanced technique

You can perform a superior strike with any weapon that has the Light property.

TIER 3 ADVANCED TECHNIQUES

COMBINATION STRIKE

Prerequisites: martial level 10; a tier 2 Light advanced technique

When you take the Attack action and attack with a Light weapon, any attack roll you make as a bonus action this turn with a Light weapon has **advantage**.

RIPOSTE

Prerequisites: martial level 10; a tier 2 Light advanced technique

When you are wielding two Light weapons and a creature within your reach misses you with a melee weapon attack, you can use your reaction to make an attack roll against that creature with one of the weapons.

TIER 4 ADVANCED TECHNIQUES

FEATHERWEIGHT

Prerequisites: martial level 14; a tier 3 Light advanced technique

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, you gain a **+1 bonus** to AC and have **advantage** on Dexterity saving throws.

SWIFT STRIKER

Prerequisite: martial level 14; a tier 3 Light advanced technique

When you take the Attack action, if the only weapons you are wielding are Light weapons, you can make one additional attack with a Light weapon as a part of that action, but you do not add your ability modifier to the damage, unless that modifier is negative.

ART

PLACEHOLDER



TIER

SPEED LOADER

Prerequisite: proficiency with at least one Loading weapon
Ignore the Loading property of weapons.

FLEXIBLE WEAPONRY

Prerequisite: proficiency with at least one Loading weapon
Use your Loading weapon as a crude club in melee combat.

1

SUPERIOR STRIKE: LOADING

Prerequisite: a tier 1 Loading advanced technique
Master the superior strikes of Loading weapons

2

STEADY LOADER

Prerequisite: a tier 2 Loading advanced technique
Strike critical blows more often!

HYPER FOCUS

Prerequisite: a tier 2 Loading advanced technique
Steady your mind to attack with advantage.

3

DEAD-EYE

Prerequisite: a tier 3 Loading advanced technique
Increase your odds of a critical hit!

QUICK SHOT

Prerequisite: a tier 3 Loading advanced technique
Make an additional attack as a bonus action.

4

LOADING MASTERY

"Worry not, men; there's no way she can hit us from here!" – Battlefield Commander Oglip, *Last Words*

TIER I ADVANCED TECHNIQUES

SPEED LOADER

Prerequisite: martial level 2, proficiency with at least one Loading weapon

You ignore the Loading property of weapons.

FLEXIBLE WEAPONRY

Prerequisite: martial level 2, proficiency with at least one Loading weapon

You can use a Loading weapon as a crude club. It is a simple melee weapon with the Finesse property that deals **1d4** bludgeoning damage on a hit. If you hit a creature with a melee attack roll using a Loading weapon, that creature can't make opportunity attacks against you until the start of its next turn.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: LOADING

Prerequisites: martial level 6; a tier 1 Loading advanced technique

You can perform a superior strike with any weapon that has the Loading property.

TIER 3 ADVANCED TECHNIQUES

STEADY LOADER

Prerequisites: martial level 10; a tier 2 Loading advanced technique

When you take the Attack action, you can choose to make only one attack with a Loading weapon with that action. If you do so, the critical hit threshold for that attack is reduced by 2.

HYPER FOCUS

Prerequisites: martial level 10; a tier 2 Loading advanced technique

As a bonus action, you can steady your body and mind to give yourself **advantage** on the next attack roll you make with a Loading weapon this turn.

TIER 4 ADVANCED TECHNIQUES

QUICK SHOT

Prerequisites: martial level 14; a tier 3 Loading advanced technique

After you take the Attack action and only attack with a Loading weapon, you can make one attack with that weapon as a bonus action that turn. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

DEAD-EYE

Prerequisites: martial level 14; a tier 3 Loading advanced technique

The critical hit threshold for attack rolls you make with Loading weapons is reduced by 1.

ART

PLACEHOLDER

TIER

BRAWLER'S SPIRIT*Pierce magical defences with your unarmed strikes.***WELTERWEIGHT TECHNIQUE***Attack dexterously with your unarmed strikes*

1

SUPERIOR STRIKE: PUGILIST*Prerequisite: a tier 1 Pugilist advanced technique**Master the superior strikes of Pugilist weapons*

2

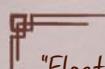
BLITZER*Prerequisite: a tier 2 Pugilist advanced technique**Strike again as a bonus action.***BRAWLER***Prerequisite: a tier 2 Pugilist advanced technique**Shove or grapple as a bonus action.*

3

FAIR FIGHTER*Prerequisite: one tier 3 Pugilist advanced technique**Disarm your target.***SUPLEX KING***Prerequisite: one tier 3 Pugilist advanced technique**Suplex attacking enemies to leave them prone.*

4

PUGILIST MASTERY



"Float like a ryuto, sting like a hue."

TIER I ADVANCED TECHNIQUES

BRAWLER'S SPIRIT*Prerequisite: martial level 2*

Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

WELTERWEIGHT TECHNIQUE*Prerequisite: martial level 2*

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes or Pugilist weapons.

TRAINED PUGILIST*Prerequisite: martial level 2*

You can roll a **d6** in place of the normal damage of your unarmed strikes.

TIER

BETA V2

1

TRAINED PUGILIST

Deal greater damage with your unarmed strikes

2

EXPERT PUGILIST

Prerequisite: a tier 2 Pugilist advanced technique

Deal even more damage with your unarmed strikes.

3

UPPERCUT SPECIALIST

Deal devastating blows to larger creatures.

4

MASTER PUGILIST

Prerequisite: one tier 3 Pugilist advanced technique

Deal extreme damage with your unarmed strikes

GOT 'EM

Prerequisite: a tier 2 Pugilist advanced technique

React deftly to fleeing foes.

TOUGH MOTHER

Prerequisite: one tier 3 Pugilist advanced technique

Reduce incoming physical damage.

UPPERCUT SPECIALIST

Prerequisite: martial level 2

When you attack a creature at least one size larger than you with a Pugilist weapon, your critical hit threshold is reduced by 1.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: PUGILIST

Prerequisites: martial level 6; a tier 1 Pugilist advanced technique

You can perform a superior strike with any weapon that has the Pugilist property, and perform the Flurry superior strike if you attack with an unarmed strike.

TIER 3 ADVANCED TECHNIQUES

BLITZER

Prerequisites: martial level 10; a tier 2 Pugilist advanced technique

After you take the Attack action and only attack with unarmed strikes, you can make one unarmed strike as a bonus action that turn.

BRAWLER

Prerequisites: martial level 10; a tier 2 Pugilist advanced technique

After you take the attack action and only attack with unarmed strikes or Pugilist weapons, you can attempt to shove or grapple a creature as a bonus action that turn.

EXPERT PUGILIST

Prerequisites: martial level 10; a tier 2 Pugilist advanced technique

You can roll a **d8** in place of the normal damage of your unarmed strikes.

GOT 'EM

Prerequisites: martial level 10; a tier 2 Pugilist advanced technique

You have **advantage** on opportunity attacks made with unarmed strikes, and when a creature provokes an opportunity attack from you, you can attempt to grapple that creature as your opportunity attack.

TIER 4 ADVANCED TECHNIQUES

FAIR FIGHTER

Prerequisites: martial level 14; a tier 3 Pugilist advanced technique

Once per turn, when you hit a creature with an unarmed strike, you can forgo dealing damage to disarm that creature instead. It drops one weapon or other object it is holding (your choice). The object lands in your space.

MASTER PUGILIST

Prerequisite: martial level 14; a tier 3 Pugilist advanced technique

You can roll a **d12** in place of the normal damage of your unarmed strikes.

SUPLEX KING

Prerequisite: martial level 14; a tier 3 Pugilist advanced technique

When a creature no more than one size larger than you makes a melee attack roll against you, you can use your reaction to dodge and use its momentum against it. You gain a bonus to your AC equal to your proficiency bonus against that attack, and, if the attack misses, you suplex the creature; you move into its space, and it falls **prone** in the space you left.

TOUGH MOTHER

Prerequisites: martial level 14; a tier 3 Pugilist advanced technique

While you aren't wielding any weapons, carrying a shield, or wearing armour, any bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your proficiency bonus.



TIER**FORTIFIED POSITION***Prerequisite: proficiency with at least one Reach weapon*

The area around you becomes difficult terrain for enemies.

POLE VAULTER*Prerequisite: proficiency with at least one Loading weapon*

Use your polearm to leap further and steady your fall.

1

SUPERIOR STRIKE: REACH*Prerequisite: a tier 1 Reach advanced technique*

Master the superior strikes of Reach weapons.

2

LUNGING STRIKES*Prerequisite: a tier 2 Reach advanced technique*

Increase the reach even further.

CONSTANT VIGILANCE*Prerequisite: a tier 2 Reach advanced technique*

Make attacks against creatures that enter your reach.

3

CROWD CONTROL*Prerequisite: a tier 3 Reach advanced technique*

Move creatures that you hit with Reach weapons.

PIKE WALL*Prerequisite: a tier 3 Reach advanced technique*

Form a defensive posture alongside an ally with a Reach weapon.

REACH MASTERY

"You'd think millennia of civilisation would amount to more than 'the guy with the biggest stick wins', but it really doesn't! The polearm is disgustingly effective in single combat, and anyone who disagrees is welcome to try and get within 10 feet of me to make a counter argument. Let's see who can do so without getting their skull cracked open."



TIER I ADVANCED TECHNIQUES

FORTIFIED POSITION

Prerequisite: martial level 2, proficiency with at least one Reach weapon

While you are wielding a Reach weapon and aren't restrained, the area within **10 feet** of you is difficult terrain for creatures of your choice.

POLE VAULTER

Prerequisite: martial level 2, proficiency with at least one Reach weapon

You have trained to use your weapon to aid you in vaulting and failing safely. While you are wielding a Reach weapon, if you move at least **10 feet** on foot immediately before the jump, your jumping distance is tripled until the end of this turn. In addition, when you fall and are wielding a Reach weapon, you can subtract up to **50 feet** from your fall when calculating fall damage. You can't gain this benefit if you are **unconscious**.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: REACH

Prerequisites: martial level 6; a tier 1 Reach advanced technique

You can perform a superior strike with any weapon that has the Reach property.

TIER 3 ADVANCED TECHNIQUES

LUNGING STRIKES

Prerequisites: martial level 10; a tier 2 Reach advanced technique

When you take the Attack action on your turn, the reach of attacks you make with Reach weapons increases by **5 feet** until the end of your turn.

CONSTANT VIGILANCE

Prerequisites: martial level 10; a tier 2 Reach advanced technique

When a creature enters your reach while you are wielding a Reach weapon, you can use your reaction to make an attack against that creature with the weapon.

TIER 4 ADVANCED TECHNIQUES

CROWD CONTROL

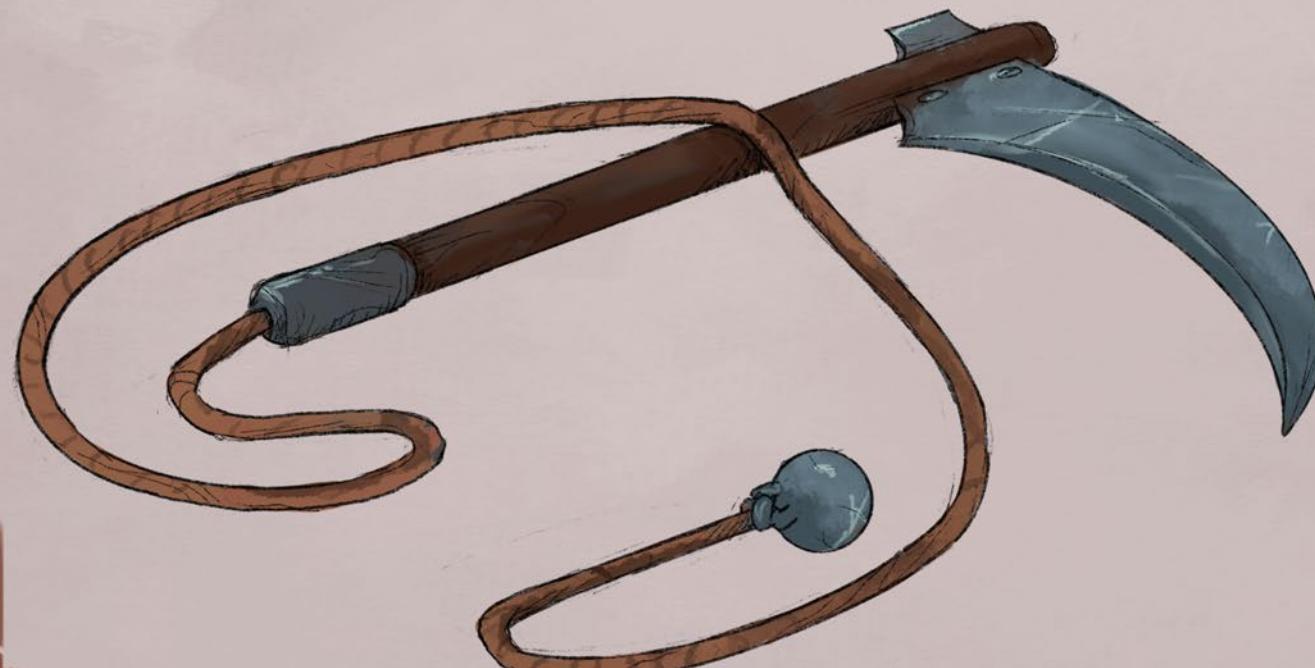
Prerequisites: martial level 14; a tier 3 Reach advanced technique

When you hit a creature no more than one size larger than you with a Reach weapon, you can move it up to **10 feet** horizontally to an unoccupied space.

PIKE WALL

Prerequisites: martial level 14; a tier 3 Reach advanced technique

While you are wielding a Reach weapon and you are within reach of an allied creature who is also wielding a Reach weapon with which it is proficient, you gain a **+2 bonus** to your AC.





TIER

DAY TRIPPER

Prerequisite: proficiency with at least one Scourge weapon
Trip enemies to knock them prone after attacking.

GET OVER HERE!

Prerequisite: proficiency with at least one Scourge weapon
Wrench enemies towards you after attacking.

1

SUPERIOR STRIKE: SCOURGE

Prerequisite: a tier 1 Scourge advanced technique
Master the superior strikes of Scourge weapons.

2

WRAP

Prerequisite: a tier 2 Scourge advanced technique
Grapple enemies from afar.

LONG TETHER

Prerequisite: a tier 2 Scourge advanced technique
Increase the reach of your Scourge weapon attacks.

3

DISARMING STRIKE

Prerequisite: a tier 3 Scourge advanced technique
Wrench objects out of your enemy's grasp and pull them towards you.

VICIOUS STRIKES

Prerequisite: a tier 3 Scourge advanced technique
Increase the damage of your Scourge weapons.

SCOURGE MASTERY

"It can break the sound barrier and their bones in a single strike."

TIER I ADVANCED TECHNIQUES

DAY TRIPPER

Prerequisite: martial level 2, proficiency with at least one Scourge weapon

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target off its feet. The target must succeed on a **Dexterity saving throw** or fall **prone**.

GET OVER HERE!

Prerequisite: martial level 2, proficiency with at least one Scourge weapon

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target. The target must succeed on a **Strength saving throw** or be moved up to **10 feet** towards you.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: SCOURGE

Prerequisites: martial level 6; a tier 1 Scourge advanced technique

You can perform a superior strike with any weapon that has the Scourge property.

TIER 3 ADVANCED TECHNIQUES

WRAP

Prerequisites: martial level 10; a tier 2 Scourge advanced technique

When you take the Attack action while wielding a Scourge weapon, you can forgo one attack to make a special melee attack against a creature within the reach of your Scourge weapon. The target makes a **Dexterity saving throw** (DC = your **martial save DC**). On a failed save, the creature is **grappled**, and it is **restrained** while grappled in this way. The creature escapes the grapple when it or a creature within **5 feet** of it uses its action to make a **Strength** check against your **martial save DC** and succeeds. While a creature is grappled in this way, you can't attack with your Scourge weapon.

LONG TETHER

Prerequisites: martial level 10; a tier 2 Scourge advanced technique

When you take the Attack action on your turn, your reach for attacks you make with Scourge weapons increases by **5 feet** until the end of your turn.

TIER 4 ADVANCED TECHNIQUES

DISARMING STRIKE

Prerequisites: martial level 14; a tier 3 Scourge advanced technique

When you hit a creature with an attack roll using a Scourge weapon, you can attempt to disarm that creature. It must make a **Strength saving throw**. On a failure, the creature drops one object (such as a weapon) that it is holding of your choice, and you pull that weapon or object up to **10 feet** towards you.

VICIOUS STRIKES

Prerequisites: martial level 14; a tier 3 Scourge advanced technique

The damage die of your Scourge weapons increases to a **d10**.

THROWN MASTERY



"Duck!"

TIER I ADVANCED TECHNIQUES

DISTANT STRIKER

Prerequisite: martial level 2, proficiency with at least one Thrown weapon

The normal and long ranges of ranged attacks you make with Thrown weapons is doubled. In addition, if you make a ranged attack with a Thrown weapon while hidden, missing doesn't reveal your position.

CLOSE QUARTER COMBAT

Prerequisite: martial level 2, proficiency with at least one Thrown weapon

Being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with Thrown weapons.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: THROWN

Prerequisites: martial level 6; a tier 1 Thrown advanced technique

You can perform a superior strike with any weapon that has the Thrown property.

TIER 3 ADVANCED TECHNIQUES

FLEXIBLE ATTACKER

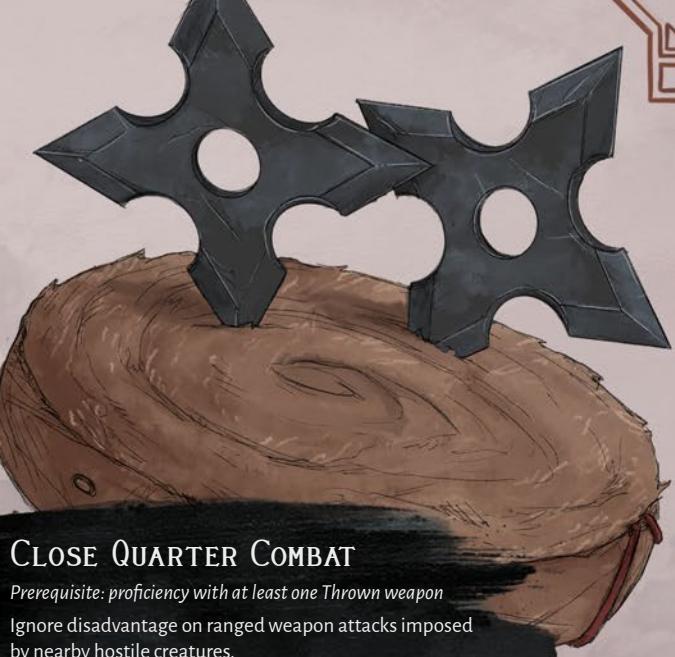
Prerequisites: martial level 10; a tier 2 Thrown advanced technique

If you make a melee attack with a Thrown weapon on your turn, you can make a ranged weapon attack with that same weapon as a bonus action that turn.

FOCUSSED STRIKE

Prerequisite: martial level 10; a tier 2 Thrown advanced technique

As a bonus action, you can steady your body and mind to give yourself advantage on the next attack roll you make with a Thrown weapon this turn.

TIER**DISTANT STRIKER**

Prerequisite: proficiency with at least one Thrown weapon
Increase the range of your Thrown weapon attacks.

CLOSE QUARTER COMBAT

Prerequisite: proficiency with at least one Thrown weapon
Ignore disadvantage on ranged weapon attacks imposed by nearby hostile creatures.

1

SUPERIOR STRIKE: THROWN

Prerequisite: a tier 1 Thrown advanced technique
Master the superior strikes of Thrown weapons.

2

FLEXIBLE ATTACKER

Prerequisite: a tier 2 Thrown advanced technique
After making a melee attack with a thrown weapon, you can throw it as a bonus action.

FOCUSED STRIKE

Prerequisite: a tier 2 Thrown advanced technique
Steady your mind to attack with advantage.

3

WHIRLING MELEE

Prerequisite: a tier 3 Thrown advanced technique
Seamlessly blend melee and thrown weapon attacks.

BULLSEYE

Prerequisite: a tier 3 Thrown advanced technique
Crit more often, and devastate enemies with debilitating effects on a critical hit.

TIER 4 ADVANCED TECHNIQUES**WHIRLING MELEE**

Prerequisites: martial level 14; a tier 3 Thrown advanced technique

After you take the Attack action and make a melee attack against a creature on your turn, you gain **advantage** on attack rolls with Thrown weapons against other creatures until the end of the turn.

BULLSEYE

Prerequisites: martial level 14; a tier 3 Thrown advanced technique

The critical threshold of ranged attack rolls you make using Thrown weapons is reduced by 1. If you score a critical hit against a creature with a ranged attack roll using a Thrown weapon, you can choose one of the following additional effects for the target to suffer:

- The target is **blinded** until the start of its next turn.
- The target drops one object (such as a weapon) of your choice that it is holding.
- The target's speed is halved until the end of its next turn.

WEAPON FOCUS*Prerequisite: proficiency with at least one Versatile weapon*

Use your weapon as a spellcasting focus and to perform the somatic components of spells.

QUICK PARRY*Prerequisite: proficiency with at least one Versatile weapon*

Parry enemies to deflect melee attacks.

SWIFT STRIKER*Prerequisite: a tier 2 Versatile advanced technique*

Make a bonus attack when you attack with a Versatile weapon wielded in one hand.

SHIELD BASH*Prerequisite: a tier 2 Versatile advanced technique*

Knock your enemy prone with a shield strike.

HEAVY STRIKER*Prerequisite: a tier 2 Versatile advanced technique*

Attack with advantage when you wield a Versatile weapon in two hands.

DUAL MANEUVER*Prerequisite: a tier 3 Versatile advanced technique*

Grapple with your off hand as you attack with a Versatile weapon in one hand.

GUARD*Prerequisite: a tier 3 Versatile advanced technique*

Increase your AC and cover your retreat.

VERY HEAVY STRIKER*Prerequisite: a tier 3 Versatile advanced technique*

Massively boost your critical hit chance when attacking with a Versatile weapon with both hands.

VERSATILE MASTERY

"One hand, two hand, you're a dead man."

- Poem of the Longsword.

TIER I ADVANCED TECHNIQUES

WEAPON FOCUS

Prerequisite: martial level 2, proficiency with at least one Versatile weapon

You can use a Versatile weapon as a spellcasting focus and you can use the hand in which you hold a Versatile weapon to perform the somatic components of spells.

QUICK PARRY

Prerequisite: martial level 2, proficiency with at least one Versatile weapon

When a creature makes a melee attack roll against you while you wield a Versatile weapon, you can use your reaction to add your proficiency bonus to your AC against that attack, potentially turning a hit into a miss.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: VERSATILE

Prerequisites: martial level 6; a tier 1 Versatile advanced technique

You can perform a superior strike with any weapon that has the Versatile property.

TIER 3 ADVANCED TECHNIQUES

SWIFT STRIKER

Prerequisites: martial level 10; a tier 2 Versatile advanced technique

If you take the Attack action on your turn and only attack with a Versatile weapon wielded in one hand, you can attack with that weapon one-handed again as a bonus action. You do not add your ability modifier to the damage for this bonus attack, unless that modifier is negative.

SHIELD BASH

Prerequisites: martial level 10; a tier 3 Versatile advanced technique

When you take the Attack action and hit with a Versatile weapon while wielding a shield, you can use a bonus action to make a melee weapon attack roll using your shield against the target. On a hit, the target takes **1d4** bludgeoning damage and must succeed on a **Strength saving throw** or fall **prone**. Creatures more than one size larger than you automatically succeed on this saving throw.

HEAVY STRIKER

Prerequisites: martial level 10; a tier 2 Versatile advanced technique

Once per turn, when you attack with a Versatile weapon using both hands, you can grant yourself **advantage** on that attack roll.

TIER 4 ADVANCED TECHNIQUES

DUAL MANEUVER

Prerequisites: martial level 14; a tier 3 Versatile advanced technique

When you take the Attack action and hit a creature with a Versatile weapon wielded in one hand while your other hand is free, you can attempt to grapple that target as part of that same action.

GUARD

Prerequisite: martial level 14; a tier 3 Versatile advanced technique

While you wield both a shield and Versatile weapon, your ability to deflect attacks is second to none. As a bonus action, you can grant yourself a **+1 bonus** to your AC until the start of your next turn, and opportunity attacks against you have **disadvantage** until then.

VERY HEAVY STRIKER

Prerequisite: martial level 14; a tier 3 Versatile advanced technique

When you attack with a Versatile weapon using both hands, your critical hit threshold is reduced by 2.



SHIELD WALL*Prerequisite: proficiency with shields*

Gain a +2 to your AC while beside an ally with a Reach weapon.

REINFORCEMENT*Prerequisite: proficiency with shields*

Reduce incoming damage from a melee attack.

COVER*Prerequisite: a tier 2 Shield advanced technique*

Grant an AC bonus to a nearby ally.

NUMBING COLLISION*Prerequisite: a tier 2 Shield advanced technique*

Block an attack, potentially disarming someone and numbing their attacking limb.

BULWARK*Prerequisite: a tier 3 Shield advanced technique*Reduce all damage while wielding a shield.
Stacks with Reinforcement.**REDIRECT STRIKE***Prerequisite: a tier 3 Shield advanced technique*

Increase your AC and cause an opponent to strike another target.

SHIELDS MASTERY

"Shields are there to keep you safe, but in my experience, nothing is safer than knocking your enemy on their ass. Shields are great for that."

TIER I SHIELD MASTERY

SHIELD WALL*Prerequisite: martial level 2, proficiency with shields*While you are wielding a shield and within **5 feet** of an allied creature that is also wielding a shield, your AC increases by **2**.**REINFORCEMENT***Prerequisite: martial level 2, proficiency with shields*

While you might not intercept every blow, you can cause minor deflections that decrease their efficacy. While you are wielding a shield, you can reduce the damage you take from a melee attack by a value equal to your proficiency bonus. After you use either Bulwark or Reinforcement, you can't use either technique again until the start of your next turn.

TIER 2 SHIELD MASTERY

SUPERIOR STRIKE: SHIELD*Prerequisites: martial level 6; a tier 1 Shield advanced technique*

You can perform a superior strike with any shield.

TIER 3 SHIELD MASTERY

COVER

Prerequisites: martial level 10, a tier 2 Shield advanced technique

While you are wielding a shield and within **5 feet** of an allied creature who is not wielding a shield, you can use your bonus action to grant that creature a **+2 bonus** to its AC until the start of your next turn. The bonus ends early if the creature is ever more than **5 feet** away from you or you are incapacitated.

NUMBING COLLISION

Prerequisites: martial level 10, a tier 2 Shield advanced technique

When a creature misses you with a melee attack while you are wielding a shield, you can use your reaction to strike its attacking limb, numbing it. The creature must succeed on a **Constitution saving throw** or drop the weapon that it used to make the attack (if any) at your feet and have **disadvantage** on melee attack rolls it makes until the end of its next turn. It can't pick up the weapon while you occupy the space and are not unconscious.

TIER 4 SHIELD MASTERY

BULWARK

Prerequisites: martial level 14, a tier 3 Shield advanced technique

You are a wall capable of withstanding any onslaught. While you are wielding a shield, you can reduce damage you take from any attack by a value equal to your proficiency bonus. This effect stacks with Reinforcement, allowing you to reduce the damage you take from a melee attack by twice your proficiency bonus. After you use either Bulwark or Reinforcement, you can't use either technique again until the start of your next turn.

REDIRECT STRIKE

Prerequisites: martial level 14, a tier 3 Shield advanced technique

When you are wielding a shield and you are targeted by a melee attack by an attacker you can see, you can use your reaction to add half your proficiency bonus to your AC against that strike, potentially turning a hit into a miss. If the attack misses, you can force the attacker to target a different target that is within **5 feet** of both you and the attacking creature with the attack. Use the attacker's original attack roll to determine if the attack hits.

ART

PLACEHOLDER

CHAPTER 8

RACES



RACES

F"Everyone has a story, and, like it or not, your tale is being written with each passing moment. Where you're going matters more than where you came from, but every good story needs a beginning. Let's start there—who are you?"

— Ryoko

The Yokai Realms are home to countless beings and cultures, some of which are presented here as options for player characters. Perhaps you are a graceful fuyohren, one of the plant folk who dance over water and live harmoniously with the natural world. Maybe you are a hulking enkoh, counting yourself among the rugged and industrious simian Humanoids who call icy mountain peaks their home. Your lineage forms a core part of your identity, and every player option presented in *Ryoko's Guide* includes lore and history to help you craft your character. Work with your GM to alter any material presented in this guide to best reflect your vision and the aspirations you have for the story you wish to explore. In all cases, the information given on specific races is general, and members within that community are as individual and distinctive as a fingerprint.

RACIAL ABILITY SCORES

Ryoko's Guide presents fifteen playable races and subraces, each with unique traits and capabilities. The Ability Score Increase trait reflects your innate talents—are you naturally swift and dextrous, instinctively intellectual and cunning, or blessed with dazzling good looks and effortless charm? Each race has a suggested set of ability scores to increase, a representation of the typical distribution amongst people of that lineage. You can follow these suggestions or ignore them. If you choose your own ability score increases, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Always remember that your ability scores are, at heart, simply numbers that represent your talents and skills within the game, and need not restrict how you portray your character. A low Wisdom score does not require you to roleplay a character that is foolish; it might reflect your charming naivety, a willingness to trust others, or a giddy propensity to rush into action headfirst. By the same token, a high Dexterity does not require you to be slender and lithe, and you shouldn't feel obligated to be a mountainous hulk if you have a high Strength score. Within the game, such attributes can belong to any person of any size or shape.



A COSMOPOLITAN WORLD

The races given in *Ryoko's Guide* are all native to the Yokai Realms, but that doesn't mean other races do not live and thrive here. The Realms are a bubbling hotbed of wanderers and communities, with visitors from distant lands a common sight. Travel from the Realms to other lands is also not unusual, and your GM might include the playable races or creatures offered in *Ryoko's Guide* as options in campaigns totally removed from this setting. The Yokai Realms are a place of infinite wonder and opportunity, where anyone who steps forth with an adventurous heart and curious mind can find a home and achieve their dreams.

ENKOH

"There's magic in this world that goes beyond flashes, bangs, and jets of flame. An earthy magic of food, structure, and fellowship. It's the magic of a thousand mundane hands raising a city from velvet snow. A magic woven by walking into the cruellest, biting blizzard and welcoming it as your home."

These people understand that magic. The mightiest yokai and grandest kaiju might be able to survive here, for a time, but only the enkoh can thrive."

— Ryoko



Beneath snow-capped peaks, where white drifts bury the chaos of rocks and streams, the formidable enkoh make cities of ice and snow. Well-adapted to colder climes, these thick-furred simian folk blend an innate skill for survival with a piercing intelligence, making homes in inhospitable environments.

COMMUNITY AND CRAFTSMANSHIP

Enkoh have a transformative effect on their environment, domesticating beasts, curtailing avalanches, and building sprawling towns. With singular intent, enkoh collaborate to form a unified community capable of raising a city from the icy wastes in a matter of months. Their realms can be found within vast glaciers and snowfields, boasting soul-soothing hot springs and serving steaming winter cider fermented inside the trunks of hibernating trees.

Few enkoh structures are ancient; the ephemeral nature of ice and slow creeping of glaciers means only those structures in the coldest, flattest expanses are over a few hundred years old. This transient nature leads enkoh to value their kith and kin—their troop—over any single location, and has made them masters of ice-crafting. With saw and skin, enkoh cut and melt ice just enough so that it forms solid bonds upon re-freezing. This method produces edifices of fantastical shapes; indeed, enkoh architecture is widely regarded as some of the most beautiful in the Yokai Realms by the few foreign eyes to have seen it.

TROOPS OF SOLITUDE

Masters of ice-craft, enkoh guard their crafting secrets fiercely and rarely trade anything more than the essentials with other races. Though it is rare for an enkoh to leave their troop, the lure of master crafters specialising in metal and stone, as well as tales of verdant, sprawling landscapes not cloaked in ice, can lead some into lives of adventure. Fewer still return to their troop, but those that do are warmly welcomed and can expect a peaceful old age in return for sharing the wisdom of their travels.

ENKOH TRAITS

As an enkoh, you have the following traits:

Ability Score Increase. Your Intelligence score increases by 2.

Age. An enkoh reaches maturity at 15 years of age and can live up to 80 years.

Creature Type. You are a Humanoid.

Thick Fur. You have **resistance** to cold damage.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

Subrace. There are two primary variations among the

enkoh: hulking and springtail. On the whole, enkoh see little value in the anthropological labels placed upon them by other races, living together in equality and peace. Choose one of these subraces.

HULKING

Every bit as rugged, resolute, and unflinching as the frigid mountains they call home, hulking enkoh are known for their fierce, calculating minds and explosive physical strength. Rarely do hulking enkoh act swiftly; they prefer to assess, analyse, and contemplate before choosing a path. However, when moved to action, the mountains move with them.

Ability Score Increase. Your Constitution score increases by 1.

Size. You are Medium. Hulking enkoh are broadly built and can vary substantially in height, from as short as 5 feet all the way up to above 7 feet tall.

Speed. Your walking speed is **30 feet**, and you have a climbing speed equal to your walking speed.

Chest Beating. As a bonus action, you can pound your fists to your chest, causing a surge of adrenaline and valour. Until the start of your next turn, you have **resistance** to bludgeoning, piercing, and slashing damage, and you have **advantage** on Intimidation checks. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Natural Cooks. With ingredients worth at least 1 sp, you can prepare a meal for a number of Medium or smaller creatures equal to $2 + \text{your proficiency bonus}$ over the course of a short or long rest. A creature who eats the meal at the end of the rest regains one spent Hit Die and gains temporary hit points equal to **1d6 + your proficiency bonus**.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

SPRINGTAIL

Vibrant, dynamic, and swift, springtail enkoh are the more sociable of their race. Their bonds of fellowship extend to the environment around them; they are masters of taming beasts of land and sky for both work and companionship. Rarely sitting still, springtails walk, speak, and trust quickly.

Ability Score Increase. Your Dexterity score increases by 1.

Size. You are Small. Springtail enkoh are nimble, light, and short. The smallest adults can be as little as 2 feet tall, while the largest can reach as high as 4 feet.

Speed. Your walking speed is **35 feet**, and you have a climbing speed equal to your walking speed. In addition, climbing on a creature larger than you doesn't count as difficult terrain for you.

Beast Wardens. You have **advantage** on ability checks to tame or influence Beasts.

Skillful. You gain proficiency in your choice of two of the following skills: Acrobatics, Animal Handling, Nature, Performance, or Survival.

Springing Leap. You can calculate your jump distance using your Dexterity. When you do, your long jump covers a number of feet equal to your Dexterity score with or without a running start, and your high jump equals $3 + \text{your Dexterity modifier}$ (minimum of 0 feet) with or without a running start. Either way, each foot you clear on the jump costs a foot of movement.

Sturdy Tail. Your tail can support your weight and balance. When you make an ability check or saving throw to avoid being forcibly moved, you can use your reaction to curl your tail around an object within **5 feet** of you that is attached to the ground or another sturdy surface. If you do so, you have **advantage** on that check or save.



FUYOHREN

Even in tales of triumph, her stories left me with an aching melancholy—a yearning for meadows, lakes, and young grass trembling in a spring breeze. That is what it means to be fuyohren.



Born and nurtured on gentle flowing rivers and tranquil ponds, the fuyohren are sentient, mobile plants innately harmonious with the natural world. Fuyohren societies nestle within ecosystems effortlessly, acting in synchronicity with the ebb and flow of the world around them. A society might exist on the same plot of land for millenia, yet remain undetectable to outsiders who pass through, with nary a tree uprooted or stone upturned to indicate the fuyohren's presence.

SEASONAL DIVINATION

Bound to nature, the fuyohren bear an imprint of the world at the time of their birth. So-called “winter warriors” are fuyohren born in the bitter, colder months, and are believed to bear an aggressive, steely disposition. Fuyohren born in spring are blessed with a childlike, optimistic disposition, while summer fuyohren are typically charismatic, and autumnal fuyohren said to be wise. Whether these stereotypes are true or merely a product of a cultural myth manifesting itself in the way fuyohren are raised is unknown.

KAIJU CALLERS

Kaiju are feared and worshipped by the fuyohren for their power to obliterate swathes of an environment through their presence alone. Many fuyohren cultural traditions include dances, festivals, and ceremonies which aim to placate such behemoths. Bolder fuyohren may actively seek rampaging kaiju, drawing them away from societies and fragile ecosystems and into the untamed wilderness, usually at the cost of their own lives. Bakuryo and other kaiju that do not interfere with the natural world are revered by the fuyohren, while Raiko and other chaotic beings of wanton destructive force are hated and feared.

FUYOHREN TRAITS

As a fuyohren, you have the following traits:

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.



Age. Young fuyohren are raised on the water until they reach adolescence and learn to walk upright. They reach adulthood at around 18 years old and have been known to live to 150.

Size. You are Medium. Grown fuyohren can reach 6 feet tall.

Speed. Your walking speed is **35 feet**.

Creature Type. You are a Plant.

Fluid Motion. You have **advantage** on saving throws you make to avoid or end the restrained, paralysed, or petrified condition on yourself.

Graceful Step. You can move across any fluid surface—such as water, mud, snow, or quicksand—as if it were solid ground. However, you are not protected from the damaging effects of contact with dangerous liquids, like lava or acid.

Water Magic. Through a **10 minute** ritual, you can imbue a vial of ordinary water with magical properties. Choose one of the following effects:

- The water gains the magical properties of holy water.
- The water becomes a simple antidote that ends the poisoned condition when drunk by one creature.
- The water is imbued with vitality. Drinking the vial is enough liquid to hydrate a Large or smaller creature for **24 hours**.
- The water bubbles with healing magic. A creature who ingests the vial of water regains **1d4** hit points.

The water remains potent for the next **24 hours**, after which time it returns to normal. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Nature Warden. You gain proficiency in your choice of one of the following skills: Acrobatics, Animal Handling, Nature, Survival, or Performance.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

HANAMORI

I was told the hanamori were born from the molten slag of a bleeding mountain, life bursting forth from the cruellest environment imaginable. Others say they bloomed from the first corpses cut down in war, or emerged fully formed from the silent, chill void. There are one hundred stories of how they came to be, but no matter which you choose to believe, in every tale one theme runs true: the hanamori are life born from death.



With gaunt faces, charcoal skin, and coarse crimson petals, hanamori are a race of sentient plants believed by many to be harbingers of death. This reputation is not wholly unfounded, for hanamori are physiologically sympathetic; their bodies reverberate in harmony with the fleeting spirit of creatures that die in their presence, taking on traits of the deceased for a short time. The slaughter of a mighty beast is felt by its hunters as a surge of physical strength, and the passing of a sage as a transcendent moment of heightened wisdom. As a result, hanamori have a complex relationship with death; to die in their presence is to pass a glimpse of oneself to another, for a short time.

REACTIVE PHYSIOLOGY

A hanamori's sympathetic physiology extends to the world around them. While they can briefly share in the physiology of creatures who die, they can permanently take on the physical characteristics of their environment over a longer duration. Humid jungles might impart a hanamori with a permanent scent of rich flora, while icy mountains cause their body to forever be chill to the touch. Hanamori adventurers who travel the world end their lives as a collage of the habitats that succored them, a jigsaw infused with environmental memories ever bonded to their form.

BURNING EMOTIONS

Hanamori are naturally passionate and active. They think, speak, and adapt swiftly, and are known for their fiery tempers and zealous loyalty. With short lives, hanamori see little value in holding grudges or overanalysing a situation, preferring to think on their feet and revel in the heat of each moment. A hanamori's emotional state can be read on its body: its petals blush darkly when enraged, and the tips of its branches sprout new buds during periods of prolonged grief. It is said that if a hanamori loses a true love, it will forever bloom.

HANAMORI TRAITS

As a hanamori, you have the following traits:

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Age. Hanamori reach adulthood at the same rate as humans and go on to live for up to 60 years.

Size. Hanamori vary in size—you can be Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Plant.

Essence Capture. You have the power to magically capture fragments of a creature's power when it dies in your proximity. As a reaction when a creature with a CR equal to or lower than your level dies within **10 feet** of you, you can capture a fragment of its essence. You gain one of the following effects of your choice:

- You replace your Strength, Dexterity, Intelligence, Wisdom, or Charisma ability score with the same ability score of the creature that died.
- You gain one special sense of your choice, except truesight, that the creature possessed, out to the same range.
- You gain **resistance** to one damage type of your choice to which the creature had resistance or immunity.
- You gain **immunity** to one condition of your choice, except exhaustion, to which the creature had immunity.

This effect lasts for **1 hour**, after which time you return to normal. Once you use this trait, you can't do so again until you finish a long rest.

Fiery Countenance. You have **advantage** on saving throws you make to avoid or end the frightened or stunned condition on yourself.

Gaze Of Death. You gain proficiency in your choice of one of the following skills: Intimidation, Medicine, Nature, or Survival.

Rugged. Your tough, lignified exterior is a natural barrier to cuts and abrasions. When you aren't wearing armour, your AC is $12 + \text{your Constitution modifier}$. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

HANIWA

"I am the decider! I am the dying breath of the lost world. I will not forsake the traditions of old."

Hewn from clay as sentient guardians for the tombs of ancient rulers, haniwa were vessels created to bear the souls of loyal warriors, their spirits housed within undying clay bodies to act as vigilant sentries to hallowed ground. As the centuries waned, the haniwa spirits were thought to have passed from the world, leaving their clay shells behind, empty vessels standing in the cool darkness of forgotten tombs. However, the magic of the haniwa endured. Thought to be long dormant, over the last century, the haniwa began to reawaken, emerging into a new world, displaced by millenia from their origin.

FINDING PURPOSE

Most haniwa, newly reborn, have no memory of their former selves or original task, their hallowed grounds long since plundered or buried beneath the soil of an ever shifting realm. As such, haniwa often become wanderers, seeking purpose and fortune in an alien world. It isn't uncommon to see haniwa finding meaning through devotion to a cause, practice, or order, often finding work as clerics, paladins, and monks. The few haniwa that retain some memory of their past life now find themselves serving a grander purpose than protector of a tomb; they are guardians to the memory of a world no one else remembers. These haniwa are the final stewards of an ancient dynasty, a living record of its culture, wisdom, traditions, and way of life.

HANIWA TRAITS

As a haniwa, you have the following traits:

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Haniwa are fully formed, magical clay Constructs. They do not grow and do not show any signs of deterioration due to age. However, haniwa are not immortal. Additionally, you can't be magically aged.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Construct.





Clay Companion. Over the course of a long rest, you can fashion a quasi-sentient, clay companion. Your companion can take whatever shape you wish, but must use the giant weasel, hawk, mastiff, or mule stat block. Its creature type is Construct, and it also gains your Soul Shell trait. Your clay companion understands you and obeys your commands. It disintegrates into shapeless clay when it is reduced to 0 hit points or when you use this feature again.

Grave Guardian. You are blessed with innate magic of protection and consecration. You can cast the *earthen uppercut* and *sanctuary* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Soul Shell. Your soul has possessed a Construct, imparting the following benefits:

- You don't need to eat, drink, or breathe.
- You have **advantage** on saving throws you make against disease and to avoid or end the poisoned condition on yourself.
- You can receive the benefits of spells that restore hit points that don't usually affect Constructs, like *cure wounds* and *healing word*.

Spirit Ward. Your weapon attacks are considered magical for the purpose of overcoming resistances and immunities.

Tombkeeper. You gain proficiency in the Religion and Perception skills.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

ISETSU

Isetsu are warriors, but we do not live for war. We live for that which our battles defend.

Along stoney, shattered cliffs, blasted by howling wind and icy rain, the isetsu stand guard. A race of large, crustacean-like Humanoids, isetsu have made a home facing the ocean for millenia, thriving and hunting beneath the open waves, and resting on the shore. Although they do not swim as nimbly as nishikin or ryujin, the isetsu's superior eyesight, towering bodies, and resolute carapace serve them well in the deep; they are the undisputed rulers of the cliffs and seabeds.



SHORELINE GUARDIANS

It is said that at the dawn of the world, isetsu were tasked with the defence of the land against the roiling sea. All manner of horrors dwell in the black void of the ocean depths, and core to the isetsu way of life is the shared, endless responsibility to stand watch on the shore. All isetsu train in combat, and all feel an aching longing to face the ocean. Even isetsu that travel the world, shirking their divine responsibility, feel this pull, and the reverberation of an isetsu's heartbeat through its carapace mimics the gentle lapping of waves on the shore—a whisper to return home. This is the isetsu's burden: to be in love with the ocean, yet tasked to defend against it. They are the first line of defence against any threat that rises from the sea, be it pirate, typhoon, or kaiju.

FORTUNE FAVOURED

Isetsu hold a deterministic philosophy: just as their destiny was set at the dawn of the world, so are others beating an inevitable path, whether they realise it or not. To the isetsu, luck is a complex, measurable science, and good fortune is a talent that can be trained, a skill they dedicate endless hours to mastering. Many tales of incredible, serendipitous events occurring in favour of the isetsu seem to indicate this training holds worth. Even the most sceptical members of other races begrudgingly accept that the isetsu come up "lucky" in battle at a rate far beyond any other creature. A common idiom across the realms, referring to an incredible stroke of good fortune, is "an isetsu's million-to-one".

ISETSU TRAITS

As an isetsu, you have the following traits:

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Isetsu grow swiftly, reaching adulthood in less than a decade, and they go on to live for up to a century.

Size. You are Medium. Isetsu stand taller than most Humanoids, averaging around 7 feet in height.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Humanoid.

Brittle Shell. Your carapace has a brittle, but tough, outer layer that regenerates over time. When you finish a short or long rest, you gain a **+2 bonus** to AC if you don't already have this bonus. This bonus ends after you are hit by an attack roll.

Crustacean Physiology. Your antennae aid you in keeping watch, and your natural bulk and size serve you well in contests of strength. You gain proficiency in the Athletics and Perception skills.

Claws. You have claws that you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to **1d6 + your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike. Starting at 5th level, when you hit a creature with an unarmed strike on your turn, you can immediately use a bonus action to attempt to grapple it.

Darkvision. Accustomed to the deep blackness of the ocean floor, 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 colour in darkness, only shades of grey.

Favoured Warrior. Be it sheer dumb luck, the result of intense training, or the fruition of a divine blessing, you have an uncanny ability to find fortune in combat. If you miss an attack roll, or fail an ability check or saving throw, you can reroll the attack roll, check, or save with **advantage**. You can use this trait a number of times equal to half your proficiency bonus, and you regain all expended uses when you finish a long rest.

Natural Armour. Your shell acts as a natural source of protection. When you aren't wearing armour, your base AC is **12 + your Constitution modifier**. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Waterborne. You can breathe in both air and water. Additionally, being underwater doesn't impose disadvantage on your weapon attack rolls.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

KITSUNE

Ryoko: Any account of the power or grace of Kitsune I might write would be grotesquely self-indulgent, so I have requested Bombuku comment on my people in my place.

Bombuku: Yeah, they're chill.

— Ryoko & Bombuku



With cautious, padded steps and charcoal nose raised to the air, a kitsune slinks through a twilight forest, indistinguishable from a common fox. The kitsune's powers of transformation are legendary, being able to assume a fox's form in a fashion similar to a druid's mastery of wild shape. Even in their humanoid body, kitsune retain the tail, ears, and clawed feet of their canine cousins, along with a fox's nimble gait and inquisitive mind. As comfortable in humanoid form as they are as a fox, it is only for the love of interacting with other folk that so many kitsune live their lives almost entirely in their true, bipedal shape, finding it easier to integrate into communities and explore the world in this way.

VISUAL LINGUISTS ☰

Kitsune communication incorporates nonverbal cues innate to beasts and other beings of the natural world. A swish of the tail or a tilt of the head carries great significance; a subtle gesture can be the difference between playful jibe and deadly threat. Kitsune grow an additional tail for each century they live, and so they complain more and more frequently of the blundering unsophistication of purely verbal languages; each swirling tail adds a subtle layer of meaning, granting elders the power to express that which is inexpressible to those limited by the spoken word.

REVERED TRAVELLERS ☱

Long lives, innate curiosity, and a restless drive to understand others lead ancient kitsune to be revered for their wisdom and knowledge. Many act as wandering counsellors and justicars, drawing on a millennium of experience to right the wrongs of the world according to their own perspective. Others focus on a particular branch of research,



gaining and spreading knowledge as they travel, or plying their trade as merchants. Such kitsune are able to observe the ebb and flow of supply and demand across generations, wielding their experience and long lives as tools in the acquisition of incredible wealth.

KITSUNE TRAITS

As a kitsune, you have the following traits:

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Kitsune mature at the same rate as humans, reaching adulthood at around 20. They can go on to live up to a millennium.

Size. You are Medium. Fully grown kitsune stand between 5-6 feet tall.

Speed. Your walking speed is **35 feet**.

Creature Type. You are a Humanoid.

Ascendant Form. You have the power to take on a magical, ascendant form. As an action, you can radiate bright, white light for **1 minute** or until you end the effect as a bonus action. This light penetrates magical darkness, shedding bright light in a **10-foot radius** and dim light for an additional **10 feet**. Creatures of your choice in the light can add **1d4** to their Charisma (Persuasion) checks, Wisdom (Perception) checks, and initiative rolls. Once you use this trait, you can't do so again until you finish a long rest.

Darkvision. 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 colour in darkness, only shades of grey.

Fox's Wedding. You know the *druidcraft* and *produce flame* cantrips. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

Kitsune Guile. You have proficiency in the Deception and Stealth skills.

Language of Motion. You can articulate ideas through motion, as well as speech. If you spend **1 minute** moving your tails and ears, you can communicate a simple message, which can be contrary to any words you may be speaking aloud. This communication is undetectable to any creature that doesn't speak Kitsune. A creature within **30 feet** of you that can see you and speaks Kitsune can understand this message.

Shapeshifter. As an action, you can transform into the shape of a fox. When you do, your clothing and equipment meld into your form, and you gain no benefits from them while transformed. You determine the specifics of your appearance in fox form, including your colouration and size (choosing from Tiny or Small when you transform). All your other game statistics remain the same. You can't cast spells that require material or somatic components while in this form, but you can still concentrate on spells and speak as normal. You remain in this form until you use an action to revert to your true form or you die.

Languages. You can speak, read, and write Common, Kitsune, and one other language that you and your GM agree is appropriate for your character.



NISHIKIN

Along the lowland, nutrient-rich lakes and bubbling freshwater streams that branch throughout the Yokai Realms, two races of aquatic beings make a home in harmony—the nishikins and ryujin. Nishikins are the hardy, bipedal, industrious fish-folk of this pair, renowned for their colourful, moon-blessed scales and powerful builds. With a meticulously charted history that stretches across aeons, the nishikins' ancestors are said to be the seed from which all dragons and dragon-folk sprung forth into the world.

SLUMBERING DRAGON

All nishikins possess a roiling heart of warmth and power within. Usually, this inner strength acts invisibly, a well of energy that drives a nishikin onwards with incredible longevity and vitality. In moments of great endeavour, however, the slumbering dragon awakens and briefly manifests

as a tangible ally and guide. On rare occasions, nishikins who undergo transformative experiences of great euphoria or tragedy can even metamorphose into an actual dragon: a ryujin. This transformation is not a certainty; many nishikins never metamorphose, but for those that do, it is accompanied by a change in perspective and mindset—an evolution of outlook as well as form.

RESTLESS AMBITION

The diligence of the nishikins is legendary, their history overflowing with tales of explorers, hunters, crafters, and teachers who dedicated their lives to their pursuits. Nishikins hurl themselves into new experiences, dangers, and passions with alarming fervour, rarely entertaining more than one pursuit at a time and focusing solely on its mastery before moving on. The life of a nishikin is often an exhausting one, an endless trail of passion and dedication, and from birth until death, nishikins struggle to tolerate rest or relaxation for any length of time.



NISHIKIN TRAITS

As a nishikin, you have the following traits:

Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Age. Nishikins mature rapidly, reaching adulthood by the age of 14. They go on to live for about two centuries.

Size. You are Medium. Nishikins stand between 4 and 6 feet tall.

Speed. Your walking speed is **30 feet**, and you have a swimming speed equal to your walking speed.

Creature Type. You are a Humanoid.

Amphibious. You can breathe in both air and water.

Moonblessed. While bathed in moonlight, you can use a bonus action to spend a number of your Hit Dice equal to your proficiency bonus. Roll those dice and add your Constitution modifier; you regain hit points equal to the total. If this healing restores your hit points to maximum, any surplus healing is gained as temporary hit points. Once you use this trait, you can't do so again until you finish a long rest.

Nishikin Colour. Each nishikin is born with its own unique colouration. In nishikin folktales, one's primary colouration holds special significance. Your primary colouration also impacts your Slumbering Dragon trait and is associated with a specific ability score.

PRIMARY COLOURATION

Colour	Ability Score
Red	Strength
Gold	Dexterity
Black	Constitution
Silver	Intelligence
White	Wisdom
Blue	Charisma

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Slippery. You have **advantage** on ability checks or saving throws made to avoid or end the grappled condition on yourself.

Slumbering Dragon. You can draw upon the bubbling energy you carry within to empower yourself. When you make an attack roll, ability check, or saving throw using the ability associated with your primary colouration, you can use your reaction to add **1d4** to the roll. You can use this reaction after rolling the d20, but must decide before the outcome is determined. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Draconic Metamorphosis. When you reach 7th level, or when you undergo a significant moment of personal achievement or loss (at the GM's discretion), you can choose to metamorphose into a ryujin. Your level, class, and other game statistics remain the same, aside from your race. You replace your racial traits from this race with those of the ryujin, and your ryujin colour is the same as your nishikin primary colouration. This transformation is one-way and can't be reversed by any means short of a *wish* spell.

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





ONIBORNE

On an exterior wall, above a dingy tavern door, rotten from rain and time, a sign was plastered: "NO ONI".

I hesitated, turning to Yaboku, who met my eyes with a smile.

"I'm not allowed through this door," he chuckled, "But I can make my own." His hand curled into a fist and, with a single blow, the tavern wall burst open, the sign falling to the mud at his feet.

— Ryoko's Diary

Oniborne (OH-nee-bawn) are descendants of yokai, vessels of impetuous, simmering power that manifests across generations. Saturated in magic, oniborne innately command primal, supernatural forces. In moments of high emotion, instinctive spellcasting is common. An oniborne's retort may physically scold the body of a foe, flesh might reknit under their palms in moments of compassion, or they may physically shrink when gripped with terror.

CHILDREN OF DARKNESS

The life of an oniborne is one plagued by fear and suspicion. Being descendants of the oni, grotesque and dangerous yokai, many other humanoids view oniborne as savage, ugly, violent, and cruel—more akin to demons than their fey ancestors. These are ancient stereotypes, passed from parent to child in bedtime tales of terror. All oniborne, be they virtuous or villainous, suffer under this crude prejudice.

A DEEPER EXPERIENCE

Oniborne reverberate with magic in a way unlike any other race. In the legendary words of Khal Oni: "We simply feel more". Be it the blood rage of warfare or the serene tranquillity of meditation, oniborne revel in the full gamut of life's experiences. For this reason, many oniborne are drawn to thrilling, high-risk lifestyles, often becoming big game hunters, soldiers of fortune, or travelling performers.

ONIBORNE TRAITS

As an oniborne, you have the following traits:

Ability Score Increase. Your Constitution score increases by 2.

Age. Oniborne reach maturity at around 21 years of age and have long lives, often living up to 400 years.

Size. You are Medium. An oniborne stands between 5 and 7 feet tall.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Humanoid.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

Subrace. Oniborne exist in many forms. The most striking difference between oniborne types is their colour: red, blue, or green. Choose one of these subraces.

RED ONIBORNE

Red oniborne are great storytellers, taking delight in fireside tales of deadly beasts, fiery passions, and ancient marvels of the world. The most sociable of the three oniborne heritages, many red oniborne journey the world sharing time-worn tales of adventure while forging their own.

On the cusp of adulthood, red oniborne leave their troop to undertake the Rite of the Hunt. They venture into the wilderness armed with nothing more than their wits in a quest to slay a dangerous foe and craft a weapon from its

body. The rite remains an essential foundation of red oniborne culture across their lives. The more deadly the prey, the greater the respect an oniborne gains. It is not uncommon to see troop elders proudly clad in pelts and wielding weapons hewn from the remains of chromatic dragons and other vanquished terrors.

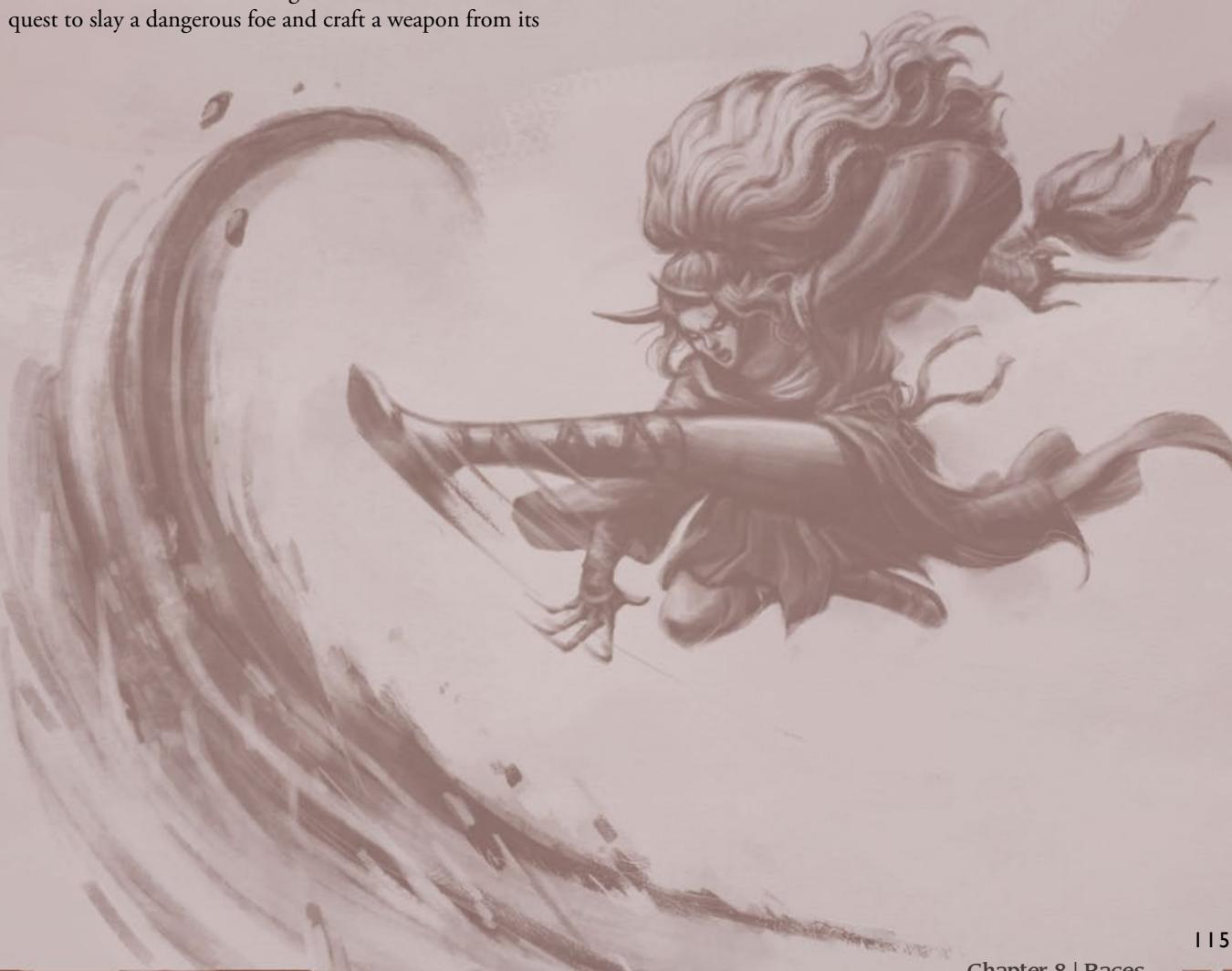
Ability Score Increase. Your Wisdom score increases by 1.

Daunting Stature. You have proficiency in the Intimidation skill.

Magical Scavenger. You gain proficiency with one type of artisan's tools of your choice. In addition, you can use an action to scavenge a weapon from the body of an enemy you have slain (at the GM's discretion), such as a club or sword that you hew from its bones. That object becomes a magic weapon that gives you a **+1 bonus** to attack and damage rolls you make with it. This bonus increases to **+2** at 9th level and **+3** at 17th level. The weapon is only magical for you, and in anyone else's hands it functions as a normal, nonmagical weapon.

When you imbue a scavenged weapon with magic in this way, any other weapons you created with this feature become nonmagical.

Weeping Magic. You know the *prestidigitation* cantrip.



Starting at 3rd level, you can cast *cure wounds* with this trait. Starting at 5th level, you can also cast *enhance ability* with this trait. Once you cast *cure wounds* or *enhance ability* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Tears form at the corner of your eyes when you cast a spell using this trait.

BLUE ONIBORNE

The magic of the blue oniborne is subtle and primal, a singing river of energy that ripples through the body. It can be relayed through physical contact, a healing stream imparted by a gentle touch, or a crushing wave that surges through their biting jaws.

Solitary by nature, most blue oniborne choose to remain with the troop across their lives, a peaceful existence of isolation and independence. The few blue oniborne blessed with an adventurous spirit are unlikely to find kin in the wider world. They must journey without the guidance of their troop, every path an unmapped wilderness.

Ability Score Increase. Your Strength score increases by 1.

Compassionate Heart. The aid of a blue oniborne is an act of great selflessness imbued with powerful magic. When you take the Help action, you can spend one of your Hit Dice to empower an ally within **5 feet** of you, channelling your magic into their body. That creature gains temporary hit points equal to one roll of that die plus your Constitution modifier. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.





Crunching Maw. You have vicious teeth and a strong jaw that you can use to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to **1d6 +** your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Great Deceiver. You have proficiency in the Deception skill.

Savage Bite. As a reaction when you take damage from a creature within **5 feet** of you, you can magically enlarge your jaw and lash out with a vicious bite. Make an unarmed strike using your Crunching Maw against that creature. This attack scores a critical hit on a roll of **18-20** on the d20. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GREEN ONIBORNE

Preferring warm, arid climates, green oniborne are typically a nomadic people. They chase the gentle warmth of an eternal summer, ever migrating as they wander between orchards, pastures, and oases on a time-worn path passed down across the generations.

Widely renowned as great orators, green oniborne speak in hammering rhythm, a staccato avalanche of stories, ideas, and possibilities. Their spellcasting is equally animated; green oniborne are the most overtly magical among their cousins. The air fizzes as they gesture and articulate, their eyes shimmer with light, and their words sparkle with magical inflection.

Ability Score Increase. Your Charisma score increases by 1.

Captivating Quality. You have proficiency in the Performance skill.

Fierce Magic. You know the *thaumaturgy* cantrip. Starting at 3rd level, you can cast *hellish rebuke* with this trait. Starting at 5th level, you can also cast *enlarge/reduce*

with this trait. Once you cast *hellish rebuke* or *enlarge/reduce* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

The space immediately around you grows warm and humid when you cast a spell using this trait.

Ghastly Visage. After you take the Attack action on your turn, you can use a bonus action to try and magically frighten a creature within **5 feet** of you. That creature must make a **Wisdom saving throw** ($DC = 8 +$ your Constitution modifier + your proficiency bonus) or be **frightened** of you for 1 minute. If the target ends its turn more than **30 feet** away from you, it can repeat this saving throw, ending the effect on a success. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

LION TURTLE

I still remember the sight; a newborn ryōkido pup, cradled in her grandmother's arms, her patterned shell gleaming in the first, nervous rays of dawn. The matriarch stared and stared at the life in her arms, telepathically reaching into a mind too young for higher thought or language. There were no words, just a tenderness that she poured from herself into the child. I felt it wash over the room, a mystical connection from elder to infant. No words, only a feeling, repeated over and over.

I understood what it meant. The feeling said, "You are loved".

Nestled deep within wizened, dry thorn forests, the most ancient settlements in the realm persist, unbroken by scouring winds, blistering sun, or the relentless march of time. Here live the ryōkido, colloquially known as "lion turtles", a race of telepathic beings that call this inhospitable expanse home. All ryōkido share fierce claws and squat, feline faces, but every ryōkido shell is unique, as distinctive as a fingerprint. Each heavy carapace bears an identifying arrangement of colourful, textured patterns, with some hereditary markings idiosyncratic to one's village and clan.

TELEPATHIC CONNECTION

Ryōkido carry telepathic power and are capable of sharing thoughts and feelings from soul to soul. This ability to connect with other creatures fosters an incredible empathy in ryōkido; they are united through triumph, joy, and pain, and are troubled greatly by the suffering of others.

Each ryōkido village has a miko, a female shaman who acts as a guardian of the clans' collective memory. A dying ryōkido can telepathically surrender their mind in totality, pouring every memory, passion, and thought into the mind of another. The miko's job is to receive this final gift: a lifetime of experience, perspective, and wisdom from the dying. In this way, knowledge is never lost, and the village is forever guided by the collective wisdom of those who came before them.

TIES OF FAMILY

Ryōkido have a long, living history, borne on a stream of shared memory and experience. They find great value in family and community, raising pups as a village, and viewing those they surround themselves with as extensions of themselves. To the ryōkido, every friend is family, every family a village, every village a legion. When moved to action, a single ryōkido walks as an army.

LION TURTLE TRAITS

As a ryōkido, you have the following traits:

Ability Score Increase. Your Strength, Wisdom, and Charisma scores each increase by 1.

Age. Ryōkido grow extremely slowly. They are considered young until they reach the age of 80, and go on to live for up to 600 years.

Size. You are Medium.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Humanoid.

Darkvision. 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 colour in darkness, only shades of grey.

Heavy Shell. You have **advantage** on ability checks and saving throws you make to avoid being knocked prone. In addition, when you stand up from being prone, you must use your bonus action, in addition to the amount of movement you spend.

Lionheart. You gain proficiency in your choice of one of the following skills: Acrobatics, Athletics, Insight, or Intimidation.

Slashing Claws. You can use your claws to make unarmed strikes. When you hit with them, the strike deals slashing damage equal to **1d6 + your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike.

Telepathic Bond. As an action, you can form a telepathic bond with a willing creature you can see within **100 feet** of you. For **1 hour**, you and that creature can communicate

telepathically with each other, even if you don't share a language. If that creature doesn't speak any language, the two of you can still communicate rudimentary ideas, images, and feelings. The connection ends early if you use this trait again to bond with a different creature, or if you and the creature are ever more than 100 feet apart.

Tough Shell. While you aren't wearing armour, your base AC is $13 +$ your Dexterity modifier. You can use a shield and still get this benefit.

In addition, when you fall, you can use a reaction to angle your body and cushion the impact through your shell. When you do, you can subtract up to **100 feet** from the fall when calculating falling damage. Once you use this reaction, you can't do so again until you finish a long rest, as your shell recovers from the impact.

Languages. You speak Common and one other language that you and your GM agree is appropriate for your character.



RYUJIN

Ryujin are closely related to nishikins, having transformed from the aquatic fish-folk into a new, draconic form. Although such a metamorphosis is seen as transcendent and incredible by many outside races, Ryujin are not revered or elevated above their nishkin family in their own society; in instances where they live together, they live harmoniously. Ryujin are dragons, but distinct from other varieties of so-called “dragonborn”. The slumbering draconic energy that dwells within the nishkins has fully manifested as the ryujin’s form, and their heartening breath allows them to share that power with those around them.



AN INDIVIDUAL STORY

The history of the ryujin is shrouded in mystery, largely because so few ryujin care to record it. Nishikins keep meticulous records of their own peoples, including ryujin who live with them, but of the ryujin who leave, little is known. Curious wanderers, ryujin have no cities, libraries, palaces, or temples; those who leave nishikin communities seek to forge their own destinies, rather than standing on the shoulders of their ancestors or kin. A pair of ryujin may travel together for a time, form a close connection, and raise a family of nishikin children, but they typically part ways once the young are old enough to set out on their own adventure. A servant to their whims and the hands of fate, the story of no two ryujin is the same.

A TRANSFORMED SOUL

Every ryujin came to be through a moment of tremendous physical and psychological change. The metamorphosis from nishikin to ryujin is often incited by great tragedy or upon the acquisition of an incredible, lifelong goal, and as such, the life of a ryujin is often shaped by a search for new meanings, perspectives, and opportunity. For many, this means a path of joyful travel and exploration, but for others, it may mean the start of a family, or adopting a position of counsel among their nishikin kinsfolk. Ryujin are widely noted as being significantly more relaxed than their nishikin counterparts, willing to pause and watch the world go by, unburdened by the nishikins' ceaseless pursuit of growth and change.

RYUJIN TRAITS

As a ryujin, you have the following traits:

Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Age. Ryujin are transformed nishikins, and they emerge from the metamorphosis fully formed. This transformation does not impact their longevity; they typically live for around two centuries.

Size. You are Medium. Fully grown ryujin stand over 6 feet tall.

Speed. Your walking speed is **30 feet**, and you have a swimming speed equal to your walking speed.

Creature Type. You are a Humanoid.

Amphibious. You can breathe in both air and water.

Cloudstep. As a bonus action, you can conjure a small cloud under your feet. You gain a fly speed equal to your walking speed for the next **10 minutes**, but moving through the air in this way counts as difficult terrain. Once you use this trait, you can't do so again until you finish a long rest.

Koi Dragon Colour. The colour of your scales is the same as the primary colouration you had as a nishikin. Your colour also impacts the effects of your Heartening Breath and Innate Magic traits.

PRIMARY COLOURATION

Colour	Ability Score	Associated Class
Red	Strength	Sorcerer
Gold	Dexterity	Druid
Black	Constitution	Warlock
Silver	Intelligence	Wizard
White	Wisdom	Cleric
Blue	Charisma	Bard

Heartening Breath. You can use your action to exhale a warming, spiralling burst of magical energy in a **30-foot cone**. You and a number of creatures of your choice in that area up to your proficiency bonus can add **1d4** to attack rolls and to ability checks and saving throws that use the ability associated with your primary colouration for **1 minute**, or until you lose concentration (as if concentrating on a spell). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Innate Magic. You learn one cantrip of your choice from the spell list of the class associated with your primary colouration. Your spellcasting ability for this cantrip is the ability associated with your primary colouration.

Sunblessed. While in sunlight, a warm, bubbling vitality thrums through you, giving you **advantage** on saving throws you make to avoid or end the charmed, frightened, paralysed, or stunned condition on yourself, or against being put to sleep.

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





TENGU

FShe stood before me as a paradox, both of and beyond this world, terrifying and elegant, wise as a kitsune elder and puckish as a fuyohren child. I felt my tails quiver, my legs shake, my breath catch, and my heart overflow with relief. For now, I was safe. If the tengu mean you harm, you're dead long before they can be seen.

In the sprawling forests that clothe the land from frosty mountainside to fertile shore, verdant life is cultivated and protected by a race of aloof guardians: the tengu.

Mischiefous, prideful, and territorial, tengu are a race of long-lived yokai. They make their home in the treetops, nimbly navigating precarious pathways as noiselessly as a shadow passes along the forest floor. Although typically reclusive, younger tengu have a sparkling curiosity toward the outside world, taking earnest interest in those who visit their domain. To all who trespass, however, a subtle threat is ever present. Harm not the forest, lest the wrath of the tengu fall like a crushing oak.



YOKAI WARRIORS

As yokai, tengu are innately magical. Their natural powers lean towards trickery and illusion, allowing them to strike both the mind and body in a dazzling battery of lethal force. To many tengu, swordplay is a way of life—both a meditative practice and a form of self-defence. The resolute tengu swordmaster, a crackling visage of shadowy magic and slashing steel, is one found throughout the folklore and legends of many other peoples.

THE TENGU CODE

Tengu draw upon an ancient legacy of proud tradition and discipline. Funerals, births, and tournaments are all governed by a strict cultural code, a way of life passed down from generation to generation. Tengu weddings are among the most spectacular sights in the realms, transforming entire forests into beautiful, shimmering forums of magic and light. Each moment of such a ceremony is dictated by long standing traditions brimming with significance, and every tengu is raised to understand the value of such rituals, embracing the unbroken line of wisdom that stretches to time immemorial.



TENGU TRAITS

As a tengu, you have the following traits:

Ability Score Increase. Your Dexterity score increases by 2.

Age. Tengu reach maturity at around 16 years of age, and go on to live for up to 400 years.

Size. You are Medium. Tengu are typically a little larger than humans, standing between 6 and 7 feet tall.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Humanoid.

Lethal Masters. You have proficiency with one simple or martial weapon of your choice.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

Subrace. There are two primary tengu variations: the hanataka and the karasu. Choose one of these subraces.

HANATAKA TENGU

Less ferocious and impulsive than the karasu, hanataka are widely regarded as the “higher” lineage of tengu. With the patience and tenacity of a flowing river, they live, train, and meditate in the towering trees of their mountain home. Hanataka tengu are swiftly provoked by vanity and are quick to humble the arrogant and foolish. To those who show respect, however, elder hanataka tengu make sage counsellors and guides, imparting the wisdom of age and yokai magic. Legend tells that the great warriors of old honed their swiftness of blade and sharpness of mind under the guidance of hanataka masters.

Ability Score Increase. Your Charisma score increases by 1.

Master of Craft. You are proficient with one kind of artisan’s tools of your choice. When you make a Crafting check using this tool, you can add **1d4** to the result of the check.

Nature Guardian. You gain proficiency in one of the following skills of your choice: Arcana, Nature, Religion, Stealth, or Survival.

Shadowcaster. You learn the *prestidigitation* and *thaumaturgy* cantrips. In addition, you can cast them without components while you are in dim light or darkness. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Whirlwind Onslaught. After you take the Attack action on your turn, you can use your bonus action on that turn to cast a cantrip with a casting time of one action or make a number of melee attacks equal to half your proficiency bonus (rounded up). Each of these attacks must target a different creature. Once you use this trait, you can’t do so again until you finish a short or long rest.

KARASU TENGU

Deceptive and witty, cunning and dangerous, karasu tengu are tricksters at heart. They take great joy in pranks, be they simple or elaborate, and cackle gleefully at the humbling of others. Karasu have many avian qualities, including vestigial, feathered wings and powerful, snapping beaks. As bursting with life as their forest homes, and as volatile and passionate as the tempestuous winds, the friendship of a karasu is one of staunch trust and joy. Those who insult them, however, find karasu grudges run long, deep, and deadly.

Ability Score Increase. Your Wisdom score increases by 1.

Fortified Mind. You have **resistance** to psychic damage.

Prankster. You gain proficiency in the Deception and Stealth skills.

Psychic Battery. When you take the Attack action on your turn, you can replace one of your attacks with a dizzying psychic assault against a creature you can see within **15 feet** of you. That creature must succeed on a **Wisdom saving throw** (DC equals $8 +$ your Constitution modifier + your proficiency bonus) or suffer the effects of the *confusion* spell until the end of its next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

Skyrider. When you fall at least **10 feet** and aren't incapacitated, you can use your reaction to extend your vestigial, feathered wings to glide. You take no damage from that fall, and you can move horizontally 2 feet for every 1 foot you fall.



CHAPTER 9

CLASSES



CLASSES

"Everyone has a gift—that's what I believe. Bombuku is a crafting genius, I know my way around a divination spell or two, and I've seen Bologar shatter an ōmukade carapace with a single headbutt and feast on the flesh within. That's his special talent, what's yours?"

— Ryoko

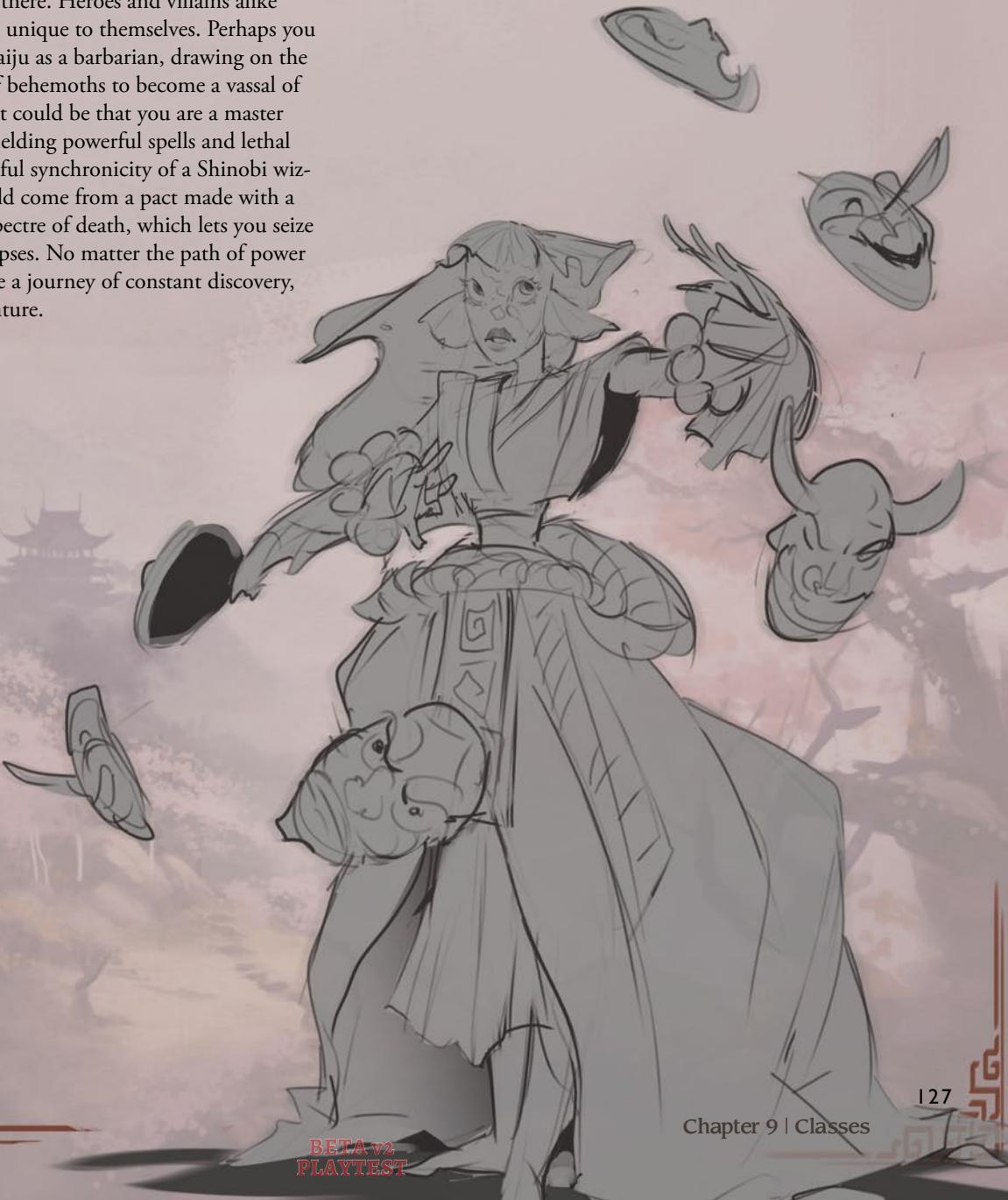
A WORLD OF POSSIBILITY

The Yokai Realms thrum with spiritual power. It is a place of roiling, untamed magic, which manifests in mysterious ways within all who live there. Heroes and villains alike wield this power in ways unique to themselves. Perhaps you follow the Path of the Kaiju as a barbarian, drawing on the ancient, primal power of behemoths to become a vassal of destruction and might. It could be that you are a master of illusion and subtly, wielding powerful spells and lethal weaponry with the graceful synchronicity of a Shinobi wizard. Or, your power could come from a pact made with a shinigami, a terrifying spectre of death, which lets you seize control of battlefield corpses. No matter the path of power you choose, yours will be a journey of constant discovery, advancement, and adventure.

NEW FEATURES

This chapter introduces a new subclass for every class in the core system of 5e, plus the tamer subclass that first appeared in *Heliana's Guide to Monster Hunting*. The tamer subclass also includes the core tamer class rules for ease of reference. In addition, the section presents a new class, the element bender, along with four subclass options for it. Although the subclasses offered in *Ryoko's Guide* are tied closely to the history and lore of the Yokai Realms, GMs may allow them in other settings and worlds.

Improved Extra Attack. This chapter also provides the Improved Extra Attack feature, which interacts with the barbarian, bender, fighter, monk, paladin, and ranger classes at 5th level. If a player is using another class with the Extra Attack feature, the GM can offer the Improved Extra Attack feature to that class, choosing an option given to an existing class, or working with a player to craft their own.



ART PLACEHOLDER

OPTIONAL CLASS FEATURES

IMPROVED EXTRA ATTACK

When certain classes reach 5th level, they gain the Extra Attack feature, allowing them to attack twice when they take the Attack action on their turn. The following optional rules give these classes an Improved Extra Attack feature, which is enhanced at 7th level. These features reflect the identity and flavour of each class to emphasise distinct styles. They also give a minor boost in power to classes that primarily make attacks with weapons at a level when spellcasters begin to enjoy unmatched flexibility. Finally, these optional rules add a greater degree of gameplay variation between classes. A fighter and barbarian should feel different to play, right down to the tactics and experience built into their Attack action.

As normal, if a character multiclasses and gains the Extra Attack feature from more than one class, the features don't add together. However, the unique sections of the Improved Extra Attack features do stack. For example, a barbarian 7/monk 7 who takes the Attack action can only make one additional attack, but they can use the unique benefits of both the Improved Extra Attack: Barbarian and Improved Extra Attack: Monk features.

IMPROVED EXTRA ATTACK: BARBARIAN

5th-Level Barbarian Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, the fury of your attacks can knock a foe to the ground. When you take the Attack action and make an attack roll against a creature with advantage, if both of the d20 rolls would hit the target, you can force the target to make a **Strength saving throw** (DC equals $8 + \text{your proficiency bonus} + \text{your Strength modifier}$). On a failure, you can choose to knock the target **prone** or push it up to **5 feet** away from you. Creatures more than one size larger than you automatically succeed on this saving throw. You can use this feature once per turn.

IMPROVED EXTRA ATTACK: BENDER

5th-Level Bender Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your conjuration of the elements dazzles and confuses your foes. After you hit a creature with a melee attack as part of the Attack action on your turn, that creature can't make opportunity attacks against you until the end of your turn.

IMPROVED EXTRA ATTACK: FIGHTER

5th-Level Fighter Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks you can make increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

When you reach 7th level in this class, the skill and precision of your attacks create and expose weaknesses in your foe's guard. When you take the Attack action and hit a creature with an attack roll, the next attack roll you make against the target before the end of your next turn is made with **advantage**. You can use this feature once per turn.

IMPROVED EXTRA ATTACK: MONK

5th-Level Monk Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, you learn to capture your enemy's ki as you strike, transferring its life force to revitalise your own. At the end of your turn, you gain temporary hit points equal to thrice the number of weapon attacks you made that hit a non-Construct creature that turn.

IMPROVED EXTRA ATTACK: PALADIN

5th-Level Paladin Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your zealous righteousness can inspire or demoralise others. When you take the Attack action and hit with two attacks, you can use a bonus action to utter a battlecry, targeting one ally or en-

emy within **30 feet** of you. If the target is a foe that can see or hear you, it must succeed on a **Wisdom saving throw** against your **paladin spell save DC** or be **frightened** of you until the end of your next turn. If the target is an ally, the frightened condition ends on it. You can use this feature once per turn.

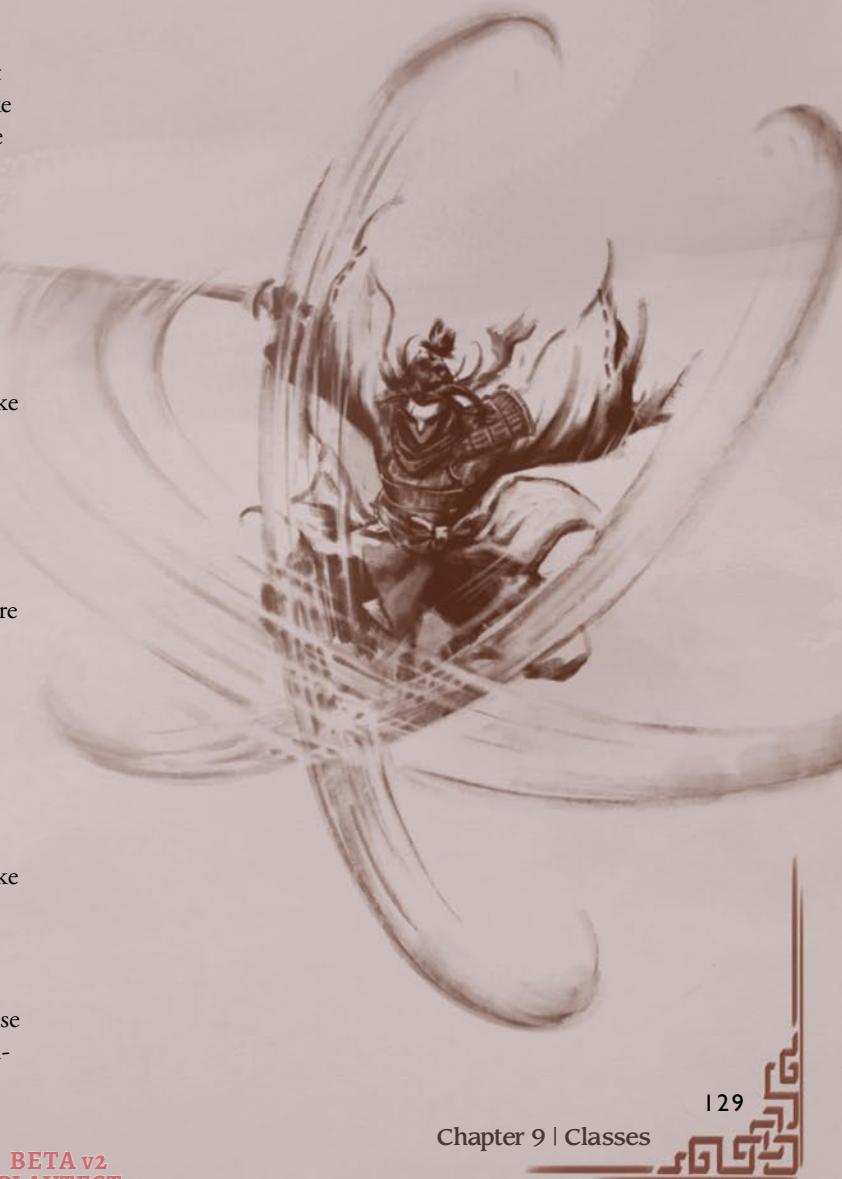
IMPROVED EXTRA ATTACK: RANGER

5th-Level Ranger Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your keen focus lets you ignore distractions in the heat of battle. When you take the Attack action and make an attack roll against a creature, you can give yourself a **+2 bonus** to all subsequent attack rolls you make against that creature this turn. This feature can trigger up to twice per turn (**+4 bonus** maximum).



BARBARIAN

PATH OF THE KAIJU



"Be it man, beast, or earth itself, everything trembles before me."

The Path of the Kaiju is one of sheer destructive force. Some warriors of this kind are fueled by a relentless hatred of a kaiju, perhaps one that destroyed their home or ravaged their continent. In such cases, an individual's burning obsession is a source of incredible strength, manifesting as an aspect of the kaiju's own power in moments of blind rage. Other barbarians might worship kaiju for their strength and grandeur, calling on their aid in battle, embodying the might and fury of a colossus as they charge into the fray.

ASPECT OF THE KAIJU

3rd-Level Path of the Kaiju Feature

When you adopt this path, choose a kaiju through which you draw power and gain the associated benefit from the options below.

- **The Ascendant Dragon.** While raging, you can use an action to let loose a devastating blast of radiant energy from your mouth. Each creature in a **15-foot cone** must succeed on a **Dexterity saving throw** (DC equal to $8 + \text{your Strength modifier} + \text{your proficiency bonus}$), taking a number of d6s radiant damage equal to your proficiency bonus on a failed save, or half as much damage on a successful one.
- **The Eternal Leviathan.** When you enter your rage, or as a bonus action while raging, you can bellow an echoing cry. Each creature of your choice within **10 feet** of you must succeed on a **Wisdom saving throw** (DC equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$) or have **disadvantage** on attack rolls against any target other than you until the start of your next turn.
- **The Titan Earth.** You can use your Constitution modifier in place of your Strength modifier for the attack and damage rolls of your unarmed strikes and weapon attacks. These strikes are still considered Strength-based attack rolls for the purposes of your other barbarian features.
- **The Armoured Kabuto.** While raging, if you move at least **15 feet** straight towards a target and then immediately hit it with a weapon attack, the target takes an extra 9 (**2d8**) bludgeoning damage from the attack.

- **The Infinite Tempest.** The first time each turn while raging that you hit a target with a melee attack roll, you deal 3 (**1d6**) lightning damage to each creature of your choice within **10 feet** of the target as lightning spirals out from the point of impact.

You can switch your chosen kaiju each time you gain a new barbarian level.

APEX HUNTER

3rd-Level Path of the Kaiju Feature

You gain proficiency in the Medicine and Survival skills. If you already have this proficiency, you gain proficiency in another skill of your choice. Additionally, you can take the Brace action*, stand up from prone, or mount a creature using only 5 feet of movement.

*See page XX

KAIJU FORCE

6th-Level Path of the Kaiju Feature

When you enter your rage, you can choose for you and everything you are wearing and carrying to double in size in all dimensions if there is room, and your weight is multiplied by eight. This growth lasts until your rage ends and increases your size by one category, from Medium to Large, for example. While in this form, you can add your Constitution modifier to all Strength checks and Strength saving throws, and your weapon attacks deal an extra **1d4** damage on a hit.

TRANSFORMATION OF THE KAIJU

10th-Level Path of the Kaiju Feature

You gain the power to transform into a vassal of a kaiju when you rage. This kaiju is the same as the one you draw power from with your Aspect of the Kaiju feature.

- **The Ascendant Dragon.** While raging, you and any objects you are wearing or carrying assume a pseudo-liquid form. In this form, you have **resistance** to fire damage, you are **immune** to the grappled and restrained conditions, you gain a swimming speed of **60 feet**, you can move through other creatures' spaces and through gaps as small as 1 inch wide without squeezing (but you can't stop there), and you gain the benefits of half cover while submerged in water.
- **The Eternal Leviathan.** While raging, you adopt a translucent, ghastly form. In this form, you have **resistance** to cold and necrotic damage, and you can move through other creatures and objects as if they were difficult terrain. You take **5** force damage if you end your turn inside an object. If you are inside an object when your rage ends, you are shunted to the nearest unoccupied space and take **5** force damage for every 5 feet travelled.

ETERNAL LEVIATHAN
ASPECT OF THE KAIJU
BARBARIAN

- **The Titan Earth.** While using your Kaiju Force feature, you and everything you are wearing and carrying grows still further. Provided there is room, your size increases by one category, from Large to Huge, for example. While in this form, your reach increases by **5 feet**, and your weapon attacks deal an extra **1d4** damage on a hit.
- **The Armoured Kabuto.** While raging, you sprout large, insectoid wings. You have a flying speed equal to your walking speed, and your movement doesn't provoke opportunity attacks.
- **The Infinite Tempest.** While raging, you crackle with lightning and your blows land with booming claps of thunder. In this form, you have **resistance** to lightning and thunder damage, and you can use a bonus action to move in a straight line up to **30 feet**, passing through other creatures without provoking opportunity attacks. Each creature you pass through in this way must succeed on a **Dexterity saving throw** (DC equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$) or take **1d8** lightning damage.

CHAOS THRESHOLD

14th-Level Path of the Kaiju Feature

While you are raging and have hit points equal to less than half your hit point maximum, your speed increases by **10 feet** and you can make one weapon attack as a bonus action. Furthermore, if you fail a saving throw, you can expend one use of your rage to succeed instead. You can use this feature to succeed on a saving throw a number of times equal to half your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.



BARD

COLLEGE OF HANABI

"Yes, these days the College of Hanabi is all arcanotech gizmos and magiflash whatsits, but hanabi—fireworks—is where it all started! Now then, the first question to consider is how important is your hearing?"

Since time immemorial, the College of Hanabi has produced the finest firework artisans. From craftspeople in workshops to conductors who orchestrate thousands of explosions in an intricate performance, bards from this college are celebrated throughout the Yokai Realms. They are more than simple artificers; they imbue each spark with a story, each explosion with emotion, and create an ephemeral tapestry of light and sound whose message moulds the mind of all who witness it.

Whether or not you attended the college itself or learnt the art from a backstreet alchemist is moot: you are an entertainer who uses bright colours and loud bangs as a medium. Perhaps you travelled with a carnival, bringing joy to a new town each evening. Maybe you are a fresh college graduate, seeking to conduct performances in the courts of the high and mighty. Or perhaps you were employed in the Silk Purse's quarries, but turned mundane blasting operations into fantastical varicoloured displays, much to the chagrin of your foreman. Naysayers be damned, fireworks are a feast for the eyes and besides, the explosions aren't that loud anymore. Maybe you should get that checked out...

BURGEONING INVENTOR

3rd-Level College of Hanabi Feature

Your forays into the art of firework creation has granted you the skills of a journeyman craftsperson and experience wielding projectile weapons. You gain proficiency with the alchemist's supplies, one other set of artisan's tools of your choice, and all magitech firearms. You can use a set of alchemist's supplies as a spellcasting focus for your bard spells.

In addition, when you make an ability check using a tool you have proficiency with, you can expend one use of Bardic Inspiration. Roll your Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

PYROTECHNICS

3rd-Level College of Hanabi Feature

During a long rest, you can create a number of small, magical pyrotechnics equal to your Charisma modifier (minimum one). When you use one of the effects below, you expend one pyrotechnic. You can activate no more than one pyrotechnic per turn. Saving throws are always against your **bard spell save DC**.

- **Kodama Candle.** As a reaction when you are targeted by an attack from a creature you can see within **15 feet** of you, you can cause this pyrotechnic to emit a burst of light, imposing **disadvantage** on the triggering attack roll. Creatures that don't rely on sight are **immune** to this effect. In addition, the creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.
- **Screaming Nue.** As an action, you can throw this pyrotechnic to a point within **60 feet** of you, where it creates smoke and lights in the form of a screaming nue's head for the next **minute**. Each creature other than you within **30 feet** of the point that can hear or see the effect must succeed on a **Wisdom saving throw** or be **frightened** of it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself and becoming **immune** to the effect of any Screaming Nue for the next **24 hours** on a success.
- **Raiju's Rupture.** As an action, you can throw this pyrotechnic to a point within **60 feet** of you, where it explodes, creating a thundering boom that can be heard for **500 feet**. Each creature within **10 feet** of the pyrotechnic must make a **Dexterity saving throw**. On a failure, a creature is deafened and takes a number of **d6s** of thunder damage equal to your proficiency bonus. On a success, a creature takes half as much damage and isn't deafened.
- **Wanyudo Wheel.** As a bonus action, you can light this pyrotechnic, which propels you through the air. Until the end of your turn, you gain a flying speed equal to 30 plus ten times your proficiency bonus. This movement does not provoke opportunity attacks.

FIREWORK DISPLAY

6th-Level College of Hanabi Feature

Your expertise with fireworks lets you craft moving stories capable of influencing peoples' emotions and outlook.

Over the course of **1 minute**, you can use 10 gp of fireworks to create an enrapturing display of sporadic bright lights and noise audible for **1,000 feet**. You must use your action each round to imbue the light and smoke with your bardic magic, causing an enthralling story to manifest; if you fail to do this, the display ends with no effect.

At the end of the display, you can choose a number of creatures that witnessed it equal to your Charisma modifier

(minimum one). Each creature must succeed on a **Wisdom saving throw** against your **bard spell save DC** or be subject to the effect of the message with which you chose to imbue the display for the next **24 hours**. Creatures that do not witness the whole display or that are immune to the charmed condition automatically succeed on this saving throw. Choose one of the following messages:

- **Anger.** The message is one of injustice and exploitation, fomenting anger in those that watch it. With a mere spark, riots may ensue. Affected creatures are addled by their anger and prone to violence; Deception checks against them have **advantage**.
- **Fear.** The world is a dangerous place, and to step outside one's home is to invite disaster. People are unlikely to leave their home, let alone interfere in others' matters, after watching this performance. Intimidation checks have **advantage** against an affected creature. In addition, the first time the target sees a creature it can't identify or with whom it is not acquainted, it must make a **Wisdom saving throw** against your **bard spell save DC**. On a failure, the affected creature is **frightened** of that creature until the unknown creature reveals itself to be non-threatening, or is out of sight. While frightened, an affected target can repeat the saving throw at the end of each of its turns, ending the condition on itself and becoming **immune** to being frightened by this effect for that creature for the duration.
- **Generosity.** The act of giving and gratitude is epitomised as the paradigm of virtue. Observers are more likely to help others after seeing this display. Affected creatures are **charmed** by you. While charmed, these creatures help you where possible without large risks, and speak highly of your performance. The creature ceases to be charmed if you or your companions do anything harmful to it.
- **Peace.** The story shows the utopia that awaits the world if all act with kindness and goodwill. Feelings of resentment are quelled and acts of violence are less likely after a community sees this display. Affected creatures are subject to the *calm emotions* spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

MASTER OF ILLUMINATIONS

14th-Level College of Hanabi Feature

Your mastery of the art of hanabi can be seen in even your merest spark. Your Firework Display feature can affect up to three times as many creatures and your Pyrotechnics are enhanced in the following ways:

- **Kodama Candle.** The range increases to **30 feet** and the pyrotechnic sheds bright light in a **30-foot radius** until the start of your next turn, causing all attacks against you to have **disadvantage**. Creatures that don't rely on sight are **immune** to this effect.
- **Screaming Nue.** The radius of the effect increases to **40 feet** and creatures that fail the saving throw also take a number of **d8s** of psychic damage equal to half your proficiency bonus (rounded down). Creatures that succeed on the saving throw take half as much damage and aren't otherwise affected.
- **Raiju's Rupture.** The radius of the explosion increases to **20 feet** and the damage dice increase to **d8s**.
- **Wanyudo Wheel.** The flying speed granted lasts until the end of your next turn. Your movement does not provoke opportunity attacks for the duration.



COLLEGE OF MASKS

"This mask doesn't give you power, little girl. This isn't simple addition! Wearing a mask is an act of transformation. You disappear in its shadow; you become something new—something incredible. That is, of course, if you dare."

Masking—the practice of using masks to play a variety of characters in a solo performance—is among the most ancient artistic traditions of the Yokai Realms. Conjuring masks to transform their persona, bards of this college bring tales of fallen heroes, nefarious villains, and epic confrontations to life. Whether on stage or in the heat of battle, such bards perform as a whirling kaleidoscope of character, emotion, and magic, shifting between personas of solitude, war, beauty, and hope.

Some bards of this college see their masks as extensions of their true self, a magnification of their power in a specific direction. Others give themselves completely to the transformation, adopting totally fresh outlooks, personas, and even voices depending on the mask they wear. In either case, each mask grants its own special magic, and with the power to switch between them at will, mask bards have the tools and talents to seize command of any situation.

KABUKI CONJURATION

3rd-Level College of Masks Feature

You have the power to conjure magical masks. As a bonus action, you conjure one mask of your choice from the options below. It appears on your face or levitates in the air around you, and it lasts for **1 minute** or until you use a bonus action to dismiss it or conjure another one.

While conjured, your mask grants you **advantage** on Performance checks, and you can use it as a spellcasting focus for your bard spells. The type of mask you conjure also grants an additional benefit:

- **Mask of Beauty.** When a creature within **30 feet** of you that you can see makes a saving throw to resist the effects of an enchantment spell you cast, you can use your reaction to expend one use of your Bardic Inspiration, imposing **disadvantage** on that roll.
- **Mask of Hope.** When a creature within **60 feet** of you that can see or hear you rolls a Bardic Inspiration die, you can use your reaction to add your Charisma modifier (minimum of +1) to that roll.
- **Mask of Solitude.** When a creature hits you with a melee attack, you can use your reaction to release a blast of force from your mask, dealing **1d8** force damage to the creature and pushing it up to **15 feet** away from you.

- **Mask of War.** You can add your Charisma modifier (minimum of +1) to the damage roll of a weapon attack you make or a bard spell you cast (no action required). You can use this benefit once per turn.

You can create a mask in this way a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest. If you have no uses of this feature remaining, you can create a mask by expending one use of your Bardic Inspiration.

INSPIRING PERFORMANCE

3rd-Level College of Masks Feature

You learn to empower others through the art of performance. If you perform for at least **10 minutes**, you can choose a number of creatures up to your Charisma modifier (minimum of 1) who witnessed your performance. Each creature gains temporary hit points equal to your Charisma modifier + your proficiency bonus and has **advantage** on its next initiative roll before it finishes a long rest.

STAGECRAFT

6th-Level College of Masks Feature

Your mastery of illusions and trickery grants you the power to move yourself and others through space. While you are on the ground or a surface that can support you, you can use a bonus action to target one creature that is no more than one size larger than you within **60 feet** of you. That target must succeed on a **Charisma saving throw** against your **bard spell save DC** or you both teleport, swapping places. A creature can choose to fail this saving throw.

You can use this feature a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest.

GRANDIOSE TRANSFORMATION

14th-Level College of Masks Feature

Your mastery of performance and magic enhances your masks with incredible power. You gain additional benefits depending on the mask you currently have conjured:

- **Mask of Beauty.** You gain a bonus to all saving throws equal to your Charisma modifier (minimum of +1).
- **Mask of Hope.** When a creature you can see within **90 feet** of you falls to 0 hit points but isn't killed outright, you can use a reaction to expend one use of your Bardic Inspiration. If you do so, the creature is reduced to **1** hit point instead. Once a creature benefits from this feature, it can't do so again until it finishes a long rest.
- **Mask of Solitude.** You have **resistance** to bludgeoning, piercing, and slashing damage.
- **Mask of War.** If you use your action to cast a spell, you can make one weapon attack as a bonus action that turn.





BENDER

Bare, clawed feet part river-rounded gravel as a tengu sweeps through motions as graceful as any dancer's, the surging water parting to allow her and her weary companions a peaceful crossing.

With patient composure, an oniborne deflects a hail of flaming arrows, redirecting their heat into a cascade of blue flame and burning fists.

The clack of jagged obsidian, splash of glacial water, and warmth of flaming eddies gather within a rushing whirlwind. Drifting out of these massed elements is a glowing atatsu; a primordial incarnation of their mortal form.

These benders, as disparate as their affinities might be, are defined by their connection with the elements: a magic manifested through precise and practised movements. More than a martial art, their motions are a spectacular union

of magical and physical virtuosity, each twist and flick a nuanced touch of the Weave. For some, this is a weapon of war, of thunderclaps and fists of rock. For others, this is a tool to preserve, to craft shields of ice and invigorate with an inner flame. Whether a bender chooses to study all the elements—earth, air, water, and fire—or to master just one, the primordial forces of nature are theirs to command.

QUICK BUILD

You can make a bender quickly by following these suggestions. First, put your highest ability score in the ability you choose for your spellcasting: Intelligence, Wisdom, or Charisma, followed by Dexterity. Second, choose the elementalist background.

THE BENDER

Level	Class Features	Cantrips Known*	—Spell Slots per Spell Level—				
			1st	2nd	3rd	4th	5th
1st	Spellcasting, Elemental Affinity (1), Elemental Strikes	2		2			
2nd	Elemental Combo	2		2			
3rd	Bender Discipline	2		3			
4th	Ability Score Improvement	2		3			
5th	Extra Attack	2		4	2		
6th	Elemental Affinity (2)	2		4	2		
7th	Discipline Feature, Improved Extra Attack (optional)	2		4	3		
8th	Ability Score Improvement	2		4	3		
9th	—	2		4	3	2	
10th	Elemental Affinity (3)	3		4	3	2	
11th	Primordial Form	3		4	3	3	
12th	Ability Score Improvement	3		4	3	3	
13th	—	3		4	3	3	1
14th	Elemental Affinity (4)	4		4	3	3	1
15th	Discipline Feature	4		4	3	3	2
16th	Ability Score Improvement	4		4	3	3	2
17th	—	4		4	3	3	1
18th	Primordial Avatar	4		4	3	3	1
19th	Ability Score Improvement	4		4	3	3	2
20th	Discipline Feature	4		4	3	3	2

*This value may be higher if you take new elemental affinities. See Elemental Affinity, page xx.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per bender level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bender level after 1st

PROFICIENCIES

Armour: Light armour, Medium armour

Weapons: Simple weapons, chakrams, nunchaku, shortswords, shuriken, **starknives, twin blades**

Tools: One type of artisan's tools or one musical instrument of your choice

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

STARTING EQUIPMENT

You start with the following items, in addition to anything provided by your background:

- (a) a quarterstaff, (b) a chakram, or (c) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armour and 10 shuriken

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 x 10 gp** to buy your equipment.

MULTICLASSING

Ability Score Minimum. As a multiclass character, you must have at least a 13 in the spellcasting ability from your bender Spellcasting feature to take a level in this class, or to take a level in another class if you are already a bender.

Proficiencies Gained. If bender isn't your initial class, when you take your first level as a bender, you gain proficiency with simple weapons.



Spell Slots. Add half your levels (rounded up) in the bender class to the appropriate levels from other classes to determine your available spell slots.

SPELLCASTING

1st-Level Bender Feature

As a bender of elements, you use the motions of your corporeal form to coax the Weave into manipulating the primordial forces.

CANTRIPS

You know two cantrips of your choice from your bender spell list (see Elemental Affinity). At higher levels, you learn additional cantrips of your choice, as shown in the Cantrips Known column of the Bender table. Your Elemental Affinity feature also allows you to learn more cantrips at higher levels.

PREPARING AND CASTING SPELLS

The Bender table shows how many spell slots you have to cast your bender spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the repertoire of bender spells that are available for you to cast, choosing from your bender spell list (see Elemental Affinity). When you do so, choose a number of these spells equal to your bender spellcasting ability modifier + half your bender level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level bender, you have four 1st-level and two 2nd-level spell slots. With a spellcasting ability of 14, your repertoire of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell thunderwave, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your repertoire of prepared spells.

You can change your repertoire of prepared spells when you finish a long rest. Preparing a new repertoire of bender spells requires time spent practising their movements and gestures: at least 1 minute per spell level for each spell in your repertoire.

SPELLCASTING ABILITY

When you gain your first level in this class, you choose which spellcasting ability you use for your bender spells from Intelligence, Wisdom, and Charisma. You use this ability whenever a bender spell refers to your spellcasting ability. In addition, you use this ability's modifier when setting the saving throw DC for a bender spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier

Spell attack modifier = your proficiency bonus
+ your spellcasting ability modifier

RITUAL CASTING

You can cast a bender spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use your free hand as a spellcasting focus for your bender spells. This free hand can be used for both the somatic and material components for a spell, provided the material component has no cost and isn't consumed by the casting.

FLAVOURING BENDER SPELLS

Benders induce magical effects through movement. These movements are a precise sequence—similar to the katas practised in karate—and a specific sequence will always result in a specific spell or magical effect. You might describe preparing a spell at the end of a long rest as practising a martial form, or convey a spell not taking effect as its bender slipping on a rock during the sequence. A ritual spell might involve the same sequence being performed repeatedly, each iteration coaxing the elements into the desired effect.

When a spell takes effect, it is always linked to the elements in some way. A *shield* spell cast by a bender with air affinity might appear like tumultuous gusts of wind, while that of an earth bender could condense dust into a rocky plate, or cause a pillar of earth to deflect an incoming blow. A *hold person* spell could be flavoured as a water bender controlling the water within a person, while a fire bender's *major image* could be described as a heat-induced shimmering of the air.

ELEMENTAL AFFINITY

1st-Level Bender Feature

You find attunement with one of the four elements. Choose one of the following: air, earth, fire, or water. The spells associated with that element (see Bender Spell List on page xx) are added to your bender spell list.

Each element is associated with one or two damage types:

- **Air:** Thunder.
- **Earth:** Acid & poison.
- **Fire:** Fire & lightning.
- **Water:** Cold.





At Higher Levels. At 6th, 10th, and 14th levels, you choose one of the four elements to gain affinity with, either a new element or one you've chosen before. This has some immediate effects and interacts with some subclass features (see below).

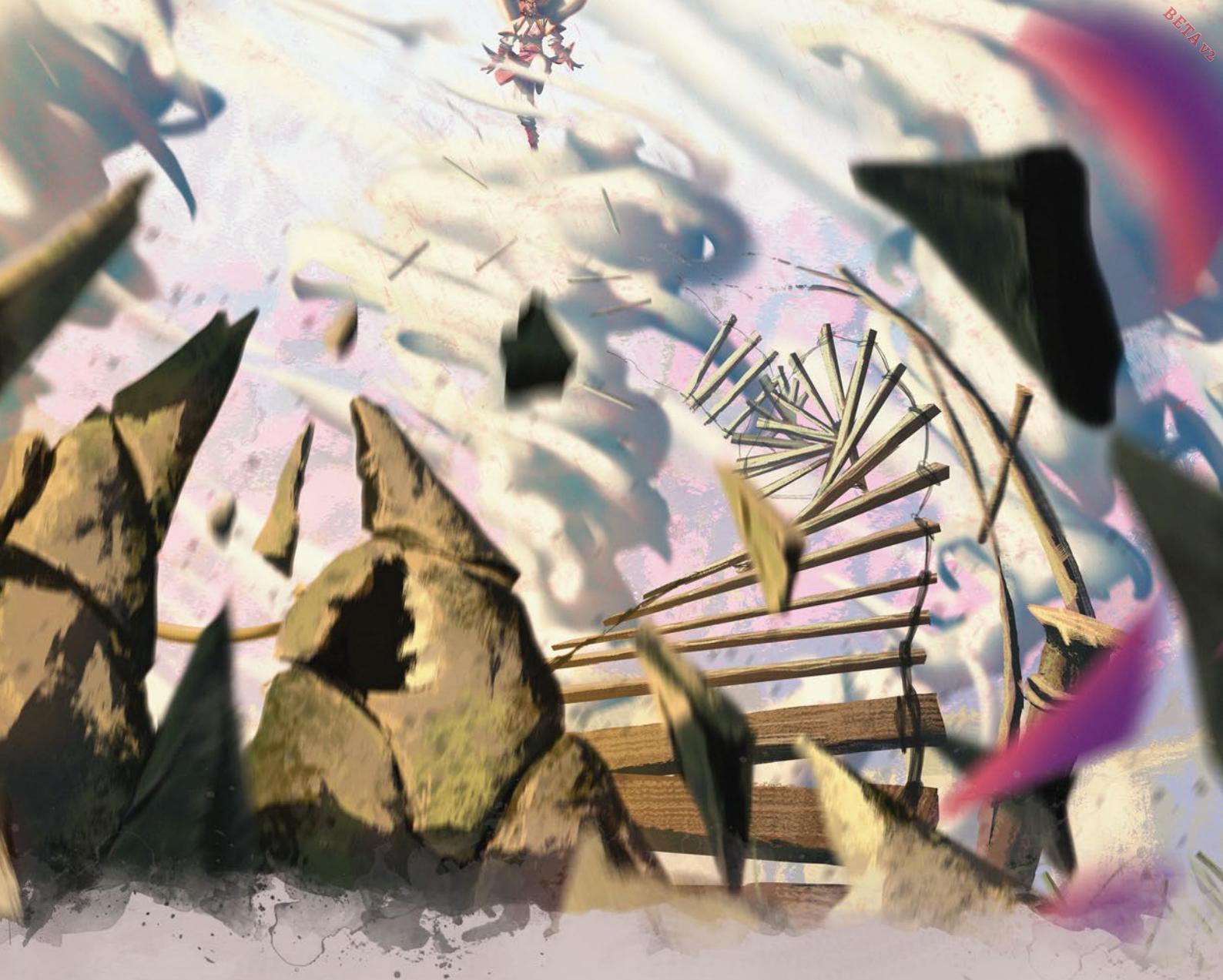
- **New Elemental Affinity.** If you choose a new element with which to gain affinity, you add its spells to your bender spell list and you learn one cantrip of your choice from the new element's list. This cantrip doesn't count against the number of cantrips you know.
- **Repeated Elemental Affinity.** If you choose an element for which you already had affinity, spells that you cast from that spell list are cast one level higher than the level of spell slot you expend. This effect stacks; if you choose to gain affinity with the same element four times, your spells from that element's list are cast three levels higher than the spell slot you expend.

ELEMENTAL STRIKES

1st-Level Bender Feature

- You have learnt to unite magic with movement, giving you a unique and deadly combat style. When you take the Attack action, you can make melee or ranged spell attacks called elemental strikes as one or more of your attacks. The strike deals damage of a type with which you have affinity (your choice when you make the attack).
- **Melee.** A melee elemental strike has a reach of **10 feet** and deals damage equal to **1d6** plus your bender spellcasting ability modifier on a hit.
- **Ranged.** A ranged elemental strike has a range of **60 feet** and deals damage equal to **1d4** plus your bender spellcasting ability modifier on a hit.

Any magic items that confer a bonus to the attack and damage rolls of your unarmed strikes confer the same bonus to your elemental strikes.



ELEMENTAL COMBO

2nd-Level Bender Feature

Your strikes manifest elemental energy, which you can unleash at the peak of your combination. After you take the Attack action on your turn, you can make one Elemental Strike attack as a bonus action that turn. You do not add your ability modifier to the damage from this attack.

At Higher Levels. This attack's damage increases by one damage die (**1d6** for a melee attack or **1d4** for a ranged attack) when you reach 6th (**2d6** or **2d4**), 10th (**3d6** or **3d4**), and 14th (**4d6** or **4d4**) level in this class.

BENDER DISCIPLINE

3rd-Level Bender Feature

You choose an aspect of how nature manifests which you embody in your manipulation of the elements. Your discipline choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

4th-Level Bender Feature

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

5th-Level Bender Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

IMPROVED EXTRA ATTACK (OPTIONAL FEATURE)

7th-Level Bender Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your conjuration of the elements dazzles and confuses your foes. After you hit a creature with a melee attack as part of the Attack action on your turn, that creature can't make opportunity attacks against you until the end of your turn.

PRIMORDIAL FORM

11th-Level Bender Feature

As a bonus action, you embody aspects of a chosen element. Choose one of the elements with which you have affinity. For 1 minute, you can cast 1st-level spells associated with that element (see Elemental Affinity lists, page xx) without expending a spell slot. In addition, you gain a benefit based on that element:

- **Air: Untouchable.** You have **resistance** to nonmagical bludgeoning, slashing, and piercing damage.
- **Fire: Alight.** At the end of your turn, creatures of your choice within **10 feet** of you take fire damage equal to your bender spellcasting ability modifier.
- **Earth: Solid.** You gain a **+2 bonus** to your AC.
- **Water: Fluid.** You gain a pool of vitality equal to five times your bender level. At the end of each of your turns for the duration, you can cause up to three creatures of your choice within **10 feet** of you to regain 5 hit points (no action required), expending an equal amount of vitality from your pool to do so.

After you use this feature, you can't do so again until you finish a long rest.

Starting at 17th level, while in your primordial form, you can cast spells of 2nd level or lower without expending a spell slot.



PRIMORDIAL AVATAR

18th-Level Bender Feature

As an action, you become a primordial incarnation of your mortal form. You gain **50** temporary hit points as well as benefits based on your Elemental Affinities, which last for **10 minutes**. After you enter this state using this feature, you can't do so again until you finish a long rest.

PRIMORDIAL AVATAR, AIR BENEFITS

Air Affinities	Benefit
1	Your speed increases by 15 feet . You gain a flying speed of 60 feet .
2	You are immune to thunder damage and the grappled and restrained conditions.
3	Once on each of your turns, you can cast the <i>misty step</i> spell without expending a spell slot (no action required). You can't do so while incapacitated.
4	Your speed increases by 15 feet (30 feet total). You are under the effects of the <i>freedom of movement</i> spell.

PRIMORDIAL AVATAR, EARTH BENEFITS

Earth Affinities	Benefit
1	Your AC can't be lower than 14 plus your bender spellcasting ability modifier.
2	You are immune to acid damage and automatically succeed on saving throws made to avoid being moved against your will or knocked prone.
3	You can cast the <i>shield</i> spell without expending a spell slot or expending your reaction.
4	You can't do so while incapacitated. After you do so, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>skin of steel</i> * spell.

PRIMORDIAL AVATAR, FIRE BENEFITS

Fire Affinities	Benefit
1	The first time you hit a target with an attack on each of your turns, you deal an extra 2d6 fire or lightning damage to it (your choice when you gain this benefit).
2	You are immune to fire damage.
3	You can cast the <i>hellish rebuke</i> spell at 2nd-level without expending a spell slot or expending your reaction. You can't do so while incapacitated. After you do so, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>fire shield</i> spell (warm shield only).

PRIMORDIAL AVATAR, WATER BENEFITS

Water Affinities	Benefit
1	You gain a swimming speed of 60 feet . Once on each of your turns, you can take the Help action targeting any creature you can see within 30 feet of you (no action required).
2	You are immune to cold damage.
3	When a creature you can see within 30 feet of you succeeds on a saving throw or an attack roll, you can force the creature to reroll the d20 and use the lower roll (no action required). After you do so, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>true seeing</i> spell.

*See Chapter 13 – Spells

BENDER SPELL LIST

Benders control the primordial forces through manipulation of the Weave. The spell list for the bender class, including spells from the SRD (the free 5th-edition source rules) is provided below, sorted by their element. Spells with asterisks (*) are new spells that can be found in Chapter 13 on page XX.

SPELLS NOT IN THESE LISTS

If you want to use spells from other 5e sources that are not mentioned in this list, feel free! When deciding whether an element should get access to a spell, use the following guidance. If, as a player, you encounter spells that are not on the lists below that deal these damage types or use the associated elements, work with your GM to decide if they can be added to that element's list.

BENDER: AIR SPILLS

CANTRIPS (0 LEVEL)

*Concussion**
*Dash Strike**
*Downy Descent**

1ST LEVEL

Color Spray
Expeditious Retreat
Feather Fall
Fog Cloud
Hideous Laughter
Jump
Longstrider
*Repulsing Palm**
Thunderwave
Unseen Servant
*Wind Drake**

2ND LEVEL

Blur
*Calm Air**
Enhance Ability (Cat's Grace only)
*Flashbang**
Gust of Wind
Levitate
Mirror Image
Misty Step
Shatter
Silence
*Wind Strike**

3RD LEVEL

Call Lighting
*Depth Charge**
Elemental Weapon (thunder only)
Fly
Gaseous Form
Haste
*Switcheroo**
Wind Wall

4TH LEVEL

*Cloud Stride**
Conjure Minor Elementals (air only)
Dimension Door
Freedom of Movement
Hallucinatory Terrain
*Sundering Sky**

5TH LEVEL

Conjure Elemental (air only)
Cyclone
*Iminada's Umigiri**
*Raijin's Rending Rage**
Mislead
Planar Binding (air elemental only)

BENDER: EARTH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
*Earthen Fist**
Poison Spray
Resistance
Shillelagh

3RD LEVEL

*Acid Rain**
Elemental Weapon (acid only)
Meld Into Stone
*Mireball**
*Rock Tomb**

1ST LEVEL

*Earthen Uppercut**
Entangle
False Life
Floating Disk
Goodberry
Grease
Shield

4TH LEVEL

Conjure Minor Elementals (earth only)
Stone Shape
Stone Skin
*Skin of Steel**

2ND LEVEL

Acid Arrow
Barkskin
*Calm Earth**
Enhance Ability (Bear's Endurance or Bull's Strength only)
Protection From Poison
*Shielding Word**
*Skin of Stone**
*Snake Bite**
Spike Growth

5TH LEVEL

Conjure Elemental (earth only)
*Eruption**
Passwall (stone only)
Planar Binding (earth elemental only)
Wall of Stone
*Kabuto's Adamantine Carapace**

BENDER: FIRE SPELLS

CANTRIPS (0 LEVEL)

Dancing Lights
Fire Bolt
*Incendiary Strike**
Light
Minor Illusion
Shocking Grasp
*Spark**

3RD LEVEL

Daylight
Elemental Weapon (lightning or fire only)
Fireball
*Flaming Tiger Leap**
Haste
Lightning Bolt
Major Image

1ST LEVEL

Burning Hands
Color Spray
Faerie Fire
*Flash**
Hellish Rebuke
Heroism
*Inner Flame**
Silent Image

4TH LEVEL

Conjure Minor Elementals (fire only)
Fire Shield (fire only)
Greater Invisibility
*Lion's Roar**
Wall of Fire

2ND LEVEL

*Calm Flames**
Continual Flame
Enhance Ability (Eagle's Splendor only)
Flame Blade
Flaming Sphere
Heat Metal
Invisibility
Lightning Redirect
Scorching Ray
*Wanyudo's Fury**

5TH LEVEL

Conjure Elemental (fire only)
Flame Strike
*Feverskin**
*Magatsuchi's Lantern**
Planar Binding (fire elemental only)
*Raijin's Rending Rage**

BENDER: WATER SPELLS

CANTRIPS (0 LEVEL)

Guidance
Ray of Frost
*Water Whip**

1ST LEVEL

Command
Create or Destroy Water
Detect Poison and Disease
*Ice Moon**
*Mirror of Redirection**

2ND LEVEL

*Bloodweave**
Calm Emotions
Calm Waters
Enhance Ability (Owl's Wisdom only)
Hold Person
*Riptide**
Suggestion

3RD LEVEL

*Acid Rain**
Clairvoyance
Elemental Weapon (cold only)
*Extract Shirikodama**
Hypnotic Pattern
Sleet Storm
Slow
*The Bends**
Water Breathing
Water Walk
*Water Wyrm**

4TH LEVEL

*Cage of Frozen Tears**
*Cloud Stride**
Compulsion
Conjure Minor Elementals
 (water only)

Control Water
Divination
Ice Storm

5TH LEVEL

*Bakuryo's Blessed Blizzard**
Commune
Cone of Cold
Conjure Elemental (water only)
Dominate Person
Geas
Hold Monster
*Iminada's Umgiri**
Planar Binding (water elemental only)
Scrying
*White Water Wall**



BENDER DISCIPLINES

The elements are every bender's tool, the instrument with which they dazzle an audience, save souls from natural disaster, or strike down foes. As varied as the myriad ways in which nature manifests, different benders find inspiration from different facets of nature. Some feast on the catastrophic eruption of a volcano, a tumultuous torrent of fire and earth. Others are roused by stoic glaciers and the impenetrable teeth of high mountains. And the bountiful creche of gentle winds and clean water provides succour for those who nurture values of growth and wellbeing. At 3rd level, you choose the aspects of nature that inspire your command of the elements.

DISCIPLE OF FEROCITY

Disciples of Ferocity traverse battlefields as a whirlwind of blades, fists, and elemental fury. Whether it be with the deadly patience of a stalking predator or the reckless abandon of a raging barbarian, these benders rely on an unflinching offence as the solution to that which stands in their way. They are students of devastation; armed and armoured, their movements embodying the destructive forces of nature: desolating wildfires, wrenching tornadoes, surging tsunamis, and rending earthquakes.

How did you come to follow such a path? Perhaps you were a mercenary exposed to primordial influences. Maybe you were a sailor, using wind and water to shorten sea voyages and protect your crew from pirates and raiders. Conversely, you may be an acolyte of pacifism, unleashing your destructive potential when fear overrides your better judgement. The choice is yours and the elements are your weapons.



BONUS FEROCITY SPELLS

3rd-Level Disciple of Ferocity Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *guardian of faith* may take the form of a giant stalagmite projecting spears of rock (earth affinity), or a storm cloud letting loose booms of thunder (air affinity).

Bender Level	Spells
3rd	<i>magic missile</i> *
5th	<i>magic weapon</i>
9th	<i>blink</i> **
13th	<i>guardian of faith</i> *
17th	<i>arcane hand</i> *

*The damage type is one for which you have affinity instead of what is specified (you choose when you cast the spell).

**You move to a Border-Elemental Plane associated with your Elemental Affinity (see page xx).

MARTIAL PROFICIENCIES

3rd-Level Disciple of Ferocity Feature

You gain proficiency with all martial weapons and can use any weapon you are proficient with as a spellcasting focus for your bender spells.

ELEMENTAL CONDUIT

3rd-Level Disciple of Ferocity Feature

You have learnt to channel elemental energy beyond your fist to the weapons you wield. You can use your bender spellcasting ability instead of Strength or Dexterity for weapon attack and damage rolls.

DESTRUCTIVE NATURE

7th-Level Disciple of Ferocity Feature

When you hit a creature with an attack, you can expend a spell slot to deal additional damage of a type associated with your Elemental Affinity. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of 6d8.

ELEMENTAL FEROCITY

15th-Level Disciple of Ferocity Feature

When you are in your Primordial Form or Primordial Avatar state (see page xx), the damage of your Elemental Combo feature increases to **6d6** for a melee attack and **6d4** for a ranged attack.

PRIMORDIAL BATTERY

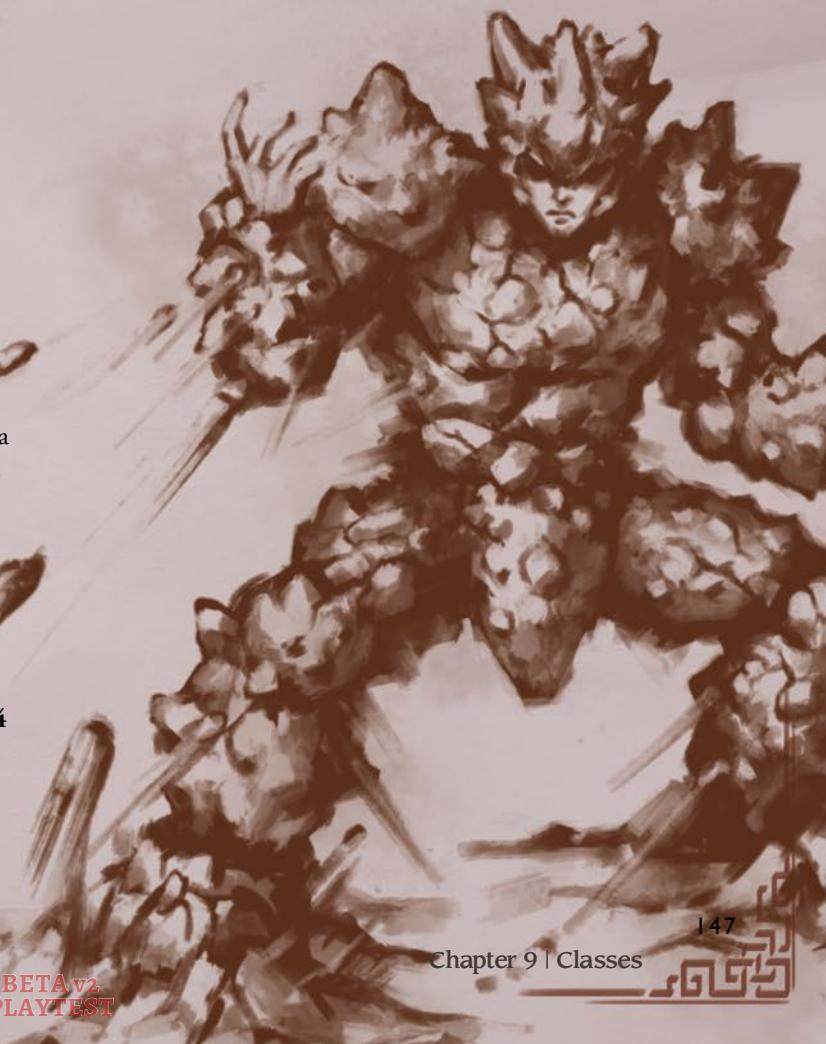
20th-Level Disciple of Ferocity Feature

You can attack three times whenever you take the Attack action on your turn.

DISCIPLE OF FORTIFICATION

A bubble of temperate calm amongst a raging wildfire, a wedge of unmoving rock within a landslide, a shield of ice against fist-sized hailstones; you are a bulwark against the forces of nature, bending them to protect yourself and your allies. You understand that your role is not to crush and slaughter, but to preserve those around you that you may triumph together.

As a Disciple of Fortification, you may have taken a vow of pacifism yet still yearn for a life of danger and adventure. Perhaps you worked as a bodyguard, valuing the life of another more than your own. Maybe you found employment in a mine, saving colleagues from death by rock and explosives. Or it could be that your self preservation instincts are so well-honed that you cannot help but avoid catastrophe. Either way, the elements shield and fortify you from hurt and harm.



BONUS FORTIFICATION SPELLS

3rd-Level Disciple of Fortification Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *shield* may appear as ice (water affinity) or rock (earth affinity).

Bender Level	Spells
3rd	<i>shield</i>
5th	<i>shielding word</i> *
9th	<i>protection from energy</i> **
13th	<i>resilient sphere</i>
17th	<i>endure</i> *

*See Chapter 13 – Spells

**Must be a damage type for which you have affinity (see Elemental Affinity, page xx).

DEFENSIVE PROFICIENCIES

3rd-Level Disciple of Fortification Feature

You gain proficiency with medium armour, heavy armour, and shields.

In addition, you can use a shield as a spellcasting focus for your bender spells.

PRIMORDIAL SHIELD

3rd-Level Disciple of Fortification Feature

You learn to create a shield of primordial energy. As a bonus action on your turn, you can create this shield, granting you or a willing creature within **30 feet** of you **1d6** temporary hit points. These temporary hit points last until you use this feature again or the target finishes a long rest.

The number of temporary hit points increases to **1d10** at 6th level, **2d6** at 10th level, and **2d10** at 14th level.

REDIRECT ELEMENTS

7th-Level Disciple of Fortification Feature

When a creature you can see within **30 feet** of you (including yourself) would take damage of a type associated with your Elemental Affinity (see page xx), you can use your reaction to reduce that damage. The damage is reduced by **2d6** for each time you have chosen affinity with that element. If this reduces the damage to 0, you can make a ranged spell attack, redirecting the energy at a target within **30 feet** of the original target. The attack deals damage equal to the total damage reduction you rolled. The size of these dice increase to a **d8** at 11th level, a **d10** at 15th level, and a **d20** at 20th level.

OPTIONAL RULE: BEYOND DAMAGE TYPES

Characters may take damage from elemental sources that don't fall under the damage types associated with that element, as dictated by the Elemental Affinity feature. For example, a tsunami might crash into a party and deal bludgeoning damage. The source of this damage is water, but the damage type is bludgeoning (associated with earth) and not cold (associated with water). Because the source of the damage is water, the GM may allow a player with water Elemental Affinity to use the Redirect Elements feature of the Disciple of Fortification subclass to reduce this bludgeoning damage, even if they don't have affinity with earth.

ELEMENTAL REINFORCEMENT

15th-Level Disciple of Fortification Feature

When you are in your Primordial Form or Primordial Avatar state (see page xx) and expend a spell slot to cast a bender spell of 1st level or higher, you can choose one creature you can see within **30 feet** of you (including yourself) to gain temporary hit points equal to three times the level of spell slot expended.

PRIMORDIAL BULWARK

20th-Level Disciple of Fortification Feature

When you roll initiative and aren't surprised, you can use your reaction to cast a spell associated with your Elemental Affinity, as shown in the table below, without expending a spell slot. Once you use this feature, you can't do so again until you finish a long rest.

Elemental Affinity	Spell
Air	<i>wind wall</i>
Earth	<i>wall of stone</i>
Fire	<i>wall of fire</i>
Water	<i>white water wall</i> *

*See page XX



DISCIPLE OF FUSION

The elements are pure: solid earth, liquid water, gaseous air, and fire—energy incarnate. However, the borders between these elements are where things get interesting. Water and earth can produce calamitous mudslides capable of decimating an army. When wind whips up sand, a dust storm can leave even the hardiest explorers lost and disoriented. And, in the calm of a bathhouse, the confluence of fire and water can bring about calming steam that cleanses the body and soothes the soul.

A bender of the Disciple of Fusion lives on these elemental extremities, pushing the borders, always with an eye on the primordial forces that they have not yet mastered. Your connection to every element runs so deeply that it is almost second nature to blend them together. You may have smelt ore with astounding alacrity, be a sculptor whose ability to shape ice rivalled that of the finest enkoh architects, or perhaps you work as a thief, creating clouds of smoke to blind guards and make good your escape. You are the unexpected solution that changes the paradigm of any problem.

BONUS CANTRIPS

3rd-Level Disciple of Fusion Feature

Your connection with all elements allows you to mould them in their most basic form. You learn two additional bender cantrips of your choice, which can be from any elemental affinity list, and don't count towards the number of cantrips you know.

BONUS SPELLS

3rd-Level Fusion Feature

As your connection with the primordial forces deepens, you learn to manipulate even the elements with which you are less familiar. You learn one 1st-level bender spell from any elemental affinity list; you always have that spell prepared and it doesn't count against the number of spells you can prepare each day. When you reach 5th, 9th, 13th, and 17th level in this class, you learn one 2nd-, 3rd-, 4th-, and 5th-level bender spell in this way.

If you don't have affinity with the element from which a spell is chosen, the spell is cast as if you had 1 affinity with that element.

FUSIONIST SPELLCASTING

3rd-Level Disciple of Fusion Feature

When you expend a spell slot of 1st level or higher to cast a spell from your bender spell repertoire, you can augment it with another element, creating an additional effect in a sphere centred on the target of your spell or, if the spell affects an area, the centre of the affected area. You choose the size of the sphere, which can have a maximum radius in feet equal to five times the level of the spell slot expended. The effect depends on the element list from which the spell was drawn, and the element with which you choose to combine it. Any saving throws are against your bender **spell save DC**.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once), and regain all expended uses when you finish a short or long rest.

Air & Earth: Dust. Dust explodes in the sphere. Each creature in the area must succeed on a **Constitution saving throw** or be **blinded** until the end of your next turn.

Air & Fire: Smoke. Cloying smoke fills the sphere until the end of your next turn. For the duration, the area is heavily obscured, creatures in the area can speak only falteringly, and any creature in the area that tries to cast a spell with a verbal component must succeed on a **Constitution saving throw** or fail to cast the spell, wasting the spellcasting action (but not the spell slot).

Air & Water: Ice. All surfaces in the sphere become covered with a layer of slick ice, turning the area into difficult terrain, until the end of your next turn. When the ice appears, each creature standing in the area must succeed on a **Dexterity saving throw** or fall **prone**. A creature that enters the area or ends its turn there must also succeed on a **Dexterity saving throw** or fall **prone**.

Earth & Fire: Lava. Speckles of molten rock explode in the sphere. Each creature in the area must succeed on a **Dexterity saving throw** or take **1d6** fire damage per level of spell slot expended.

Earth & Water: Mud. A torrent of sticky mud erupts in the sphere. The area becomes difficult terrain until cleaned, and each creature in the sphere has its speed reduced by **15 feet**. A creature can use its action to clean the mud off of itself or another affected creature, removing the speed reduction. A creature can clear a **5-foot-square** area of difficult terrain as an action.

Fire & Water: Steam. Steam blooms in the sphere until the end of your next turn. For the duration, the area is heavily obscured and a creature that ends its turn in the sphere takes **1d4** fire damage per level of the spell slot expended.

FUSIONIST EFFECTS AND AUTOMATIC UPCASTING

The effects of the Fusion Spellcasting feature depend on the level of spell slot expended, not the level of the spell. This is important as, when a bender chooses to gain the same Elemental Affinity multiple times (see page xx), their spells are automatically cast at a higher level than the spell slot expended.

For example, a bender with three affinities in fire that casts a 3rd-level fireball, casts it as a 6th-level spell (causing it to deal **11d6** damage instead of **8d6**). If the bender is of the Disciple of Fusion subclass and chooses to augment the spell with water and create the Steam effect, the maximum radius of the sphere is 15 feet and the effect deals **3d4** damage.

INTERELEMENTAL CASTING

7th-Level Disciple of Fusion Feature

When you use a spell to deal damage of a type associated with an elemental affinity, you can change the damage type to one associated with one of your Elemental Affinities. In addition, when a creature you can see casts a spell that deals damage of a type associated with any elemental affinity, you can use your reaction to make a **spellcasting ability** check. The **DC** for the check equals 10 plus the spell's level (cantrips are **DC 10**). On a success, you change the damage type to one associated with one of your Elemental Affinities.

UNLEASHED ELEMENTS

15th-Level Disciple of Fusion Feature

On your turn, when you are in your Primordial Form or Primordial Avatar state (see page xx) and use your action to cast a bender spell using a spell slot, you can cast a bender cantrip with a casting time of one action as a bonus action that turn.

AVATAR OF ELEMENTS

20th-Level Disciple of Fusion Feature

You gain two additional Elemental Affinities of your choice, for a total of six affinities. You can have no more than four affinities for any one element.

DISCIPLE OF INVIGORATION

A rock suddenly lowers, dropping an ally a crucial inch and turning a critical hit into a glancing blow. A precise gust of wind accelerates an arrow over a foe's shield, striking them in the eye. A burst of flame temporarily blinds an opponent, causing their battleaxe to swing wide. Where others shield and strike, Disciples of Invigoration prefer a more subtle approach, bolstering an ally from within or manipulating a foe's attacks with alacritous and shrewd bursts of elemental energy.

Why did you choose this path? Did you always have a helpful disposition? Were you an aide de camp in a large army? A wizard's apprentice that wandered into an elemental experiment? Whatever your choice, you are the favourable wind that stops a friend falling, the slick rock that foils a foe's footing, and the inner flame that turns the tide of battle.

BONUS INVIGORATION SPELLS

3rd-Level Disciple of Invigoration Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a blessing may manifest as fortuitous gusts of wind (air affinity) or illuminating sparks (fire affinity).

BENDER LEVEL	SPELLS
3RD	<i>bless</i>
5TH	<i>inner flame*</i>
9TH	<i>haste</i>
13TH	<i>freedom of movement</i>
17TH	<i>greater restoration</i>

*See Chapter 13 - Spells



INNER VIGOR

3rd-Level Disciple of Invigoration Feature

Your connection to the elements invigorates your body. Your hit point maximum increases by an amount equal to your bender level and you can add your bender spellcasting ability modifier to checks you make to maintain your concentration.

PRIMORDIAL PULSE

3rd-Level Disciple of Invigoration Feature

With shrewd timing, you imbue an ally with invigorating energy. When a willing creature you can see within **30 feet** of you fails a saving throw or misses an attack roll, you can use your reaction to give it a rejuvenating boost. It immediately rerolls the saving throw or attack roll, with an additional bonus equal to your bender spellcasting ability modifier,



and it must use the new result, potentially turning a failed save into a success or a missed attack into a hit. If this re-rolled attack hits, it deals damage of a type associated with one of your Elemental Affinities (your choice when you take the reaction) equal to your bender spellcasting ability.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

DISTRACTING ONSLAUGHT

7th-Level Disciple of Invigoration Feature

Once on your turn, when you deal damage to a creature using a damage type associated with your Elemental Affinity, you can cause the elements to manifest in a distracting array: fire may burst into dazzling lights, water may foam into obscuring spray, and wind or earth may whip up into a cloud. The next time the target makes an attack roll or saving throw before the end of its next turn, it must roll a **d8** and subtract that from the result.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

ELEMENTAL ENHANCEMENT

15th-Level Disciple of Invigoration Feature

Once per turn, when you are in your Primordial Form or Primordial Avatar state and cast a bender spell with a spell slot of 1st level or higher which targets an ally, you can enhance that spell (no action required). Choose one of the following options:

- You end one of the following conditions on the creature (your choice): blinded, charmed, deafened, frightened, poisoned, or stunned.
- The creature can add a **d6** to the next attack roll or saving throw it makes before the end of its next turn.
- The creature can use its reaction to make one weapon attack.
- The creature can use its reaction to move up to half its speed without provoking opportunity attacks.

If the spell targets more than one ally, you choose which ally gains the benefit.

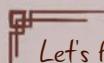
PRIMORDIAL INVIGORATION

20th-Level Disciple of Invigoration Feature

When you enter your Primordial Avatar state, you can grant up to five willing creatures within **30 feet** of you one of your Level 1 Affinity benefits listed in an appropriate Primordial Avatar Benefit table. You choose a single effect to grant all the creatures, which lasts until your Primordial Avatar state ends.

CLERIC

SHRINE WARDEN DOMAIN



Let's face the fading sun, in safety and comfort, and remember what matters.



Across the realms and beyond exist countless deities and spirits, each with their own motivations, power, and temperament, and each with their own devoted followers. Shrine Warden clerics celebrate and honour the deities they follow through the creation and preservation of hallowed sites in their honour—consecrated ground where the misty division between spiritual and physical melts away to nothing. To such clerics, power can be drawn from almost any kaiju, spirit, deity, or pantheon they worship. For the Shrine Warden, the act of devotion itself is magical, and the erection of a shrine a beacon of hope to those in need, and of terror to those who mean it harm.

BONUS PROFICIENCIES

1st-Level Shrine Warden Domain Feature

You gain proficiency with martial weapons and heavy armour.

CONSECRATION

1st-Level Shrine Warden Domain Feature

As a bonus action, you can imbue a point on the ground that you can see within **60 feet** of yourself with divine magic. A small, spectral shrine appears at that location and radiates magic in a **15-foot-radius** aura. When you use this feature, choose a Blessing or Curse from the options below, and then choose a number of creatures up to $1 + \text{your Wisdom modifier}$ (minimum of up to one creature) to be affected by the shrine's magic.

Blessing of Fortune. An affected creature in the aura can add **1d4** to an attack roll, ability check, or saving throw it makes. It then can't gain this benefit again until the start of its next turn.



Blessing of Power. When an affected creature in the aura hits a target with an attack roll, it can deal an extra **1d6** radiant damage to that target. It then can't gain this benefit again until the start of its next turn. This damage increases to **2d6** when you reach 10th level in this class.

Blessing of Hope. An affected creature in the aura is **immune** to the frightened condition, and it gains **1d4** temporary hit points when it ends its turn there.

Curse of the Void. The shrine's aura is obscured by opaque darkness for affected creatures.

Curse of Pain. An affected creature takes **1d8** necrotic damage when it enters the aura for the first time on its turn or its turn there starts its turn in the aura. This damage increases to **2d8** when you reach 11th level in this class.

Curse of Panic. An affected creature that attempts to enter the aura for the first time on its turn or starts its turn there must succeed on a **Wisdom saving throw** or become **frightened** of the shrine until the start of its next turn.

The shrine lasts for **1 minute**. Once you use this feature, you can't do so again until you finish a short or long rest.

CHANNEL DIVINITY: HALLOWED GROUND

2nd-Level Shrine Warden Domain Feature

You can use your Channel Divinity to attempt to expel a creature from an area, or trap it there. As a bonus action, you present your holy symbol and choose one creature you can see within **60 feet** of you. That creature must succeed on a **Charisma saving throw** or suffer one of the following effects of your choice:

- The creature is pushed up to **30 feet** away from you.
- The creature's speed is reduced to **0 feet** until the end of its next turn.

SHRINE GUARDIAN

6th-Level Shrine Warden Domain Feature

When you create a shrine with your Consecration feature, you also summon a Tiny Fey (yokai) spirit to act as its guardian. This shrine guardian is **immune** to all damage and conditions and can fly. As a bonus action on your turn, you can command it to move the shrine up to **20 feet** in any direction.

The shrine guardian can also help or hinder nearby creatures. When a creature in the shrine's aura makes an attack roll, ability check, or saving throw, you can use your reaction to command the shrine guardian to intervene, rolling **1d4** and applying it as a bonus or penalty (your choice) to the creature's roll. You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses upon finishing a long rest.

DIVINE STRIKE

8th-Level Shrine Warden Domain Feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra **1d8** radiant damage to the target. When you reach 14th level, the extra damage increases to **2d8**.

EMPOWERED CONSECRATION

17th-Level Shrine Warden Domain Feature

When you use your Consecration feature, the radius of the shrine's aura increases to **30 feet**. In addition, you can choose three Blessing or Curse options to affect creatures you designate with this feature, rather than just one.

SHRINE GUARDIAN



DRUID

CIRCLE OF THE YOKAI

I have flown as a ryume, sung as a hue, and danced as a whirling kamaitsuchi, and yet the yokai remain every bit as unknowable and enigmatic as the day our bond was formed. They are beyond understanding. Relinquish your instinct to harness their strength and influence their actions; theirs is not a power you can dominate, it is only a power you can share.

Druids belonging to the Circle of the Yokai seek a connection to nature beyond the physical, aligning themselves with the mysterious yokai spirits that embody and inhabit the natural world. This connection allows such druids to assume yokai forms, becoming entities of nature while retaining



their own mind and voice. Moreover, such druids can encourage roaming yokai spirits to settle in plants, flames, pebbles, and streams, turning these facets of nature into grasping weeds, furious wildfires, stalwart bastions of rock, or living wyrms of water.

CIRCLE SPELLS

2nd-Level Circle of the Yokai Feature

You have formed a bond with the yokai, mysterious spirits that populate the land. Your connection to the yokai grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Yokai Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE YOKAI SPELLS

Druid Level	Spells
2nd	<i>find familiar, unseen servant</i>
3rd	<i>earthen uppercut*, invisibility</i>
5th	<i>haste, water wrym*</i>
7th	<i>compulsion, lion's roar*</i>
9th	<i>dominate person, eruption*</i>
10th	<i>awaken</i>

*See Chapter 13 - Spells

YOKAI WILD SHAPE

2nd-Level Circle of the Yokai Feature

Your circle's connection to the realms allows you to assume more powerful, yokai forms. In addition to the usual Beasts, you can use your Wild Shape feature to transform into any Celestial, Fey, or Fiend yokai of a CR up to the value in the Circle of the Yokai Wild Shapes table for your druid level.

CIRCLE OF THE YOKAI WILD SHAPES

Druid Level	Max. CR
2nd	½
4th	1
8th	2
12th	3
16th	4
20th	5

In addition, while in any form using your Wild Shape, you retain more of your druidic power, granting the following benefits:

- You can speak as normal.
- You have **advantage** on Constitution saving throws to maintain concentration on a spell.
- You can cast spells present in the Circle of the Yokai Spells table or in your Wild Shape form's stat block without material or somatic components.

EMPOWERED TRANSFORMATION

6th-Level Circle of the Yokai Feature

Your connection to the yokai allows you to channel their power when you draw upon your druidic spellcasting. Immediately after you cast a spell of 1st level or higher, you can use your Wild Shape feature as a reaction. Once you use this reaction, you can't do so again until you finish a short or long rest.

In addition, while you are concentrating on a spell and transformed by your Wild Shape, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BECKON THE YOKAI

10th-Level Circle of the Yokai Feature

You have the power to call upon the Fey yokai that inhabit living things. You can cast the *awaken* spell as an action without using a spell slot or material components. When you cast the spell in this way, the effect lasts for the next **10 minutes**, after which time the magic ends and the target returns to normal. Once you do so, you must finish a long rest before you can cast it in this way again.

YOKAI FORTIFICATION

14th-Level Circle of the Yokai Feature

Your yokai forms overflow with magic, fortifying your connection to the spirit realm. If you drop to 0 hit points while transformed into a yokai with your Wild Shape, you can use your reaction to instantly use Wild Shape again (expending a use as normal), and any remaining damage carries over to your new form. Once you use this reaction, you can't do so again until you finish a short or long rest.

In addition, while transformed by your Wild Shape, if you use an action to cast a spell, you can use your bonus action on that turn to make one attack.



FIGHTER

SKELETAL BLADE



I"I saw one once in battle, a kaleidoscope of blinding white and crimson red. His body shifted on a whim, one moment a shield, then claws, then sprawling, skeletal wings. A one-man onslaught: a living weapon."

Ryoko's Diary

Folklore tells of a caste of downtrodden serfs, forbidden to carry weapons, gifted the power to wield their own skeletons as lethal instruments of battle by a sympathetic yokai. With carapaces of dense bone and vicious, osseous claws bursting from their flesh, the serfs overthrew their masters, winning freedom and a bloodsoaked notoriety. Today, practitioners of this devastating technique are known as skeletal blades. Often finding work as mercenaries, bodyguards, and spies, they charge into battle clad in an ever-adapting armour of gleaming skeletal white.

MALLEABLE PHYSIQUE

3rd-Level Skeletal Blade Feature

You have the power to manipulate your skeleton, shifting your proportions, height, and appearance. As an action, you can alter your form, becoming up to 1 foot taller or shorter and changing your facial features by altering the shape of your skull.

You must remain in a form that has the same basic arrangement of limbs, and you can't change the colour of your eyes, hair, or skin. Otherwise, the extent of the transformation is up to you.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an **Intelligence (Investigation)** check (DC equals 8 + your Constitution modifier + your proficiency bonus).

This transformation persists until you use your action to end it or until you begin a long rest. You can use this feature a number of times equal to your Constitution modifier (minimum of once), regaining all expended uses when you finish a long rest.

SKELETAL FORM

3rd-Level Skeletal Blade Feature

The control you wield over your own skeleton allows you to harness it as a weapon. As a bonus action, you can extrude your bones through your flesh to form armour, entering a

Skeletal Form for **1 minute**. You can end this form early as a bonus action, returning to normal.

Once you use this feature, you can't do so again until you finish a short or long rest.

While in your Skeletal Form, you gain a **+1 bonus** to AC and one other benefit of your choice from the list below.

- Your reach increases by **5 feet**.
- Your unarmed strikes are considered magical and deal piercing damage equal to **1d8** plus your Strength modifier instead of the bludgeoning damage usual for an unarmed strike.
- Your walking speed increases by **10 feet**.
- You gain a climbing speed equal to your walking speed.
- You gain temporary hit points equal to your Constitution modifier at the start of each of your turns (minimum of 1).

As a bonus action while in your Skeletal Form, you can change your skeleton again, exchanging your current benefit for a new one.

The bonus to your AC increases when you reach certain levels in this class: to **+2** at 10th level and to **+3** at 15th level.

OSSEOUS PRODIGY

7th-Level Skeletal Blade Feature

You have learned to reduce the fortifications of your external skeletal armour to enhance yourself in other ways. When you enter your Skeletal Form or use your bonus

action to exchange a benefit, you can reduce the bonus to AC granted by that feature (to a minimum of +0) to gain a number of additional benefits listed in your Skeletal Form feature for the duration of your transformation equal to the AC bonus you sacrificed.

Once you use this feature, you can't do so again until you enter your Skeletal Form again.

SKELETAL KNIGHT

10th-Level Skeletal Blade Feature

Your mastery of your skeleton allows you to focus it into more powerful forms. When you enter your Skeletal Form, you can choose one of the following additional benefits:

- You sprout skeletal wings and gain the ability to magically fly. You gain a flying speed equal to your walking speed, and you can hover.
- You gain **resistance** to cold, lightning, necrotic, and poison damage.

- When you hit with a melee attack, the attack deals an extra **1d8** necrotic damage.
- When a creature starts its turn grappled by you, it takes **2d12** piercing damage.

ONE WITH NOTHING

15th-Level Skeletal Blade Feature

Your skeleton is empowered with regenerative magic. If you are reduced to 0 hit points while in your Skeletal Form, your transformation ends, and you are reduced to 1 hit point instead.

Once you use this feature, you can't do so again until you finish a long rest.

LIVING WEAPON

18th-Level Skeletal Blade Feature

When you enter your Skeletal Form, you gain two additional benefits for the duration of your transformation, which can be chosen from either the Skeletal Form or Skeletal Knight features.



MONK

WAY OF THE EIGHT GATES



Your mistake was confusing my tranquillity for pacifism. The difference between the two is a painful lesson indeed.

Monks of this order strive for meaning and perfection through mastery of the Eight Gates, internal loci of spiraling energy through which ki is channelled. By way of personal contemplation and intense training, each gate can be opened in turn, and once brought into harmony, allow for a stronger channel of ki and the ability to push one's body beyond mortal limitation. Those who follow the Way of the Eight Gates might be hermits, retreating from the chaos of the wider world and to a place of contemplative isolation. Others may be wanderers, embracing and celebrating all experiences, believing this is to be the path to internal harmony. In any case, monks who walk this path shirk organised religious and spiritual practices, preferring to carve their own path of potential, freedom, and growth.

GATE OF EARTH

3rd-Level Way of the Eight Gates Feature

The Gate of Earth reflects a being's strong physical and spiritual foundation. Your ki grounds your centre, fortifying your body. When you use your Patient Defense or Step of the Wind, you gain temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1).

GATE OF WATER

3rd-Level Way of the Eight Gates Feature

The Gate of Water reflects a being's natural ebb and flow of ki through the open gates. You have an additional number of ki points equal to your Wisdom modifier (minimum of 1).

GATE OF AIR

3rd-Level Way of the Eight Gates Feature

The Gate of Air reflects a being's connection to the external world and all living things therein. You gain proficiency in the Animal Handling and Insight skills.

GATE OF FLAME

6th-Level Way of the Eight Gates Feature

The Gate of Flame reflects a monk's blistering power and speed, an internal pool of coiling, frenetic energy. When you use your Flurry of Blows, you can make one additional

unarmed strike as a part of that same bonus action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GATE OF PRESENCE

6th-Level Way of the Eight Gates Feature

The Gate of Presence reflects a being's voice, social wellness, and confidence. Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

GATE OF SPIRIT

11th-Level Way of the Eight Gates Feature

The Gate of Spirit represents a being's ki flowing beyond their physical form; you have the power to share your ki with those around you. As a bonus action, you can touch one willing creature and expend 2 ki points. That creature gains temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1), and it can immediately use its reaction to make a single weapon attack, take the Dodge action, or move up to its speed without provoking opportunity attacks.

GATE OF MIND

11th-Level Way of the Eight Gates Feature

The Gate of Mind represents a monk's consciousness expanding beyond their physical form. You can cast the telepathic bond spell, requiring no components. Once you cast the spell with this feature, you can't do so again until you finish a long rest.

GATE OF INFINITY

17th-Level Way of the Eight Gates Feature

You have reached total harmony within yourself. Your gates align and converge with your ki, opening the final gate: the Gate of Infinity.

As an action, you can spend 8 ki points to transcend to a state of apotheosis. You gain the following benefits for **1 minute**:

- Your walking speed increases by **20 feet**.
- You have a **+2 bonus** to AC.
- When you take the Attack action, you can make one additional unarmed strike as a part of that action.
- You can add your Wisdom modifier to your attack and damage rolls.



PALADIN

OATH OF THE YOJIMBO

"I don't know the end to my story, but I can promise that you'll live to see it."

Yojimbo are sworn to protect those to whom they dedicate their service, be it an individual, a group, or an entire nation. Though Yojimbo typically pledge their allegiance to a charge and accompany them until death, a defenceless soul might find the raking claws of a dodomeki halted inches from their face by the serendipitous intervention of a wandering Yojimbo paladin. These roaming saviours traverse the realms on an unrelenting quest to shield those who can't protect themselves. Despite being in high demand—unshakeable loyalty is a coveted virtue—Yojimbo rarely pledge themselves to the wealthy or powerful. It's said that a true Yojimbo has the value of ten sellswords in battle, and ten-thousand sellswords in spirit.



TENETS OF THE YOJIMBO

The tenets of the Oath of the Yojimbo are unflinchingly resolute. They do not change or vary, no matter who a paladin pledges to protect.

Protection. Be a shield to those who lack a shield of their own. Be the weapon that meets the blade of those who would slaughter the weaponless.

Strength. Grow strong, for the sake of those who cannot. To shelter the vulnerable, one must have the power to hold back the storm.

Inspiration. Nurture the weak. Do not merely preserve the vulnerable; raise them up to be strong, so they might in turn protect others.

Self-Sacrifice. Wager everything for the safety of those who cannot fight. Nothing less is acceptable in the defence against tyranny.

OATH SPELLS

3rd-Level Oath of the Yojimbo Feature

You gain oath spells at the paladin levels listed in the Oath of the Yojimbo Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE YOJIMBO SPELLS

Paladin Level	Spells
3rd	<i>heroism, sanctuary</i>
5th	<i>warding bond, skin of stone*</i>
9th	<i>spirit guardians, switcheroo*</i>
13th	<i>death ward, skin of steel*</i>
17th	<i>Bakuryo's blessed blizzard*, wall of force</i>

*See Chapter 13 - Spells

CHANNEL DIVINITY

3rd-Level Oath of the Yojimbo Feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Holy Ward. You can use your Channel Divinity to perform a **1-minute** divine ritual of protection, dedicating yourself to the service of a willing creature that stays within **30 feet** of you during the entire ritual. The target becomes your ward for the next **24 hours**, until you use this feature again, or until it dies. For the duration, your ward is **immune** to the frightened condition while you are conscious and within **60 feet** of it. In addition, when your ward hits an enemy you can see with a weapon attack while within **60**

feet of you, you can use a reaction and expend one spell slot to cause the attack to deal extra radiant damage to the target. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **5d8**.

Guardian's Intervention. As a reaction, you can use your Channel Divinity to reduce the damage dealt by an attack to a creature you can see within **30 feet** of you. When you do so, the damage the creature takes is reduced by a number of d10s equal to half your paladin level. If this feature reduces that damage to 0, the creature you protected can immediately use its reaction to make one weapon attack against the creature that attacked it.

AURA OF SANCTUARY

7th-Level Oath of the Yojimbo Feature

Your divine power flows out from you. When an ally within **10 feet** of you becomes the target of a melee attack, you can use your reaction to move up to your speed towards the attacker. If you end your movement within **5 feet** of the attacker, you force it to target you with the attack instead.

At 18th level, the range of this aura increases to **30 feet**.

TRUE GUARDIAN

15th-Level Oath of the Yojimbo Feature

You are a master at providing aid in battle. You can take the Help action or use your Lay on Hands feature as a bonus action. In addition, when you take the Help action, the creature you helped can add your Charisma modifier to the next attack roll or ability check it makes within the next **minute**.

ULTIMATE PROTECTOR

20th-Level Oath of the Yojimbo Feature

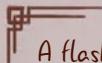
You can harness extraordinary defensive power to protect those around you. As an action, you become an avatar of protection, gaining the following benefits for **1 minute** or until you are incapacitated:

- Creatures of your choice other than yourself that are within **10 feet** of you have a **+3 bonus** to AC.
- If the creature you have designated as your ward with your Holy Ward feature falls to 0 hit points while within **60 feet** of you, you can use your reaction to cause it to fall to 1 hit point instead.
- Your melee weapon attacks deal an extra **2d8** radiant damage while your ward is within **60 feet** of you.
- You can use your Guardian's Intervention feature without expending a use of your Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

RANGER

RONIN



A flash of steel, like a conductor's baton guiding a symphony of slaughter, heralds a helix of death and magic. A blur whips from tree to rock to shadow; corpses fall in its wake.

The Ronin are masterless, wandering warriors, beholden to no code but their own. No two are the same, each with their own tale that led them down the warrior's path. They are masters of many weapons, striking with blade and arrow in a spectacle of blinding speed and accuracy. Some Ronin use their power to protect the vulnerable—vigilantes doing what they see as right, no matter the cost. Others pursue their own ends, unfettered by the consequences of their actions. Ronin are dangerous combatants, hardened survivors, and above all things, free.

SLASH DRAW

3rd-Level Ronin Feature

You have mastered the art of striking with sudden, explosive power at any moment. The first time each turn that you hit a creature with a melee weapon attack using a weapon you

drew that turn, the attack deals an extra **1d6** damage of that weapon's type. This extra damage increases to **1d8** when you reach 11th level in this class.

In addition, twice per turn, you can draw or stow one weapon, provided you aren't incapacitated (no action required).

DRAWING AND STOWING WEAPONS

Creatures can draw or stow one weapon as part of an 'object interaction' on their turn, but drawing a second weapon requires an action. Ronin rangers' Slash Draw feature allows them to draw or stow a weapon twice on their turn, without requiring an action to do so.

WANDERING MAGIC

3rd-Level Ronin Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Wandering Magic Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



WANDERING MAGIC SPELLS

Ranger Level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>blur</i>
9th	<i>remove curse</i>
13th	<i>death ward</i>
17th	<i>legend lore</i>

MASTERLESS

3rd-Level Ronin Feature

You are a solitary warrior, shackled by no code or authority beyond your own. Whenever you make a saving throw to avoid or end the charmed condition on yourself, roll a **d6** and add the number rolled to the saving throw.

CLEAVING PARRY

7th-Level Ronin Feature

When a creature makes a weapon attack against you while you have a stowed melee weapon and a free hand, you can use your reaction to attempt to parry that blow, drawing your stowed weapon as you do so. Your AC increases by an amount equal to your Dexterity or Strength modifier (your choice) against that attack, and you gain temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1). After the attack hits or misses, you can then stow that weapon as a part of this reaction.

MULTI-WEAPON MASTERY

11th-Level Ronin Feature

You have **advantage** on the first melee weapon attack you make each turn, as well as **advantage** on the first ranged weapon attack you make each turn.

In addition, being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

RELENTLESS ONSLAUGHT

15th-Level Ronin Feature

The speed and ferocity of your onslaught is legendary. When you take the Attack action, each time you score a critical hit or reduce a creature to 0 hit points as part of that action, you can make one additional weapon attack. You can make up to three additional attacks with this feature per turn.



ROGUE

TAMAYA

A talented rogue knows how to be quiet. A master knows how to be very loud, very far away.

The secrets of hanabi, alchemical fabrications that explode in dazzling arrays of light and sound, are some of the most well-guarded of any of the artificing guilds. However, no ship is entirely without leaks, and well-kept secrets fetch a high price. Whether from a jaded pyrotechnician, stolen formulae, or enough coin in the right hands, some enterprising individuals learn these clandestine secrets. Known as Tamaya, such rogues use the pseudo-magic of fireworks as weapons to supplement their gunpowder-fuelled toolbox, sending enemies spiraling into disarray and chaos. Using artifice and ingenuity, these masters of thunder, fire, and smoke prove true the old adage: sufficiently advanced technology is indistinguishable from magic.

PYROTECHNICIAN

3rd-Level Tamaya Feature

You are adept at crafting explosives and pyrotechnics from simple ingredients. You gain proficiency with magitech firearms (see page xx), as well as with two artisan's tools of your choice.

SPELLBOMBS

3rd-Level Tamaya Feature

You have mastered the skill of crafting tiny orbs that, using natural chemicals and sophisticated mechanisms, can replicate magical effects: spellbombs. You have a unique resource you use to craft these bombs: hanabi points. You have a number of hanabi points equal to your rogue level, and you regain all expended points when you finish a long rest.

At the cost of gold, 10 minutes of work, and hanabi points, you can choose one spell from the Tamaya Spellbombs table and store its effects within an armed, nonmagical spellbomb. The amount of gold and number of hanabi points required to construct a spellbomb is shown in the Tamaya Spellbombs table. Spellbombs weigh 1/2 pound, and any you craft that have not detonated disintegrate harmlessly when you finish a long rest.

A creature can use its bonus action to throw a spellbomb up to **60 feet**. They are harmless unless detonated. You can use a reaction to detonate a spellbomb that you created whenever it is within **60 feet** of you. When a spellbomb detonates, the spell contained within comes into effect, centred on the point at which the spellbomb detonated. If that spell requires concentration, it lasts for the full duration

or until it is dispelled.

Spellbomb Ability. Intelligence is your ability for your spellbombs. You use your Intelligence whenever a spellbomb's effect refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spellbomb you detonate.

Spellbomb save DC = 8 + your proficiency

bonus + your Intelligence modifier

TAMAYA SPELLBOMBS

Rogue Level	Cost	Hanabi Point Cost	Spells
3rd	1 gp	0	<i>prestidigitation, smoke-screen*, thaumaturgy</i>
3rd	2 gp	1	<i>fog cloud, grease</i>
5th	5 gp	3	<i>calm emotions, shatter</i>
9th	10 gp	5	<i>hypnotic pattern, stinking cloud</i>
13th	20 gp	7	<i>blinding radiance*, confusion</i>
17th	40 gp	9	<i>cloudkill, mass cure wounds</i>

*See Chapter 13 - Spells

INITIATIVE SHIFT

9th-Level Tamaya Feature

You are adept at using sound, light, and smoke to get the drop on your enemies. As a bonus action, or as a reaction when a creature rolls initiative, you can throw out a disorienting barrage of flashbangs and smoke at a point within **60 feet** of you. Creatures of your choice within a **20-foot-radius sphere** centered on that point make a **Wisdom saving throw** against your **spellbomb save DC**. On a failed save, a creature takes a **-10 penalty** to that initiative roll, or the next initiative roll it makes within the next **minute**. The creature's current initiative does not change. On a successful save, the creature takes a **-5 penalty** instead.

SPELLBOMB ADEPT

13th-Level Tamaya Feature

Through extensive exposure to the raw, volatile components of spellbombs, you are inured to their worst effects. You are **immune** to damage from your own spellbombs and automatically succeed on saving throws to resist their effects.

In addition, you can use an action to detonate a spellbomb that you created that is within 1,000 feet of you.

HANABI PRIMER

17th-Level Tamaya Feature

As an action, you can expend 3 hanabi points to set and conceal a special explosive spellbomb either upon a surface (such as a table, a section of floor, or a wall) or within an object that can be closed (such as a book or a chest). The spellbomb is nearly invisible and requires a successful **Intelligence (Investigation)** check (DC equals 8 + your proficiency bonus + your Dexterity modifier) to be found. You decide what triggers the bomb to detonate when you create it. Typical triggers include touching or standing on the bomb, removing an object covering it, approaching within a certain distance of the bomb, or manipulating the object that holds the bomb.

You can further refine the trigger so the bomb detonates only under certain circumstances or according to physical characteristics (such as height or weight), creature type or kind (for example, the bomb could be set to detonate in the presence of Aberrations or drow), or alignment. You can designate a number of creatures equal to your proficiency bonus to not trigger the bomb under these circumstances when you set it.

When triggered, the spellbomb detonates with deafening force in a **20-foot-radius sphere**. The sphere spreads around corners. Each creature in the sphere must make a **Dexterity saving throw** against your **spellbomb save DC**. A creature takes **6d6** thunder damage and **6d6** acid, fire, lightning, or poison damage (your choice when you set the spellbomb) on a failed save, or half as much damage on a successful one.

Once you use this feature, you can't do so again until you finish a long rest.



SORCERER

SPIRIT CALLER



F Do you ever wonder what you're worth? How strong you really are, deep down? What if others could glimpse your soul? Would they cower at your strength? They cower at mine.

Legends tell that a Spirit Caller is born when the soul of a yokai and humanoid meet in the misty void that holds minds waiting to be given life. Spirit Callers are able to manifest their willpower and vitality as a spectral being, a wraith-like spirit that emerges from their body to strike at their enemies. The bond between Caller and spirit is visceral; in response to its Caller's fury, a spirit might detonate a blast of necrotic energy, magnify its size, or hone its senses. A Spirit Caller is the epitome of self-reliance and personal strength, their soul and willpower manifested as a being of its own.

SPIRIT CALLER SPELLS

1st-Level Spirit Caller Feature

You learn additional spells when you reach certain levels in this class, as shown on the Spirit Caller Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an illusion or a conjugation spell from the sorcerer, warlock, or wizard spell list.

SPIRIT CALLER SPELLS

Sorcerer Level	Spell
1st	<i>command, mage armor, minor illusion</i>
3rd	<i>aid, mirror image</i>
5th	<i>plant growth, phantom steed</i>
7th	<i>banishment, guardian of faith</i>
9th	<i>reincarnate, seeming</i>
17th	<i>astral projection</i>

CONDUIT OF THE SOUL

1st-Level Spirit Caller Feature

You can use an action to manifest your spirit, which appears in an unoccupied space within **30 feet** of you. It uses the

Manifested Spirit stat block, which uses your proficiency bonus (PB) in several places. You decide the appearance your manifested spirit takes. For example, your spirit might appear as a shadowy clone of you, a vicious dragon, or a mighty, sword-wielding specter that crackles with fiery energy. No matter the form your spirit takes, its statistics remain the same.

While manifested, your spirit shares your initiative count, but it takes its turn immediately after yours. As a bonus action, you can command it to take the Attack action on its next turn; otherwise, it takes the Dodge or Help action (your choice). Your spirit remains manifested for **10 minutes**, until it is reduced to 0 hit points, or until you lose your concentration, as if concentrating on a spell. After this time, your spirit retreats back into you and disappears.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

MANIFESTED SPIRIT

Small or Tiny Fey, shares your alignment

Armour Class 13 + PB (natural armour)

Hit Points 5 + five times your sorcerer level

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

Skills Intimidation +1 plus PB, Perception +2 plus PB, Stealth +3 plus PB

Senses darkvision 30 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge equal to your proficiency bonus

Proficiency Bonus equal to your proficiency bonus

ACTIONS

Multiaction. The spirit makes a number of attacks equal to half your proficiency bonus (rounded down).

Spirit Grasp. *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* **1d8 + PB** necrotic or radiant damage (your choice).

Spirit Rend. *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. *Hit:* **1d6 + PB** necrotic or radiant damage (your choice).

BONUS ACTIONS

Detect. The spirit makes a **Wisdom (Perception)** check.

SPIRIT SYNCHRONICITY

6th-Level Spirit Caller Feature

When you use a Metamagic option on a spell with a range other than self, you can cause the spell to originate from your manifested spirit, instead of you, if your manifested spirit is within **120 feet** of you.

SPIRIT EMPOWERMENT

6th-Level Spirit Caller Feature

When you manifest your spirit using your Conduit of the Soul feature, you can expend any number of sorcery points. When you do, choose one boon from the following list for each point you expend. Your manifested spirit gains these boons until it disappears. You can't select the same boon more than once at the same time, unless stated otherwise.

Spirit Boon	Effect
Resistance	Your spirit gains resistance to one damage type of your choice. You can select this boon up to a number of times equal to your proficiency bonus.
Extended Stay	The maximum amount of time your spirit can remain manifested increases by 10 minutes . You can select this boon up to a number of times equal to your proficiency bonus.
Enlarge	Your spirit's size increases by one category. Its reach increases by 5 feet , and its melee weapon attacks deal an extra 1d8 damage of the attack's type on a hit.
Teleporter	Your spirit can use its bonus action to teleport up to 30 feet to an unoccupied space it can see.
Frenzy	Your spirit has advantage on all melee attack rolls, but attack rolls made against it have advantage .
Detonator	When your spirit is reduced to 0 hit points, each creature of your choice within 20 feet of it must succeed on a Dexterity saving throw against your sorcerer spell save DC or take necrotic damage equal to 2d10 + your sorcerer level .
Of One Mind	You can use a bonus action to see through your spirit's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.
Devil's Sight	Your spirit can see in dim light and darkness, both magical and nonmagical, to a distance of 120 feet .
Enhanced Agility	Your spirit's speed is doubled.
Battlefield Squire	After your spirit takes the Help action, it can use a bonus action on that turn to take the Disengage or Dodge action.





DURABLE CONNECTION

14th-Level Spirit Caller Feature

You have **advantage** on Constitution saving throws made to maintain concentration on your manifested spirit and on conjuration spells.

In addition, you share any damage resistances that your manifested spirit has.

FINAL FORM MANIFESTATION

18th-Level Spirit Caller Feature

You no longer need to maintain your concentration on your manifested spirit. You can cause it to disappear at any time (no action required).

In addition, you can now select the Enlarge boon with your Spirit Empowerment feature a number of times equal to half your proficiency bonus.



TAMER

To become the very best, you gotta tame them all.

Flourishing a gilded skull snatched from within the folds of a cloak, a dwarf summons a fierce-eyed angel in a flare of blinding radiance, emphatically encouraging it to fantastical feats of fury.

Beaming from ear to ear, a chemical-stained gnome admires her handiwork amongst the clutter of her laboratory: a 'snektopus'; eight venom-fanged maws perfectly spliced with the intelligence of a cephalopod.

Coughing in the smoking ruins of the cultists' former hideout, a tiefling gives their fire-infused owlbear a playful rub behind the ears, contemplating a job well done and the rewards to be claimed.

Whether imbuing their companions with the primordial elements, enhancing them through the 'very tiny stitches' of biomancy, or inciting them with words of encouragement, tamers work through their captured friends. Alone, a tamer possesses little in the way of destructive ability. With carefully selected companions, a tamer can become an unstoppable menagerie of mayhem.

CREATING A TAMER

What prompted you to begin taming creatures? Loneliness? A need to transport your favourite dragonling through customs? A pathological desire to catch 'em all?

The bond tamers experience with their companions are incredibly intimate; both are privy to the other's innermost thoughts. However, such bonds differ between tamers: where one tamer might view a companion as friend and equal, another might view the creature as a tool with which to fulfill their own goals. Have you lost a companion before? How did you react? Perhaps it was emotionally traumatising, or perhaps it was simply a mere inconvenience.

QUICK BUILD

You can make a tamer by following this suggestion: Choose Wisdom, Intelligence, or Charisma to be your highest ability score, followed by Constitution.

THE TAMER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—				
					1st	2nd	3rd	4th	5th
1st	+2	Pocket Familiar, Monster Trainer, Soul Bond, Tame Creature	—	—	—	—	—	—	—
2nd	+2	Bolster, Psychic Bond, Spellcasting	2	2	2	—	—	—	—
3rd	+2	Pocket Family, Training Paradigm	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	—	—	—	—
5th	+3	Multiattack, Malleable Presence	2	4	4	2	—	—	—
6th	+3	Alpha Strike, Wilful Blows	2	4	4	2	—	—	—
7th	+3	Pocket Family (2), Training Paradigm Feature	2	5	4	3	—	—	—
8th	+3	Ability Score Improvement	2	5	4	3	—	—	—
9th	+4	—	2	6	4	3	2	—	—
10th	+4	Training Paradigm Feature	3	6	4	3	2	—	—
11th	+4	Pocket Family (3)	3	7	4	3	3	—	—
12th	+4	Ability Score Improvement	3	7	4	3	3	—	—
13th	+5	Switcheroo	3	8	4	3	3	1	—
14th	+5	Training Paradigm Feature	4	8	4	3	3	1	—
15th	+5	Pocket Family (4)	4	9	4	3	3	2	—
16th	+5	Ability Score Improvement	4	9	4	3	3	2	—
17th	+6	Magnificent Presence	4	10	4	3	3	3	1
18th	+6	Training Paradigm Feature	4	10	4	3	3	3	1
19th	+6	Ability Score Improvement, Pocket Family (5)	4	11	4	3	3	3	2
20th	+6	Summon the Horde	4	11	4	3	3	3	2

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per tamer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tamer level after 1st

PROFICIENCIES

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, nets

Tools: One type of artisan's tools or one musical instrument of your choice

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Insight, Medicine, Nature, Perception, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- A simple melee weapon, a net, and a shield
- A light crossbow and 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 × 10 gp** to buy your equipment.

OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing, use the following prerequisites, proficiencies, and spell slots if you choose the tamer as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least an Intelligence, Wisdom, or Charisma score of 13 to take a level in this class, or to take a level in another class if you're already a tamer. The ability you use to qualify to multiclass into tamer must be your tamer spellcasting ability.

Proficiencies Gained. If tamer isn't your initial class, you gain the following proficiencies when you take your first level as a tamer: light armour, shields, simple weapons, and nets.

Spell Slots. Add half your levels (rounded down) in the tamer class to the appropriate levels from other classes to determine your available spell slots.

POCKET FAMILIAR

1st-level Tamer feature

You become bonded to a companion that accompanies you on your adventures and is trained to fight alongside you. Choose a Small or smaller creature with a challenge rating of $\frac{1}{2}$ or lower that isn't a humanoid, giant, or swarm to become your companion. When a creature becomes your companion, it has a maximum number of hit points equal to the average of its Hit Dice, as indicated in its statistics, and it can't cast spells. Work with your GM to find a companion that suits your campaign world. This companion obeys your commands and is friendly to you and your allies.

Vessel. When not summoned, your companion exists inside a magical vessel of your own design, such as a painted animal skull, bejewelled egg, or crystal sphere. While in this vessel, the companion has full cover from all attacks and other effects, is unaffected by area of effects that originate from outside the vessel, and exists in stasis; it doesn't need to eat, drink, sleep, or breathe, and it is **immune** to poison and disease, although a poison or disease already in its system is suspended, not neutralised. A companion at 0 hit points is instantly stabilised when it enters its vessel.

If a vessel is broken, or a companion is released from its vessel for any other reason, the creature within it ceases to be a tamer's companion. It acts according to its own wishes and retains any improvements it gained while a companion.

HOME PLANES

Some magical effects, like the *banishment* spell, have the ability to permanently banish a creature back to its home plane. When a creature becomes your companion, its home plane becomes the demiplane within its vessel. If the companion becomes permanently banished by such a spell, it simply reappears in this vessel.

Summoning. As an action, you can summon your companion from a vessel, causing it to appear in an unoccupied space that you can see within **30 feet** of you, or any unoccupied space within **5 feet** of you. You can dismiss a companion within **30 feet** of you as a bonus action or action, drawing it back into its vessel. To summon or dismiss a companion, you must be holding its vessel in hand. You can only have one companion summoned at a time.

DOMINATED COMPANIONS

A companion that is controlled by another creature, such as by the *dominate monster* spell, can try to resist being recalled into its vessel. When you try to recall such a creature into its vessel, it can make a **Charisma saving throw** against your **tamer spell save DC**. On a failed saving throw, it is recalled, while on a success, it is not.

Combat. In combat, your companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action or action on your turn to command it to take different actions. Those actions can be in its statistics or some other action, bonus action, or object interaction. If you are incapacitated, the companion can take any action of its choice, not just Dodge. Your companion can't take the Multiattack action until you reach 5th level in this class, even if it would otherwise be able to.

Rest. A companion gains the benefits of a long rest when its tamer finishes a long rest; if it has at least 1 hit point, it regains all its hit points when you finish a long rest. Unlike other creatures, a companion can't spend its own Hit Dice to recover hit points at the end of a short rest. See the Soul Bond feature for details on recovering hit points.

Items. Armour, barding, and weapons can be equipped to enhance your companion. A companion can wear or carry any equipment that their size and body shape permits. However, your companion must be proficient with the armour or weap-

on to make full use of it. If your companion wears armour that it lacks proficiency with, it has **disadvantage** on any ability check, saving throw, or attack roll that involves Strength or Dexterity. A companion that is not proficient with a weapon type does not add its proficiency bonus to attack rolls made with that weapon type.

Item Bonding. Over the course of an hour, you can bond a companion to one object that it can wear or carry that is not any sort of container or storage. When a companion is recalled, all items it is wearing or carrying that it is not bonded to are dropped in the space from which it was recalled. A companion can be bonded to up to 3 items at any one time. Companions can't attune to magic items, unless they have a specific ability that allows them to do so.

Companion Barding. You can purchase armour for your companion. Any type of armour can be purchased as barding. The cost and weight is doubled for each size category above Medium, and halved for each size category below Small. In addition, the cost is further doubled if the companion is not humanoid in shape.

COMPANION BARDING COST

Size	Humanoid Shape Cost	Abstract Shape Cost
Tiny	0.5x	1x
Small	1x	2x
Medium	1x	2x
Large	2x	4x
Huge	4x	8x

SOUL BOND

1st-level Tamer feature

Companions make death saving throws, die, and can be revived like any player character. A companion that has been stabilised remains unconscious until it regains hit points, or until you finish a long rest. Companions that are stable and have 0 hit points when you finish a long rest regain half their maximum hit points.

You have a pool of healing power equal to five times your tamer level that replenishes when you finish a long rest. Whenever you finish a short rest, you can choose to draw power from that pool, restoring a total number of hit points amongst your companions up to the maximum amount remaining in your pool.

MONSTER TRAINER

1st-level Tamer feature

As you gain levels in this class, your companions become more powerful. Your companions use your proficiency bonus instead of their own, potentially increasing their attack, saving throw, and skill modifiers, and their saving throw DCs.

Training. Whenever you gain an Ability Score Improvement from gaining a level in the tamer class, you pass on your hardened resolve to all your companions, causing them to gain 1 additional Hit Die. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).

Whenever you gain a level beyond 1st in this class, each companion to which you are bonded gains one of the following improvements. Bespoke familiars such as those from *Heliana's Guide* or *L'Arsene's Ledger* have unique improvements that can be taken instead of these.

Any newly gained companions receive these additional Hit Dice and improvements as if you had them since your 1st level in tamer.

COMPANION IMPROVEMENT TRAINING

Improvement Effect

Speed Training	Increase one existing speed by 15 feet up to a maximum of 150% of the creature's base speed, rounded up to the nearest 5-foot increment*.
Toughen Up	Your companion gains an additional Hit Die, increasing its hit point maximum. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).
Ability Boost	Increase one of your companion's ability scores by 1, to a maximum of 20.
Go For the Throat	Your companion gains a +1 bonus to its attack and damage rolls made with its natural weapons or unarmed strikes**.
Survival Instincts	Your companion gains proficiency in one saving throw.
War Training	Your companion gains proficiency with one armour type or two weapons***.

*E.g., a base speed of 30 feet can be increased to 45 feet maximum, a base speed of 25 feet can be increased to 40 feet, and a base speed of 20 feet to 30 feet.

**Your companions can each benefit from this feature once. When you reach 5th level in this class, your companions can each benefit from this feature twice. When you reach 9th level in this class, your companions can each benefit from this feature three times. This improvement does not affect attacks made with weapons.

***Your companion can't gain proficiency in medium and heavy armour until it has gained proficiency in the prerequisite lighter armour types. For example, to gain proficiency in heavy armour, you must take this improvement 3 times: light, then medium, then heavy. Work with your GM to figure out if and how a creature can wield shields and weapons.

TAMER COMPANION SUMMARY

Tamer Level	Maximum # of Bonded Companions	Maximum Companion Size	Maximum Companion CR	Improvements/Hit Dice Gained on Taming*						
				CR 1/2-	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6
1	1	Small	1/2	0/0	—	—	—	—	—	—
2	1	Small	1/2	1/0	—	—	—	—	—	—
3	2	Small	1/2	2/0	—	—	—	—	—	—
4	2	Small	1	3/1	0/0	—	—	—	—	—
5	2	Medium	1	4/1	1/0	—	—	—	—	—
6	2	Medium	1	5/1	2/0	—	—	—	—	—
7	3	Medium	2	6/1	3/0	0/0	—	—	—	—
8	3	Medium	2	7/2	4/1	1/1	—	—	—	—
9	3	Medium	2	8/2	5/1	2/1	—	—	—	—
10	3	Medium	3	9/2	6/1	3/1	0/0	—	—	—
11	4	Large	3	10/2	7/1	4/1	1/0	—	—	—
12	4	Large	3	11/3	8/2	5/2	2/1	—	—	—
13	4	Large	4	12/3	9/2	6/2	3/1	0/0	—	—
14	4	Large	4	13/3	10/2	7/2	4/1	1/0	—	—
15	5	Large	4	14/3	11/2	8/2	5/1	2/0	—	—
16	5	Large	5	15/4	12/3	9/3	6/2	3/1	0/0	—
17	5	Huge	5	16/4	13/3	10/3	7/2	4/1	1/0	—
18	5	Huge	5	17/4	14/3	11/3	8/2	5/1	2/0	—
19	6	Huge	6	18/5	15/4	12/4	9/3	6/2	3/1	0/0
20	6	Huge	6	19/5	16/4	13/4	10/3	7/2	4/1	1/0

*For example, if a 10th level tamer trained a CR 1 creature, that creature would immediately gain 6 improvements (see previous page) and 1 Hit Die. This is indicated by the value '6/1' in the 'CR 1' column and the level '10' row.



TAME CREATURE

1st-level Tamer feature

One way to defeat deadly foes: have deadlier friends. As you explore, you will encounter new creatures which you may wish to make your companions. You can tame a Small or smaller creature of CR $\frac{1}{2}$ or lower, as described below. As you gain levels in this class, the size and challenge rating of creatures you can tame increases, as shown in the Tamer Companion Summary table.

Vessel. To tame a companion, you must first prepare a vessel using special inks, gems, or other materials. Preparing the vessel takes 8 hours of work and components with a value in gold pieces equal to at least one hundred times the target creature's CR.

VESSELS AND COST

At 4th level, you can capture creatures of CR 1 and below. To capture a CR $\frac{1}{2}$ or CR 1 creature, you need a vessel worth 50 gp or 100 gp, respectively. If you try to use a vessel worth 50 gp to capture a CR 1 creature, the creature automatically succeeds on its saving throw, and the vessel can be recovered. You can always break down the components of an old vessel to craft a new one as part of the vessel preparation process.

You can release a companion from a vessel at any point. The vessel remains intact, and can be used to tame a new creature.

Taming a Creature. As an action, you can throw an empty vessel at a creature you can see within **30 feet** of you. The creature must succeed on a **Charisma saving throw** against your **tamer spell save DC** or be trapped within the vessel. A creature automatically succeeds on this saving throw if:

- It is a humanoid, giant, or swarm.
- It is larger than your maximum companion size (use a creature's unaltered size if it is under the influence of a size-changing magical effect, such as *enlarge/reduce*).
- It has a higher CR than your maximum companion CR (see the Tamer Companion Summary table).
- It has a higher CR than the vessel can capture.
- It has more than half of its hit points.

If a creature doesn't automatically succeed on this saving throw for one of the above reasons, and has either fewer than ten hit points or one-quarter of its hit points, it automatically fails this saving throw. A creature that fails the saving throw is trapped in your vessel and becomes your companion when you next finish a long rest.

Lost Traits. When a creature becomes your companion, it loses the following from its stat block:

- The ability to cast any spells (though it retains its spells known, see *Psychic Bond*, page 178).
- Any summoning actions or actions that create additional creatures (such as a wraith's *Create Specter* action or an ooze's *Split* reaction).
- The *Regeneration*, *Rejuvenation*, and *Legendary Resistance* traits.
- Any effect that restores hit points, unless that effect has a limited number of uses per day.
- Any legendary actions, mythic traits, legendary action options, and mythic action options.
- Any lair actions and regional effects.

OPTIONAL RULE: NON-COMBAT TAMING

If a player impresses a celestial with an especially noble act, or rears a creature from an egg, that creature might be willing to become a tamer's companion. If so, feel free to ignore the usual rules regarding saving throws on taming, and let the beautiful story of companionship unfold!

ABILITIES AND PROFICIENCY

As your companions' ability scores change—often through Companion Improvement Training—their skill modifiers, saving throws, attack modifiers, and saving throw DCs will also change. Working out what ability a creature's attack or saving throw uses can require a bit of detective work.

First you have to know the creature's proficiency bonus (PB). Luckily this is quite easy: it all depends on the creature's CR and players' PB. A creatures' base PB is +2 at CR 0-4 and +3 at CR 5-6. To proceed, subtract the creature's PB from its modifiers/save DCs. For save DCs, subtract an additional 8 from the DC. Finally, match the remaining values to the ability score modifiers.

Let's use the CR 4 red dragon wyrmling's bite attack and breath weapon as an example. It has a PB of +2, a Strength of 19 (+4), a Dexterity of 10 (+0), and a Constitution of 17 (+3). Its bite attack has a +6 modifier, while its breath weapon has a DC 13 Dexterity saving throw. Subtracting the PB from these values (and 8 from the DC), we are left with +4 and DC 3. We can deduce that the bite attack uses Strength (the +4 matches the wyrmling's Strength modifier), and the fire breath uses Constitution (DC 3 matches the wyrmling's +3 Constitution modifier).

If the wyrmling's tamer is 13th level (with a PB of +5), then the wyrmling's PB increases from +2 to +5 when it becomes a companion. This results in its attack modifier and save DC increasing to +9 and DC 16, respectively.

SPELLCASTING

2nd-level Tamer feature

By 2nd level, you have learned to harness your mental fortitude to augment the potential of others. You can cast tamer spells. See "Tamer Spells" on page 254 for the tamer spell list.

CANTRIPS

At 2nd level, you know two cantrips of your choice from the tamer spell list. You learn additional tamer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Tamer table.

SPELL SLOTS

The Tamer table shows how many spell slots you have to cast your tamer spells of 1st level and higher. To cast one of these tamer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the tamer spell list.

The Spells Known column of the Tamer table shows when you learn more tamer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the tamer spells you know and replace it with another spell from the tamer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

When you gain your first level in this class, choose whether you use your knowledge (Intelligence), willpower (Wisdom), or force of personality (Charisma) as your spellcasting ability for your tamer spells. You use this spellcasting ability whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a tamer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

SPELLCASTING FOCUS

You can use a creature's vessel as a spellcasting focus for your tamer spells.

POWERFUL COMPANION ABILITIES

Some monster features are very powerful, and aren't designed for use by players. The two most common are recharge actions and gazes. You can help make a companion more balanced by changing these features slightly. It's advised to approach this on a case-by-case basis, as each feature is different, and some might not require changing.

Recharge Abilities. Some creatures' actions have the addendum "Recharge (5-6)". This means that after a creature uses that action, it can't use it again until it has recharged. At the start of the creature's turn, you roll a d6, and if the result is a 5 or higher, the action recharges. No class has recharge abilities, in part because they add a lot of randomness to the game. Instead of using this recharge mechanic, you can simply change any ability with a recharge to one of the following:

Recharge Condition	Companion Recharge
Recharge (4-6)	Recharges after 1 minute
Recharge (5-6)	Recharges after 10 minutes
Recharge (6)	Recharges on a short or long rest

Perpetually Active Abilities. Some traits, like a medusa's Petrifying Gaze, which is perpetually active and has the power of a 6th level spell, have the potential to become overpowered and repetitive. To balance this, you can add the caveat that "after a creature makes a saving throw against this effect, it is immune to the effect for the next 24 hours". Work with your GM to find a balanced solution for your game.

BOLSTER

2nd-level Tamer feature

While your companion is within **100 feet** of you and you are holding its vessel, or if you are holding its vessel with it inside, you can use an action to expend one spell slot to restore hit points to your companion equal to your **spell-casting ability modifier** (minimum 1) plus an additional **2d4** per level of the spell slot expended.

PSYCHIC BOND

2nd-level Tamer feature

While your companion is within **100 feet** of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

Spell Swap. While your companion is summoned, is within **100 feet** of you, and you hold its vessel, any spells your companion knows are added to your known spells. In addition, when you cast a spell with a range of self or touch, your companion can be the target of that spell.

POCKET FAMILY

3rd-level Tamer feature

As you gain levels in this class, the number of companions and maximum size of companion to which you can become bonded increases. You can be bonded to two, three, four, five, or six creatures at 3rd, 7th, 11th, 15th, and 19th level, respectively. Your companions can be sized Medium at 5th level, Large at 11th level, and Huge at 17th level. If you are already bonded to your maximum number of companions and become bonded to a new companion, you must choose one existing companion to release from its vessel.

When you bond with a new companion, the companion gains improvements and Hit Dice based on its CR and your tamer level. See the Tamer Companion Summary table (page 175XX) for details.

TRAINING PARADIGM

3rd-level Tamer feature

You choose the type of Training Paradigm you follow from the list of available paradigms, which are detailed after the class's description. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level. At 18th level, the 7th-level feature is improved.

ABILITY SCORE IMPROVEMENT

4th-level Tamer feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MULTIATTACK

5th-level Tamer feature

Through rigorous training, you can access the innate fury of your companions. When you take a bonus action or action to command your companion, you can command it to use its Multiattack action, if it has one.

MALLEABLE PRESENCE

5th-level Tamer feature

While your companion is within **100 feet** of you, you can order it to change its behaviour towards one creature you can see as part of the bonus action or action you use to command it. Choose either the aggressive or cautious behaviours. At the start of each of the target creature's turns for the next minute, it must succeed on a **Wisdom saving throw** versus your **tamer spell save DC** if it is within **30 feet** of your companion and can see your companion. On a failure, it suffers the effects of the associated behaviour until the start of its next turn. On a success, it is unaffected.

- **Aggressive.** The creature has **disadvantage** on attack rolls it makes against creatures other than your companion.
- **Cautious.** The creature has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **5 feet** of the attacker.

After you use this feature, you can't do so again until you finish a short or long rest.

ALPHA STRIKE

6th-level Tamer feature

While summoning a companion, your psychic connection is at its closest, allowing you to quickly relay your intent. As part of the action to summon a companion, you can command it to take an action in its stat block or some other action, which it does so on its turn. You can use this feature a number of times equal to your tamer spellcasting ability modifier (a minimum of once). You regain all expended uses of this feature when you finish a long rest.

WILFUL BLOWS

6th-level Tamer feature

Your magical potency is channeled through your companions' strikes. Your companions' attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SWITCHEROO

13th-level Tamer feature

You learn how to switch places with your companion in the nick of time. While you and your companion are within **100 feet** of each other, you can use a bonus action, or a reaction when you or your companion is the target of an attack by an attacker you can see, to magically switch places with your companion. If performed as a reaction, the creature that appears in the targeted creature's space becomes the new target of the attack. You have a number of uses of this feature equal to your tamer spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

MAGNIFICENT PRESENCE

17th-level Tamer feature

While your companion is within **100 feet** of you, you can order it to change its behaviour as part of the bonus action or action you use to command it. Choose either the Provoking Poise or Shrinking Violet behaviours.

- **Provoking Poise.** For the next **minute**, your companion draws the attention of nearby creatures. While within **15 feet** of your companion, any creature that is hostile towards your companion and that can see it has **disadvantage** on attack rolls it makes against creatures other than your companion.
- **Shrinking Violet.** For the next **minute**, your companion appears small and unassuming, making little noise. Any creature that is hostile towards your companion has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **15 feet** of the attacker.

After you use this feature, you can't do so again until you finish a long rest.

SUMMON THE HORDE

20th-level Tamer feature

In times of great need, a tamer can summon many of its companions simultaneously. As an action, you can summon additional companions which remain summoned for **1 minute**. You can have a maximum of three companions summoned simultaneously as a result of using this feature.

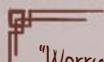
As an action on subsequent turns, you can issue mental commands to all your companions at once, allowing them to take an action in their stat block or some other action. You choose the order in which your companions act each round. After the minute elapses, all your companions bar one (which you choose) return to their vessels and a wave of lethargy sweeps over you; you can't move or take actions until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.



TRAINING PARADIGM

Tamers follow various Training Paradigms that define their bond with their companions or the companions themselves. The paradigm you choose reflects your approach.

SENSEI



"Worry yourself not with how people might quote you."

Sensei see how a body moves with supernatural acuity, identifying minor changes in form that can turn paltry scuffs into bone-breaking blows. Through meticulous coaching, they unveil the pugilists within their companions, teaching them to dance between enemies' strikes, upset their foes' balance, and finish them with lightning fast combinations. Perhaps you yourself were a master of martial arts, but are now too old to fight. Maybe you grew up watching boxers, but always saw the flaws in their technique. Whatever the case, you are a teacher, and your companions are your eager students.

MARTIAL STRIKES

3rd-Level Tamer Feature

You teach your companion how to use its body as a deadly weapon. Your companion gains a new attack option: an Martial Strike. This is a melee attack that uses a part of the companion's anatomy. Your companion can use its choice of Strength or Dexterity when calculating its attack and damage modifiers for this attack, which deals damage of a type (usually bludgeoning, piercing, or slashing) that makes sense for your companion (work with your GM to determine this for each companion). These attacks deal **1d6** damage starting at 3rd level, **1d8** at 7th level, **1d10** at 10th level, and **1d12** at 14th level, and **2d8** at 18th level.

When you reach 5th level in this class, your companion can make two Martial Strike attacks when it takes the Attack action on its turn. If your companion has the Multiattack action option, it can replace any of its attacks with an Martial Strike attack.

MARTIAL TECHNIQUES

3rd-Level Tamer Feature

You learn specific martial techniques, which you teach to each of your companions. Choose three techniques from the Martial Techniques section at the end of this subclass. When you command a companion on your turn, you can instruct it to use one or more of these techniques.

When you reach 7th, 10th, 14th, and 18th level in this class, you learn one additional technique that your companions can use.

SENSEI SPELLS

3rd-Level Tamer Feature

You learn additional spells when you reach certain levels in this class, as shown in the Sensei Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

SENSEI SPELLS

Tamer Level Spells

3rd	<i>flash*</i> , <i>repulsing palm*</i>
5th	<i>skin of stone*</i> , <i>wind strike*</i>
9th	<i>create food and water</i> , <i>haste</i>
13th	<i>freedom of movement</i> , <i>skin of steel*</i>
17th	<i>endure*</i> , <i>greater restoration</i>

*See Chapter 13 - Spells.

UNLEASH

7th-Level Tamer Feature

With a flourish, your companion can perform a series of complicated martial combinations, flitting between targets with lightning speed. As an action, your companion moves up to its speed (this movement doesn't provoke opportunity attacks, and can make up to six Martial Strike attacks, each of which must be against a different target. Until the end of its turn, the companion's movement does not provoke opportunity attacks.

Once a companion uses this action, it can't do so again until you finish a short or long rest. Starting at 18th level, a companion can use this action twice between each of your short or long rests.

SHRUG IT OFF

10th-Level Tamer Feature

You have learnt to use your mental connection to shield your companion from pain and fatigue. Whenever your companion takes bludgeoning, piercing, or slashing damage, you can reduce the damage it takes by an amount equal to your tamer spellcasting ability modifier (minimum reduction of 1). You can't use this feature while you are **incapacitated**.

MARTIAL PRODIGY

14th-Level Tamer Feature

As an action, you can infuse your companion with your own spirit. For **1 minute**, it can make four Martial Strike attacks when it takes the Attack action on its turn instead of two, it can take two bonus actions on each of its turns, and it gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. Once you use this feature, you can't do so again until you finish a long rest.

MARTIAL TECHNIQUES

Martial techniques are presented in alphabetical order.

Avoid. As a bonus action, your companion can take the Dodge action.

Block. As a reaction when your companion is attacked by a creature it can see and that attack deals bludgeoning, piercing, or slashing damage, your companion can add your proficiency bonus to its AC against that attack, potentially turning a hit into a miss. If the attack still hits, the damage dealt is reduced by a value equal to **1d6** plus your proficiency bonus.

Charge. As an action, you gain additional movement equal to your speed and you can make one Martial Strike attack. If you move up to **20 feet** straight towards a creature and then hit it with a Martial Strike, your attack deals an extra **1d10** damage and the target must succeed on a **Strength saving throw** or be knocked **prone**.

Dancing Feet. As a bonus action, your companion can take the Disengage action.

Finisher. As a bonus action after your companion takes the Attack action on its turn, it can make one additional Martial Strike attack.

Grapple. As a bonus action, your companion can attempt to grapple one creature within its reach by making a grapple check.

Sweep. As a bonus action, your companion can attempt to sweep a creature's legs (or other anatomy) to knock it prone using the Shoving a Creature rules. The companion can choose to make a **Strength (Athletics)** or **Dexterity (Athletics)** check for the contest.

Throw. Once per turn, when your companion has a creature grappled and takes the Attack action, it can replace one of its attacks with a special melee attack. Instead of an attack roll, it makes a Strength or **Dexterity (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's

choice). If your companion succeeds, it can move the creature to an unoccupied space within **5 feet** of it and can knock it **prone**, dealing bludgeoning damage to it equal to two rolls of your companion's Martial Strikes damage dice.

Peoples' Elbow. Once per turn, when your companion takes the Attack action, it can replace one of its attacks with a special melee attack, which must be against a prone target. Your companion leaps into the air and places its full bodyweight behind a particularly hard or sharp part of its anatomy. It makes a melee attack roll against the target. The critical hit threshold for this attack is reduced by one for each size category your companion is larger than the target. On a hit, the target takes damage equal to two rolls of your companion's Martial Strikes damage dice, of the same type as your companion's Martial Strike attacks. Hit or miss, your companion falls **prone**.

Uppercut. Once per turn, when your companion takes the Attack action, it can replace one of its attacks with a special melee attack, which must be against a target that isn't prone. It makes a melee attack roll against the target. The critical hit threshold for this attack is reduced by one for each size category your companion is smaller than the target. On a hit, the target takes damage equal to two rolls of your companion's Martial Strikes damage dice, of the same type as your companion's Martial Strike attacks.



WARLOCK

THE SHINIGAMI

"You'll fight until your last breath, and beyond."

You have entered into a pact with a shinigami, a fearsome spirit of the netherworld, with powers of death and possession. Shinigami themselves are beings of variable character, some playing active roles in the lives of their emissaries, others inscrutable and shrouded in mystery. All, however, serve a singular, ultimate purpose: to perpetuate death. Those who wield a shinigami's power spin magic of shadow and authority, puppeteering objects, creatures, servants, and thralls. Such magic is as vicious and precise as it is hated and feared; even those with noble intent who enter into a shinigami's pact become equal in terror to the evil they seek to vanquish.

EXPANDED SPELL LIST

1st-Level Shinigami Feature

The Shinigami lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SHINIGAMI EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, sleep</i>
2nd	<i>blindness/deafness, see future death*</i>
3rd	<i>hypnotic pattern, speak with dead</i>
4th	<i>death ward, greater invisibility</i>
5th	<i>animate objects, dominate person</i>

*See page XX

GRIM PUPPETEER

1st-Level Shinigami Feature

As an action, you can take control of a corpse or unconscious creature you can see within **60 feet** of you for **1 minute** or until you lose concentration (as if concentrating on a spell). The target must be Large or smaller and of a CR equal to or less than your warlock level (or the CR it had in life if it's a corpse). The size of

target you can control with this feature increases to Huge at 6th level and Gargantuan at 14th level.

While you control a target in this way, it uses its own stat block with the following changes:

- It's treated as an Undead creature if it's a corpse.
- It can't gain hit points or recover from the unconscious condition.
- It's **immune** to the charmed and frightened conditions.
- It gains temporary hit points equal to your Charisma modifier plus five times your warlock level.
- It can use your spellcasting modifier for its attack and damage rolls.



When its temporary hit points are depleted, your control of the target ends, and you can't use this feature on that target again until you finish a long rest. If the target was unconscious, and it has more than 0 hit points, it immediately regains consciousness when your control over it ends.

Your puppet takes its turn immediately after yours. It does nothing unless you use a bonus action on your turn to command it to take an action. That action can be one in its stat block (or in the stat block it had in life if it's a corpse) or some other action.

Limited Control. There are limitations to the scope of your influence over your puppet. While you are puppeting a target, it can't cast spells and can't use any reactions, any legendary actions, any lair actions, and any actions that create or summon additional creatures (such as a wraith's Create Specter action).

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no

uses left, you can use it if you expend a spell slot from your Pact Magic when you take the action to activate it.

SHINIGAMI VISION

1st-Level Shinigami Feature

Your bond to the Shinigami grants you a piercing insight into the lifespan of others and reveals the best way to cut it short. As a bonus action, you can focus your attention on one creature you can see within **60 feet** of you. You become aware of one of its damage vulnerabilities (if any) and its damage resistances or damage immunities (if any).

GIFT OF THE PSYCHOPOMP

6th-Level Shinigami Feature

While you are puppeteering a target using your Grim Puppeteer feature, you can make any spell you cast that targets only you also target your puppet.

SHINIGAMI DOMINATION

10th-Level Shinigami Feature

You have developed the power of precise and meticulous control over your puppets. While a target is under the effect of your Grim Puppeteer feature, you can see through its eyes, hear what it hears, and speak through it using its own voice. You can now puppeteer a creature for up to **1 hour** or until you lose your concentration.

A creature interacting with the puppet can use an action to make a **Wisdom (Insight)** check against your warlock spell save DC, identifying something awry on a success.

Additionally, creatures you puppeteer have **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

MASTER OF DEATH

14th-Level Shinigami Feature

When you are reduced to 0 hit points, you don't fall unconscious. Instead, your spirit is thrown from your physical form, and you are able to continue to fight, puppeteering your own body as a disembodied spirit of death.

While puppeteering your own body in this way, your game statistics and capabilities remain the same, you can't puppeteer another creature, you automatically succeed on all death saving throws, and you gain temporary hit points equal to your Charisma modifier plus five times your warlock level. Your spirit returns to your body immediately if you regain at least 1 hit point.

You can't fall unconscious until your temporary hit points are depleted, at which time your spirit returns to your body and this feature ends.

Once you use this feature, you can't do so again until you finish a short or long rest.

WIZARD

SHINOBI

FAs children, we learned that magic was loud, exciting, and dangerous. It meant jets of flame and dazzling light—distinct from the mundane blade or arrow. But the Shinobi are different, harnessing a subtle magic in synchronicity with deadly swordplay. I've come to realise that the most terrifying spell isn't one that leaves a smoking crater; it's the magic nobody can ever be sure was cast, accompanied by a vortex of steel.

Masters of illusion, guerilla warfare, and martial combat, Shinobi wizards are elusive tricksters and deadly warriors, striking in a furious onslaught of magic, weaponry, and acrobatics. They adopt a philosophy which unifies martial skill with spellcasting, empowering their blows with devastating magical enhancements before vanishing into darkness. A

Shinobi's unique abilities make them the ultimate artisans of espionage and infiltration, wielding deception, secrecy, and explosive aggression as lethal tools in their arsenal.

SHINOBI TRAINING

2nd-Level Shinobi Feature

You gain proficiency with light armour, hand crossbows, thrown weapons, and finesse weapons, and you can use a weapon you are proficient with as your spellcasting focus. Additionally, you are considered a member of a half-martial class for the purposes of weapon masteries (see page xx). Finally, you gain darkvision out to **60 feet**, or if you already have darkvision, its range is increased by **30 feet**.

SHADOW STRIKER

2nd-Level Shinobi Feature

You have learned the art of synchronising spellcasting and weaponry. When you take the Attack action on your turn and make a weapon attack roll, you can expend one spell slot. That attack roll is made with **advantage**, and the attack deals an extra **1d6** damage per level of the spell slot you expended on a hit. After you use this feature, you can use a bonus action that turn to perform one of the following techniques:



Cloud of Shadow. You create a small cloud of magical darkness, heavily obscuring the space you are currently occupying. This darkness lasts for **1 minute**, and it ends early if you are knocked unconscious or if your turn ends and you haven't made a weapon attack since your last turn. Alternatively, on each of your turns, you can use your action to maintain it. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it.

Extrasensory. You momentarily enhance your senses with magic, making a quick **Wisdom (Perception)** check to spot a hidden creature or object or **Wisdom (Insight)** check to assess your enemy's condition. You gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

Shadow Ward. Choose one damage type other than force or radiant. You gain **resistance** to that damage type until the start of your next turn.

NINJUTSU

6th-Level Shinobi Feature

Your mastery of spell-infused weapon fighting allows you to further enhance your strikes with magical properties. Once on each of your turns, when you use your Shadow Striker feature, you can also infuse that attack with one of the following benefits.

Energizing Touch. The sting of your blow magically saps the target's strength. On a hit, the target must succeed on a **Constitution saving throw** against your **wizard spell save DC** or take an extra **3d6** poison damage and be **poisoned** until the start of your next turn.

Phantasmal Blow. You synchronise your strike with a terrifying, phantasmal illusion. On a hit, the target must succeed on a **Wisdom saving throw** against your **wizard spell save DC** or be **frightened** of you until the start of your next turn.

Shadow Vanishing. Immediately after your attack hits, you expend **10 feet** of movement to teleport to an area of dim light or darkness you can see within **30 feet** of you.

ADVANCED NINJUTSU

10th-Level Shinobi Feature

Your command of shadow magic further enhances your lethal capabilities. You can now also choose from the following options when you use your Ninjutsu feature, but only if you empower your attack with a spell slot of 3rd level or higher.

Duplicitous Strike. You move in a blur, sprouting magical illusory images in the mind of your target. After your attack hits or misses, the target takes **2d6** psychic damage and it sees illusory duplicates of you until the end of its next turn. Whenever it targets you with an attack, it must roll a **d4**. On a **1-3**, it targets a duplicate instead and the attack misses.

Rapid Strikes. You magically strike with blistering speed. Immediately after your attack hits or misses, you can make another weapon attack.

Vanish. Immediately after your attack hits or misses, you magically turn **invisible** until the end of your next turn. While invisible in this way, if you cast a spell, you can cast it without any verbal or somatic components.

SHADOW SAVANT

14th-Level Shinobi Feature

The shadows are your eager servants. Magical darkness doesn't impede your darkvision. In addition, when another creature you can see moves into an area of heavy obscurement you have created or starts its turn there, you can force it to make a **Strength saving throw** against your **wizard spell save DC** (no action required). On a failure, the creature is **restrained** until the start of its next turn. A creature can be forced to make this saving throw no more than once per turn.



CHAPTER 10

BACKGROUNDS

& FEATS



BACKGROUNDS & FEATS

History matters; it shapes who we are. My father was a kaiju tracker, and his father was a kaiju tracker, and his father's cabbage patch was trampled by a kaiju. Three grueling generations seeking revenge for those cabbages shaped the people they were, and the person I am too. Anyway, what's your story?

— Ryoko

This section looks at your past and your future. What gave you the skills you have today? Were you a foundling raised by Yokai? An apprentice hanabi engineer? And what skills might you acquire in the future? There's a world of choices out there, and this chapter takes you through some backgrounds and feats unique to the Yokai Realms.

BACKGROUNDS

The following background options are ideal for characters born in the Yokai Realms or those who have made their home there. While they are designed to interact specifically with the Yokai Realms setting and adventures, a GM may incorporate them in other campaigns and stories. When you select your background, you can choose characteristics or roll to determine them randomly from the options listed in each background, or you can create your own. The lore and history associated with each background serve as a jumping-off point for you to craft your own story, which can be adapted or altered to suit the character you wish to play.

ELEMENTALIST

From the soil beneath your feet to the clouds that roam the sky, every aspect of the natural world holds magic, and so do you. For some, it takes decades of exhausting study to earn this connection. Others, perhaps those with a wisp of yokai magic, are born able to connect with the natural forces around them, influencing the elements as effortlessly as breathing.

Whether intentionally or subconsciously, elementalists enhance their performance in ordinary jobs with supernatural touches. A miner attuned to earth might have an uncanny ability to extract geodes without damaging them, while a gondolier with water affinity can steer their vessel without using an oar. A fire-attuned smith can forge without bellows, while an air elementalist sailor might effortlessly steer into the most favour-

able winds at sea. Typically, an elementalist is the pride of their community, their power to predict and influence the weather is an essential resource in farming and nomadic societies.

Skill Proficiencies: Acrobatics, Nature

Languages: One of your choice (Primordial recommended)

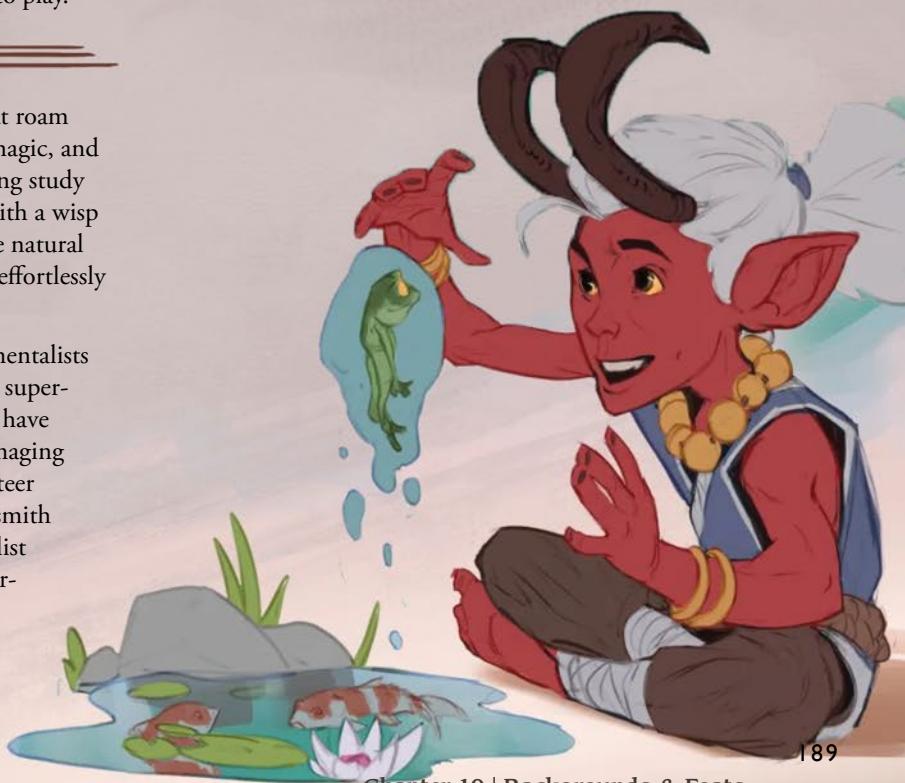
Equipment: A set of travellers clothes, a healer's kit, and a pouch containing 15 gp

FEATURE: ELEMENTAL ADEPT

You have studied the arts of the element benders, learning how to harness primordial forces through motion. Choose a feat from among Elemental Fighting or Elemental Initiate (page XX).

FEATURE: PRIMORDIAL SENSE

You can use an action to attune to your environment and accurately predict what the weather will be at your location for the next **24 hours**. After using this feature to predict the weather, you can perform a **10 minute ritual** to influence it. If you do, there is a 50 percent chance the weather will change over the next 24 hours to match a condition you specify from among foggy, overcast, raining, snowing, sunny, or windy. Your influence over the weather is limited: you can't conjure any weather effects that would cause harm to plants and animals, and if the source of the weather is anything other than natural (such as from a magically conjured storm), you cannot influence it. Once you perform this ritual, you can't do so again until the next dawn.



SUGGESTED CHARACTERISTICS

Elementalists can manifest magic through motion and are in tune with the natural world. The manner in which you obtained your powers may impact how you have grown as a person. Those who trained to wield the elements devoted years to their cause and are often extremely serious and dour, while those innately born with the skill often take it for granted. Such elementalists are often cocky and egotistical, but no harm can come from flaunting the gifts you have been given, surely?

d6 Personality Trait

- 1 I am the life of the party! I love showing off my skills and power and do so at every opportunity—to rapturous applause, of course.
- 2 I push myself endlessly. A moment not spent training is a moment wasted, and I allow myself little time for relaxation or friendship.
- 3 I have vivid dreams and occasionally perform elemental magic while asleep.
- 4 I am fascinated by magic of all kinds. I often let my curiosity get the best of me and ask endless questions of magic users and beings.
- 5 I wear my emotions on my sleeves. Whether I'm happy or sad, everyone will know about it.
- 6 My body is a temple. I am extremely particular about what I eat and drink, and I have lengthy, intricate morning ablutions.

d6 Ideal

- 1 **Perfection.** I want to be the best version of me I can be. I will accept nothing less of myself and expect the same of others.
- 2 **Pacifism.** I always seek a nonviolent solution and only fight when I see no other choice.
- 3 **Community.** I want to use my power to help others. I seek a meaningful role in the world where I can do my part.
- 4 **Teacher.** The lessons I've learned have been painful—a long road of broken bones and bloodied fists. I want to share the wisdom I've gained with others so the struggle was not in vain.
- 5 **Student.** There is so much to discover in the world; I will never stop exploring and growing.
- 6 **Aggression.** I worked hard for the power I have—damn right I want to use it. I throw myself into challenges and dangerous situations. If you think you can beat me, bring it on.

d6 Bond

- 1 There is no law I won't break to protect those I care about.
- 2 Although I do care for others, my duty is to myself. I come first in my book.
- 3 The teacher who taught me the secrets of element bending remains a trusted friend and confidant. I make great efforts to keep in touch; they are family to me.
- 4 I stole a treatise on bending and studied in secret. Now the people I took it from are looking for me.
- 5 I struggle to feel like I belong. I pursue power in the hope it will keep me useful to those around me.
- 6 I once lost control of my power and grievously wounded an innocent. I am still searching for a way to make it up to them.

d6 Flaw

- 1 I push myself too hard. Sometimes I leave myself weak and vulnerable in the pursuit of strength.
- 2 I am not subtle. I am loud, flashy, and eager to fight.
- 3 I am afraid of my own power. I second-guess myself and doubt my ability to wield it responsibly.
- 4 Despite wielding elemental powers of earth, I don't like sand. It's coarse and rough and irritating, and it gets everywhere.
- 5 I am noble to a fault, always play fair, and am seen as predictable and naive.
- 6 I am forever changing my mind and struggle to focus on a single thing.

HANABI ENGINEER

Behind every great adventurer is a greater engineer—a source of incredible prostheses, gleaming armour, and deadly magic items. You are an expert of your craft, a virtuoso of assembly and artifice, buoyed ever onward by restless, intellectual curiosity and love of the job. As an associate of the College of Hanabi, a school of pyrotechnicians, alchemists, and inventors, you likely began work as an apprentice for a skilled craftsman to a town or as a weapons manufacturer for a powerful clan. Your talents may have led you to travel, discovering exotic components from which you crafted unique wares for adventurers much like yourself. In a world of warriors, monsters, and magic, your technological prowess is always in high demand.

- Skill Proficiencies:** History, Sleight of Hand
Tool Proficiencies: One of your choice (Tinker's Tools recommended)
Equipment: A set of travellers clothes, a set of artisan's tools (one of your choice), firecrackers*, and a smokebomb*.

*See page XX

FEATURE: PROSTHESES ENGINEER

You have dedicated years honing your craft. Choose a feat from among Prosthesis Adept or Prosthesis Fighting.

HANABI APPRENTICE

As an associate of the college of hanabi, you have access to a large network of tinkerers, merchants, and manufacturers. You know the right technical jargon to seamlessly integrate with other inventors, and you can count on the support of the college for information and lodgings in communities where it has a strong presence. Alumni of the college might be able to procure “top shelf” components and magic items unavailable to those outside the clique, or they may put you in touch with affluent merchants or tribes interested in purchasing your wares.

SUGGESTED CHARACTERISTICS

Being a hanabi engineer requires a mind simultaneously capable of bombastic imagination and intense focus. You see opportunity in every obstacle and delight in solving problems in the most overengineered fashion possible. Your enthusiasm for your work is inspiring, but long, isolated years of meticulous training and craft may have left you a little lacking in social situations. Alas, there is no machine that can make you better at dealing with people... yet.

d6 Personality Trait

- 1 Excessive verbosity is prized among my idiosyncrasies.
- 2 I tend to get extremely excitable when discussing my passions.
- 3 I love to blow stuff up.
- 4 I am swiftly irritated by philistines who fail to appreciate my artistry.
- 5 I articulate every word with wild gestures and movements.
- 6 I sleep hanging upside down; the rush of blood to my head often sparks great ideas.

d6 Ideal

- 1 **Ambition.** I strive to be recognised as the best in the world at what I do.
- 2 **Altruism.** I aim to make the world a better place using my gifts.
- 3 **Money.** I intend to amass great wealth on the back of my talents.
- 4 **Teacher.** I live to pass down knowledge, and I take great delight in teaching others all that I know.
- 5 **Progress.** I aspire to wake up every day a little better than I was the day before.
- 6 **Chore Aversion.** I am willing to work extremely hard to find a way to be lazy. If it takes a week to make a tool that handles a boring job that would have taken me 10 minutes, so be it.

d6 Bond

- 1 I am deeply attached to my tools, giving them names and talking to them as I work.
- 2 I count several famous inventors and merchants among my close friends.
- 3 I blew up my first workshop at the age of nine and have gone through several more over the years. Numerous landlords have bounties on my head.
- 4 I have dear friends who count on me for their prostheses and gear. I devote countless hours to caring for them at no charge.
- 5 A rival engineer once stole an invention of mine and claimed credit. I will never forgive them and secretly seek revenge.
- 6 I am under contract from a noble to produce an immensely complex and powerful item, reporting regular updates on its construction to them.

d6 Flaw

- 1 If anything I create is less than perfect, I throw it away in disgust.
- 2 I often forget to charge for my work. The joy of creating is all I need.
- 3 My eagerness to explosively solve my problems sometimes gets me into more trouble than it's worth.
- 4 I put my trust wholeheartedly in technology, dismissing any potential magical or social solution to a problem.
- 5 I get anxious when plans go awry, making it a struggle to adapt on the go.
- 6 I spend every penny I earn immediately; there always seems to be something new to buy.

KAIJU TRACKER

Across a twisted landscape uprooted by destruction and chaos, you follow the mighty footfalls of kaiju. You are a brazen traveller who tracks Gargantuan creatures over the realms, from icy mountain top to toxic swampland, ever seeking a glimpse of your primal quarry. The trail of a kaiju is a hard one to follow, and the skills you've gained during your travels have kept you alive and fed. Perhaps a kaiju destroyed your home and family, and you seek it in the hope of exacting vengeance. Maybe you track kaiju in order to predict their movements, evacuating communities in their path and leading kaiju far from civilisation. It could be that you are simply a thrill seeker, chasing kaiju across the world to revel in the eye of the storm as they rampage. Whatever your motivation, your tale is one of endless migration, awe, and danger.

Skill Proficiencies: Athletics, Survival

Languages: One of your choice (Draconic or Giant recommended)

Equipment: A set of travellers clothes, a hunting trap, a hookshot*, 50 feet of hempen rope, and a pouch containing 5 gp

*See page XX

FEATURE: KAIJU HUNTER

Your obsession with kaiju has made you an expert in how to battle huge creatures. You have the Kaiju Hunter feat (page XX).

FEATURE: TRAIL OF DESTRUCTION

Nonmagical difficult terrain doesn't impede your movement.

SUGGESTED CHARACTERISTICS

A life trailing a path of carnage has shown you much of the worst that people can suffer—shattered communities, broken families, and mass extinction are intimately familiar to you. It has also shown you the resilience of those who survive, the hope that can blossom in the wake of catastrophe, and the fragility of even the mightiest of kingdoms. Many kaiju trackers are gruff and nihilistic, inured to the suffering of others. Some are motivated by an unconquerable hatred or fascination with kaiju, finding purpose in their eternal chase. No matter their idiosyncrasies, all those who place themselves in the path of a kaiju share one trait: a near-suicidal level of bravery.

d6 Personality Trait

- | | |
|---|---|
| 1 | I live for the thrill of danger! Certainty of death? Small chance of success? What are we waiting for? |
| 2 | I have seen devastation and loss that would break most people. I have survived by closing my heart to it. |
| 3 | I will never settle down. I need to always be on the road, and I'll die on my feet. |
| 4 | Every dawn, without fail, I take an hour to clean and sharpen my weapons. |
| 5 | I love myths of heroes and villains. I constantly retell old folktales and draw parallels to real life. |
| 6 | I try to conscript anyone I meet into joining me on foolhardy adventures. |



RAISED BY YOKAI

d6 Ideal

- 1 **Vengeance.** Once wronged, I never let go. I am seeking a way to exact vengeance on those who have done me harm.
- 2 **Travel.** I want to see everything and be the first to traverse every plane in existence.
- 3 **Harvester.** I believe the secret to mythical elixirs and weapons lies in harvesting components from incredible creatures. I want to harvest the bodies of gods.
- 4 **Hasty.** If something is worth doing, it's worth doing now. I have no time for debate or consideration.
- 5 **Guardian.** I struggle to connect with people, but I want to keep them safe, even if they never know who I am.
- 6 **Legend.** I want to be remembered and leave a legacy that bards will sing of for generations.

d6 Bond

- 1 There are many monsters in this world. I will protect those who cannot protect themselves.
- 2 A kaiju destroyed my home and people. It will die by my hand, or I will die trying.
- 3 Those I travel with are closer than kin.
- 4 I am enamoured with kaiju—their size, grace, and power. I wish only to observe and understand how such beings exist.
- 5 My faith has been shaken upon seeing the devastation wrought by the evils in this world. I am struggling to overcome my doubt in the god I have long served.
- 6 I make friends with animals quickly and loathe to harm beasts, even dangerous ones.

d6 Flaw

- 1 My obsession with killing monsters risks turning me into one.
- 2 I judge myself harshly. A single failure is enough to send me spiralling into despair.
- 3 My thrill seeking behaviour puts me and others at risk.
- 4 My word is absolute; I struggle to entertain other perspectives or ideas.
- 5 My love for treasure and gold often leads my morals astray.
- 6 Only the mission's success matters; the body count is irrelevant.

You were not raised among your kin. Yours was a childhood of magic, adventure, and isolation from others of your kind, for you were raised by a yokai spirit. It could be that you were abandoned by your parents, that your people were lost in a kaiju rampage, or that you followed a mesmerising creature deep into the jungle.

The circumstances of how you came to find your yokai family may not be known to you, but you owe your life to their protection and guidance. Perhaps they sustained you with magic, taught you to forage, or stole things they thought you might need from travelling caravans. In their care, you have come to know magic that no other Humanoid has seen and know the world to be singing with all manner of incredible, invisible life.

Skill Proficiencies: Animal Handling, Perception

Languages: One of your choice (Sylvan, Abyssal, or Infernal recommended)

Equipment: A set of travellers clothes, a lamp, a vial of basic poison, and a rare gem worth 10 gp

FEATURE: SPIRIT BOND

You are bonded to a spirit—a protector, ally, and friend you have known since childhood. You have the Spirit Bonded feat (page XX).

FEATURE: NATURAL ENVOY

You grew up surrounded by yokai and understand their ways and quirks better than most. You have **advantage** on ability checks to peacefully interact with Beasts and yokai.

SUGGESTED CHARACTERISTICS

Being raised apart from the rest of the world has its benefits. You have learned much of the natural world and its secrets but know very little of humanoid societies. It is easy to feel a little out of place entering a new world of cities, laws, money, and property, but there are great wonders to discover as well, such as bonds of fellowship, community, and romance.

d6 Personality Trait

- 1 I revere the natural world, finding tremendous delight in even the simplest aspects of nature.
- 2 I care little for fancy foods or exuberance. I am baffled by the obsession with money shared by most humanoids.
- 3 I prefer the company of animals and spirits. I find other people tiresome and dull.
- 4 Having grown up surrounded by magic, I am extremely difficult to impress. Even the most dazzling displays of power from great wizards and sorcerers seem utterly mundane.
- 5 Having been raised outside of typical societies, I am acutely aware of my unfamiliarity with most customs and go to tremendous lengths to avoid offending people.
- 6 I become anxious and fidgety if I spend too long sitting or lying down, especially while indoors.

d6 Ideal

- Family.** I want to reconnect with my kin; I am searching for my people and discovering my history.
- Unity.** I have seen firsthand the patience and kindness of spirits. I wish to bring the material and spiritual realms closer together, creating a more harmonious world.
- Power.** I grew up around powerful magic, and I'm looking for more.
- Independence.** I don't care what anyone else thinks or does. I didn't need them before, and I don't need them now. I'm on my own incredible journey, and they're lucky to have a cameo in it.
- Kindness.** I survived due to the nurture and protection of gentle yokai. I wish to extend that same gift of kindness to others.
- Mischief.** I've embraced my chaotic life, and I take great pleasure in spreading a little chaos wherever I go.

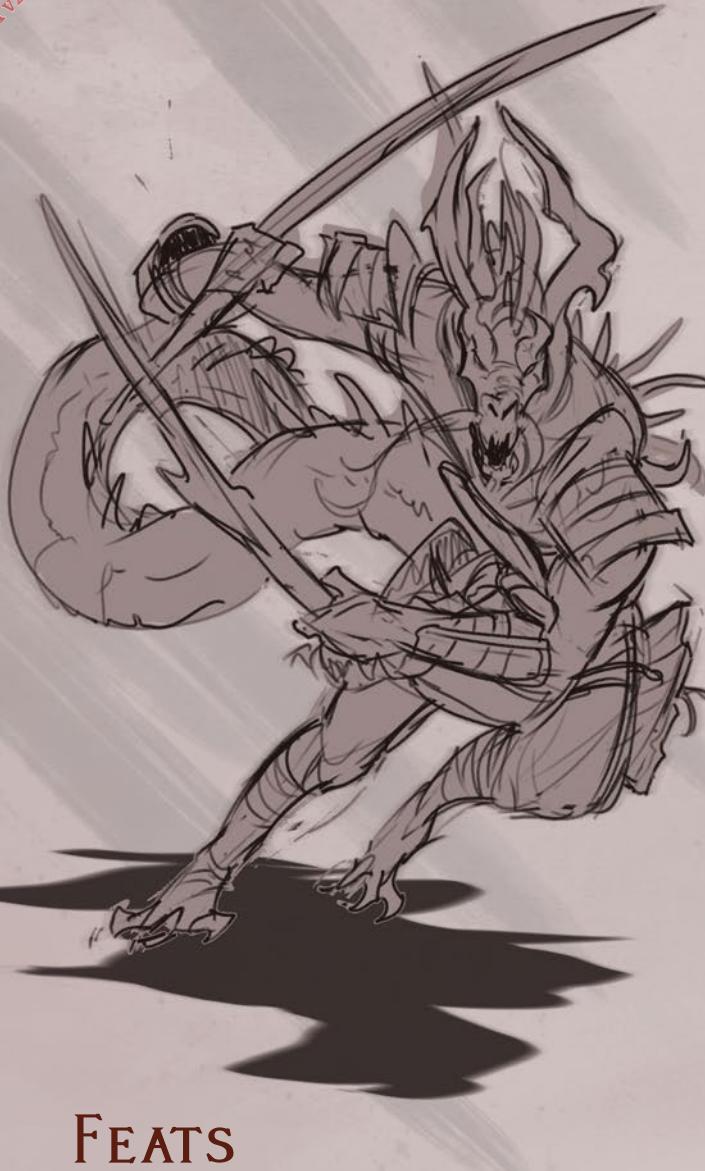
d6 Bond

- 1 My familiar and I share a bond so deep that we can't survive without each other.
- 2 Unbeknownst to me, my direct kin are famous, wealthy, and looking for me.
- 3 I trust the yokai who raised me more than any humanoid ally.
- 4 The yokai who raised me departed this world when I came of age. Now I search for where they went.
- 5 My true kin were killed by a mysterious organisation, leaving me an orphan. I'm hunting them down to inflict retribution.
- 6 I have strange dreams of kin I've never known being snatched away. I love my yokai family, but I'm secretly beginning to wonder if I was stolen by them as a child.

d6 Flaw

- 1 The letter of the law means absolutely nothing to me; I am guided solely by my own moral compass.
- 2 I hide my past, fearing I'll never truly fit in with other people.
- 3 I believe myself to be better than others; having been raised by yokai, I've witnessed magical feats that most could never dream of.
- 4 I am very slow to trust humanoids and find it hard to take them at their word.
- 5 I am extremely swift to anger when I believe someone has disrespected nature or the spirits that dwell therein.
- 6 I put too much faith in my own abilities; I believe myself to be almost invincible.





FEATS

As you progress through your adventures, you may discover new abilities or adapt as a result of new experiences. You might dedicate your downtime to honing skills or establish bonds with other beings that bring fresh perspectives and avenues of growth. The life of an adventurer is one of endless change and advancement. The following feats represent that transformation.

BOON OF ASHURA

Be it through gift, theft, or serendipitous chance of wild magic, you have come to possess a fragment of the power of Ashura, the mighty three-headed demon god of passion and fury. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You can take one additional reaction in a round, but you can only take one reaction on a turn. You can take an additional reaction in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BOON OF THE JOROGUMO

The jorogumo is a shapeshifting, arachnid yokai that lives among Humanoids, seducing and devouring its victims. You possess a fragment of its frightening power, granting you the following benefits:

- You have proficiency in the Deception and Persuasion skills.
- You have a climbing speed equal to your walking speed. In addition, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free, and you ignore difficult terrain caused by webbing.

BOON OF THE KOMAINU

The stone-skinned komainu sit vigilantly at shrines across the realm, guarding that which is sacred from pillage and plunder. You have come to possess a fragment of these lion-dog yokai's power, granting you the following benefits:

- As an action, you can ignite a glowing mane of radiant energy around your neck, which lasts until you dismiss it as a bonus action or you fall unconscious. While your mane is ignited, you shed dim light in a **10-foot radius**, and a creature you are grappling takes **2d4** radiant damage at the start of its turn.
- As a bonus action, you can harden your body to stone. Until the start of your next turn, you gain a **+2 bonus** to AC and Constitution saving throws while you aren't wearing heavy armour, and you have **disadvantage** on Dexterity saving throws. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BOON OF THE NUE

The nue is a fierce, chimeric hunter, rumoured to be the first yokai. Its power is chaotic, and a spark of that chaos resides in you. Your connection to the nue grants you the following benefits:

- At the start of your turn, you can roll a **d6**. If the result on the die is even, you gain a bonus to the next attack roll, ability check, or saving throw you make before the end of this turn. If the result is odd, you take the result on the die as poison damage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.
- As a bonus action, you can grant yourself a flying speed equal to your walking speed until the end of your turn. You fall if you end your turn in the air with nothing holding you aloft. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

BOON OF THE ŌMUKADE

The ōmukade is a dragon hunter—a colossal centipede yokai with a resilient carapace and resistance to the elements. Your connection to the ōmukade grants you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Choose one damage type from among acid, cold, fire, lightning, poison, and thunder when you select this feat. You gain **resistance** to the chosen damage type. In addition, when you take damage of that type, you can use a reaction to absorb it. When you do, the first damage roll you make within the next minute deals an extra **1d8** damage of that type. This damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**). You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BOON OF THE WANYUDO

Frenzied, fanatical, and blisteringly fast, the wanyudo is a fiendish yokai that takes the form of a large, flaming wheel. Your connection to it grants you the following benefits:

- Your speed increases by **10 feet**.
- When you are prone, standing up costs you only **5 feet** of movement.
- If you move at least **10 feet** in a straight line towards a creature and are within reach of it, you can immediately use a bonus action to attempt a charging slam against that creature. Make a **Strength (Athletics)** check, contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice). Whoever loses the contest falls **prone**. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

CANTRIP COMBATANT

Prerequisites: The Extra Attack feature and the ability cast at least one cantrip

You have mastered the art of combining weapon strikes and spellcasting, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you use an action to cast a cantrip that includes a weapon attack, you can make one weapon attack as a bonus action on that turn.

COMBO STRIKER

You are practised in the art of collaborative combat and combination strikes, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can initiate or collaborate in a combo attack*, even if you have already initiated or collaborated in one since your last long rest. Once you use this benefit, you can't use it again until you finish a long rest.
- When you initiate a combo attack, one willing creature of your choice that you can see can collaborate in that combo without preventing them from collaborating in another combo attack before they finish a long rest.

*See page XX

DEDICATED COMBATANT

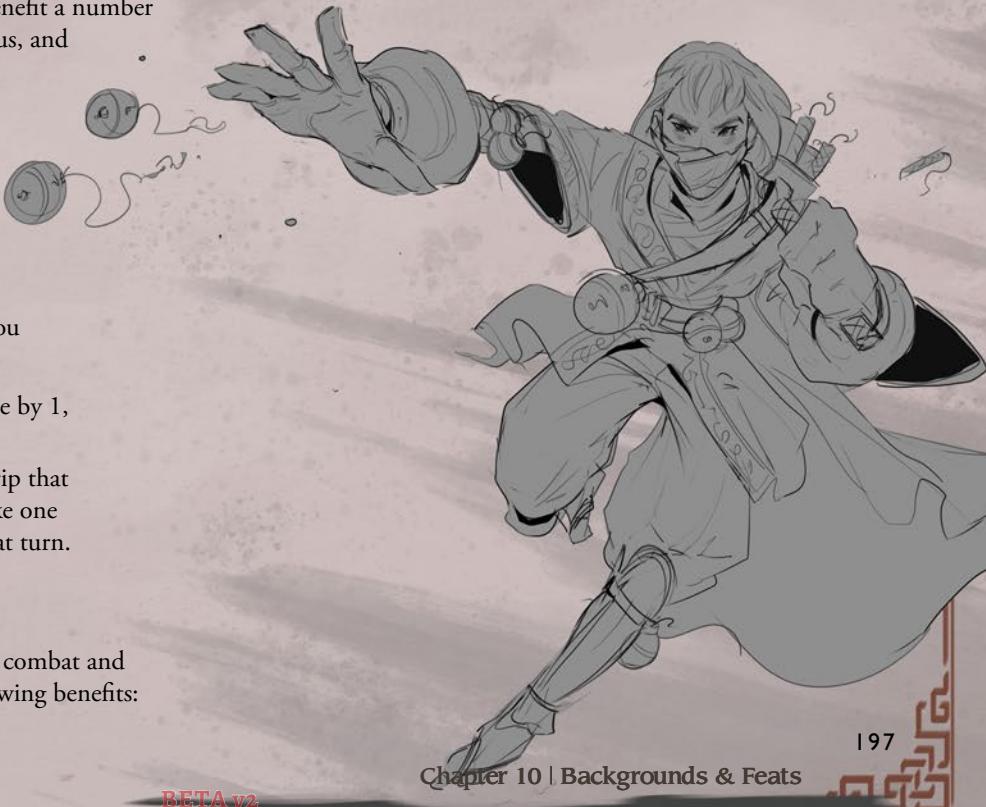
Your fervent commitment to combat training puts your weapon mastery on par with the most dedicated of specialists. You can calculate your martial level as equal to your character level, no matter your class.

* see Weapon Mastery, page XX

DOUBLE THROW

You have developed special techniques to throw several weapons at once, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once on each of your turns when you make a ranged weapon attack using a weapon that has both the Light and Thrown properties, and you don't have disadvantage on the attack roll, you can choose to throw two weapons with a single flick of the wrist. If you do, make a separate attack roll with disadvantage for each weapon. These attacks can be against different targets.



ELEMENTAL FIGHTING

You have studied the meticulous movements and magical arts of element bending to the extent that you can channel crude but potent blasts of elemental energy through your body. When you select this feat, choose one damage type from among acid, cold, fire, lightning, poison, and thunder. When you make an unarmed strike, you can choose for the strike to deal damage of that type equal to **1d8 +** your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

ELEMENTAL INITIATE

You have acquired a portion of a bender's connection to an element. Choose one of the four elements from the bender's Elemental Affinity feature: air, earth, fire, or water. You gain the following benefits:

- You learn one cantrip and one 1st-level spell from the chosen element's spell list. You can cast the 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).
- When you take this feat, choose one damage type associated with the element you chose. When you take damage of that type, you can use a reaction to gain **resistance** to that damage type, including the triggering damage, until the start of your next turn.

You can select this feat multiple times.

EXTRA ATTACK TACTICIAN

Prerequisite: Improved Extra Attack feature

You have studied the fighting styles of others and learned to mimic their techniques, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose one class from among barbarian, bender, fighter, monk, paladin, and ranger. You can use the 7th-level benefit of the Improved Extra Attack feature from that class a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. You can only benefit from one Improved Extra Attack feature per turn (choose when you make your first attack).

You can select this feat multiple times.

FOCUSED DISCIPLINE

Prerequisite: Not a multiclass character

Your diligence and focused training has granted you the following benefits:

- Choose one skill proficiency granted to you by your class. Your proficiency bonus is doubled for ability checks made using that skill.
- Choose one saving throw proficiency granted to you by your class. Whenever you make that saving throw, you can treat a d20 roll of 9 or lower as a 10.

If you lose this feat because you do not meet its prerequisite, you gain the Multidisciplinary feat instead.

KAIJU HUNTER

You are practised in the ways of fighting colossal creatures, granting you the following benefits:

- Mounting a creature costs you only 5 feet of movement, rather than half your speed.
- You can brace* yourself by spending only 5 feet of movement, instead of half your speed.
- You have advantage on ability checks to identify vulnerable areas.
- You ignore the difficult terrain caused by moving on a creature more than two sizes larger than you.
- Immediately after a creature you can see that is at least one size larger than you hits or misses you with a melee attack roll, you can use your reaction to make a weapon attack against that creature.

*See page XX

KUSARIGAMA MASTER

Prerequisite: Proficiency with kusarigama

You have mastered the use of the kusarigama, learning additional techniques to trip and harass your foes. You add your ability modifier to the attack roll made with a kusarigama's counterweight. In addition, when you make this attack against a Medium or smaller target, you can choose to deal no damage. If you do, the target makes a **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice), contested by your attack roll. If it fails the contest, choose one of the following effects:

- The target is disarmed of one object it is holding of your choice, which is pulled towards you and falls at your feet.
- The target is knocked **prone**.
- The target is pulled **5 feet** towards you. If that leaves it within your reach, it's **grappled** by you if you have a free hand.



MAGIC OF THE BLADE

You have the power to synchronise magic and swordplay, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn two cantrips that include a weapon as their material component.

MARTIAL INITIATE

Prerequisite: 4th level

You have studied extensively in the art of combat, honing your skill with a favoured weapon. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn two tier 1 advanced techniques of your choice from any technique tree.* You must meet the prerequisites for those techniques to learn them.

* see Weapon Mastery, page XX

MULTIDISCIPLINARY

Prerequisite: You are a multiclass character

You are adept at pulling from different disciplines to employ a variety of tactics both in battle and outside it. When you take this feat, and each time you gain your 1st level in a new class, choose one of the following benefits:

- You gain proficiency in one skill and one type of artisan's tools of your choice.
- Choose one saving throw proficiency that the class you have multiclassed into normally provides at 1st level, for which you don't already have proficiency, and that you haven't chosen with this benefit before. You can add half your proficiency bonus to saving throws you make of that type.

NUNCHAKU MASTER

Prerequisite: Proficiency with nunchaku

Your virtuosity with nunchaku allows you to strike with incredible speed. When you take the Attack action and attack with a nunchaku, you can use a bonus action to make one additional nunchaku attack. This attack uses the same ability modifier as the primary attack and the weapon's damage die for this attack is a **d4**.

PROSTHESIS ADEPT

You can tinker with your prosthesis, manipulating its function, over the course of an hour. Doing so enhances it by adding one of the following properties:

- Blast (1d6 thunder, 20 ft.)
- Hookshot (30 ft.)
- Integrated (any)
- Launch (1d6*, 30 ft.)
- Melee (1d8*, 5 ft.)
- Mobility (climb or swim, 30 ft.).

You can only have one of these modifications active at a time. The modification lasts until you use this feat again.

*Bludgeoning, piercing, or slashing (choose when you make this modification)

PROSTHESIS FIGHTING

You are a master of wielding prostheses in battle, granting you the following benefits:

- The range of attacks you make using a prosthesis' Blast or Launch property increases by **10 feet**.
- The reach of any melee attacks you make using prostheses with the Melee property increases by **5 feet**.
- You deal one extra die of damage when you hit a target using a prosthesis' Blast, Launch, or Melee property.

PROSTHESIS MASTER

Prerequisite: 8th Level

You have practised extensively with magical prostheses, training your mind and body to wield their magic as naturally as you breathe. You can attune to one magical prosthesis without counting against the number of magic items to which you can attune.

SPIRIT BONDED

You have formed a friendship with a spirit, who wishes to act as your familiar.

You learn the *find familiar* spell and can cast it without components or a spell slot. When you cast it in this way, your familiar ignores the restriction that prevents it from attacking. After you cast the spell with this feat, you can't do so again until you finish a long rest.

When you select this feat, choose one of the following familiar forms: bancho-gama, betobeto-kun, ko-inari, kawawappa, or ochimusha-kozo*. You can summon your familiar in the chosen form or one of those listed in the spell's description. When you summon your familiar in the chosen form, it gains temporary hit points equal to your level, and the 1st-level improvement on its Improvement Tree. When you reach 5th level, these temporary hit points are doubled, and you can also grant it one of the 3rd-level improvements on its Improvement Tree.

*See pages XX - XX
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TENGU TRAINING

The tutelage of a hanataka tengu, or countless hours of careful study of hanataka treatise on combat, has granted you the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with one Finesse weapon of your choice.
- As a reaction when a creature misses you with a melee attack while you are holding a Finesse weapon, you can make one weapon attack with that weapon against the creature. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

TESSEN MASTER

Prerequisite: Proficiency with tessen

You have learned to manipulate the tessen in new ways, using its pointed spokes as weapons and tossing it at your foes from a distance. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- For you, a tessen has the Adaptable (Piercing) and Thrown properties, with a short range of 20 feet and a long range of 60 feet.
- While wielding a tessen, you gain a special reaction that you can take once during each round. This reaction can only be used to attempt to deflect a projectile with the tessen's Special: Fan Shield property, and you can't use it on the same turn that you take another reaction.

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RACIAL FEATS

The following are racial feats—special benefits only available to individuals of your kind. These feats could signify an unearthing of a deeper power associated with your lineage or an embracing of the connection you share with your own culture and history. Such transformations might be triggered by a significant moment of self-discovery or achieved through intensive training and study. No matter the case, each feat represents the way you have grown—an evolution of your abilities, character, and outlook.

ADAPTIVE COLOURATION

Prerequisite: Nishikin or Ryujin

You are able to shift your colouration, a rare ability possessed by few of your kin, granting you the following benefits:

- You have advantage on Stealth checks to avoid being seen.
- Choose one colour from your Nishikin Colour or Koi Dragon Colour trait when you select this feat. When you use your Slumbering Dragon or Heartening Breath trait, you can choose to empower ability checks, attack rolls, and saving throws associated with either your primary colouration or the one you chose with this feat.

DRACONIC FURY

Prerequisite: Ryujin

You have learned to channel your draconic energy into a damaging breath weapon, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you select this feat, choose one damage type from among acid, cold, fire, lightning, poison, and thunder. When you use your Heartening Breath trait, you can choose to expel a **15-foot cone** of destructive energy instead. Each creature in the area must make a **Dexterity saving throw** (DC = 8 + your Constitution modifier + your proficiency bonus), taking **1d8** damage of the type you chose on a failed save, or half as much damage on a successful one. This damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

ENKOH'S MIGHT

Prerequisite: Enkoh (hulking)

You possess explosive strength, impressive even compared to your hulking kin, granting you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- As a bonus action, you can attempt to shove a creature no more than one size larger than you within your reach. Make a **Strength (Athletics)** check, contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice). If you win the contest, you either knock the target **prone** or push it up to **15 feet** away. You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GIFT OF THE LION TURTLE

Prerequisite: Lion Turtle

Some lion turtles, such as yourself, are blessed with unusual command over their telepathic abilities. Your mastery of this power grants you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can cast the *detect thoughts* and *suggestion* spells without expending a spell slot. Once you cast *detect thoughts* or *suggestion* with this feat, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this feat (choose when you select this feat).

HANAMORI PHYSIOLOGY

Prerequisite: Hanamori

Your hyperactive hanamori physiology causes your body to adapt to changes in the environment instantly, granting you the following benefits:

- You have **advantage** on saving throws to avoid exhaustion brought about by the environment, such as extreme heat or cold.
- When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain **resistance** to that damage type, including against the triggering damage, until the end of your next turn. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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HANIWA SOULBINDING

Prerequisite: Haniwa

Your innate creation magic is potent enough that you can pour more of your essence into your clay companion. When you create a companion, it can use one of the following stat blocks instead of one listed in the Clay Companion trait: **black bear**, **giant goat**, **giant octopus**, or **warhorse**.

Once you reach 5th level, you can create Clay Companions that use the **dire wolf**, **giant spider**, and **giant toad** stat blocks.

ISETSU MAGIC

Prerequisite: Isetsu

Your connection with the ocean allows you to wield a measure of water magic, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn the *water whip** cantrip.
- You can cast the *riptide** and *water breathing* spells without expending a spell slot. Once you cast *riptide* or *water breathing* with this feat, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this feat (choose when you select this feat).

*See Chapter 13 – Spells

KARASU TRICKERY

Prerequisite: Tengu (*karasu*)

You are a virtuoso of mischief and trickery even among *karasu*, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Whenever you and at least one other creature you can see make an ability check or saving throw at the same time, such as rolling for initiative, a contested check, or a saving throw against an area of effect, you can swap your result on the d20 for the other creature's. You receive their result, and they receive yours. Once you use this benefit, you can't do so again until you finish a short or long rest.

KITSUNE'S BLESSING

Prerequisite: Kitsune

You possess natural magic beyond that of a typical kitsune. You gain the following benefits:

- You can cast spells while transformed using your Shapeshifter trait.
- While transformed using your Shapeshifter trait, you can use your fox's bite to make unarmed strikes, using Strength or Dexterity for your attack and damage rolls. When you hit with it, the strike deals piercing damage equal to **1d6** + your Strength or Dexterity modifier (your choice).
- You gain the Multiattack action. While transformed using your Shapeshifter trait, you can use an action to make a number of unarmed strikes equal to half your proficiency bonus (rounded up).
- While transformed using your Shapeshifter trait, your AC equals 12 + your Dexterity modifier.

ONI REGENERATION

Prerequisite: Oniborne

The incredible fortitude and longevity of your ancestors flows through you, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As a reaction when you take damage, you can spend a number of your Hit Dice up to your proficiency bonus to heal yourself. Roll the dice, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SEASONAL DETERMINISM

Prerequisite: Fuyohren

The state of the world at the moment of your birth left an indelible imprint on your body. Choose one of the seasons within which you were born; you gain the associated benefits:

Spring. Your Dexterity score increases by 1, to a maximum of 20. In addition, your speed increases by **5 feet**, and you can use a bonus action to prepare yourself to move in a dextrous flourish. When you do, the next attack roll made against you before the start of your next turn has **disadvantage**.

Summer. Your Charisma score increases by 1, to a maximum of 20. In addition, you can use a bonus action to give yourself **advantage** on the next attack roll or ability check you make before the start of your next turn. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Autumn. Your Wisdom score increases by 1, to a maximum of 20. In addition, you have darkvision out to **30 feet**, and you can take the Hide action as a bonus action while in dim light or darkness. If you already have darkvision, its range increases by **30 feet**.

Winter. Your Constitution score increases by 1, to a maximum of 20. In addition, when you create a magical vial of water with your Water Magic trait, you can choose the following option as an effect:

- The water freezes and crackles with evocation magic. As an action, you can make a ranged attack against a creature or object within **20 feet** of you, treating the vial as an improvised weapon. On a hit, the vial shatters, and the target takes **1d8** cold damage and must succeed on a **Constitution saving throw** ($DC = 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$) or have its speed reduced by **10 feet** until the end of its next turn.

SHADOWMAGE

Prerequisite: Tengu (hanataka)

The yokai magic that flows through your veins lets you draw on a wider pool of magic than is typical to most hanataka. You learn two cantrips of your choice from the druid or sorcerer spell list. You can cast them without components while in dim light or darkness. Your spellcasting ability for these spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

SPRINGTAIL AGILITY

Prerequisite: Enkoh (springtail)

You are uncommonly agile and dexterous, even relative to your springtail kin, granting you the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- As a bonus action, you can leap a number of feet equal to five times your proficiency bonus. This leap doesn't cost you any movement but your speed must be greater than 0 feet, and it does not provoke opportunity attacks. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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CHAPTER 11

FAMILIARS



FAMILIARS

When that over-dressed, nuisance-creating, biomancy-touting blood sucker, Humperdink, snuck pages into my last masterpiece, L'Arsene's Crafting Catalogue, I wasn't right impressed. But after gifting him cursed pants that set on fire whenever he so much as exaggerated, I think we're evens. Besides, it turns out people quite liked his additions.

My favourite of this batch is the anveleon. I recently persuaded the tavern to create an air duct between my smithy and Humperdink's lab. I like to leave the anveleon right next to a vent and let it hammer away, crafting spoons throughout the night. I even gave a whole set of silver cutlery for his birthday; I've never seen him so pale! Wait till I give him a garlycanthrope for Giftmas...

— L'Arsène, Generous Gifter

Within this chapter you'll find three bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke tech trees, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiar as a small power boost.

CRAFTING FAMILIARS

To craft a bespoke familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

PACT OF THE CHAIN

If you're using a bespoke familiar as the familiar for a warlock's Pact of the Chain, you might want to make it slightly more powerful so that it compares with the other available options. To do so, simply give it an extra three Hit Dice (and adjust its hit points accordingly), the 1st-level improvement on its skill tree, and your choice of one of the 3rd-level improvements.

TAMER

The full Tamer class and one subclass will be available in *Ryoko's Guide* at a later stage of the PDF; until then, here's a free version!



HELIANA.LT/TAMER

BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers. A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

Shared Resilience. When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

**MULTIATTACK**

PRE-REQUISITE: --

*"More knives, fewer problems."***PIPE ELEMENTAL I**

PRE-REQUISITE: --

*"I heard you like companions..."***PIPE ELEMENTAL II**

PRE-REQUISITE: PIPE ELEMENTAL I

*"...so we gave your companion a companion."***GROWTH**

PRE-REQUISITE: BECOME COMPANION

*"Pick on someone your own size, Gama!..."***SHINOBI I**

PRE-REQUISITE: --

*"Move unseen..."***GROWTH II**

PRE-REQUISITE: GROWTH I

*"...I guess that works."***SHINOBI II**

PRE-REQUISITE: SHINOBI I

*"...strike true."***TONGUE SWING**

PRE-REQUISITE: --

*"Does it ever get cramps?"***BOSSY I**

PRE-REQUISITE: --

*"Word of advice?..."***BOSSY II**

PRE-REQUISITE: BOSSY I

*"...If you value your kneecaps..."***BOSSY III**

PRE-REQUISITE: BOSSY II

"...I'd do what the toad says."

BANCHO-GAMA

"Bancho-gama are adept at asserting dominance through uninterrupted eye contact. The longest I've personally held out before giving in was five hours... but if you ask me, it's cheating when you blink each eye individually."

— Ryoko, Slightly Unnerved

Type: Monstrosity

Creature Component: any Fey or Yokai with a swimming speed

Bonus Tamer Improvement: Growth I and +2 Hit Dice

A bancho-gama's respect is hard-earned, and its obedience even more so. In nature and in partnerships, these toad-like creatures prefer to be the ones in positions of authority, collecting 'lackeys' that they can boss around for their benefit. Their remarkable agility and skill in combat make them desirable companions for adventurers... but many find that those traits are not worth enduring the bancho-gama's domineering behaviour. It takes a truly exceptional tamer to convince a bancho-gama to work together as equals, and many will gawk at the sight of these stubborn creatures receiving orders from another. Do you have what it takes?

If any of the bancho-gama's traits or actions require a saving throw, it is always against the bancho-gama's **Save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the bancho-gama's Charisma modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The bancho-gama's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

SHINOBI I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The bancho-gama learns techniques to sneak up on its enemies. It gains proficiency in the Stealth skill, as well as climbing and swimming speeds equal to its walking speed.

TONGUE SWING

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

As a bonus action, the bancho-gama can extend its tongue, affix it to a point on a surface within **30 feet** of itself, and move to that point. The bancho-gama's tongue detaches after it moves, and it falls if it's not standing on a surface capable of supporting it.

BOSSY I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the bancho-gama can bark a command to a creature within **30 feet** of it that can hear it, ordering the creature to take the Dodge action, move up to its speed, or make a weapon attack against a target of the creature's choice. The creature can choose to use its reaction to follow the bancho-gama's command.

Once the bancho-gama has commanded a creature in this way, it can't do so again until its tamer finishes a short or long rest.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The bancho-gama's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the bancho-gama can make two attacks.

PIPE ELEMENTAL I

Prerequisite: 9th-level tamer

Type: Passive (companion)

The bancho-gama gains a companion of its own: a minuscule fire sprite that takes up residence in the bancho-gama's pipe. The bancho-gama's weapon attacks deal an extra **2 (1d4)** fire damage on a hit, as its little lackey spits flames to coat the weapon with each strike.

BANCHO-GAMA

Tiny Monstrosity, Lawful Neutral

Armour Class 12

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	14 (+2)

Skills Intimidation +4

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amphibious. The bancho-gama can breathe air and water.

Standing Leap. The bancho-gama's long jump is **20 feet** and its high jump is up to **10 feet**, with or without a running start.

Superiority Complex. The bancho-gama can't take the Help action.

ACTIONS

Dagger. **Melee or Ranged Weapon Attack:** +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (**1d4 + 2**) piercing damage.

SHINOBI II

Prerequisite: 9th-level tamer, Shinobi I

Type: Passive (companion)

Once on each of its turns, when the bancho-gama makes an attack roll against a creature with advantage, it can forgo the advantage to make a precise strike against its foe's weak point. If the attack hits, the bancho-gama can choose one of the following additional effects:

- The attack deals an extra 7 (**2d6**) damage.
- The creature is knocked **prone**.
- The creature has **disadvantage** on the next attack roll it makes before the end of the bancho-gama's next turn.

When the bancho-gama's tamer reaches 17th level in this class, the bancho-gama can use this improvement an unlimited number of times on each of its turns.

BOSSY II

Prerequisite: 13th-level tamer, Bossy I

Type: Active (action)

The bancho-gama can cast the *command* spell. Once the bancho-gama has cast this spell, it can't do so again until its tamer finishes a short or long rest.

PIPE ELEMENTAL II

Prerequisite: 13th-level tamer, Pipe Elemental I

Type: Passive (companion), Active (action)

The extra fire damage granted by the Pipe Elemental I improvement increases to 3 (**1d6**).

Additionally, the bancho-gama can use an action to compel the aid of its elemental companion, who casts the *faerie fire* spell, requiring no components or concentration and using the bancho-gama's **save DC**. After the bancho-gama uses this action, it can't do so again until its tamer finishes a short or long rest.

BOSSY III

Prerequisite: 17th-level tamer, Bossy II

Type: Active (action and bonus action)

The bancho-gama can use a bonus action instead of an action to order a friendly creature with its Bossy I improvement.

In addition, the bancho-gama can cast the *dominate person* spell, requiring no somatic components. Once the bancho-gama has cast this spell, it can't do so again until its tamer finishes a long rest.



TAMER LEVEL

I

3

5

9

13

17

JUMPS CARE

PRE-REQUISITE: BECOME COMPANION
“When you least expe- BOO!”

SHADOW ARMOUR I

PRE-REQUISITE: --

“Is it just faster in the dark...”

SHADOW STEALTH I

PRE-REQUISITE: --

“Don’t be alarmed when you spot it stalking you...”

GROWTH

PRE-REQUISITE: --

“Are you just wearing taller clogs?”

SHADOW STEALTH II

PRE-REQUISITE: SHADOW STEALTH I

“...be alarmed when you don’t.”

SCARY I

PRE-REQUISITE: --

“To quote the betobeto-kun’s foes...”

SHADOW ARMOUR II

PRE-REQUISITE: SHADOW ARMOUR I

“...or have the shadows... hardened?”

SOW PANIC

PRE-REQUISITE: --

“Reap screams.”

SCARY II

PRE-REQUISITE: SCARY I

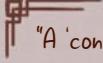
“...AAAAAAH!”

SHADOW AURA

PRE-REQUISITE: --

“Who turned out the lights?”

BETOBETO-KUN

 “A ‘conversation’ between betobeto-kun, if it can be called that, is a strange event to witness. They simply swap onomatopoeiae for hours on end, searching for the scariest sound. I tried to contribute with ‘blargh’, once. It was the first time I ever saw a betobeto-kun’s smile fade.”

— Ryoko, Fright Amateur

Type: Fey

Creature Component: any betobeto-san or betobeto-sama

Bonus Tamer Improvement: Jumps care and +2 Hit Dice

Much like their larger cousins, betobeto-kun delight in scaring unwitting creatures, drawing energy—as well as endless entertainment—from their startled yelps. Lacking the subtlety and patience to stalk their victims for prolonged periods of time as the betobeto-san do, however, these diminutive tricksters employ more rudimentary tactics. Betobeto-kun hide in the shadows, barely stifling their excited giggles, as they wait for the first passerby to jump out at, making noise and flopping their oversized tongues for a cheap fright. Crude as this strategy may be, betobeto-kun take great pride in their methods, and spend a lot of time practising their timing and thinking up strange new sounds to scare their victims.

If any of the betobeto-kun’s traits or actions require a saving throw, it is always against the betobeto-kun’s **Save DC**, as calculated below.

Save DC = 8 + the tamer’s proficiency bonus + the betobeto-kun’s Charisma modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

JUMPSCARE

Prerequisite: Become a tamer's companion

Type: Passive (companion)

If the betobeto-kun is hidden from a creature when it uses its Frighten action on it, the creature has **disadvantage** on the saving throw.

In addition, when a creature becomes frightened by the betobeto-kun, the betobeto-kun gains **2d6** temporary hit points, which last for **1 minute**. When the betobeto-kun's tamer reaches 5th level, these temporary hit points increase to **3d6**.

SHADOW ARMOUR I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

While in dim light or darkness and not wearing any armour, the betobeto-kun gains a **+2 bonus** to AC.

BETOBETO-KUN

Tiny Fey, Chaotic Neutral

Armour Class 12

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	7 (-2)	11 (+0)	14 (+2)

Skills Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Impatient. The betobeto-kun can't take the Ready action.

ACTIONS

Frighten. The betobeto-kun attempts to scare a creature within **5 feet** of it by making a sudden movement and a loud noise.

The creature must succeed on a **DC 12 Wisdom saving throw** or take **4 (1d8)** psychic damage. If the creature rolls a **1** on the saving throw and fails it, it's also **frightened** of the betobeto-kun until the end of the betobeto-kun's next turn.

SHADOW STEALTH I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

While in dim light or darkness, the betobeto-kun can take the Hide action as a bonus action.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The betobeto-kun's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

SCARY I

Prerequisite: 5th-level tamer

Type: Active (action)

The damage of the betobeto-kun's Frighten action increases to **2d8**. In addition, a creature is frightened by the betobeto-kun's Frighten action if it rolls a **2** or lower on the saving throw against it and fails it.

SHADOW STEALTH II

Prerequisite: 5th-level tamer, Shadow Stealth I

Type: Active (bonus action)

While in dim light or darkness, the betobeto-kun can use a bonus action to become **invisible**, along with anything it's wearing or carrying. The invisibility lasts until the betobeto-kun uses a bonus action to end it, is in bright light or incapacitated, attacks, casts a spell, or uses its Frighten action. As part of the same bonus action, the betobeto-kun can immediately take the Hide action.

SHADOW ARMOUR II

Prerequisite: 9th-level tamer, Shadow Armour I

Type: Passive (companion)

While in dim light or darkness and not wearing any armour, the betobeto-kun gains a **+2 bonus** to AC. This improvement is in addition to the bonus from Shadow Armour I.

SOW PANIC

Prerequisite: 9th-level tamer

Type: Active (action)

The betobeto-kun can cast the *fear* spell, requiring no verbal or material components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

FEAR-EATER

Prerequisite: 13th-level tamer

Type: Active (action)

As an action, the betobeto-kun can devour the fear of a frightened creature it can see within **30 feet** of it. When it does, it gains **3d6** temporary hit points, the frightened condition ends for that creature, and the creature suffers one of the effects described below (tamer's choice):

- The creature becomes **immune** to the frightened condition until the end of the betobeto-kun's next turn.
- The creature must make a **Wisdom saving throw**, taking **5d8** psychic damage on a failed save, or half as much damage on a successful one.

SCARY II

Prerequisite: 13th-level tamer, Scary I

Type: Active (action)

The damage of the betobeto-kun's Frighten action increases to **3d8**. In addition, a creature is frightened by the betobeto-kun's Frighten action if it rolls a **3** or lower on the saving throw against it and fails it.

When the betobeto-kun's tamer reaches 17th level in this class, the damage of the betobeto-kun's Frighten action increases to **4d8**.

SHADOW AURA

Prerequisite: 17th-level tamer

Type: Passive (companion), Active (reaction)

The betobeto-kun dims light within **5 feet** of it; dim light becomes darkness and bright light becomes dim light. This improvement has no effect on light created by a spell of 6th level or higher, or by a magic item of very rare rarity or higher.

In addition, while in dim light or darkness, the betobeto-kun's speed increases by **10 feet**, and it can use a reaction when it takes bludgeoning, piercing, or slashing damage to partially meld into the shadows, halving the damage it takes.





KAWAWAPPA

"There are few sights sadder than a tiny kawawappa dutifully sweeping the dust from a home no one will ever live in again... Which is why you should contribute with a donation to Ryoko's Home for Abandoned Yokai! So... how many cucumbers can I put you down for?"

— Ryoko, Charitable Soul

Type: Fey

Creature Component: any kappa

Bonus Tamer Improvement: Versatile I and

+2 Hit Dice

VERSATILE I

PRE-REQUISITE: BECOME COMPANION

"Jack of all trades..."

I

UNDERWATER COMBATANT

PRE-REQUISITE: --

"Home field advantage."

3

SHELL I

PRE-REQUISITE: --

"Tiny mini-kappa sidekick..."

5

MULTIATTACK

PRE-REQUISITE: --

"Kawa-WAPOW!"

VERSATILE II

PRE-REQUISITE: VERSATILE I

"...master of... some?..."

9

TRIBUTE

PRE-REQUISITE: --

"Cucumbers preferred."

I3

VERSATILE III

PRE-REQUISITE: VERSATILE II

"...Follow its lead..."

I7

SHELL II

PRE-REQUISITE: SHELL I

"...helper in a halfshell..."

SHELL III

PRE-REQUISITE: SHELL II

"...kappa power!"

VERSATILE IV

PRE-REQUISITE: VERSATILE III

"...and you might just learn one."

The mischievous kappa are known to form bonds with those that offer them respect—and an abundance of cucumbers. When a kappa departs from a community it bonded with, it may leave behind a small piece of itself: a fragment of its soul taken physical shape, imbued with the kappa's will to aid and protect the creatures it grew fond of. These diminutive creatures, called kawawappa, are quick learners, and they help around homes and settlements in any way they can. Kawawappa clean, cook, craft, and even take up arms in defence of their people. This compulsion often outlasts the communities they're inserted into, however, and it's not unheard of to stumble across abandoned villages occupied only by kawawappa, who continue to perform their duties to the benefit of no one.

If any of the kawawappa's traits or actions require a saving throw, it is always against the kawawappa's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus +
the kawawappa's Constitution modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

VERSATILE I

Prerequisite: Become a tamer's companion
Type: Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one type of artisan's tools.

SHELL I

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the kawawappa can withdraw into its shell. Until it emerges, it gains a **+2 bonus** to AC and other creatures can't benefit from advantage on attack rolls against it. While in its shell, the kawawappa is **prone**, its speed is reduced to **0 feet** and can't increase, it has **disadvantage** on Dexterity saving throws, and it can't take actions or reactions other than a bonus action to emerge from its shell.

UNDERWATER COMBATANT

Prerequisite: 3rd-level tamer
Type: Passive (companion), Active (bonus action)

While underwater, the kawawappa gains the following benefits:

- It has **advantage** on ability checks made to grapple creatures or to avoid or escape being grappled.
- It can take the Dash or Disengage action as a bonus action.

GROWTH

Prerequisite: 5th-level tamer
Type: Passive (companion)

The kawawappa's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Claw attack increases to a **d6**.

KAWAWAPPA

Tiny Fey, Neutral Good

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amphibious. The kawawappa can breathe air and water.

Water Bowl. When the kawawappa is knocked **prone**, it must succeed on a **DC 11 Dexterity saving throw** or spill some of the water it keeps in its head, which disorients the kawawappa and gives it **disadvantage** on the next attack roll it makes before the end of its next turn.

ACTIONS

Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target.
Hit: 4 (**1d4 + 2**) piercing damage.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the kawawappa can make two attacks.

VERSATILE II

Prerequisite: 5th-level tamer, Versatile I

Type: Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one type of artisan's tools. Instead of a weapon, the kawawappa can gain proficiency with shields or one type of armour. The kawawappa can only gain proficiency with medium armour if it's proficient with light armour, and can only gain proficiency with heavy armour if it's proficient with medium armour.

In addition, the tamer chooses one of the kawawappa's skill or tool proficiencies. The kawawappa's proficiency bonus is doubled for any ability check it makes that uses the chosen proficiency.

SHELL II

Prerequisite: 9th-level tamer, Shell I

Type: Active (bonus action, reaction)

The kawawappa can withdraw into its shell as a bonus action instead of an action. While in its shell, it has **advantage** on Strength and Constitution saving throws. In addition, it can emerge from its shell as a reaction when it's subjected to an effect that requires it to make a Dexterity saving throw, emerging before it rolls the d20.

TRIBUTE

Prerequisite: 9th-level tamer

Type: Passive (companion), Active (action)

During the course of a short or long rest, a creature friendly to the kawawappa can form a special bond with it by feeding it 1 day's rations. This bond lasts until a different creature feeds the kawawappa or until the kawawappa's tamer finishes a long rest.

The kawawappa can cast the *warding bond* spell, requiring no material components, on the creature that bonded with it. After the kawawappa casts this spell, it can't do so again until its tamer finishes a short or long rest.

SHELL III

Prerequisite: 13th-level tamer, Shell II

Type: Active (action)

While withdrawn into its shell, the kawawappa can use an action to expel a powerful jet of water, using it to propel itself. When it does, it moves up to its speed in a straight line until it hits an object or a creature. An object hit by the kawawappa in this way takes 21 (**6d6**) bludgeoning damage. A creature must make a **Dexterity saving throw**, taking 21 (**6d6**) bludgeoning damage on a failed save, or half as much damage on a successful one.



After hitting an object or a creature, the kawawappa can change direction and continue moving in a straight line until it hits another obstacle or its maximum distance is reached. A creature or object can only take damage from this improvement once on each turn. After the kawawappa uses this action, it can't do so again until its tamer finishes a short or long rest.

Once the kawawappa's tamer reaches 17th level in this class, the damage increases to 28 (**8d6**).

VERSATILE III

Prerequisite: 13th-level tamer, Versatile II

Type: Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one saving throw. Instead of a weapon, the kawawappa can gain proficiency with shields or one type of armour. The kawawappa can only gain proficiency with medium armour if it's proficient with light armour, and can only gain proficiency with heavy armour if it's proficient with medium armour.

In addition, the tamer chooses one more of the kawawappa's skill or tool proficiencies. The kawawappa's proficiency bonus is doubled for any ability check it makes that uses either of the chosen proficiencies.

VERSATILE IV

Prerequisite: 17th-level tamer, Versatile III

Type: Passive (companion & tamer)

The kawawappa gains proficiency in its tamer's choice of one saving throw.

In addition, when the kawawappa's tamer finishes a long rest, it can choose one of the kawawappa's saving throw proficiencies and one of its weapon, skill, or tool proficiencies. While the kawawappa's tamer is within **60 feet** of the kawawappa, the tamer is considered proficient with the chosen saving throw and weapon, skill, or tool.

TAMER LEVEL

I

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17

DIVINE SEAL I

PRE-REQUISITE: --

"The writing's on the wall..."

MULTIATTACK

PRE-REQUISITE: --

"Quick as a fox!"

DIVINE SEAL II

PRE-REQUISITE: DIVINE SEAL I

"...you've been tagged..."

DIVINE SEAL III

PRE-REQUISITE: DIVINE SEAL II

"...and your fate is sealed."

KO-INARI

"Bombuku keeps pestering me for the secrets to the ko-inari's creation. I'm not privy to them, but even if I was, I wouldn't give them to him. I know exactly what he's planning, and I've told him several times that no one's interested in his newsletter!"

— Ryoko, Hates Spam

Type: Celestial

Creature Component: any Celestial or Fiend

Bonus Tamer Improvement: Messenger I and +2 Hit Dice

MESSENGER I

PRE-REQUISITE: BECOME COMPANION

"For the last time, Ina..."

GROWTH I

PRE-REQUISITE: --

"Comes with an extra tail..."

MESSENGER II

PRE-REQUISITE: MESSENGER I

"...stop taking messages for me..."

GROWTH II

PRE-REQUISITE: GROWTH I

"...or two."

MESSENGER III

PRE-REQUISITE: MESSENGER II

"...if they're all Bombuku ads."

SCOUT

PRE-REQUISITE: --

"What do your vulpine eyes see?"

SHAPESHIFTER

PRE-REQUISITE: --

"Perfect for infiltration... and cuddles."

Millenia ago, kitsune elders created the first ko-inari at the request of the gods, drawing on the essence of extraplanar entities and shaping it in their vulpine image. Ever since, ko-inari have served as divine messengers and scouts, carrying holy missives to every corner of the Yokai Realms. Tales of their loyalty abound, with countless songs and poems lauding their incredible tenacity. In certain parts of the world, adventurers travelling alongside a ko-inari are immediately seen as trustworthy, and not without reason: these creatures are remarkably picky about the company they keep, and hold their allies to their high standards. Those who betray the trust of a ko-inari risk finding themselves on the receiving end of a very stern talking-to.

If any of the ko-inari's traits or actions require a saving throw, it is always against the ko-inari's **Save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus +
the ko-inari's Wisdom modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

MESSENGER I

Prerequisite: Become a tamer's companion

Type: Active (action)

The ko-inari can cast the *message* cantrip, requiring no material components. When targeting its tamer with the spell, the ko-inari also doesn't require verbal or somatic components to cast it.

DIVINE SEAL I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

The ko-inari can inscribe seals of divine power to bolster its allies. As a bonus action, the ko-inari can use one of the following seals, inscribing it upon a creature within **5 feet** of it. A creature can only bear one of the ko-inari's seals on it at a time. If a new one is inscribed, the effects of the older one cease.

- **Seal of Healing.** The ko-inari can only adorn a willing creature with this seal. At the end of that creature's next turn, it regains 7 (**2d6**) hit points.
- **Seal of Strength.** The ko-inari can only adorn a willing creature with this seal. That creature is under the effects of the *bless* spell for **1 minute**.

After the ko-inari uses a seal, it can't use that seal again until its tamer finishes a long rest.

GROWTH I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The ko-inari's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Radiant Strike attack increases to a **d6**.

SCOUT

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The ko-inari gains proficiency in the Perception and Survival skills. In addition, its walking speed increases by **10 feet**.

MESSENGER II

Prerequisite: 5th-level tamer, Messenger I

Type: Active (action)

The ko-inari can cast the *comprehend languages*, *locate creature*, and *sending* spells, requiring no material components. After it casts a spell in this way, it can't cast a spell with the Messenger II improvement again until its tamer finishes a short or long rest.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the ko-inari can make two attacks.

KO-INARI

Tiny Celestial, Lawful Good

Armour Class 12

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 10

Languages Common, Celestial, Kitsune

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Divine Reproach. When a ko-inari witnesses one of its allies commit an evil deed, it takes the earliest possible opportunity to scold them. The ko-inari's scolding takes **1 minute** and requires the ko-inari to be within **10 feet** of its ally for the duration, after which the ally must succeed on a **DC 11 Wisdom saving throw** or take 4 (**1d8**) psychic damage. Once a creature has failed this saving throw, it can't be affected by this trait again until it finishes a long rest.

Fortified Mind. The ko-inari is **immune** to magic that allows other creatures to read its thoughts, determine whether it's lying, know its alignment, or know its creature type.

ACTIONS

Radiant Strike. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* 4 (**1d4 + 2**) radiant damage.

SHAPESHIFTER

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the ko-inari takes on the shape of a Tiny fox. When it does, its equipment melds into its form. While in fox form, the ko-inari can't wield weapons or tools and can't wear equipment that doesn't fit its new shape. It otherwise retains all its game statistics. This transformation lasts for **1 hour** or until the ko-inari reverts to its true form as an action or dies.

After the ko-inari has used this action, it can't do so again until its tamer finishes a short or long rest.

DIVINE SEAL II

Prerequisite: 9th-level tamer, Divine Seal I

Type: Active (bonus action)

The ko-inari learns two new seals to hinder its enemies with its Divine Seal I improvement:

- **Seal of Disruption.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or have **disadvantage** on the first attack roll it makes on each of its turns for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Seal of Purification.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or take **3 (1d6) radiant damage** at the start of each of its turns for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the ko-inari regains the use of all of its seals when its tamer finishes a short or long rest.

GROWTH II

Prerequisite: 9th-level tamer,
Growth I

Type: Passive (companion)

The ko-inari's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Radiant Strike attack increases to a **d8**.

MESSENGER III

Prerequisite: 13th-level tamer, Messenger II

Type: Active (action)

The ko-inari can cast the *telepathic bond* spell, requiring no material components. Creatures under the effect of this spell are **immune** to magic that allows other creatures to read their thoughts, determine whether they're lying, know their alignment, or know their creature type.

After the ko-inari casts the spell in this way, it can't do so again until its tamer finishes a long rest.

DIVINE SEAL III

Prerequisite: 17th-level tamer, Divine Seal II

Type: Active (bonus action)

When the ko-inari uses a seal as part of its Divine Seal I improvement, it can adorn one additional creature within **5 feet** of it with that seal. In addition, the ko-inari learns two more seals:

- **Seal of Protection.** The ko-inari can only adorn a willing creature with this seal. That creature gains a **+1 bonus to AC for 1 minute**.
- **Seal of Weakness.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or have **disadvantage** on the next saving throw it makes within **1 minute**.



**WEAPON BARRAGE I**

PRE-REQUISITE: --

*"Random crap..."***MYSTERY BAG**

PRE-REQUISITE: --

*"It could be anything!"***WEAPON BARRAGE II**

PRE-REQUISITE: WEAPON BARRAGE I

*"...GO!"***LOOT BAG I**

PRE-REQUISITE: BECOME COMPANION

"Whatever you need..."

I

ETHEREAL I

PRE-REQUISITE: --

"Such convenient incorporeality..."

3

GROWTH

PRE-REQUISITE: --

"Comes with a bigger bag, too."

5

MULTIATTACK

PRE-REQUISITE: --

*"There's more where that came from."***LOOT BAG II**

PRE-REQUISITE: LOOT BAG I

"Pick on someone your own size, Gama!..."

9

JUNK ARMOUR

PRE-REQUISITE: --

"Must've belonged to a halfling..."

I3

SCAVENGER

PRE-REQUISITE: --

*"Waste not, want not."***ETHEREAL II**

PRE-REQUISITE: ETHEREAL I

"Pick on someone your own size, Gama!..."

I7

ETHEREAL III

PRE-REQUISITE: ETHEREAL II

"...but too ethereal for time-out."

SENRYOKA

"Senryoka seem to enjoy listening to stories. Just yesterday, I was telling a few how I helped save a village from a rampaging kaiju. In return, I was offered a ceremonial sword that I carry to this day as a reminder of the people of the Yokai Re-Huh. That's odd... I could swear I had it in my backpack..."

— Ryoko, Ex-Sword Owner

Type: Undead

Creature Component: any Undead with the Incorporeal Movement trait

Bonus Tamer Improvement: Loot Bag I and +2 Hit Dice

Where tragic events beget overwhelming loss of life, senryoka coalesce from the residual spiritual energy of the fallen. Often found wandering recent battlefields, these enigmatic creatures are compelled by some base instinct to gather the weapons and armour of the dead. They bury those ruined beyond repair and store everything else in the bottomless bags they carry, which are extensions of their beings rather than mundane objects. Eventually, once the battlefield has been stripped clean of salvage, senryoka move on in search of greener pastures and other trinkets to pilfer. When a peaceful village is suddenly tormented by a wave of petty larceny targeting cutlery, it's a good bet that one of these creatures is to blame.

If any of the senryoka's traits or actions require a saving throw, it is always against the senryoka's **Save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the senryoka's Strength modifier

MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

LOOT BAG I

Prerequisite: Become a tamer's companion

Type: Active (action)

As an action, the senryoka can rummage in its bag, producing one simple or martial weapon of its tamer's choice. The weapon lasts until the senryoka is recalled into its vessel, until its tamer finishes a long rest, or until the senryoka produces a different weapon from the bag, at which point the previous one disappears.

When the senryoka produces a weapon in this way, its tamer can choose for it to be silvered or made of adamantine. Once the senryoka has produced one of these special weapons, it can't do so again until its tamer finishes a long rest.

ETHEREAL I

Prerequisite: 3rd-level tamer

Type: Active (bonus action)

The senryoka can use its Incorporeal Form action as a bonus action, and can use it a number of times equal to its proficiency bonus, regaining all expended uses when its tamer finishes a long rest.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The senryoka's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Salvaged Weapon attack increases to a **d6**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the senryoka can make two attacks.

WEAPON BARRAGE I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the senryoka can open its bag and unleash a barrage of thrown weapons of all kinds in a **30-foot cone** before they all disappear. Each creature in the area must make a **Dexterity saving throw**, taking 17 (**5d6**) damage on a failed save, or half as much damage on a successful one. The senryoka's tamer decides whether this damage is bludgeoning, piercing, or slashing damage.

After the senryoka uses this action, it can't do so again until its tamer finishes a short or long rest.

When the senryoka's tamer reaches 9th level in the tamer class, this action's damage increases to 21 (**6d6**).

JUNK ARMOUR

Prerequisite: 9th-level tamer

Type: Passive (companion)

The senryoka dons some of the armour it salvaged or reinforces its existing armour with new pieces, gaining a **+2 bonus** to AC.

LOOT BAG II

Prerequisite: 9th-level tamer, Loot Bag I

Type: Passive (companion), Active (action)

The senryoka can have up to three weapons produced from its bag out at once. If a new weapon is produced beyond this limit, the senryoka's tamer chooses one of the other ones to disappear.

In addition, the senryoka can produce a **+1 weapon** or a **+1 shield** from its bag, in addition to the other special weapons it can produce. After it does, it can't produce a magic item in this way again until its tamer finishes a long rest.

SENRYOKA

Tiny Undead, Neutral

Armour Class 12 (natural armour)

Hit Points 4 (**1d4 + 2**)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	13 (+1)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Kleptomaniac. The senryoka feels compelled to acquire tools and weapons to store in its bag. Whenever it sees a creature carrying a weapon or tool that it hasn't seen before, it must make a **DC 11 Wisdom saving throw**. On a failed save, the senryoka must try to steal the tool or weapon, stopping after one attempt regardless of whether it succeeds or fails.

ACTIONS

Salvaged Weapon. Melee or Ranged Weapon Attack: **+4** to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (**1d4 + 2**) bludgeoning, piercing, or slashing damage (senryoka's choice).

Incorporeal Form (1/Day). The senryoka becomes partially incorporeal until the end of its turn. While in this state, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn in the same space as another creature or object, it takes 5 (**1d10**) force damage and is shunted into the nearest unoccupied space.

MYSTERY BAG

Prerequisite: 9th-level tamer

Type: Active (action)

As an action, the senryoka can reach into its bag, producing a random unusual object it has stored inside. Roll a **d4** and consult the table below to determine what object the senryoka produces and what its effects are:

d4	Object	Effects
1	Oversized Mallet	The senryoka immediately makes a melee Salvaged Weapon attack against a creature within 15 feet of it. This attack deals bludgeoning damage, and deals an extra 2d6 damage on a hit. Hit or miss, the mallet then crumbles.
2	Boomerang of No Return	The senryoka immediately makes a ranged Salvaged Weapon attack against a creature within range. On a hit, it can repeat the attack against a different creature within range. The senryoka can repeat this until it has made five attacks or until it misses with an attack, after which the boomerang flies off, never to return.
3	One-Hit Shield	A shield flies out of the bag and hovers around a creature within 30 feet of the senryoka (tamer's choice) for 1 minute . During that time, the creature can use its reaction when it's hit by an attack to intercept it with the shield, causing the attack to miss. The shield is then destroyed.
4	Malfunctioning Fire Lance	The senryoka immediately makes a Salvaged Weapon attack. This attack deals piercing damage. Hit or miss, the weapon used to make the attack then explodes, and the target and each creature within 10 feet of it must make a Dexterity saving throw , taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

After the senryoka uses this action, it can't do so again until its tamer finishes a long rest.

ETHEREAL II

Prerequisite: 13th-level tamer, Ethereal I

Type: Passive (companion)

The senryoka has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

SCAVENGER

Prerequisite: 13th-level tamer

Type: Passive (companion), Active (1 minute)

The senryoka gains proficiency in the Perception skill. In addition, it can spend **1 minute** searching the corpse of a creature carrying weapons or armour, making a **DC 15 Wisdom (Perception)** check at the end of that time. On a successful check, the senryoka regains one use of its Weapon Barrage I or Mystery Bag improvements. Alternatively, the senryoka can produce an additional silvered, adamantine, or **+1 weapon**, or a **+1 shield**, with its Loot Bag improvements. The senryoka's tamer decides which improvement's use is regained.

Once the senryoka succeeds on this check, it can't attempt it again until its tamer finishes a long rest.

WEAPON BARRAGE II

Prerequisite: 13th-level tamer, Weapon Barrage I

Type: Passive (companion)

When a creature fails its saving throw against the senryoka's Weapon Barrage I improvement, it suffers an additional effect depending on the type of damage chosen:

- Bludgeoning:** The creature is dazed, which gives it **disadvantage** on attack rolls until the end of its next turn.
- Piercing:** The creature is hindered by projectiles stuck in its body, and its speed is reduced to **0 feet** until the end of its next turn.
- Slashing:** The creature is left bleeding or otherwise suffering from the cuts, and takes an extra **7 (2d6)** slashing damage at the start of its next turn.

When the senryoka's tamer reaches 17th level in the tamer class, the damage of Weapon Barrage I increases to **28 (8d6)**.

ETHEREAL III

Prerequisite: 17th-level tamer, Ethereal II

Type: Passive (companion)

The senryoka has **immunity** to the following conditions: charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, and restrained.



CHAPTER 12

MAGIC ITEMS



MAGIC ITEMS

This chapter presents magic items organised in alphabetical order, as well as their rarity, attunement requirements, and components required to craft them.

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BETA v2
PLAYTEST

ALL-TERRAIN LEG

Prosthesis, uncommon (requires attunement)

Component: Monstrosity chitin

In the Yokai Realms, they say you can't judge a man until you've walked a mile in his legs. And climbed a mile in his legs. And swum a mile in his legs.

Prosthesis Properties. This prosthesis can replace or enhance a leg. It has the Melee (1d6 slashing, 5 ft.) property.

Modular Limb. As a bonus action while wearing this prosthesis, you can change it into one of the following forms, each of which grants a different benefit, or back into a regular leg shape:

- **Blade.** Your walking speed increases by **5 feet**.
- **Claw.** You gain a climbing speed equal to your walking speed.
- **Fin.** You gain a swimming speed equal to your walking speed.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made using this prosthesis.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made using this prosthesis. The prosthesis provides additional benefits depending on its form, as described below:

- **Blade.** Attacks made using the prosthesis deal an extra **1d4** slashing damage on a hit.
- **Claw.** You have **advantage** on saving throws made to resist being moved against your will while standing on the ground or climbing a surface.
- **Fin.** While underwater, you can take the Dash action as a bonus action.

ALL-TERRAIN LEG LIMBS



ARMOUR OF THE ONI KING

Armour (medium or heavy), very rare (requires attunement)
Component: Fiend (yokai) bone

There's something undeniably intoxicating about the feeling of power one gets by terrorising others. This sensation has led many righteous paragons who don this armour to gradually becoming cruel, vicious tyrants. Inevitably, a fresh-faced hero rises to defeat these despots, swearing to use the armour exclusively in the service of good... and the cycle begins anew.

You have a **+2 bonus** to AC while wearing this armour.

Oni's Aura. As an action while wearing this armour, you can release a wave of menacing lethal intent powerful enough to make other creatures tremble with fear. Each

creature of your choice within **20 feet** of you must make a **DC 16 Wisdom saving throw** or be **frightened** of you for **1 minute**. If a creature fails the saving throw by 5 or more and isn't immune to being frightened, it sees the ghostly image of an enormous oni materialising behind you and is also **paralysed** until the end of its next turn. A creature frightened in this way must repeat the saving throw at the end of each of its turns, taking **2d6** psychic damage on a failure, or ending the effect on itself on a success. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Reduce the AC bonus to **+1**, the **DC** to **15**, and the damage to **1d6**.



ARMOUR OF THE
ONI KING

BLO STAFF

Weapon (quarterstaff), uncommon
Component: Plant poison gland

Enchanted with conjuration magic, this hollow, weighted staff can produce its own magical ammunition, loaded with potent venom. The deadly fungal extract sends jolts of unimaginable pain coursing through those unfortunate enough to suffer it, while the muscular inhibitor causes a victim to seize up as if its body was turned to stone.

This quarterstaff can also be used as a blowgun that lacks the loading property. It has **4 charges** and regains **1d4** expended charges daily at dawn.

Blow Dart. When you make a ranged attack using this weapon as a blowgun, you can expend **1 charge** to shoot a needle loaded with one of the following poisons of your choice:

- **Amani Tox.** On a hit, a creature must make a **DC 13 Constitution saving throw**. It takes **3d6** poison damage on a failure, or half as much damage on a success.
- **Bo Tox.** On a hit, a creature must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of your next turn. While poisoned in this way, its speed is halved.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the damage to **4d6**. While poisoned by the Blow Dart property, a creature's speed is reduced to **0 feet**.

Very rare variant: Increase the charges to **8**, the recharge to **1d6 + 2**, the **DCs** to **16**, and the damage to **5d6**. While poisoned by the Blow Dart property, a creature's speed is reduced to **0 feet**. If you roll a **20** on the attack roll for a needle loaded with the bo tox poison and the creature fails its saving throw, it becomes **paralysed** while it's poisoned in that way.

BONZE'S BOKKEN, WIND RIPPER

Weapon (any sword), rare (requires attunement)
Component: Elemental volatile mote of air

Hermits of the Springwood, the bonze have as much in common with a druid's love of nature as with the discipline and ritual of the monk. They do not deign to shed the blood of other creatures and thus imbue training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of its normal damage type.

Gale. While holding this sword, you can use an action to cause strong winds to swirl within a cube originating from you up to **15 feet** on a side until the end of your next turn, dispersing any gases in the area. The cube does not move with you.

Wind Rip. With a swish, you can send a concussive wave of sound streaking towards a target. When you take the Attack action with this sword, you can replace any number of attacks with ranged spell attacks known as 'wind rips'. Wind rips have a normal range of **30 feet** and a long range of **60 feet**, use the same ability modifier as the sword for its attack rolls, deal **1d10** thunder damage on a hit, and can be heard up to **100 feet** away. If you score a critical hit against a creature with a wind rip, that creature is **deafened** until the end of its next turn.

Gust Rider. As a bonus action while holding the sword, you can expend **1 charge**, causing a sustained gust to lift you. You gain a flying speed of **40 feet** until the end of your turn.

Uncommon variant: Reduce the damage to **1d8**. Remove the Gust Rider property.

Very rare variant: You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the damage to **1d12** and the flying speed to **50 feet**.

Legendary variant: You have a **+2 bonus** to attack and damage rolls made with this magic weapon. While holding the sword, you can read, speak, and understand Auran. Increase the damage to **2d8** and the flying speed to **60 feet**. While holding the sword, you can expend **2 charges** to cast the *fly* spell on yourself.



COURTESAN'S WAR FAN

Weapon (tessen), uncommon (optional attunement)

Component: Humanoid heart

Some assassins rely on stealth. Others, like the courtesans of the Courteous Cabal, prefer to hide in plain sight, beguiling their quarry into a stupor before finishing them off with a quick slash.

Beguiling Dance. As an action while holding the fan, you can begin a slow, hypnotic dance, causing the fan to glow with an ephemeral, beguiling light. Each Humanoid of your choice that you can see within **15 feet** of you must succeed on a **Wisdom saving throw** contested by your **Charisma (Performance)** check or be charmed by you for **10 minutes** or until you stop dancing. You must use your bonus action on subsequent turns to keep dancing, otherwise the effect ends at the end of your turn. The effect also ends early for a creature if you're ever more than **15 feet** from it, or if you or your companions do anything harmful to it. When the effect ends, the creature knows it was charmed by you. Once this property has been used, it can't be used again until the next dawn.

Optional Attunement. If you choose to attune to this item, you become proficient with it and you gain **advantage** on **Charisma (Performance)** checks you make while holding it.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The Beguiling Dance property can affect any creature type and can be used twice, regaining all expended uses daily at dawn.

DEMONHUNTER KIMONO

Wondrous item, rare (requires attunement)

Component: Fiend (demon) skin

Years ago, during the Sundering, powerful artifacts were stolen from both demons and angels. Without them, these extraplanar creatures struggled to breach the Material Plane,

which protected the mortals within from their unending conflict. The Demon Hunter clan guards the fiendish artifact and enchants their silken vestments to aid in this endeavour.

Aversion. While wearing this kimono, you can use a bonus action to speak its first command word, 'repel', causing the printed image on the kimono to mobilise into an illustration of a fiendish soul burning into non-existence. Each creature in a **30-foot cone** must succeed on a **DC 15**

Wisdom saving throw or become **frightened** of you for **1 minute**. Fiends have **disadvantage** on this saving throw and, while frightened, must take the Dash action and move away from you by the safest available route on each of their turns, unless there is nowhere to move. A Fiend that ends its turn in a location where it doesn't have line of sight to you can repeat the saving throw, ending the effect on itself on a success. A non-Fiend creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the kimono has been used, it can't be used again until the next dawn.

Pursuit. While wearing this kimono, you can use a bonus action to speak its second command word, 'hunt', to teleport up to **30 feet** to an unoccupied space within **5 feet** of a creature that is frightened of you. After this property has been used, roll a **d6**. On a **1 or 2**, it can't be used again until the next dawn.

Very rare variant: You have a **+1 bonus** to AC while you wear this kimono and no armour. Increase the **DC** to **16** and the range of the teleportation to **45 feet**.

Legendary variant: You have a **+2 bonus** to AC while wearing this kimono and no armour. Increase the **DC** to **17** and the range of the teleportation to **60 feet**.

DEMONHUNTER
KIMONO



COURTESAN'S
WAR FAN



DRAAKANNON

Prosthesis, uncommon
Component: Dragon breath sac

Throngs of vicious pillagers attacking your home? Explosions. Sturdy obstacles standing in your way? Explosions. Want to soar through the air like a dragon? Believe it or not, explosions.

This prosthesis has **4 charges** and regains **all** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Blast (1d6 fire, 20 ft.) property.

Draconic Versatility. As an action while wearing this prosthesis, you can change the damage type it deals with its Blast property to one of the following: acid, cold, fire, lightning, or poison.

Blast Zone. When you use the prosthesis' Blast property to propel yourself, you can expend **1 charge** to pump extra firepower into the blast. If you do, each creature within **5 feet** of you must make a **DC 13 Dexterity saving throw**, taking **1d6** damage of the Blast property's type on a failed save, or half as much damage on a successful one.

Common variant: Remove the Blast Zone property and all charges.

Rare variant: Increase the **DC** to **15** and the damage to **2d6**. When you use the Blast Zone property, you can propel yourself up to an additional **10 feet**.

Very rare variant: Increase the **DC** to **16** and the damage to **3d6**. When you use the Blast Zone property, you can propel yourself up to an additional **20 feet**. You can use the Draconic Versatility property as a bonus action.

EARTHPIERCER

Prosthesis, uncommon
Component: Construct gears

"This drill is the drill that will pierce the earth!" Thus were the words of Bombuku upon completion of the first *earthpiercer* prototype. After being asked if the same didn't technically apply to most drills, he declined to make further comments.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (20 ft.), Launch (1d6 piercing, 20 ft.), and Melee (1d6 piercing, 5 ft.) properties.

Deep Drilling. This prosthesis uses a drill instead of a hook for its Hookshot property. When you hit with an attack roll made to attach the drill to a creature, the creature takes **1d6** piercing damage. When the drill is detached from a creature, that creature takes **1d6** piercing damage.

Tunneler. This prosthesis has the Mobility (burrow 5 ft.) property.



Common variant: Remove the Tunneler property.

Rare variant: The prosthesis has the Emergency Anchor property.

Emergency Anchor. You can use the prosthesis' Hookshot property as a reaction when you're moved against your will, instead of only when you're falling. When you do, you choose how far away you can be moved from the point to which the drill is attached (up to the range of the prosthesis' Hookshot property).

Very rare variant: Increase both damages to **1d8**. The prosthesis has the Emergency Anchor and Overcharge properties.

Overcharge. You can use an action to overcharge the drill, increasing its penetrative power. For **10 minutes**, while using the prosthesis' Mobility property to burrow, you can burrow through solid rock, leaving a **5-foot diameter** tunnel in your wake. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

G.R.A.P.P.L.E.R.

Prosthesis, uncommon

Component: Plant bark

The Gear for Rapid Ascension and Precise, Persistent Latching onto Enormous Ravagers, or *G.R.A.P.P.L.E.R.* for short, is one of Bombuku's proudest inventions, despite the criticism he's received over its "ridiculous acronym" from his distant cousin L'Arsène Upin. In truth, L'Arsène is simply jealous he couldn't come up with that name himself.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property.

Improved Hookshot. As an action while the prosthesis' hook is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the hook. In addition, the **DC** of the ability check required to forcefully detach the hook increases to **13**.

Hooked In. When you hit with an attack roll to attach the prosthesis' hook to a creature, the creature takes **1d6** piercing damage. When the hook is detached from a creature, that creature takes **1d6** piercing damage.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the hook. Remove the Hooked In property.

Rare variant: Increase the **DC** to **15**. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.

Very rare variant: Increase the **DC** to **16** and both damages to **2d6**. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.



GLAIVE OF THE GREEN TYRANT

Weapon (any polearm), rare (requires attunement)

Component: Dragon (bronze) horn

Legend tells of a great warrior queen who, having bested a bronze dragon in a game of wits, sought to wield the power of storms. With this power, she laid waste to entire armies, burning them with flashes of incandescent lightning. Some called her a liberator, others a tyrant. Though defeated by the Hero in Red, some of her power still remains in the Green Tyrant's ancient weapon.

Summon Storm. With a flourish of this weapon, you can expend a bonus action to whip up a tornado in a **5-foot-diameter, 30-foot-high cylinder** of rushing air and crackling lightning centred on a point within **60 feet** of you. The tornado lasts for **1 minute**. Each creature that enters the area for the first time on a turn or starts its turn there must make a **DC 15 Strength saving throw**. On a failure, the creature is thrown **10 feet** in a random direction, landing **prone**, and takes **1d8 bludgeoning damage** and **1d8 lightning damage**.

As a bonus action on your turn, you can move the tornado up to **20 feet** in a straight line. Each creature whose

space the tornado moves through must succeed on a **DC 15 Dexterity saving throw** or take **1d8 lightning damage**. A creature can't take damage from this effect more than once per turn.

Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13** and all damage to **1d4**.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **16** and all damage to **1d10**.

Legendary variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **17** and all damage to **1d12**.

GLAIVE OF THE
GREEN TYRANT



GOD SPEAKER KIMONO

Wondrous item, rare (requires attunement)

Component: Celestial skin

The counterpart to the Demon Hunter clan, the God Speaker clan, guard the angelic relic that inhibits celestials' passage onto the Material Plane. The God Speakers see violence against celestials as a last resort and instead seek to deceive and manipulate them. Their clothing is made from silk of the ether moth, a creature that blinks into the Material Plane only to lay its eggs, and flits out of the Material Plane the moment it emerges from its cocoon.

Innocence. While wearing this kimono, you can use a bonus action to speak its first command word, 'pure'. Your aura becomes saturated with celestial energy, manifesting as an almost-visible golden nimbus. You gain **advantage** on Deception checks for **10 minutes**. For the duration, you are **immune** to magic and other effects that allow other creatures to read your thoughts or determine whether you are lying. Once this property of the item has been used, it can't be used again until the next dawn.

Blink. While wearing this kimono, you can use a bonus action to speak its second command word, 'shimmer'. Your aura implodes, immediately transporting you to the



Ethereal Plane. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of grey, and you can't see anything there more than **60 feet** away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so. At the start of your next turn, you return to an unoccupied space of your choice that you can see within **10 feet** of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). This property has no effect if you use it while you are on the Ethereal Plane or a plane that doesn't border it. After this property has been used, roll a **d6**. On a 1 or 2, it can't be used again until the next dawn.

Very rare variant: You gain a **+1 bonus** to AC while wearing this kimono and no armour. Increase the duration of the Innocence property to **1 hour**.

Legendary variant: You gain a **+1 bonus** to AC while wearing this kimono and no armour. While wearing this kimono, you have **resistance** to radiant damage. Increase the duration of the Innocence property to **1 hour** and the d6 to a **d8**.

GOFU HAT

Wondrous item, uncommon

Component: phial of Celestial blood

Ink made with the blood of a Celestial. Paper from trees grown in hallowed ground. Precise calligraphy honed with extensive practice. It's not easy to make a genuine paper charm, but it's certainly worth the trouble. There's a reason why superstitious folk continue to scrawl their own imitations, hoping to achieve just a fraction of their power.



When first found or crafted, this hat has **1d4 + 2** paper charms hanging from it, which provide good fortune and ward off evil. Once all the charms have been used, the hat becomes a nonmagical item.

Protective Talismans. While wearing the hat, you can use a bonus action to detach a charm and stick it on a willing creature within **5 feet** of you, upon which the ink on it begins to glow softly. The creature gains the effects of the *bless* spell and gains **1d6** temporary hit points until the start of your next turn, at which point the charm disintegrates.

Rare variant: Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

Very rare variant: Increase the number of paper charms to **1d6 + 2** and the temporary hit points to **3d6**. Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

HAKUJA-TO

Weapon (any sword), uncommon
Component: pouch of Dragon scales

Crafted from the scales of a serpentine dragon, this fascinating weapon represents rebirth and transformation, endlessly renewing itself to remain deadly to its foes. Its razor-sharp blade will never dull, and neither shall the resolve and fighting spirit of its wielder.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Renewal. As a bonus action, you can expend **1 charge** to cause the sword to shed its outer layer, revealing a new, sharp blade underneath. Until the end of your turn, you gain a **+1 bonus** to attack and damage rolls made with this sword, and it deals an extra **1d6** damage on a hit.

Rebirth. If you are suffering from a condition or effect that allows you to make a saving throw at the start or end of each of your turns to end it, you can use a bonus action to expend **3 charges** and shed the outer layer of your skin, repeating the saving throw.

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+2**, and the damage to **2d6**. Reduce the charges required to use the Rebirth property to **2**.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+3**, and the damage to **3d6**. Reduce the charges required to use the Rebirth property to **2**. You have **advantage** on the saving throw you make as part of the Rebirth property.



HAKUJA-TO

HANABI KICKER

*Prosthesis, rare (requires attunement)
Component: Elemental volatile mote of fire*

"Innovation is all about thinking outside the box. When you gaze upon a fireworks display, what's the first thing that comes to your mind? The beauty of the colours? How dazzling the lights are against the night sky? By the time you complete this course, I want you thinking 'I could use that to fly instead.'"

— Prof. Bombuku during a lecture at the College of Hanabi

Prosthesis Properties. This prosthesis can replace or enhance a leg.

Rocket-Assisted Leap. While wearing this prosthesis, your jump distance is doubled, and you can jump up to your maximum distance with or without a running start.

Pyrotechnic Kicks. This prosthesis deals an extra **1d6** fire damage to the first target you hit with an unarmed strike using the prosthesis on each of your turns. If you roll a **6** on the extra damage against a creature, that creature must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of its next turn.

Uncommon variant: Reduce the fire damage to **1d4**. The prosthesis doesn't blind creatures.

Very rare variant: Increase the **DC** to **16**. The prosthesis gains the Flierwork property.

Flierwork. As a bonus action while wearing this prosthesis, you can increase the output of the rocket built into it, gaining a flying speed of **60 feet** for **1 minute**. Once this property of the prosthesis has been used, it can't be used again until the next dawn.



HELPING HAND

Prosthesis, uncommon (requires attunement)

Component: Aberration brain

To make the humanoid-shaped puppets with multiple pairs of bladed arms somewhat less unsettling, Bombuku recommends judicious application of googly eyes and crayon smiles. (Googly eyes and crayons sold separately.)

This prosthesis has **4 charges** and regains **1d4** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property. Instead of firing a hook, the prosthesis allows you to manipulate three Tiny mechanical puppets that grab onto the target. Instead of rope, the puppets are connected to the prosthesis by wires of pure magic, which can't be damaged or destroyed. It otherwise functions in the same way.

Improved Hookshot. As an action while the puppets are attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the puppets. In addition, the **DC** of the ability check required to forcefully detach the puppets increases to **13**.

Assistance at a Distance. As a bonus action, you can expend **1 charge** to take the Help action, manipulating the puppets to support your allies. When you do so to aid an ally in attacking a creature, the target of that attack can be up to **40 feet** away from you. Alternatively, you can expend **1 charge** as a bonus action to have the puppets feed a potion to a willing creature that you can see within **40 feet** of you.

Rare variant: Increase the **DC** to **15**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature.

Very rare variant: Increase the **DC** to **16**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature. The prosthesis has the Create Puppets property.

Create Puppets. While wearing this prosthesis, you can cast the *animate objects* spell. When you do, strings of magic extend from your prosthesis to the objects you animate, which you manipulate like puppets. If one of these objects is ever more than **30 feet away** from you, it ceases to be animated by the spell. Once this property of the prosthesis has been used, it can't be used again until the next dawn.



HELPING HAND

IRON KASA

*Prosthesis (advanced), uncommon
Component: Construct metal plating*

It is the duty of a valiant hero to impede evildoers, support one's allies, and most importantly, protect the defenceless. But nowhere does it say that you can't do all this from a safe distance.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (15 ft.), Integrated (shield), and Launch (1d6 bludgeoning, 15 ft.) properties.

Improved Hookshot. This prosthesis uses a shield instead of a hook for its Hookshot property. As an action while the shield is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the shield. In addition, the DC of the ability check required to forcefully detach the shield increases to **13**.

Saving Throw. As a reaction when a creature you can see within the prosthesis' Hookshot range is hit by an attack, you can launch the shield in front of it, granting it a **+2 bonus** to AC against the attack and potentially causing it to miss. In order to use this reaction, the integrated shield must be extended and must not be attached to a target as part of the Hookshot property.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the shield. Remove the Saving Throw property.

Rare variant: Increase the DC to **15** and the range of the Hookshot property to **30 feet**. The prosthesis has the Into the Fray property.

Into the Fray. When you cause the Saving Throw property's triggering attack to miss, you can have the shield attach itself to a surface within **5 feet** of the attacked creature and reel yourself in as per the Improved Hookshot property as part of the same reaction. When you do, you can make a melee attack against the attacking creature, if it's within your reach. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Very rare variant: Increase the DC to **16** and the range of the Hookshot property to **40 feet**. The prosthesis has the Into the Fray property. You can use the Into the Fray property twice, regaining all expended uses daily at dawn.

IRON KASA



JISHIN, EARTH RENDER

Weapon (any sword), rare (requires attunement)

Component: Elemental core of earth

The battle for Black Rock Fort was long and wearisome. The jishin-wielding fire mages, unable to kill the demons with their fire magic, blocked doorway after doorway, forcing the demonic hordes to dig through every inch. Hallways became hazardous obstacle courses; gardens were reduced to nothing more than flaming ashes. After weeks of struggle, the Demon Hunter clan arrived and the battle began in earnest.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Heat Holder. As an action while holding the sword, you can expend **1 charge** to cast the *heat metal* spell (**save DC 15**). When *heat metal* is cast on this weapon, the heat doesn't propagate past the guard and its wielder isn't subjected to the normal effects of the spell. Instead, the weapon deals an extra **1d8** fire damage to each target it hits while affected by the spell.

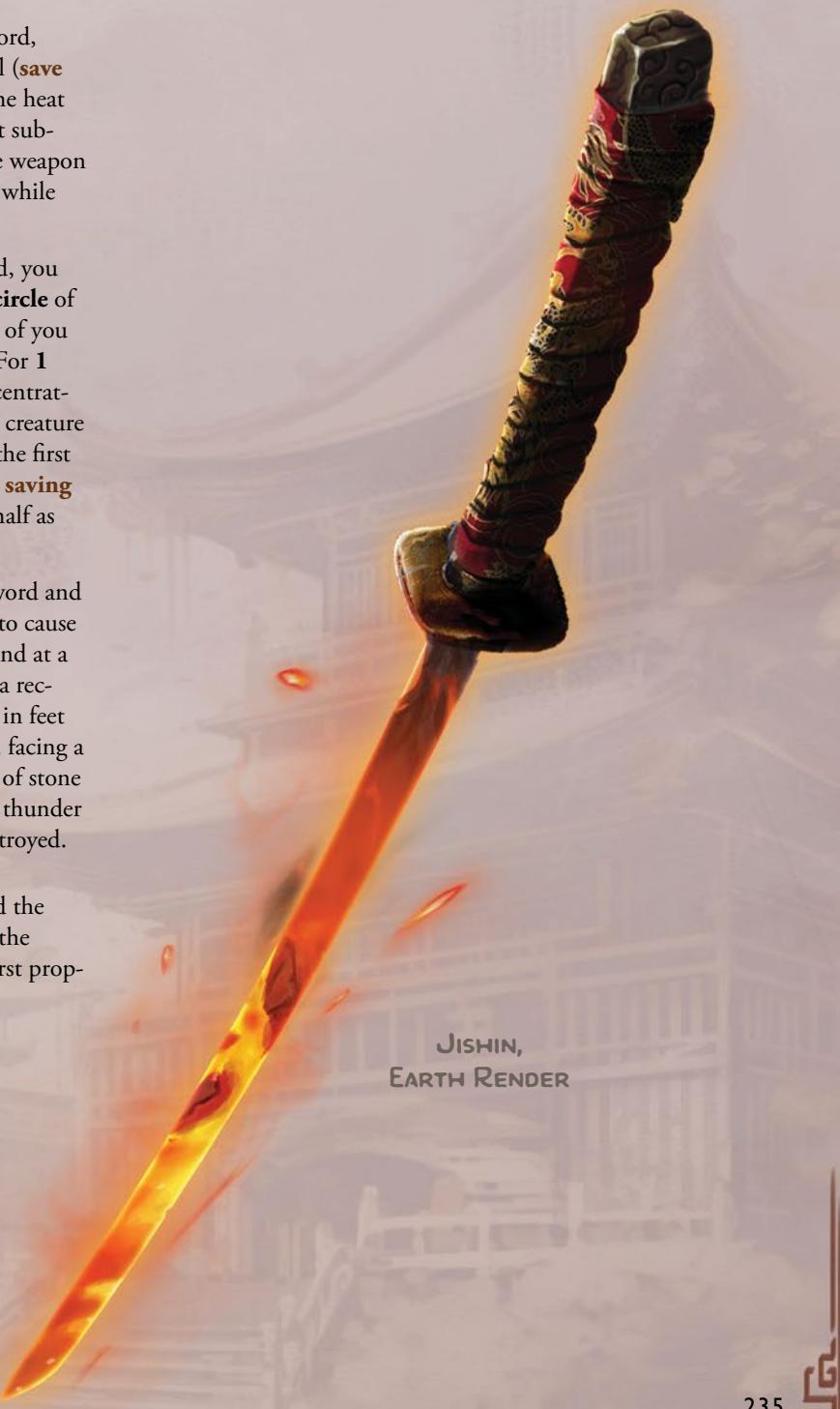
Lavaburst. As an action while holding the sword, you can expend **1 charge** to cause a **10-foot-diameter circle** of earth centred on a point you can see within **60 feet** of you to fracture and warp, spouting forth sprays of lava. For **1 minute** or until your concentration ends (as if concentrating on a spell), the area is difficult terrain, and each creature that starts its turn in the area or enters the area for the first time on its turn must make a **DC 15 Constitution saving throw**, taking **3d8** fire damage on a failed save, or half as much damage on a successful one.

Tectonic Shift. As an action while holding the sword and standing on earth, you can expend up to **3 charges** to cause a nonmagical slab of rock to burst up from the ground at a point you can see within **30 feet** of you. The slab is a rectangle 10 feet high, 2 inches thick, and has a length in feet equal to five times the number of charges expended, facing a direction of your choice. The slab is an object made of stone that has **AC 15**, **60** hit points, and **vulnerability** to thunder damage. When it is reduced to 0 hit points, it is destroyed.

Uncommon variant: Reduce the **DCs** to **13** and the damage of the Lavaburst property to **3d6**. Increase the charges needed to use the Heat Holder and Lavaburst properties to **2**. Remove the Tectonic Shift property.

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **16**, and the extra fire damage that the sword deals while under the effects of *heat metal* to **2d6**.

Legendary variant: While holding this sword, you can speak, read, and understand Ignan and Terran. Increase the charges to **8**, the recharge to **1d4 + 4**, the **DCs** to **17**, the extra fire damage that the sword deals while under the effects of *heat metal* to **2d8**, the damage of the Lavaburst property to **3d10**, and the length of the slab created by the Tectonic Shift property to up to ten feet per charge expended. You can expend any number of charges when using the Tectonic Shift property.



JISHIN,
EARTH RENDER

KAGEBOSHI

*Prosthesis, uncommon
Component: Fiend bone*

Upon finishing yet another new design, Bombuku proudly submitted it to the Rakin Association of Craftsmen and Inventors for grading. The 10/10 scores in Function, Durability, and Ingenuity stand as a testament to his mastery of the craft. The 11/10 score in Coolness, however, is what he's proudest of by far.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Hookshot (30 ft.) and Launch (1d6 slashing, 30 ft.) properties.

Improved Hookshot. This prosthesis uses an oversized throwing star instead of a hook for its Hookshot property. As an action while the throwing star is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the throwing star. In addition, the **DC** of the ability check required to forcefully detach the throwing star increases to **13**.

Shadow Trick. When you make an attack using the Launch property of the prosthesis, you can unsheathe and throw another weapon, concealing it in the throwing star's shadow. As part of the same action, make another attack against the same target, using a weapon you're carrying that has both the Light and Thrown properties. You have **advantage** on the attack roll. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the shuriken. Remove the Shadow Trick property.

Rare variant: Increase the **DC** to **15**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property.

Instant Transmission. When you hit a creature with an attack using the prosthesis' Launch property, you can immediately teleport to an unoccupied space of your choice within **5 feet** of the target (no action required). Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property, and it can be used twice, regaining all expended uses daily at dawn.



KANABOOM STICK

Weapon (mace), uncommon

Component: Elemental volatile mote of fire

The fact that demons are reborn after being killed on the Material Plane leaves them with a laissez-faire attitude towards self-preservation. Taking advantage of their innate resistance to the elements, they can often be found in possession of these crudely enchanted maces that leave a minor path of flaming destruction in their wake. The only limit to this weapon is how much punishment its wielder can suffer.

As an action, you can stick this magic weapon into an open flame or light it as you would a torch. Either way, the metal glows with incandescent heat as lava-like veins lick up the weapon's length for **10 minutes**, shedding dim light in a **15-foot radius**.

Bigger Booms. While this weapon is lit, it creates fiery explosions with each strike. The first time on each of your turns that you hit a target with an attack using it, you, the target, and each creature within **5 feet** of the target must make a **DC 13 Dexterity saving throw**, taking **2d4** fire damage on a failed save or half as much damage on a successful one. Flammable objects within this area are set alight if not being worn or carried.

Rare variant: Increase the **DC** to **15** and the damage to **4d4**.

Very rare variant: Increase the **DC** to **16** and the damage to **8d4**.

KAPPA'S AQUATIC VISAGE

Wondrous item, rare (requires attunement)

Component: Fey (kappa) beak

Kappa can be repelled or appeased in a variety of oddly specific manners, including offerings of cucumbers, sumo wrestling matches, bowing, and even written contracts. Existing literature, however, fails to offer much of anything regarding the effectiveness of fashioning a mask from a kappa's skull and using their own powers against them. Perhaps it's time someone tried it out.

This mask has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. If you are knocked prone against your will while wearing it, you must make a **DC 15 Dexterity saving throw**. On a failed save, the mask loses **1 charge** as some of its water is spilled.

Aquatic Predator. While wearing this mask, you feel more at ease in the water. You gain a swimming speed of **30 feet**, and you have **advantage** on ability checks made to grapple creatures and avoid or escape being grappled while underwater.

Water Spells. While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *create or destroy water* (**1 charge**), *water breathing* (**3 charges**), or *water wyrm** (**3 charges**).

Curse. This item is cursed, and attuning to it extends the curse to you. While cursed in this way, you gain a mild fixation on challenging strangers to sumo wrestling matches, and all other hobbies seem mundane and joyless in comparison.

Rare variant, Kappa's Consuming Visage: Replace the Water Spells property with the Consuming Spells property. Instead of compelling you to challenge strangers to sumo matches, the curse gives you a mild fixation on acquiring and eating cucumbers, with all other food tasting bland and boring in comparison.

Consuming Spells. While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *endoleech** (**2 charges**), *extract shirikodama** (**3 charges**), or *vampiric touch* (**3 charges**).

*See Chapter 13 – Spells



KITSUNE MASK

Wondrous item, rare (requires attunement)

Component: Fey (yokai) psyche

Where demons arise, so follows the Courteous Cabal. Though the cabal maintains a neutral stance in most wars, its members can often be observed combing battlefields, offering quick deaths to the wounded, and seeking out the abominations that might feast upon the corpses.

This mask has **9 charges**, which manifest as nine incorporeal, fox-like tails. It regains **$1d6 + 3$** expended charges daily at dawn.

Soul Vortex. As an action while wearing the mask, you can expend **2 charges** to conjure a fierce vortex of ethereal fire in a **5-foot-radius, 40-foot-high cylinder** centred on a point within **120 feet** of you. The vortex lasts for **1 minute**, or until your concentration ends, as if concentrating on a spell. Dim light fills the cylinder. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in raging purple flames and must make a **DC 15 Intelligence saving throw**, taking **$3d6$** psychic damage on a failed save, or half as much damage on a successful one. On each of your turns, you can use an action to move the vortex up to **60 feet** in any direction.

Spirit Ray. As an action while wearing the mask, you can spend **2 to 5 charges** to whip a number of tails into ghostly rays which you hurl at creatures within **120 feet** of you. You produce three rays for the first two charges spent, and an additional ray for each charge beyond that. Make a ranged spell attack (+7 to hit) for each ray, dealing **$2d6$** psychic damage on a hit.

Uncommon variant: Reduce the charges to **5**, the recharge to **$1d4 + 1$** , the **DC** to **13**, and the attack bonus to **+5**.

Very rare variant: Increase the **DC** to **16**, the damage of the Soul Vortex property to **$4d6$** , the damage of the Spirit Ray property to **$3d6$** , and the attack bonus to **+8**.

MASK OF THE ONI

Wondrous item, uncommon (enhanced attunement)

Component: Giant (oni) heart

Infiltrating a sect of demon-aligned, shapechanging ogre-mages is no easy feat. Tomoe Gozen, an agent of the Courteous Cabal, cites a mask such as this as instrumental in her success against the oni uprising. The tasks associated with the mask are almost always noble, such is the nature of its forebears.

While wearing this mask, you have **advantage** on Intimidation checks and **disadvantage** on Persuasion checks. You can communicate with Fiends and Giants as if you shared a language.

Demon's Deceit. While wearing the mask, you can cast the *disguise self* spell. When the spell is cast in this way,

you can seem up to 3 feet taller. The spell ends early if you remove the mask. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

Enhanced Attunement. As part of an hour-long ritual, you can agree to complete a task set out by the last attuner of this mask, enhancing your attunement to it. When you do so, the mask fuses onto your face, turning your skin red, your teeth gold, and giving your eyes an ethereal, sanguine glow. You can use the Stalker's Shroud property. You can't end your attunement to the mask or remove it until you complete the task set out during the ritual. After you complete the task, if you attempt to end your attunement to the mask, you must first set a task for the next enhanced attuner to complete.

EA: Stalker's Shroud. As a bonus action while wearing the mask, you can become **invisible** to a creature within **30 feet** of you until the start of your next turn. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

Rare variant: You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward.

Very rare variant: You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward. Rolling a 2 or 3 for the Stalker's Shroud property does not prevent you from using the property again.



KITSUNE MASK

MASK OF THE TENGU

Wondrous item, uncommon (requires attunement)
Component: Celestial soul

"Lies should be avoided. However, if it cannot be helped, then they should be convincing and not lead to a web in which you trap yourself. This tool will teach you to lie once, and lie well."

— Sensei Lialia on giving his student a mask of the tengu

When you don this mask, it shifts to match your features, leaving your nose slightly longer than before, but it is otherwise undetectable.

Duplicitous Duplication. While wearing this mask, you can use a bonus action to create a perfect illusory image of yourself. When you create the duplicate, you can choose to have it step out of your own form into an unoccupied space adjacent to you, or you can have it appear in your space while you move into an unoccupied adjacent space without provoking opportunity attacks. This duplicate lasts for **1 minute**, or until you dismiss it as a bonus action. As part of the bonus action used to create the duplicate and as a bonus action on subsequent turns, you can have the illusory duplicate move up to your speed to a space you can see. The illusion is indistinguishable from yourself, and creatures can't tell the difference until they see you physically interact

with something (such as hitting a target with an attack) or see the illusion fail to physically interact with something (such as being hit with an attack, which passes right through it). Once this property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn.

Switcheroo. While wearing this mask, when you are the target of an attack by a creature you can see, but before the creature makes its attack roll, you can use your reaction to try to switch places with a creature no more than one size larger than you that you can see within **30 feet** of you. If the creature is unwilling, it must make a **DC 13 Charisma saving throw**. If the creature is willing or fails the saving throw, you switch places, and the creature becomes the new target of the attack. Alternatively, you can choose to switch places with the illusory duplicate created by the Duplicitous Duplication property. Once this property has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the **d4** to a **d6**. Once the Switcheroo property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells (**save DC 15**). Once *disguise self* has been cast in this way, it can't be cast again using the mask until the next dawn.

Very rare variant: Increase the **DC** to **16** and the **d4** to a **d8**. Once the Switcheroo property has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells at will (**save DC 16**).



MASK OF THE ONI



MASK OF THE TENGU

MINDCUTTER

Weapon (chakram), very rare
Component: Fey (yokai) psyche

"Conceal your presence. Strike where your foe is weakest. Vanish into the shadows."

— Excerpt from the Shinobi Code

This weapon appears to be a metal disk with three prongs. While you wield it, blades of psionic energy form around the prongs, allowing the weapon to be used as a chakram that deals psychic damage instead of slashing damage, and it deals an extra **2d6** psychic damage to the first target it hits on each of your turns.

Unseen Slice. While holding this weapon, you can use a bonus action to phase the chakram into the realm of thought. Until the end of your turn, you gain the following benefits:

- The chakram is invisible to creatures other than you, granting you **advantage** on attack rolls made with it against such creatures.
- Making ranged attacks with the chakram doesn't reveal your position if you are hidden, and the chakram disappears and reappears in your hand after each attack.
- The chakram deals an extra **6d6** psychic damage instead of $2d6$ to the first target it hits on this turn.

Once this property of the chakram has been used, it can't be used again until the next dawn.



Uncommon variant: The chakram doesn't deal extra damage to the first target it hits on each of your turns. Reduce the damage of the Unseen Slice property to **4d6**.

Rare variant: Reduce the extra damage the chakram deals to the first target it hits on each of your turns to **1d6** and the damage of the Unseen Slice property to **5d6**.

NEEDLESPITTER KARAKASA

Wondrous item, uncommon (requires attunement)
Component: Fey (yokai) or Fiend (yokai) skin

At the "Not-A-Mimic Emporium", renowned salesman Tsuku Mogami prides herself in selling weapons, armour, and assorted adventuring gear, all one-hundred percent guaranteed not to be mimics in disguise. And if something can be said about her claims, it's that they're technically true.

Needle Shower. As an action, you can rapidly spin this umbrella in your hands, causing it to discharge needles in every direction. Each other creature within **15 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** piercing damage and **3d6** psychic damage on a failed save, or half as much damage on a successful one. Once this property of the item has been used, it can't be used again until the next dawn.

Sentience. The needlespitter karakasa is a sentient chaotic neutral item with an Intelligence of **8**, a Wisdom of **14**, and a Charisma of **16**. It has hearing and darkvision out to a range of **120 feet**. It can speak and understand Abyssal and Common.



Personality. Most needlespitter *karakasa* are incorrigible pranksters, taking immense joy in mischief of all sorts. They love to be spun and get bored easily, which leads them to indulge in their favourite pastime: scaring folks. Each time you finish a short rest with it nearby, the *karakasa* attempts to startle you with a loud noise or sudden movement, and you can make a **DC 13 Charisma (Performance)** check to appear convincingly frightened. The *karakasa* may also attempt to scare you at a random point throughout the day (GM's discretion). On a successful check, the *karakasa* is so pleased that it regains the use of its Needle Shower property. Once the item has regained a use of a property in this way, it can't regain a use of that property again until the next dawn, but it will still periodically attempt to scare you.

Rare variant: Increase the **DCs** to **15** and the piercing and psychic damage to **4d6** each. The item has the Safe Descent property.

Safe Descent. When you fall, you can use your reaction to raise and open the umbrella, slowing your rate of descent to **60 feet** per round until you land or stop holding the umbrella. For each foot you fall while under the effects of this property, you can move one foot horizontally. When you land, you take no falling damage. Once this property of the item has been used, it can't be used again until the next dawn. If you succeed on the check to appear scared by the item, you can choose to regain the use of this property instead of the use of Needle Shower.

Very rare variant: Increase the **DCs** to **16** and the piercing and psychic damage to **5d6** each. The item has the Safe Descent property. While open, the umbrella can be used as a *+1 shield*. While closed, it can be used as a *+1 spear*. You can open or close the umbrella as an action.

NEKOMATA SHAMISEN

Wondrous item, uncommon (optional attunement)

Component: Fey (yokai) or Fiend (yokai) hair

Defying explanation, this instrument lends a haunting and sorrowful quality to any song played on it, regardless of the musician's intent. Though off-putting to some, it appears to be universally appealing to felines of all types, which are drawn by the sound of the shamisen and sometimes even join in as a mewling choir.

Nekomata's Call. As an action while holding this instrument, you can play a haunting tune to raise the spirits of the dead and bend them to your will. You summon three specters, which appear in unoccupied spaces of your choice within **30 feet** of you. Each specter disappears after **1 minute**, when it drops to 0 hit points, or if you don't use a bonus action on your subsequent turns to continue playing the shamisen. The specters are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't

issue any, they take the Dodge action. Once this property of the instrument has been used, it can't be used again until the next dawn.

Optional Attunement. If you choose to attune to this item, you can use the Spiritual Bond property while you remain attuned to it.

OA: Spiritual Bond. When a creature's hit point maximum is reduced by the Life Drain action of one of the specters summoned by the Nekomata's Call property, you can use your reaction to regain hit points equal to the hit point maximum reduction.

Rare variant: The Nekomata's Call property can be used twice, regaining all expended uses daily at dawn.

Very rare variant: The Nekomata's Call property can be used three times, regaining all expended uses daily at dawn. While attuned to the item, you can use the Spiritual Burden property.

OA: Spiritual Burden. When you take damage, you can use your reaction to share the burden of pain with your choice of one of the specters summoned by the Nekomata's Call property, as long as it is within **30 feet** of you. You take half as much damage instead, and the specter takes the remaining damage.



ONIKIRI, DEMON CUTTER

Weapon (any sword), rare (requires attunement)

Component: phial of fiend (demon) blood

"Luckily, this time, the samurai were prepared. While the lesser samurai cut through the demonic underlings, radiant arcs of energy blossoming out from their onikiri to strike down the hordes of stinking dretches, their sensei locked eyes with the huge, bulbous demon. A circle cleared as both samurai and demonlings subconsciously made space for the impending duel. If the sensei could hold the demon's attention for long enough, the day would be theirs."

— *Saga of the Battle for Black Rock*

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn. While holding it, you can cast the *light* cantrip on the blade at will.

Radiant Wrath. As a bonus action while holding the sword, you can expend **1 charge** to imbue it with crackling radiant energy until the end of your next turn. While imbued, this sword deals an extra **1d6** radiant damage to each target it hits. In addition, the first time you hit with an attack using the imbued sword on each of your turns, each Fiend within **10 feet** of the target must succeed on a **DC 15 Dexterity saving throw** or take **2d6** radiant damage as crackling energy arcs out towards it.

Demon Lure. As a bonus action while holding the sword, you can expend **2 charges** to draw the attention of one creature you can see within **30 feet** of you, forcing it to make a **DC 15 Wisdom saving throw**. Fiends make this saving throw with **disadvantage**. On a failure, the creature becomes fixated on you for **1 minute**. While fixated, the creature is incapacitated and its speed is reduced to **0 feet**. This effect ends if you attack any other creature, if you cast a spell, if you're more than **30 feet** away from the fixated creature at any point, or if it takes any damage from you or a creature friendly to you.

Uncommon variant: Remove the Demon Lure property. Reduce the **DC** to **13** and the damage of the Radiant Wrath property to **1d4** and **2d4**, respectively.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the **DCs** to **16**, and the damage of the Radiant Wrath property to **1d8** and **2d8**, respectively.



ONIKIRI,
DEMON CUTTER

Legendary variant: While holding this sword, you can speak, read, and understand Celestial, and you can expend **1 charge** to cast the *protection from evil and good* spell (no concentration required), protecting the target from Fiends only. Increase the charges to **5**, the recharge to **1d4 + 1**, the **DCs** to **17**, and the damage of the Radiant Wrath property to **1d10** and **2d10**, respectively. Reduce the charges required to use the Demon Lure property to **1**.

REAPER'S KAMA

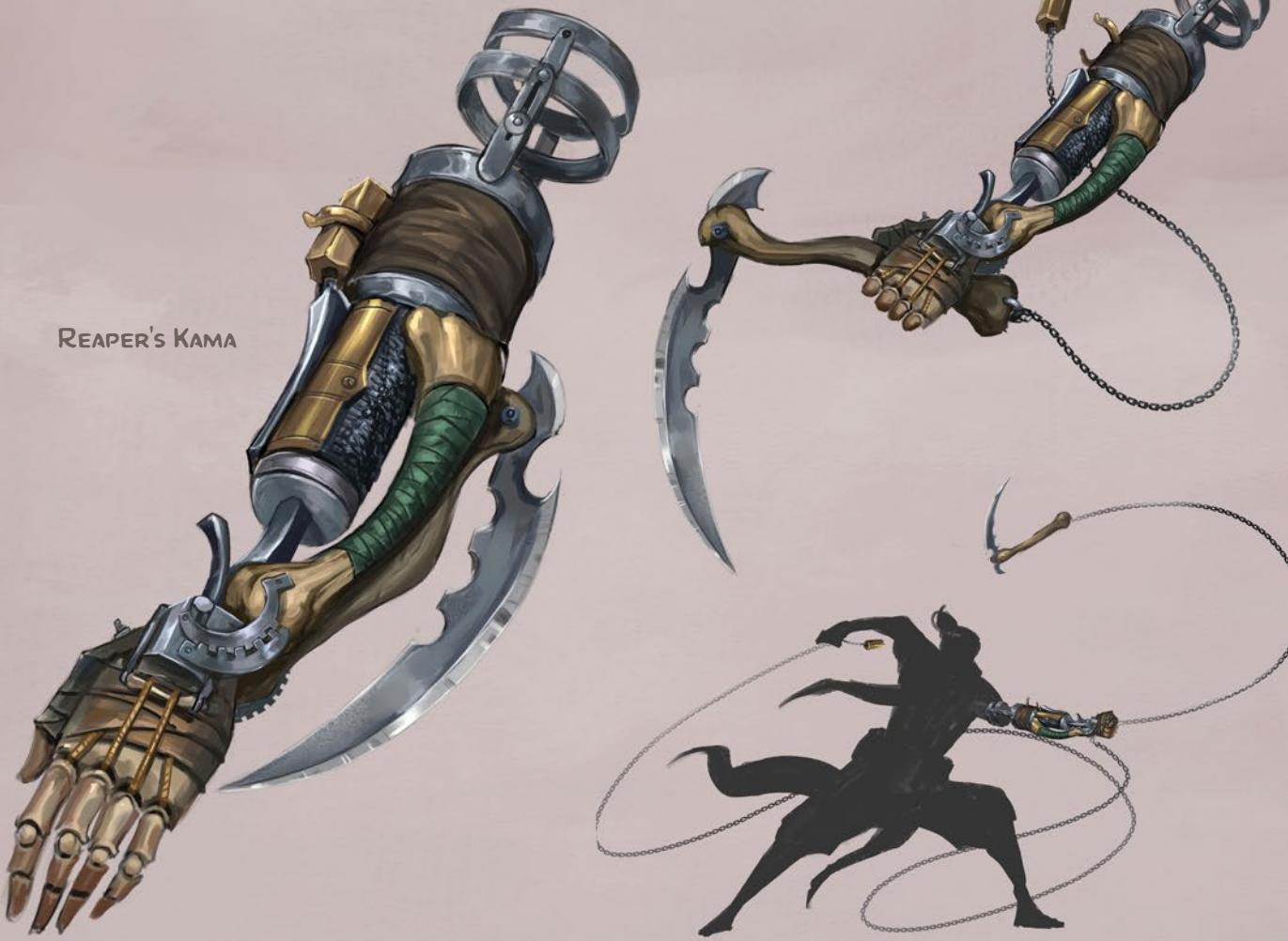
Prosthesis (steelslinger), uncommon
Component: Monstrosity bone

"Let's cut to the chase. This is pretty cut and dry. I don't like the cut of your jib. Time to cut you down to size."

— Catchphrase concepts scribbled on the margins of Bombulu's notebook, next to the schematics for the reaper's kama

Prosthesis Properties. This prosthesis has the Hookshot (30 ft.), Integrated (kusarigama), and Launch (1d6 slashing, 30 ft.) properties.

Improved Hookshot. This prosthesis uses a sickle instead of a hook for its Hookshot property. As an action while the sickle is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the sickle. In addition, the DC of the ability check required to forcefully detach the sickle increases to 13.



Slicestorm. As an action while wearing this prosthesis and the sickle isn't attached to a target as part of the Hookshot property, you can whip the chain around you, slicing at foes with the sickle at its tip in a whirlwind of steel. Each creature within 10 feet of you must make a DC 13 Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much damage on a successful one. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the sickle. Remove the Slicestorm property.

Rare variant: Increase the DCs to 15 and the damage to 6d6. You gain a +1 bonus to attack and damage rolls made with this magical prosthesis' integrated weapon.

Very rare variant: Increase the DCs to 16 and the damage to 6d6. You gain a +1 bonus to attack and damage rolls made with this magical prosthesis' integrated weapon. The Slicestorm property can be used three times, regaining all expended uses daily at dawn.



RYUTO NUNCHAKU

Weapon (nunchaku), rare

Component: Elemental volatile mote of fire

The immaterial, ghostly flames that sometimes manifest above the surface of lakes and rivers have long been the subject of contentious debate. Some consider them to be mere tricks of the light, while others hold that they are real, just not yet understood. Well, it turns out that they are real. And they can be weaponized.

This weapon deals an extra **1d4** fire or necrotic damage (your choice) to the first target it hits on each of your turns. While wielding it, you can cast the *dancing lights* cantrip.

Ghostly Fireworks. When you successfully perform a flourish with your nunchaku, you can immediately cast the *faerie fire* spell (**save DC 15**, no action required) with a range of **5 feet**. While under the effects of the spell, a creature takes **1d6** fire or necrotic damage (your choice when you cast the spell) at the end of each of its turns as some of the ghostly fire burns away at it. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. The nunchaku don't do extra damage on a hit, and creatures under the effect of the *faerie fire* spell don't take damage at the end of each of their turns.

Very rare variant: Increase the **DC** to **16** and the damage of the *faerie fire* spell to **1d10**. The nunchaku deals an extra **1d4** fire or necrotic damage (your choice) to each target it hits, instead of only the first target on each of your turns.



SCORPION'S WARTAIL

Prosthesis, uncommon (requires attunement)

Component: Beast (giant scorpion) chitin

Why does the scorpion sting the frog, even if both drown as a result? After experiencing the intoxicating thrill of slaughter with this prosthesis, the mystery begins to clarify. With such a beautifully lethal weapon at one's disposal, after all, it's a travesty to see it go unused...

Prosthesis Properties. This prosthesis can replace, simulate, or enhance a tail, and can be worn by a creature even if doing so would put it over its typical number of limbs. It has the Melee (1d6 piercing, 15 ft.) property.

Get Over Here! Once on each of your turns, when you hit a Medium or smaller creature with an attack using this prosthesis, you can force it to make a **DC 13 Strength saving throw**. On a failed save, the creature is pulled up to **10 feet** closer to you.

Rare variant: Increase the **DC** to **15**. The prosthesis has the Venom-Tipped property.



SHISUI,
WATER SLASHER

Venom-Tipped. This prosthesis contains a reservoir of powerful venom in its tip. When you hit a creature with an attack using the prosthesis, you can inject the venom into the creature, which must make a **DC 15 Constitution saving throw**. On a failed save, the creature takes **3d8** poison damage and is **poisoned** for **1 minute**. On a successful save, it takes half as much damage and isn't poisoned. A creature must repeat the saving throw at the end of each of its turns, ending the effect on a success and taking **3d8** poison damage on a failure. Once this property of the prosthesis has been used, it can't be used again until the next dawn, when the reservoir magically refills with venom.

Very rare variant: This prosthesis has the Venom-Tipped property. Increase the **DCs** to **16**, the reach of the prosthesis' Melee property to **20 feet**, the distance a creature can be pulled with the Get Over Here! property to **15 feet**, and both the initial and ongoing poison damage to **5d8**.

SHISUI, WATER SLASHER

Weapon (any sword), rare (requires attunement)
Component: Elemental volatile mote of water

Masters of movement and manipulators of momentum, the river ronin were protectors of the waterways. Legend says such samurai could control water with their ki, forming it into shields, whips, and whirlpools. These blades, known as shisui, gave the ronin the ability to conjure water to wield in even the driest deserts or most remote mountaintops.

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn. If the weapon spends 8 continuous hours fully submerged in running water, it regains **all** expended charges at the next dawn.

Aqua Conjunction. As an action while holding this weapon, you can expend **1 charge** to create water as per the *create or destroy water* spell.

Jet. As an action, you can expend **2 charges** to propel yourself forward up to **30 feet** in a straight line to an unoccupied space you can see. Each creature in a **10-foot-wide line** between your origin and your destination must make a **DC 15 Dexterity saving throw** as high powered jets of water slice into them. A creature takes **4d6** slashing damage on a failed save, or half as much damage on a successful one.

Torrent. When you take the Attack action while holding this weapon, you can expend **1 charge** to fire a **2-foot-wide, 15-foot-long line** of high pressure water from the blade in place of one of the attacks. Each creature in the area must succeed on a **DC 15 Strength saving throw** or either be pushed back **5 feet** or be knocked **prone** (your choice for all targets).

Uncommon variant: Reduce the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **13**, and the damage to **3d6**.

Very rare variant: Increase the **DCs** to **16**, the damage to **6d6**, and the length of the line created by the Torrent property to **20 feet**.

Legendary variant: While the weapon is on your person, you can speak and understand Aquan. The Aqua Conjunction property allows you to cast the *create or destroy water* spell at will or expend **3 charges** to cast the *control water* spell (**save DC 17**). Increase the **DCs** to **17**, the damage to **7d6**, and the length of the line created by the Torrent property to **30 feet**.

STAFF OF THE JADE GUARDIAN

Rod, staff, or wand, very rare (requires attunement by a spellcaster)

Component: Celestial (*komainu*) soul

Blessed with the staunch loyalty of the noble *komainu*, these staves are among some of the most reliable weapons an adventurer can ask for. Ever vigilant, the lion's visage at the tip growls menacingly at those it deems untrustworthy, as if warning them of the righteous punishment that awaits any who attempt to harm its wielder.

This staff has **12 charges** and regains **$1d8 + 4$** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff breaks in two with the sound of a mighty roar and is destroyed.

Guardian's Resolve. While holding this staff, creatures that lack the Swarm trait can't enter your space if you're unwilling. Swarms have **disadvantage** on attack rolls while occupying your space.

Spells. While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (save DC 16): *faithful bound* (**4 charges**), *guardian of faith* (**4 charges**), or *spirit guardians* (**3 charges**, good or neutral only, regardless of your alignment). All spectral entities created by a spell cast in this way take the appearance of mythical lion dogs.

Rare variant: Reduce the charges to 7, the recharge to **$1d4 + 3$** , and the DC to **15**.

TANUKI-ZAKE

Potion, uncommon

Component: Fey (*tanuki*) liver

Among other mischief, tanuki enjoy brewing magical sake, which they trick Humanoids into imbibing, delighting in the drunken antics that unfold. However, they try to ensure their pranks are not overly harmful—the effects of the sake wear out quickly and, should the drinker stumble into a scuffle, they will find themselves strangely empowered by the brew.

Drunken Master. When you use your action to drink this sake, you become **poisoned** for **10 minutes**. If you have immunity to the poisoned condition, you can choose to be poisoned by the sake regardless. While poisoned in this way, you gain the following benefits:

- You don't have disadvantage on melee attack rolls or ability checks that use Strength or Dexterity as a result of the poisoned condition.
- You gain a **+1 bonus** to AC.

STAFF OF THE
JADE GUARDIAN



TANUKI-ZAKE



- You can spend **5 feet** of your movement to stand up from being prone, instead of half your speed.
- The first time on each of your turns that you make a melee attack immediately after you stand up from being prone, you have **advantage** on the attack roll. If the attack is an unarmed strike, it deals an extra **1d6** damage on a hit.

Common variant: This potion's effect does not grant a bonus to AC or advantage on attack rolls made immediately after standing up from being prone.

Very rare variant: You can gain the benefits of the sake for each attack you make on your turn immediately after standing up from prone, instead of only the first time.

WANYUDO'S BURDEN

Wondrous item, rare

Component: Fiend (yokai) soul

Old legends claim that these amulets are made to punish vile fiends, whose souls are sealed within, forced to aid mortals to make up for past misdeeds. Of course, these tales are pure fiction. A demon couldn't possibly be imprisoned in the necklace... right?

This amulet has **3 charges** and regains **all** expended charges daily at dawn.

Firedrinker: As a reaction when you take fire damage while wearing this amulet, you can expend **1 charge** to reduce that damage by **3d6**, as the demonic visage sucks a portion of the flames into its mouth. Then choose one of the following options:

- **Consume.** You regain hit points equal to half the damage reduced.
- **Exhale.** The demonic visage immediately spits out those flames at a creature of your choice within **10 feet** of you. The target must make a **DC 15 Dexterity saving throw**, taking **3d6** fire damage on a failed save, or half as much damage on a successful one.

Flaming Trail. After the necklace has drunk enough fire, it unlocks a powerful new ability. While this necklace has 0 charges and you are wearing it, you can cast the *wall of fire* spell (**save DC 15**). When cast in this way, the amulet animates, detaches from its string, and spins across the battlefield, leaving a trail of fire in its wake that grows into the wall, which can be in any shape instead of just a circle or a straight line. After the wall is formed, the amulet returns to you and attaches itself to the string once more. While wearing the amulet, you take no damage from the spell cast using it. Once this property of the amulet has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. Remove the Flaming Trail property.

Very rare variant: Increase the **DCs** to **16**. The Flaming Trail property can be used twice, regaining all expended uses daily at dawn.



WINDWEAVER

Prosthesis, uncommon (requires attunement)

Component: Elemental core of air

"Eagles soar above
Where no man could ever reach
Good thing I'm no man."

— Haiku written by Bombulu the tanukin during the crafting of the first windweaver

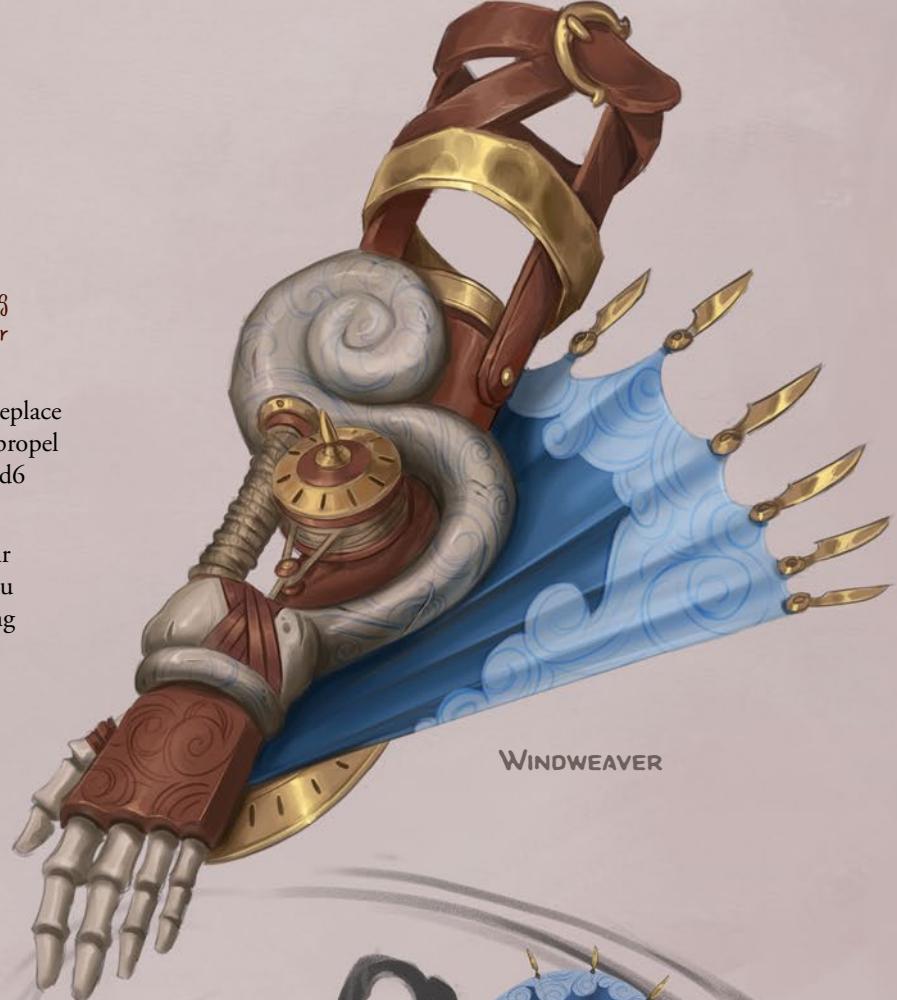
Prosthesis Properties. This prosthesis can enhance or replace an arm, and has a built-in war fan that can be used to propel yourself with blasts of magical wind. It has the Blast (2d6 bludgeoning, 30 ft.) and Integrated (tessen) properties.

Stick the Landing. When you fall, you can use your reaction to unleash a blast of wind moments before you hit the ground, cushioning you and reducing the falling damage you take to 0.

Rare variant: The prosthesis has the Wind Tunnel property.

Wind Tunnel. When you use the prosthesis' Blast property to propel yourself, you can choose to create an even larger blast of wind. If you do, you can move up to **60 feet** instead of 30 feet, and you don't provoke opportunity attacks while doing so. In addition, when you move within **5 feet** of a creature during this movement, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature can only be forced to make this saving throw once on each turn. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Very rare variant: The prosthesis has the Wind Tunnel property. Increase its **DC** to **16**. Creatures that fail the saving throw against the Wind Tunnel property also take **2d6** bludgeoning damage. The Stick the Landing property can also be used on a creature that falls within **15 feet** of you.





WRAITHCLAW

Prosthesis, uncommon (requires attunement)
Component: Undead ethereal ichor

After witnessing the self-proclaimed “King of the Ghost Pirates” stretch his phantasmal limbs to board a ship, Bombuku just knew he had to recreate that power. The undead pirates weren’t too keen to part with their ectoplasm, but Bombuku is quite persuasive... and failing that, a good thief and a fast swimmer.

Prosthesis Properties. This prosthesis consists of a ghostly limb, solid to the touch, and can enhance or replace an arm. It has the Hookshot (20 ft.) and Melee (2d6 necrotic, 10 ft.) properties. Instead of firing a hook, the arm stretches and the hand grabs on to the target, but otherwise functions in the same way. While wearing the prosthesis, you can use a bonus action to cause it to dissolve into thin air or to make it reform.

Ghostly Reach. The reach of weapons you hold using only the prosthesis, as well as unarmed strikes made using the prosthesis, increases by **5 feet**.

Improved Hookshot. As an action while the hand is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item’s Hookshot range

in a straight line towards the hand. In addition, the **DC** of the ability check required to forcefully detach the hook increases to **13**.

Hundred Claws. While wearing the prosthesis, you can use an action to summon a barrage of ghostly hands that assault a creature within **10 feet** of you. Make a melee spell attack against it (**+5** to hit). On a hit, the creature takes **2d6** necrotic damage and you can immediately attack it in this way again as part of the same action. You can make a maximum of three attacks with each use of this property. Once the property has been used, it can’t be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. Increase the Hundred Claws property’s attack bonus to **+7**, damage to **3d6**, and maximum number of attacks to four. The Hundred Claws property can be used three times, regaining all expended uses daily at dawn.

Very rare variant: Increase the **DC** to **16**. Increase the Hundred Claws property’s attack bonus to **+8**, damage to **4d6**, and maximum number of attacks to four. The Hundred Claws property can be used four times, regaining all expended uses daily at dawn.

WYRM'S BREATH GRENADE

Wondrous item, rarity varies

Within a beautifully sculpted exterior is housed a dragon's biomantically-sustained toxin gland, pungent incense, and crushed diamond. Available in a variety of hues, the metal from which this grenade-like contraption is fashioned always matches the dragon from which the organ was harvested.

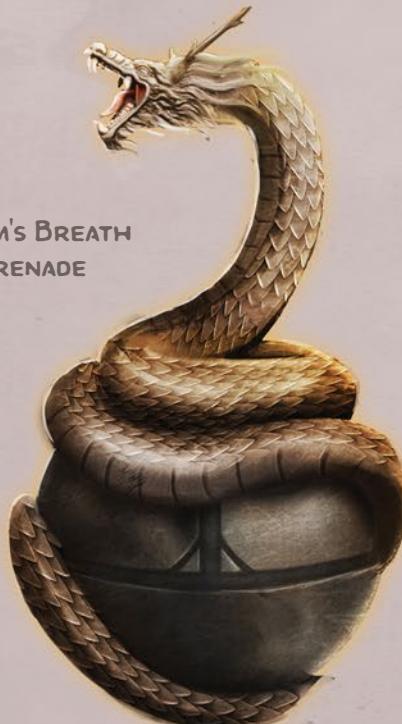
As an action, you can throw this magical device onto a surface you can see within **60 feet**. Upon impact, the incense ignites, billowing out in a pungent, **15-foot-radius sphere**, carrying with it the dragon's magic. A creature that starts its turn in the area or enters the area for the first time on a turn must make the associated saving throw, suffering the associated effects on a failure. Creatures are affected even if they hold their breath or don't need to breathe. The cloud lasts for **1 minute** or until a strong wind (at least 20 miles per hour) disperses it.

Once a grenade has been used, it can't be used again until the next dawn, and it must be refilled with 100 gp of good-quality incense, as well as a specified value of diamond dust.

Bronze, Repulsion; Rare. A creature must succeed on a **DC 15 Strength saving throw** or be flung up to **60 feet** from the centre of the sphere, landing **prone** and taking **2d6 bludgeoning damage**. If a creature collides with another creature, both creatures take an additional **2d6 bludgeoning damage**. If a creature collides with a solid object, it takes **4d6 bludgeoning damage instead**. Diamond dust: 400 gp.

Copper, Slow; Rare. A creature must succeed on a **DC 15 Constitution saving throw** or suffer the effects of the *slow* spell until the end of its next turn. Diamond dust: 300 gp.

WYRM'S BREATH
GRENADE



250

Brass, Sleep; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or be affected by a heavy drowsiness that causes it to fall **unconscious** until the start of its next turn. A creature with 80 or more hit points is immune to this effect. This effect ends for a creature if the creature takes damage, or if another creature uses an action to wake it. Diamond dust: 700 gp.

Gold, Weakening; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or have **disadvantage** on all ability checks, attack rolls, and saving throws, and also deal half damage with weapon attacks that use Strength until the end of its next turn. Diamond dust: 1200 gp.

Silver, Paralysing; Legendary. A creature must succeed on a **DC 17 Constitution saving throw** or be **paralysed** until the start of its next turn. Diamond dust: 2400 gp.

XYLWOOD BONSAI

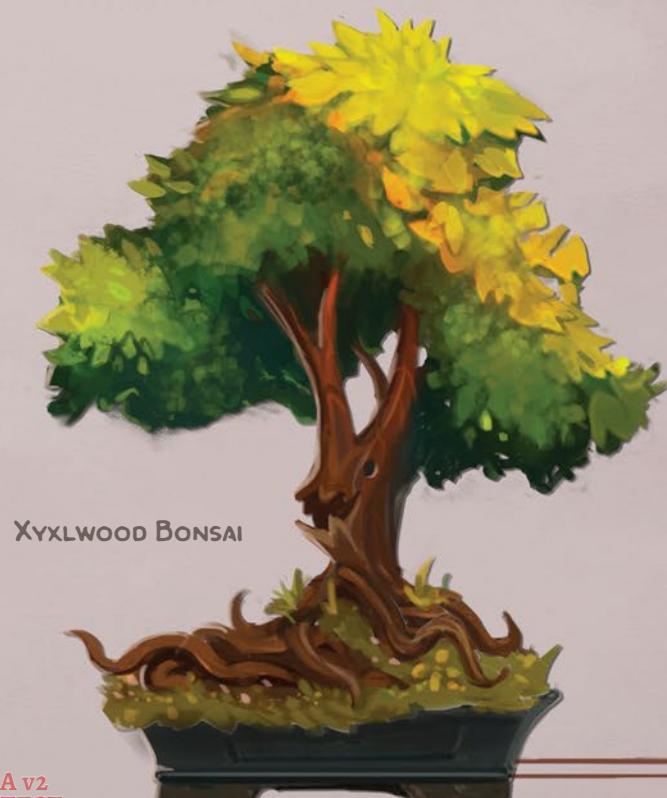
Wondrous item, uncommon

Component: bundle of Plant roots

This exceptionally fast-growing, animated Xylwood tree writhes its roots in delight whenever you sprinkle it with fresh water. Measuring 6 inches cubed, this magical plant needs almost constant care lest it become an unkempt shrubbery. Each day, the bonsai bonds with the creature that tends to it best, also known as its gardener.

Goodboy Berry. So long as the following conditions were met during the last 24 hours, the bonsai produces **2d4 berries**, as per the *goodberry* spell, each day at dawn:

- The bonsai was in bright light for at least **1 hour** in total.
- The bonsai received more than a quarter of a gallon of fresh water but no more than half a gallon, or twice as much water during hot weather.



XYLWOOD BONSAI

- A creature spent at least **10 minutes** pruning and tending to the bonsai. When a creature prunes the bonsai, it must make a **DC 11 Dexterity (Nature)** check. On a failed check, the number of berries produced at the next dawn is reduced by one die.

The berries produced by the bonsai remain for **24 hours**. At the end of this time, their potency dissipates and they rot away.

Calming Practice. Each day at dawn, if the bonsai produces at least one berry, the last creature to successfully prune and tend to it is suffused with a sense of calm until the next dawn. Once during that time, the creature can cast the *calm emotions* spell (**save DC 13**), centred on itself.

Rare variant: Increase the number of berries that the bonsai produces each day at dawn to **4d4**, the **DC** of the check required to prune and tend to it to **13**, and the save **DC** to **15**. The item has the Serene Mind property.

Serene Mind. Once while suffused with a sense of calm as per the Calming Practice property, a creature can use an action to gain **resistance** to psychic damage for **1 hour**.

YUKIMONO

Wondrous item, uncommon (requires attunement)

Component: Undead (yokai) ethereal ichor

After the legendary seamstress of the Mountain Clan passed away one night, many thought her latest work would never be completed. Days later, however, the first *yukimono* was found in her abandoned home. Many believe that it was her ghost who finished the piece, and that the constant cold felt by the wearer of the kimono is in fact the chill of her grave.

This kimono has **3 charges**, represented by the same number of blue wisps floating around it, and regains **1d3** expended charges daily at dawn. As a bonus action, you can make the wisps invisible or visible again.

Immaterial Step. While wearing this kimono, other creatures' spaces aren't considered difficult terrain for you, and you can move through a hostile creature's space regardless of its size. When you move into a creature's space using this property, you take **1d4** force damage, which can't be reduced or prevented in any way. You can't willingly end your turn in another creature's space.

Minor Possession. As a bonus action while wearing this kimono, you can expend **1 charge** to speak its command word, instructing one of the blue wisps to possess a creature you can see within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or the wisp enters the creature and can exert limited control over its body for **1 minute**, disrupting its movements. For the duration, the creature's speed is halved, and it has **disadvantage** on the first attack roll it makes on each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property has no effect on Constructs and Undead.



Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DC** to **15**. The item has the Major Possession property.

Major Possession. While wearing this kimono, you can use an action to force several of the blue wisps into a creature at the same time, expending **4 charges** to cast the *dominate person* spell (**save DC 15**).

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DCs** to **16**. The item has the Major Possession property. While wearing the kimono, you have **resistance** to cold damage.

CHAPTER 13

SPELLS



On a success, it takes half as much damage and its speed is halved while in the aura.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th.

BLINDING RADIANCE

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a strip of magnesium)

Duration: Concentration, up to 1 minute

Class: Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional **50 feet**. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**. On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

BLOODWEAVE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Classes: Bard, Bender (water), Sorcerer, Warlock, Wizard

You attempt to seize control of the blood inside a Humanoid you can see with range. The target must make a **Constitution saving throw**. On a failed save, you can force that creature to use its reaction to move up to its speed in a direction you choose, and then use its action on its next turn to do one of the following: fall prone, drop what it is holding, or make one weapon attack against a creature you choose within its reach or range. At the end of that creature's compelled action, your command over its body fades. Creatures that have a challenge rating or level of 5 or higher automatically succeed on the Constitution saving throw to resist this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the challenge rating or level of creatures that automatically succeed on this saving throw increases by 3 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, it can target any creature with blood, not only Humanoids.

CAGE OF FROZEN TEARS

4th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a snowflake)

Duration: 24 hours

Classes: Bender (water), Druid, Ranger, Warlock

You imbue a **20-foot-radius circle** of ground you touch with an icy trap. The trap is nearly invisible, requiring an **Intelligence (Investigation)** check against your **spell save DC** to find it. When you cast the spell, choose a trigger:

- When a creature of a type you specify enters the area or reaches its centre.
- When any creature other than ones you designate to not trigger it enters the area or reaches its centre.
- When you use your reaction to trigger it.

When the trap is triggered, frosty spikes erupt from the ground, stabbing and trapping creatures within the area in a painful embrace. Each creature in the area when the trap is triggered must make a **Dexterity saving throw**. On a failure, a creature takes **2d8** piercing damage and **2d8** cold damage and is **restrained** for **1 minute**. On a success, a creature takes half as much damage and is not restrained. A creature can use its action to make a **Strength** check against your **spell save DC**, freeing itself or a trapped creature within its reach on a success.

A creature that starts its turn restrained by the ice sees horrifying visions of its past reflected in the ice and must succeed on a **Wisdom saving throw** or become **frightened** of the reflections that surround it until the start of its next turn. While frightened in this way, the creature can't attempt the Strength check to free itself. A creature that ends its turn restrained by the ice takes **2d8** cold damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cold damage increases by **1d8** for each slot level above 4th.

CALM AIR

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (air), Druid, Ranger, Wizard

With a calming gesture and soothing word, you calm the air in a **60-foot cube** centred on a point within range for the duration. In the area, wind becomes still, the flow of poisonous gases is halted, and the effects of air-based spells of a lower level than this spell, such as the *wind drake* spell, are prevented or suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of air-based spells suppressed by this spell increases.

CALM EARTH

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (earth), Druid, Ranger, Wizard

With a disciplined gesture and stalwart word, you calm the earth in a 60-foot cube centred on a point within range for the duration. In the area, a rockslide grinds to a halt, ground tremors are soothed, and the effects of earth-based spells of a lower level than this spell, such as the *earthen uppercut* spell, are prevented and suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of earth-based spells suppressed by this spell increases.

CALM FLAMES

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (fire), Druid, Ranger, Wizard

With a quelling gesture and subduing word, you calm any fire in a **60-foot cube** centred on a point within range for the duration. In the area, a wildfire is reduced to glowing embers, a forge's flames are extinguished, and the effects of fire-based spells of a lower level than this spell, such as the *flaming sphere* spell, are prevented and suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of fire-based spells suppressed by this spell increases.

CALM WATERS

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Wizard

With a peaceful gesture and murmuring word, you calm the water in a **60-foot cube** centred on a point within range for the duration. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of a lower level than this spell, such as the *riptide* spell, are prevented and suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of fire-based spells suppressed by this spell increases.

CLOUD STRIDE

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a mithral feather worth at least 100gp, which the spell consumes)

Duration: 24 hours

Classes: Bender (air, water), Druid, Ranger, Sorcerer, Tamer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to walk on heavily obscuring water vapour (such as cloud, fog, and mist) as if it were solid ground until the spell ends. An affected creature can suspend this effect on itself as a bonus action, allowing it to pass through water vapour until it restarts the effect, which it can do as a bonus action.

A creature affected by this spell falls at a rate of **60 feet** per round, takes no falling damage when it lands, and can land on its feet. In addition, its jump distance is quadrupled when it jumps off of water vapour, but it leaves an obvious contrail in its wake.

CONCUSSION

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bender (air), Druid, Sorcerer, Warlock, Wizard

With a *thoom* that can be heard **100 feet** away, you cause a sudden increase in the air pressure surrounding a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become **deafened** until the start of your next turn.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

CYCLONE

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a smoke-filled crystal)

Duration: Concentration, up to 1 minute

Classes: Bender (air), Druid, Warlock, Wizard

A cyclone of swirling wind encases you. For the duration, you have a flying speed of **30 feet** and can hover, and weapon attack rolls against you have **disadvantage**.

As a bonus action on your turns until the spell ends, you can cause the cyclone to emit a blast of wind. Make a melee or ranged spell attack against a creature within **30 feet** of you. On a hit, the creature takes **3d8** bludgeoning damage and is pushed **15 feet** directly away from you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage reduction increases by **1d10** and the damage of the blast of wind increases by **1d8** for each slot level above 5th.

DASH STRIKE

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Bender (air), Druid, Wizard

With a deft flourish, you propel yourself up to **10 feet** and then can immediately make an unarmed strike or a melee attack with a weapon you are holding against a creature within your reach. Immediately after you hit or miss with this attack, you can move up to **10 feet** without provoking opportunity attacks.

The distance up to which you can travel with this spell increases by 5 feet when you reach 5th level (**15 feet**), 11th level (**20 feet**), and 17th level (**25 feet**).

DEPTH CHARGE

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (some metamorphic rock)

Duration: Instantaneous

Class: Bender (air), Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard **300 feet** away (or **1,000 feet** in a liquid), a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius sphere** centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

EARTHEN FIST

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

Classes: Bender (earth), Druid

You conjure a fist or foot made of rock and earth, punching it towards a creature within **10 feet** of you. Make a melee spell attack. On a hit, the target takes **1d8** bludgeoning damage and must succeed on a **Strength saving throw** or

you either knock it **prone** or push it **5 feet** directly away from you (your choice).

This spell's damage and distance a target is pushed increases by **1d8** and 5 feet when you reach 5th level (**2d8** and **10 feet**), 11th level (**3d8** and **15 feet**), and 17th level (**4d8** and **20 feet**).

EARTHEN UPPERCUT

1st-level transmutation

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, M (a mosaic tile)

Duration: Instantaneous

Classes: Bender (earth), Druid, Wizard

Stone erupts upward from the ground in a line extending from you that is 30 feet long, 10 feet wide, and 10 feet high. Each creature in the area must make a **Dexterity saving throw**. On a failure, a creature takes **1d10** bludgeoning damage and is flung **10 feet** in a direction of your choice where it lands **prone**. On a success, a creature takes half as much damage and isn't flung.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d10** and the distance you can fling a target increases by **5 feet** for each slot level above 1st.

ENDOLEECH

2nd-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a toenail lost to frostbite)

Duration: Instantaneous

Class: Bender (water), Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack** against a creature you can reach. On a hit, the target takes **5d6** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by **15 feet** and your speed is increased by **15 feet**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

ENDURE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)

Duration: 1 minute

Class: Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of **exhaustion** for each death saving throw it failed. If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **unconscious** for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature can not be awakened by any means short of a wish spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level) or **1 day** (9th level).

ERUPTION

5th-level transmutation

Casting Time: 1 action

Range: 90 feet (20-foot-radius circle)

Components: S, M (a broken stone tile)

Duration: Instantaneous

Classes: Bender (earth), Druid, Sorcerer

You stamp your foot, causing the ground to fling upwards and form jagged spikes of rock in a **20-foot-radius circle** centred on a point on a stone or earthen surface you can see within range. That area becomes difficult terrain and each creature in the area must make a **Strength saving throw**. On a failure, a creature takes **4d8** piercing damage and is thrown **2d6 x 10 feet** directly away from the surface. On a success, a creature takes half as much damage and isn't thrown. Creatures that are Huge or larger have **advantage** on this saving throw. Each **5-foot-diameter** portion of the difficult terrain requires at least **1 minute** to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th. In addition, the distance a creature

is thrown increases to **2d8 x 10 feet** (6th level), **2d10 x 10 feet** (7th level), **2d12 x 10 feet** (8th level), or **2d20 x 10 feet** (9th level).

EXTRACT SHIRIKODAMA

3rd-level necromancy

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a slice of cucumber)

Duration: Instantaneous

Class: Bender (water), Cleric, Warlock

With a gesture, you attempt to extract a portion of the soul of a creature you can see. The creature must make a **Charisma saving throw**. On a failure, it takes **8d6** necrotic damage, you regain hit points equal to half the damage taken, and you gain **advantage** on the next attack roll, ability check, or saving throw you make before the end of your next turn. On a success, the creature takes half as much damage, and you don't gain any benefits. Creatures without souls automatically succeed on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

FEVERSKIN

5th-level biomancy* (*can be replaced with evocation)

Casting Time: 1 action

Range: Self

Components: V, S, M (a red hot chilli pepper, which the spell consumes)

Duration: Concentration, up to 1 minute

Class: Bender (fire), Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You eat a chilli pepper, your metabolism increases, and your skin begins to burn to the touch. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **6d6** fire damage. Until the spell ends, you can use an action on each of your subsequent turns to make this attack again.

For the duration, your walking speed increases by **15 feet**, and you gain **2d6** temporary hit points at the start of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d6** for each slot level above 5th.

FLASH

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within 10 feet of you targets you with an attack

Range: 10 feet

Components: S, M (a bead of magnesium)

Duration: Instantaneous

Classes: Bender (fire), Cleric, Druid, Paladin, Sorcerer, Tamer, Wizard

You exploit a creature's focus on you to detonate a blinding flash of light. The attacking creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

FLASHBANG

3rd-level evocation

Casting Time: 1 action

Range: 60 feet (10-foot-radius sphere)

Components: V, S, M (a handful of metal powder)

Duration: Instantaneous

Classes: Bard, Bender (air), Ranger, Sorcerer, Warlock, Wizard

You throw a tiny spark at a point within range where it erupts with a bright flash and thunderous bang which can be heard **600 feet** away. Each creature in a **10-foot-radius sphere** centred on that point must make a **Constitution saving throw**. On a failure, a creature takes **2d8** thunder damage and is **blinded** and **deafened** for **1 minute**. On a success, a creature takes half as much damage and isn't blinded or deafened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** and the radius increases by **5 feet** for each slot level above 3rd.

FLAMING TIGER LEAP

3rd-level transmutation

Casting Time: 1 action

Range: Self (10-foot-radius, 5-foot-high cylinder)

Components: V, S

Duration: Instantaneous

Classes: Bender (fire), Sorcerer, Warlock, Wizard

You erupt from the ground like a firework of the College of Hanabi, but thankfully without exploding at your apex. Each creature within a **15-foot-radius, 5-foot-high cylinder** centred on you must make a **Dexterity saving throw**. A creature takes **5d6** fire damage on a failed saving throw or half as much damage on a successful one. Until the end of your turn, you gain a flying speed of **120 feet** and your movement doesn't provoke opportunity attacks.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** and your flying speed increases by **30 feet** for each slot level above 3rd.

ICE MOON

1st-level conjuration

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a snowflake)

Duration: Instantaneous

Classes: Bender (water), Druid, Sorcerer, Warlock, Wizard

You form a curving blade of ice and project it forward in an eviscerating rush. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**. On a failure, a creature takes **1d6** slashing damage and **1d6** cold damage, and its speed is reduced by **10 feet** until the end of its next turn. On a success, a creature takes half as much damage and its speed is unaffected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d6** for each slot level above 1st.

IMINADA'S UMIGIRI

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a piece of whalebone)

Duration: Concentration, up to 1 minute

Classes: Bard, Bender (air, water), Cleric, Warlock, Wizard

You create a **60-foot cube** of swirling, green fog centred on a point within range that lasts for the duration. The fog heavily obscures the area, spreads around corners, is unaffected by wind, and thrums with illusions.

A creature that starts its turn in the area or enters the area for the first time on a turn must make an **Intelligence saving throw**. On a failure, the creature takes **5d8** psychic damage and becomes **frightened** of the illusions, which surround it. On a success, a creature takes half as much psychic damage and isn't frightened by the illusions. A creature that makes an attack against these illusions (AC equals your **spell save DC**) and hits can repeat the saving throw, ending the frightened condition on itself on a success and automatically succeeding on saves against the spell for the duration.

The frightening effect ends for an affected creature if it leaves the area.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8**, and the area of the fog increases by **20 feet**, for every slot level above 5th.

INCENDIARY STRIKE

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bender (fire), Druid

Flame envelopes your strike, surging through you and into a target. Make a melee attack with a weapon or an unarmed strike against one creature within **5 feet** of you. On a hit, the target suffers the attack's normal effects, and takes an additional **1d6** fire damage.

When you reach 5th level, the attack deals an extra **1d6** fire damage (**2d6**) to the target on a hit, and the reach of the attack increases by 5 feet (**10 feet**). The fire damage and range increase by **1d6** and 5 feet again at 11th level (**3d6** and **15 feet**) and 17th level (**4d6** and **20 feet**).

INNER FLAME

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Classes: Bender (fire), Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Your body becomes wreathed in flame. Creatures you are touching must succeed on a **Constitution saving throw**, taking **2d6** fire damage on a failed save, or half as much damage on a success. A creature you are grappling, or are **grappled** by, automatically fails this saving throw. If you are **grappled** by a creature that fails this saving throw, the creature releases you and the grapple ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d6** for each slot level above 1st.

LIFESAP AURA

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Classes: Cleric, Druid, Paladin

You create a barrier of tempestuous necrotic energy that spirals around you for the duration. Your current hit points and hit point maximum are reduced by an amount equal to the spell's level at the start of each of your turns. When this spell ends, your hit point maximum returns to normal. If a creature hits you with a melee attack roll, that creature takes **3d8** necrotic damage. In addition, you are **immune** to

being frightened and you have **advantage** on Intimidation (Charisma) checks. You can dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

LION'S ROAR

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (some burnt hair)

Duration: Concentration, up to 1 minute

Classes: Bender (fire), Druid, Ranger, Sorcerer, Wizard

You conjure a roaring lion's head made of writhing flame that moves with you, wielding it like an extension of your body for the duration. When you conjure the lion and as a bonus action on your subsequent turns, you can cause one of the following effects with it.

- **Fiery Maw.** The lion bites a creature or object within **30 feet** of you. Make a melee spell attack against the target. On a hit, it takes **4d6** fire damage.
- **Flaming Mane.** The lion's head encases your own until the start of your next turn. When a creature within **10 feet** of you hits you with a melee attack, the lion bites the attacker, dealing **3d6** fire damage to it.
- **Roar of the Pride.** The flames roar. Each creature within **20 feet** of you must succeed on a **Wisdom saving throw** or be **frightened** of you until the spell ends. A creature can repeat this saving throw at the end of each of these turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to this effect until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage from the Fiery Maw and Flaming Mane options increases by **1d6** for each slot level above 4th.

MAGATSUCHI'S LANTERN

5th-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a piece of spirit lantern amber)

Duration: Concentration, up to 10 minutes

Classes: Bard, Bender (fire), Druid, Paladin, Ranger, Warlock

A warm, ethereal light in the shape of a kodama's spirit lantern surrounds you for the duration, creating dim light in enrapturing patterns in an aura with a **10-foot radius**. Until the spell ends, the aura moves with you, centred on you. When you create the aura, you can designate any number of creatures to be unaffected by it.

A creature that starts its turn in the area, or that enters the aura's area for the first time on a turn, must succeed

on a **Wisdom saving throw** or be **charmed** by you. The charmed creature is **incapacitated** and moves only if you verbally or gesturally command it to use its reaction to move. You can command it to use its reaction to move with you as you move, in which case it makes every effort to stay within the aura. A creature that leaves the aura ceases to be **charmed** at the start of its next turn. The effect ends early for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

A creature that ceases to be **charmed** by this spell knows that it was charmed by you and has **advantage** on saving throws against this spell for the next **24 hours**.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the aura increases by **5 feet** for every slot level above 5th.

MIREBALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet (15-foot-radius sphere)

Components: V, S, M (a tiny ball of guano and mud)

Duration: 1 minute

Class: Bard, Bender (earth), Druid, Sorcerer, Warlock

A blob of gloopy mud splunks from your pointed finger to a point you choose within range, where it splooges with a wet burp into an explosion of sludge. Each creature in a **15-foot-radius sphere** centred on that point must make a **Strength saving throw**. On a failed save, a target takes **3d10** bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy area on its turn it must succeed on a **Dexterity saving throw** against your **spell save DC** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

MIRROR OF REFLECTION

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V,S, M (a shard of reflective glass)

Duration: 10 minutes

Classes: Bard, Bender (water), Cleric, Druid, Ranger, Tamer

You create a floating sheet of curved, reflective ice within range that lasts for the duration or until you cast this spell again. When a creature you can see makes a ranged attack

with a piece of ammunition or other physical missile that passes through a space within **10 feet** of the mirror, you can use your reaction to move the mirror to intercept the missile. Make a ranged spell attack. If the result of your attack roll is higher than the missile's attack roll, the missile is redirected back at the attacking creature, using your ranged attack roll to determine whether it hits or misses.

As a bonus action on your turn, you can move the mirror up to **20 feet**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance at which the mirror can intercept a missile increases by **5 feet** and the distance you can move the mirror as a bonus action on your turn increases by **10 feet**.

NOMI'S ADAMANTINE CARAPACE

5th-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hunk of adamantine worth at least 300 gp)

Duration: Concentration, up to 1 hour

Classes: Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You touch a willing creature, causing blue-green veins of adamantine to thread through its skin, making it tougher than steel and as flexible as silk. For the duration, the target's AC can't be less than 20, regardless of what kind of armour it's wearing (shields confer their AC bonus as normal) and it has **resistance** to acid, bludgeoning, piercing, and slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the minimum AC increases by 1 for each slot level above 5th.

PINS & NEEDLES

Biomancy* cantrip (*can be replaced with evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bender (water), Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

PROTECTION

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except psychic damage, the ward triggers. Until the end of the target's next turn, it has **resistance** to all damage excluding psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

RAIKO'S RENDING RAGE

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of fulgorite)

Duration: Instantaneous

Classes: Bender (air, fire), Ranger, Wizard

You imbue yourself with the swift rage of a tempest, turning your movement into a storm of thunder and lightning. Until the end of the turn, you gain **40 feet** of additional movement, your movement doesn't provoke opportunity attacks, and you can make up to four melee weapon attacks (no action required), though each must be against a different target. On a hit, these attacks deal an additional **2d4** lightning damage.

At the end of the turn, a thunderous boom follows in your wake that can be heard 2,500 feet away. Each creature you attacked with this spell must make a **Constitution saving throw**. On a failure, a creature takes **2d4** thunder damage and is knocked **prone**. On a success, a creature takes half as much damage and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the lightning and thunder damage each increase by **1d4** for each slot level above 5th.

REDIRECT LIGHTNING

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by a spell that deals lightning damage with an attack roll or in a line

Range: Self

Components: S

Duration: Instantaneous

Classes: Bender (air, fire), Druid, Ranger, Sorcerer, Wizard

You attempt to capture and redirect lightning. Make an **Archana** check using your spellcasting ability, with a DC equal to half the lightning damage dealt. On a failure, you have **resistance** to lightning damage until the end of the turn. On a success, the spell's area stops at you if it is a line, you have **immunity** to lightning damage until the end of the turn, and you can reflect the lightning back at the caster as though it originated from you, turning the caster into a target.

REINFORCE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spherical pebble)

Duration: Instantaneous

Classes: Bender (earth), Cleric, Druid, Tamer

You place your hand on one Large or smaller creature, imbuing it with the resilience and fortitude of stone. That target gains **1d6** temporary hit points. These temporary hit points disappear if you cast the spell again.

The temporary hit points granted by this spell increase by **1d6** when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

REPULSING PALM

1st-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Bender (air), Cleric, Paladin, Ranger, Wizard

You send a shockwave of force through your strike, barreling into a target. Make an unarmed strike or melee attack with a weapon you're holding against one creature within your reach. On a hit, the target suffers the attack's normal effects, and if the target is Large or smaller, you can choose to push it up to **30 feet** directly away from you. If the target would collide with another creature, it stops moving and both it and the creature take **2d8** bludgeoning damage and fall **prone**.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage upon collision increases by **1d8** for each slot level above 1st.

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bender (water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least 2 feet of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range or is no longer in water at least 2 feet deep.

ROCK TOMB

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pebble)

Duration: Concentration, up to 1 minute

Classes: Bard, Bender (earth), Druid

You conjure a tomb of earth, attempting to encase a Large or smaller creature you can see within range inside of it, which occupies the same space as the creature until the spell ends. If the target is unwilling, it can make a **Dexterity saving throw**. On a success, it avoids being encased and is pushed to an unoccupied space within **5 feet** of the tomb. The tomb provides total cover for targets on the other side of it, and any creature encased within is **blinded** and **restrained**. The tomb is an object with **AC 16**, **50** hit points, **immunity** to poison and psychic damage, and **vulnerability** to thunder damage. Reducing the tomb to 0 hit points destroys it and ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the AC of the tomb increases **1** and its hit points increase by **10** for each slot level above 4th. In addition, when cast this spell using a spell slot of 6th level or higher, it can target a Huge creature, and when cast using a spell slot of 8th or 9th level, it can target a Gargantuan creature.

SEE FUTURE DEATH

1st-level divination

Casting Time: 1 action

Range: Self

Components: S, M (a piece of broken mirror)

Duration: 1 minute

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

You peer into the divergent potentials of the future, your attention drawn to moments of your own harm. For the duration, any critical hits you suffer become normal hits and opportunity attacks against you have **disadvantage**. In addition, when an attacker hits you with an attack or you fail a Strength or Dexterity saving throw, you can use your reaction to roll a d4 and add the result to your AC against that attack or to the result of the saving throw, potentially turning a hit into a miss or a failure into a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases to **10 minutes** (3rd level), **1 hour** (5th level), **8 hours** (7th level), or **24 hours** (9th level). When you cast this spell using a spell slot of 2nd level or higher, the size of the die you can roll to add to your AC or saving throw increases to **1d6** (2nd level), **1d8** (4th level), **1d10** (6th level), or **1d12** (8th level).

SHIELDING WORD

2nd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see is hit by an attack from an attacker you can see or fails a Strength or Dexterity saving throw

Range: 30 feet

Components: V

Duration: 1 round

Classes: Bard, Bender (earth), Cleric, Paladin, Sorcerer, Tamer

With a word, you coat a creature in a shimmering shield that absorbs the energy of incoming blows. The creature gains **15** temporary hit points the instant before it takes the triggering damage. These hit points last until the start of the creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may choose to either increase the range of the spell by **30 feet** or increase the number of temporary hit points gained by **5**, for each slot level above 2nd.

SKIN OF STEEL

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a steel figurine)

Duration: 10 minutes

Classes: Bender (earth), Druid, Ranger, Sorcerer, Tamer, Wizard

You reinforce a willing creature's skin with the tenacity and strength of steel. For the spell's duration, the target's AC can't be lower than 19, regardless of what armour it's wearing (shields confer their bonus to AC as normal), and, at the start of each of the target's turns, it gains **3d6** temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporary hit points increase by **1d6** for each slot level above 4th.

SKIN OF STONE

2nd-level biomancy* (*can be replaced by transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a carved stone figurine)

Duration: 1 minute

Classes: Bender (earth), Druid, Ranger, Sorcerer, Tamer, Wizard

At your touch, the skin of a willing creature hardens with stone-like fortification. Its speed is reduced by **5 feet** and, when you cast this spell and at the start of each of the target's turns, it gains temporary hit points equal to **1d4** plus your spellcasting modifier. When the spell ends, the target loses any remaining temporary hit points granted by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

SLATESTORM

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, M (a thin piece of slate)

Duration: Concentration, up to 1 minute

Classes: Bender (earth), Druid, Ranger, Wizard

Razor-sharp shards of slate flit about you in a lacerating whirlwind until the spell ends. Each creature that starts its turn within **5 feet** of you or enters a space within **5 feet** of you for the first time on its turn takes **3d8** slashing damage. As an action, you can cause slate to fire out from you in a **15-foot cone**. Each creature in the area must make a **Dexterity saving throw**, taking **3d8** slashing damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each slot level above 4th.

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot-radius, 10-foot-high cylinder)

Components: V, S, M (a puffball mushroom)

Duration: Concentration, up to 1 round

Class: Bender (air), Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavi-

ly obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of **15 feet**; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

SNAKEBITE

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (some sand)

Duration: Concentration, up to 1 minute

Classes: Bender (earth), Druid, Ranger, Sorcerer, Wizard

You conjure a sinuous, fanged snake of shifting dirt and sliding sand that moves with you, wielding it like an extension of your body for the duration. When you conjure the snake and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- **Earthroot.** The snake coils around you or a willing creature of your choice within **30 feet** of you as a fortification of earth. Until the start of your next turn, the affected creature automatically succeeds on ability checks and saving throws to avoid being moved against its will or knocked **prone**.
- **Tetanus Tooth.** The snake turns into a long, jagged tooth, stabbing at a creature within **20 feet** of you. Make a melee spell attack against the target. On a hit, it takes **1d6** piercing damage and **1d6** poison damage and must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Sandstorm.** The snake disintegrates into a cloud of fine particles, surging towards a creature within **30 feet** of you. The target must succeed on a **Constitution saving throw** or be **blinded** until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the poison damage from the Tetanus Tooth option increases by **1d6** for each slot level above 2nd.

SOFTEN DESCENT

Transmutation cantrip

Casting Time: 1 reaction, which you take when you are about to hit a surface after falling

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

With a gesture, you cause an updraft in the air, slowing your descent. You ignore the first **30 feet** when calculating falling damage.

This spell ignores an additional 30 feet of falling damage when you reach 5th level (**60 feet**), 11th level (**90 feet**), and 17th level (**120 feet**).

SPARK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bender (fire), Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d8** lightning damage. On a critical hit, the target is also **blinded** until the end of its next turn.

The spell creates more than one spark when you reach higher levels: two sparks at 5th level, three sparks at 11th level, and four sparks at 17th level. You can direct the sparks at the same target or at different ones. Make a separate attack roll for each spark.

SUNDERING SKY

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bender (air), Druid, Sorcerer, Warlock, Wizard

With a flourish and a rush of air, you leap up to **60 feet** to an unoccupied space you can see, landing with a thunderous boom that can be heard **600 feet** away. Each creature within **10 feet** of the space from which you jumped must make a **Strength saving throw** or be pushed **10 feet** away from that space and knocked **prone**. Each creature within **20 feet** of where you land must make a **Dexterity saving throw**, taking **5d10** thunder damage on a failure or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the distance you can leap increases by **30 feet** and the damage increases by **1d10** for each slot level above 4th.

SWITCHEROO

3rd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Bard, Bender (air), Cleric, Sorcerer, Tamer, Warlock, Wizard

You attempt to switch places with a Large or smaller target within range that you can see. The target must succeed on a **Charisma saving throw** or instantly teleport to your space whilst you teleport to the one it previously occupied.

A creature automatically succeeds on this saving throw if there is not enough space to accommodate either of the teleporting creatures. A willing creature may choose to fail the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of this spell increases by **30 feet** for each slot level above 3rd. The maximum size of creature you can target increases to Huge when cast at 6th level or higher, and to Gargantuan when cast at 9th level.

TEMPESTUOUS TRANSFORMATION

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bender (air), Druid, Sorcerer

You endow yourself with the shapeless fluidity of the wind. Until the spell ends, you can't cast spells, and you gain the following benefits:

- You gain a flying speed of **40 feet**.
- You can move through gaps as small as 1 inch wide without squeezing, your movement doesn't provoke opportunity attacks.
- You have **resistance** to bludgeoning, lightning, piercing, slashing, and thunder damage.
- When you cast the spell and as a bonus action on your subsequent turns for the duration, you can force one creature you can see within **30 feet** of you to make a **Dexterity saving throw**, as a stormy blast extends from you toward it. The target takes **2d8** lightning damage and **2d8** thunder damage on a failed save, or half as much damage on a successful one.

When this spell ends, you must succeed on a **DC 15 Constitution saving throw** or gain 1 point of exhaustion.

THE BENDS

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Bender (water), Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood, forcing it to make a **Constitution saving throw**. On a failed save, the target takes **5d8** poison damage and is poisoned for **1 minute**. On a successful save, the target

takes half as much damage and isn't poisoned. If the target is completely submerged in water, increase the damage dice from d8s to **d10s**.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

WANYUDO'S FURY

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Bender (fire), Ranger, Sorcerer

With a series of looping cartwheels and magic-enhanced flips, you move up to **30 feet** in a straight line, your hands and feet spewing jets of flame. This movement does not provoke opportunity attacks. Each creature within **5 feet** of you while you move must make a **Dexterity saving throw**, taking **4d6** fire damage on a failed saving throw or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance you can move increases by **10 feet** and the damage increases by **1d6** for each slot level above 2nd.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bender (water), Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least **4 pints**. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by **1d6** and the distance it can pull a target increases by 5 feet when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

WATER WYRM

3rd-level conjuration spell

Casting Time: 1 action

Range: Self

Components: V, S, M (a dried tadpole)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Sorcerer, Wizard

You conjure a thrashing wyrm of frothing water that moves with you, wielding it as an extension of your body for the duration. When you conjure the wyrm and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- Ice Fang.** The wyrm grows frozen fangs—jagged icicles that it uses to bite a creature or object within **20 feet** of you. Make a **melee spell attack** against the target. On a hit, it takes **2d6** piercing damage and **1d6** cold damage.
- Engulf.** The wyrm leaves your side, surging toward a creature within **40 feet** of you and attempting to engulf it in a torrent of water. The target must succeed on a **Strength saving throw** or be **restrained**. While restraining a creature in this way, the only effect you can use with the wyrm is Ice Fang, targeting the restrained creature regardless of range. A creature can use its action to make a **Strength** check against your **spell save DC**, freeing itself or a creature within its reach from the wyrm on a success. When the wyrm stops restraining a creature, the spell ends.
- Weird Water.** The wyrm assumes a defensive formation around you. Until the start of your next turn, ranged attacks that hit you have their damage reduced by **1d6** plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage from the Ice Fang option and the damage reduction of the Weird Water option increase by **1d6** for each slot level above 3rd.

WHITE WATER WALL

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a perfectly round pebble)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Sorcerer, Wizard

You create a wall of raging, turbulent water filled with debris. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet thick**, or a ringed wall up to **20 feet in diameter**, **20 feet high**, and **5 feet thick**. The wall is opaque and ranged attacks can't pass through the wall.

If the wall cuts through a creature's space when it appears, the creature must succeed on a **Strength saving throw** or be entrained in the water. A Huge or larger creature automatically succeeds on this saving throw. A Large or

smaller creature that willingly enters the water's space is also entrained by it. An entrained creature can't breathe and has a speed of 0 feet.

The first time a creature enters the wall and at the start of an entrained creature's turn, it takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris. An entrained creature that uses its action to make a **Strength** check against your **spell save DC** and succeeds exits the wall prone within **5 feet** of its current location.

White Water Whip. As a bonus action on your turn, you can cause a tendril of white water to grab at a creature within **10 feet** of the wall. That creature must succeed on a **Strength saving throw** or take **3d10** slashing damage and be pulled into the wall where it becomes entrained by it.

At Higher Levels. When you use a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th. When you use a spell slot of 7th level or higher to cast this spell, the wall's maximum length also increases by **30 feet**, its thickness increases by **5 feet**, and the size of creature that automatically succeeds on the Strength saving throw increases by one for each two slot levels above 5th (to Huge at 7th level and Gargantuan at 9th level).

WIND DRAKE

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dandelion seedhead)

Duration: Concentration, up to 1 minute

Classes: Bender (air), Druid, Ranger, Sorcerer, Wizard

You conjure a tempestuous drake of spiralling wind that moves with you, wielding it as an extension of your body for the duration. When you conjure the drake and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

Thunder Strike. The drake slams into a creature or object within **20 feet** of you with a deafening boom. Make a melee spell attack against the target. On a hit, the target takes **1d6** thunder damage.

Vortex Grapple. The drake billows towards a Large or smaller creature within **20 feet** of you, attempting to encase it in a vortex of air. The target must succeed on a **Dexterity saving throw** or be **restrained** for the duration, or until you use another effect of the wind drake. A target can use an action to repeat this saving throw, escaping the drake on a success and ending the spell.

Windstrider. The drake forms a whirling eddy at your feet, increasing your speed by **10 feet**, and preventing your movement from provoking opportunity attacks. This effect lasts until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage from the Thunder Strike option increases by **1d6**, and the Windstrider option's

bonus to your speed increases by **10 feet**, for each slot level above 1st.

WIND STRIKE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Bender (air), Paladin, Ranger, Wizard

With a blast of air, you leap up to **30 feet** before making one unarmed strike or melee attack with a weapon you are holding. You can make two attacks if you have the Extra Attack class feature. On a hit, a target takes additional thunder damage equal to **1d8** + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance you can leap increases by **15 feet** and the attacks deal an additional **1d8** thunder damage on a hit for each slot level above 2nd.

CHAPTER 14

CREATURES OF THE

YOKAI REALMS



CREATURES OF THE YOKAI REALMS

"I need you to imagine the weirdest possible thing you can. Okay, was it a giant wheel that's on fire with a screaming human head at the centre? If it wasn't, you're in for a shock when you step out that door. Your imagination is your sharpest weapon—if you're going to let a little thing like a gold-swallowing spirit covered in bird eyes surprise you, you're not going to last long. Don't fret though, there's lots of adorable critters out there too (yes, you can pet them. Yes, they will kill you if you pet them wrong)."

— Ryoko

WHAT ARE YOKAI?

Many people think that yokai are just monsters; they are often described as the form of apparitions, spectres, or devils. In a way, yokai are all of these things and none of them.

The word yokai (妖怪) literally means strange apparition. Yokai is merely a descriptor of creatures that are in some way mystical—from the vengeful spirit of a fallen warrior, to a playful nature spirit, to a sentient umbrella. Most (but not all) the creatures in Ryoko's Guide are yokai, and many of the playable races native to these lands, such as the tengu, oniborne, and kitsune, draw from yokai origins.

Every yokai in Ryoko's Guide has the '(Yokai)' subtype tag specified after their creature type (e.g. Construct) in their statistics. The playful fear eater, betobeto-san, for example, is a Fey (Yokai) creature, while the murderous, treasure-devouring dodomeki is a Fiend (Yokai). Some features, such as the Circle of Yokai druid's Wild Shape, interact specifically with creatures that have the Yokai subtype tag.

A LIVING WORLD

The creatures offered in Ryoko's Guide and its expansions (like Wrath of the Kaiju) are not an exhaustive list of every being in the Realms. Mundane creatures like wolves, bears, and owls live here, as do all manner of Celestials, Fey, Fiends, Humanoids, and other beings one might find elsewhere in the multiverse. The existence of koi dragons like Bakuryo does not mean traditional chromatic and me-

tallic dragons cannot make a home here, for example. GMs can include creatures from other settings within the Yokai Realms, or take creatures from Ryoko's Guide and integrate them into different settings to bring mysticism and mischief to other worlds.

The stat blocks presented herein represent a typical example of a given species or phenomenon. Some traits, like alignment, might vary among individuals. Because yokai are intelligent and independent, it is possible, albeit rare, for individuals to buck stereotype. A jorogumo might repress her hunger for flesh and act as a virtuous guide. An elderly ryume may grow tired of stoic placidity and revel in chaos and mischief. Sometimes, subverting the common tropes of a creature can be a powerful storytelling tool; don't be afraid to alter what is given here to craft a compelling narrative, but do acknowledge that these individuals differ from the rest of their kin.

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ASPECT OF ASHURA

A favoured subject among poets and thespians across the realms is the tale of Ashura: the three-faced, six-armed demon god of destruction cast down from the heavens by the deities he offended. While the legend of Ashura might end there, his legacy and demonic power endure. Stories shared in hushed, fireside whispers tell of mighty Fiends that foul the land—creatures echoing the form and power of the defeated demon god. On a path fueled by zealous passion and hate-driven vengeance, they cleave down everything in their way. The original Ashura may be gone, but the aspects of Ashura carry his legacy into the mortal world.

Fragment of Fury. Aeons ago, upon his defeat, Ashura was broken and scattered to different parts of the world, his power contained and fragmented.

Over the centuries, however, like the creeping rust that shatters iron chains, time has weakened these seals, and aspects of Ashura have manifested across the realms. While a mere echo of the true Ashura, these creatures are deadly and cunning, inheriting fearsome magic, deadly battle prowess, and a burning wrath.

Blood and Lust. Similar to the original Ashura, the aspects are creatures whose body and mind are set ablaze by the most intense emotions one could feel. Happiness is experienced as nothing less than dizzying ecstasy, anger as nothing less than blinding rage. When met in battle, there is no hope of mercy, surrender, or compromise, and only death can stop them.



ASPECT OF ASHURA

Large Fiend (*Yokai*), Chaotic Evil

Armour Class 17 (natural armour)

Hit Points 157 (15d10 + 75)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	20 (+5)	18 (+4)	9 (-1)	10 (+0)

Saving Throws Dex +10, Wis +4, Cha +5

Skills Arcana +7, Athletics +17, Perception +9

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal, Common, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Critical Wound. When the aspect hits a creature with six or more attack rolls on a single turn, that creature's hit point maximum is reduced by 11 (1d8 + 7). This reduction can't be undone by any means short of a *wish* spell.

Reckless. At the start of its turn, the aspect can gain **advantage** on all melee weapon attack rolls until the start of its next turn, but attack rolls against it have **advantage** until then.

Three Heads. The aspect can take up to three reactions per round, but only one per turn. It can't use the same reaction option more than once each round.

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiaction. The aspect makes six Longsword attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 11 (1d8 + 7) slashing damage.

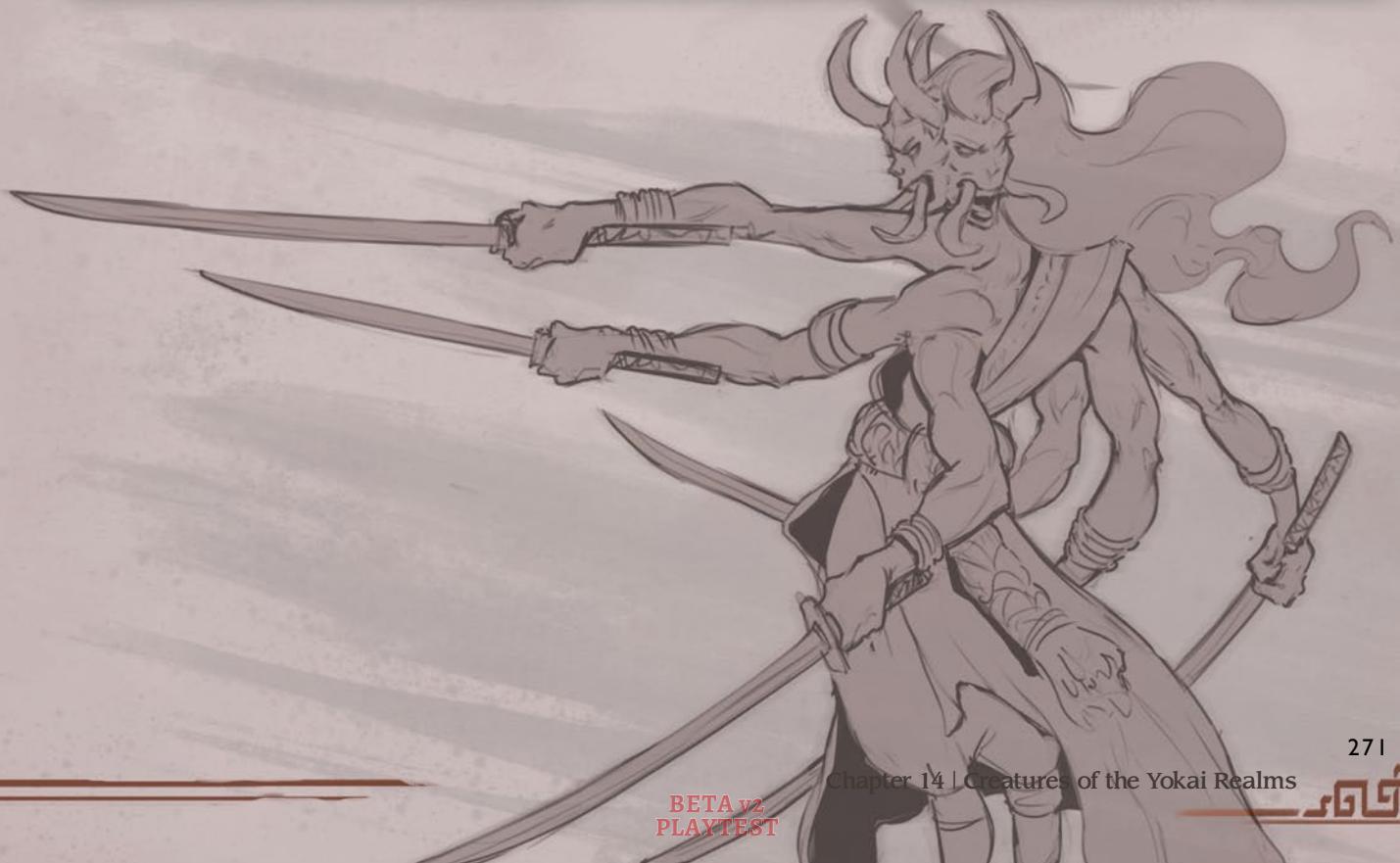
Ashura's Grasp. The aspect lets loose a burst of grasping conjuration magic, forcing one creature it can see within **300 feet** of it to make a **DC 18 Charisma saving throw**. On a failed save, the target takes 65 (10d12) force damage and is teleported to an unoccupied space the aspect can see within **20 feet** of the aspect. On a successful save, the target takes half as much damage and isn't teleported.

REACTIONS

Nip. When a creature ends its turn within **5 feet** of the aspect, the aspect makes one *Bite* attack against that creature.

Goad. When a creature the aspect can see misses an attack roll or fails an ability check or saving throw, the aspect hurls a magically infused insult at that creature. The target must succeed on a **DC 18 Wisdom saving throw** or use its reaction to move its speed toward the aspect. If a creature moves within **5 feet** of the aspect in this way, it can make one melee weapon attack against the aspect as a part of its reaction.

Spell Swallow. When a creature the aspect can see within **120 feet** of it casts a spell, the aspect attempts to duplicate that magic for itself. The creature must make a **DC 18 Charisma saving throw**. On a failure, the spell is cast as usual, but the aspect also casts that same spell as a part of this reaction.



BAKEZŌRI

A crowd erupts in cheers as a group of students dash by on a track, each desperately sprinting forward, hellbent on outrunning the rest. As they round the final turn, a girl wearing a pair of shoddy-looking sandals pulls ahead, moving with a nimbleness and speed that onlookers could swear she did not previously possess. Later, in secret, after taking home a gleaming trophy, the girl removes her footwear and thanks them quietly, extending a handful of straw. A single eye opens up on each sandal, and a pair of bakezōri reveal themselves, grinning with delight as they take a meal from their human friend.

Preferential Possession. As a subspecies of tsukumogami—spirits that like to possess inanimate objects—the bakezōri are unusual in that they exclusively seek out footwear to inhabit. Like most tsukumogami, they are most attracted to objects that have gone through an interesting life of their own; it is common for a pair of bakezōri to settle themselves in frayed, damaged sandals. As with all sentient creatures, however, they are known to have idiosyncrasies and preferences and can be convinced to possess a new, shiny piece of footwear at the behest of a friendly adventurer.

Urban Yokai. Bakezōri are among the most common yokai for average Humanoids to encounter and are viewed as pests rather than outright threats. They tend to gravitate toward larger communities due to their possession preferences but prefer to remain hidden from the eyes of strangers, indistinguishable from a ruined sandal while resting by the side of the road.

BAKEZŌRI

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 12

Hit Points 7 (2d4 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	7 (-2)	10 (+0)	12 (+1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Bakezoomies. While a willing bakezōri is worn by a creature with feet, that creature's walking speed is increased by 15 feet.

ACTIONS

Flip-Flop Chomp. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage. If the target is a creature with feet, it must make a **DC 12 Dexterity saving throw**. On a failed save, the bakezōri attaches itself to the creature's foot. The bakezōri can detach itself by spending **5 feet** of its movement. While attached to a creature in this way, the bakezōri has **advantage** on attack rolls against the creature, moves with the creature, can't attack other creatures, and the creature's speed is reduced by **15 feet**. The creature can use an action to make a **DC 11 Strength check**, removing the bakezōri on a success, where it lands **prone** in an unoccupied space within **5 feet** of the creature.

Your Sole Is Mine. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature that the bakezōri is attached to. *Hit:* 11 (**2d8 + 2**) piercing damage.

BETOBOETO-SAN

Among the ranks of city-dwelling yokai, the mischievous betobeto-san is one of paradoxical reputation—simultaneously infamous for inspiring fear in the hearts of those who encounter it, yet well-loved by locals as a playful, prankster spirit. Most of the time, the betobeto-san is invisible, but should one choose to reveal itself, onlookers are greeted with the sight of a round, ball-like creature with a grinning maw and two small legs. It is known to enjoy wearing sandals, with the tell-tale echo of invisible feet pitter-pattering over cobbled stone a sure indication that the betobeto-san is near.

One Step at a Time. The betobeto-san is nocturnal, emerging from its hidden nest to roam the empty streets after most citizens have gone to sleep. Every city has stragglers, transients, and hooligans who walk the town at night, making perfect prey for the knavish yokai. The betobeto-san

follows closely behind its quarry, its footsteps echoing into the darkness, but when its victim turns to look, they find themselves to be seemingly alone. Isolated in the darkness and haunted by echoing footsteps, victims grow increasingly fearful—a fear that the betobeto-san is eager to exacerbate; fear is its prize.

Scary Sustenance. Betobeto-san sustain themselves on a diet of fear, but unless the impish yokai wishes it, their prey is not truly harmed in this process. In fact, their ability to devour fright has become revered by civilians and adventurers alike, with some attempting to tame and train betobeto-san to aid in soothing the emotions of those suffering from extreme stress and nightmares. However, in communities where fear is an ever-present spectre, perhaps under the reign of a cruel tyrant or in times of famine and war, these small yokai become corrupted by the persistent atmosphere of dread. Such betobeto-san grow huge as they feast aggressively and without caution, devouring a portion of their victims' souls in the process. These betobeto-sama are cruel and dangerous, their mere presence perpetuating the dread that birthed them within desperate, haunted communities.



BETOBETO-SAN

Small Fey (Yokai), Chaotic Neutral

Armour Class 13 (natural armour)

Hit Points 19 (3d6+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Surprise! If the betobeto-san is invisible when it rolls initiative, it can choose to turn visible. If it does so, each creature within **10 feet** of the betobeto-san that can see it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** of it for **1 minute**. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Slam. **Melee Weapon Attack:** **+3** to hit, reach 5 ft., one target. **Hit:** 6 (**1d6 + 3**) bludgeoning damage.

Devour Fear. **Melee Weapon Attack:** **+3** to hit, reach 5 ft., one frightened creature. **Hit:** 9 (**2d8**) piercing damage. When a frightened creature is damaged by this attack, it gains **immunity** to the frightened condition for the next hour as the betobeto-san devours its terror.

Sneak. The betobeto-san magically turns **invisible** until the end of its next turn or until immediately after it makes an attack.

BONUS ACTIONS

Jump Scare. The betobeto-san attempts to frighten one creature it can see within **30 feet** of it. That creature must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of the betobeto-san for **1 minute**. A creature can repeat this save at the end of its turn, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to the betobeto-san's Jump Scare for the next **24 hours**.

BETOBETO-SAMA

Huge Fey (Yokai), Chaotic Evil

Armour Class 13 (natural armour)

Hit Points 200 (16d12 + 96)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	9 (-1)	13 (+1)	10 (+0)

Saving Throws Str +12, Wis +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, exhaustion

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Surprise! If the betobeto-sama is invisible when it rolls initiative, it can choose to turn visible. If it does so, each creature within **60 feet** of the betobeto-sama that can see it must succeed on a **DC 18 Wisdom saving throw** or become **frightened** for **1 minute**. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

True Terror. A creature frightened by the betobeto-sama has **disadvantage** on Intelligence and Wisdom saving throws and on saving throws made to maintain concentration.

ACTIONS

Multiattack. The betobeto-sama makes two attacks with any combination of Betobeto-sama Slam and Feast of Fear.

Betobeto-sama Slam. *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 24 (**3d10 + 8**) bludgeoning damage. If the target is a creature that isn't frightened, it must succeed on a **DC 18 Wisdom saving throw** or become **frightened** of the betobeto-sama for **1 minute**. If the target is a frightened creature, it must succeed on a **DC 18 Wisdom saving throw** or become **stunned** until it is no longer frightened. A creature can repeat this save at the end of each of its turns, ending the effect on a success.

Feast of Fear. *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one stunned and frightened creature. *Hit:* 26 (**4d8 + 8**) piercing damage, and the target's Charisma score is reduced by **1d4**. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

BONUS ACTIONS

Betobeto-sama Sneak. The betobeto-sama magically turns invisible until the end of its next turn or until immediately after it makes an attack.

ART

PLACEHOLDER

DODOMEKI

Greed incarnate, the dodomeki are covetous, fiendish yokai infatuated with wealth and thievery. They take a distorted, humanoid form, with flesh covered in twitching, bulging eyes as black as a starless night. Their arms are grotesquely extended, their hair grows long and dark, and their grasping claws are vicious and swift.

Deadly Treasure Hunters. Dodomeki stalk those who radiate the stench of affluence, which dodomeki detect as a sickly, sweet aroma. Cloaked by invisibility and aided by a supernatural stealth, they brazenly pick the pockets of nobles in broad daylight, retreating before their theft is detected. Should a wealthy merchant or courier with an expensive cargo be caught alone, a dodomeki will reveal itself, reveling in cruel slaughter before meticulously stripping the corpse of all valuable possessions.

Insatiable Avarice. Devourers of treasure, dodomeki do not keep hordes as dragons do. Their hunger for wealth is insatiable, but although they typically target gold, a dodomeki can covet and consume any object that inspires avarice in others. Because they target only those bearing riches, some impoverished communities view their existence as divine retribution for those who wield financial dominion over others.



DODOMEKI

Medium Fiend (Yokai), Neutral Evil

Armour Class 14 (natural armour)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +8, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Wealthsense. The dodomeki can sense the direction of any valuable objects within **100 feet** of it, including behind total cover, as a saccharine aroma. The greater the greed an object inspires in others, the more potent the stench.

Grasping Thief. The first time the dodomeki hits a creature with its Wrenching Claw attack on its turn, it steals coins that the creature is carrying worth a total value in gold pieces equal to ten times the slashing damage dealt.

ACTIONS

Multiaction. The dodomeki makes two Wrenching Claw attacks.

Wrenching Claw. **Melee Weapon Attack:** **+6** to hit, reach 10 ft., one target. **Hit:** 12 (**2d8 + 3**) slashing damage plus 5 (**1d10**) psychic damage.

Revel in Gold. The dodomeki magically feasts on any treasure it is carrying, causing it to disintegrate into motes of golden light. The dodomeki gains **1** temporary hit point for every 10 gold pieces worth of objects it devours in this way, up to a maximum of 25 temporary hit points.

BONUS ACTIONS

Thieves' Blessing (3/Day). The dodomeki magically turns **invisible** for **1 minute** or until it attacks or its concentration ends (as if concentrating on a spell). Any equipment the dodomeki wears or carries is invisible with it.

DOROTABŌ

A band of inquisitive boys crawl under hedgerows and over fences beyond a long-abandoned track road leading out of town, ignoring the flaking, painted warning signs plastered over along the road. As they heedlessly traipse across an abandoned rice field of mud and wilted plants, the earth suddenly shifts beneath them. In horror, the trespassers stand transfixed as a humanoid figure rises from the muck, coated in soil and withered vines, its three fingers pointing accusingly at the intruders. Only upon coming face to face with the slouching, decrepit form of the dorotabō do the interlopers realise the folly of insatiable curiosity.

Product of Hardwork. Akin to the onryō, dorotabō are vengeful spirits borne of the intense anguish of the dead. Unlike onryō however, who were warriors in life, dorotabō were once common farmers. When a field is desecrated by damage or neglect after the passing of its caretaker, the spirit of the one who once toiled so dutifully there becomes corrupted with anger and malice, transforming into a dorotabō, now cursed to haunt the land they once loved.

Tied to the Land. Dorotabō are intimately tied to their land; they are unwilling—and unable—to step foot outside of its borders. Within their territory, they are able to manipulate the earth itself, conjuring decay-ridden plants to entangle trespassers and bury them among the other foolish dead. They are grim guardians, and their domination is absolute across their tiny kingdom, for who can know the land better than the farmer it once belonged to?



DOROTABŌ

Medium Undead (Yokai), Lawful Evil

Armour Class 15 (natural armour)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	9 (-1)	16 (+3)	10 (+0)

Skills Nature +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Proficiency Bonus +3

One With the Land. The dorotabō ignores difficult terrain caused by magical and nonmagical plants, mud, swamps, or other natural phenomena.

ACTIONS

Multiaction. The dorotabō makes three attacks with any combination of Three-Fingered Claw and Wrathful Scythe.

Three-Fingered Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage, and the target must succeed on a **DC 14 Constitution saving throw** or be **poisoned** for 1 minute.

Wrathful Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, and the area within **10 feet** of the dorotabō becomes difficult terrain as sickly, grasping plants manifest beneath the arc of the scythe. These plants wither and fade **10 minutes** after appearing.

BONUS ACTIONS

Vengeful Earth (3/Day). Up to three creatures standing on an area of earth within **60 feet** of the dorotabō that it can see are besieged by mouldering vines that burst from the ground at their feet. Each creature must make a **DC 14 Strength saving throw** or be **restrained** for 1 minute. A restrained creature can use its action to make a **DC 14 Strength (Athletics) check**, ending the effect on itself on a success. A creature can also attack the vines to destroy them, which have an AC of 12, 10 hit points, **immunity** to necrotic damage, and **vulnerability** to fire damage.

EBIZO

Far beneath roiling ocean waves, in pitch darkness and numbing cold, only the hardest and most tenacious life forms endure. The Ebizo, a society of dangerous crustacean yokai, are notorious for their raids on coastal towns and the plundering of ships foolhardy enough to stray into their ocean territory. According to legend, in aeons past, they were once isetsu who threw off the shackles of divine imperative, forsaking their post on land and stepping willingly into the ocean's embrace. There, beneath the crushing pressure of ten-thousand fathoms, their shells and hearts hardened in the deep, endless dark. If the tales of their origin hold true, the irony is not lost on the isetsu; these ancient cousins, who abandoned their roles as guardians of the shoreline, have become monstrous yokai, chief among its greatest threats.

Current Affairs. Despite their clunky, encumbered appearance, none can navigate riptides and ride currents quite like the Ebizo—reading and sensing the flow of the water with a precision reminiscent of a hawk gliding on an updraft. While uncontested combatants in water, they are still formidable and ferocious on land, carrying the power and tenacity of the ocean wherever they tread.

Society. Contrary to the stories told by landfolk, to whom the Ebizo are naught but bloodthirsty pirates and conquerors, Ebizo society is rich and complex. The primary yokai of the clan are ebi'ishi, kanibozu, and zuwai, each with distinct talents and cultural importance. Although much of Ebizo society is crafted around oceanic conquest and battles with landfolk, they also engage in festivals, art, religion, and industry. Ebizo are intelligent and articulate, capable of reason and compromise, and, while undoubtedly deadly and aggressive, aren't devoid of kindness and mercy.

EBI'ISHI

The bulk of the Ebizo clan's warriors are ebi'ishi—hardy lobster yokai with natural carapaces as durable as lacquered armour. Their roles range from city guards to infantry soldiers, while elder ebi'ishi serve as elite juggernauts tasked with the defence of zuwai. With experience comes strength

and wisdom, an adage that rings particularly true among the ebi'ishi, for they never cease growing. Over time, their shells and claws become increasingly thick and mighty, with elders bearing carapaces so dense they deflect weapons with the ease of waves breaking on rock. However, as their weight and strength increase, their mobility suffers. The ultimate fate of an ebi'ishi is for their carapace to grow so heavy that it crushes the flesh within. To collapse under the weight of one's shell is seen as an honourable death for an otherwise unconquerable warrior of the Ebizo clan.

EBI'ISHI

Medium Fiend (Yokai), Lawful Evil

Armour Class 17 (natural armour)

Hit Points 120 (16d8 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	10 (+0)	12 (+1)

Skills Athletics +6

Damage Resistances cold, poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 4 (1,100 XP)

Proficiency Bonus +3

ACTIONS

Multiaction. The ebi'ishi makes two attacks with any combination of Claw and Spear.

Claw. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target.

Hit: 13 (**2d8 + 4**) piercing damage. Instead of dealing damage, the ebi'ishi can grapple the target (**escape DC 16**). Either way, if the target is a creature, it must succeed on a **DC 14 Strength** saving throw or drop whatever it's holding.

Spear. Melee or Ranged Weapon Attack: **+6** to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (**1d6 + 4**) piercing damage.

BONUS ACTIONS

Ink Spray (Recharge 4-6). The ebi'ishi hurls a glob of ink at one creature it can see within **20 feet** of itself. The target must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the end of its next turn. While underwater, the ebi'ishi instead expels an ink cloud in a **10-foot radius**. The cloud spreads around corners and heavily obscures the area. Each creature other than the ebi'ishi that ends its turn there must make a **DC 13 Constitution saving throw**, taking **16 (3d10)** poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the ink cloud, which otherwise disappears at the end of the ebi'ishi's next turn.

EBI'ISHI ELDER

Large Fiend (Yokai), Lawful Evil

Armour Class 22 (natural armour)

Hit Points 152 (16d10 + 64)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	9 (-1)	14 (+2)	12 (+1)

Skills Athletics +9

Damage Resistances cold, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

ACTIONS

Multattack. The ebi'ishi elder makes two attacks with any combination of Claw and Spear.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 19 (**2d12 + 6**) piercing damage. Instead of dealing damage, the ebi'ishi can grapple the target (*escape DC 19*).

Either way, if the target is a creature, it must succeed on a **DC 17 Strength saving throw** or drop whatever it's holding.

Spear. *Melee or Ranged Weapon Attack:* **+9** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (**1d6 + 6**) piercing damage.

BONUS ACTIONS

Ink Spray (Recharge 3-6). The ebi'ishi hurls a glob of ink at one creature it can see within **60 feet** of itself. The target must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of its next turn. While underwater, the ebi'ishi instead expels an ink cloud in a **30-foot radius**. The cloud spreads around corners and heavily obscures the area. Each creature other than the ebi'ishi elder that ends its turn there must make a **DC 15 Constitution saving throw**, taking 27 (**5d10**) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the ink cloud, which otherwise disappears at the end of the ebi'ishi elder's next turn.



KANIBOZU

The kanibozu are esteemed nobles that form the backbone of the Ebizo society, often acting as teachers, seers, historians, healers, and spies. These yokai have a particular affinity for illusion magic, with many legends told of kanibozu infiltrating isetsu outlooks disguised as roaming mercenaries or masquerading as priests within monasteries, dutifully playing their roles for decades before being caught. In their true form, every kanibozu carries a lantern—a focus through which they channel their magic and an immutable symbol of authority and status. In the haunting darkness and crushing depths of the ocean, the distant, eerie light of a kanibozu is a bolstering force of hope for the Ebizo and a stern warning to its enemies.



KANIBOZU

Medium Fiend (Yokai), Neutral

Armour Class 18 (natural armour)

Hit Points 95 (10d8 + 50)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	20 (+5)	14 (+2)	10 (+0)	18 (+4)

Skills Deception +7, Stealth +3

Damage Resistances cold, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Lantern Bearer. The kanibozu carries a lantern that sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**. It can extinguish or light the lantern as a bonus action. Creatures of the kanibozu's choice within the lantern's light gain a **1d4** bonus to attack and damage rolls (included in the kanibozu's attacks).

ACTIONS

Staff. Melee Weapon Attack: **+6** plus **1d4** to hit, reach 5 ft., one target. Hit: 10 (**1d8 + 1d4 + 3**) bludgeoning damage.

Stinging Ray. Ranged Spell Attack: **+7** plus **1d4** to hit, range 120 ft., one target. Hit: 22 (**3d10 + 1d4 + 3**) radiant damage.

Illusory Form. The kanibozu casts the *disguise self* spell, using Charisma as the spellcasting ability (**spell save DC 15**).

BONUS ACTIONS

Inversion Illusion. The kanibozu attempts to craft an illusion in the mind of a creature it can see within **60 feet** of it. The target must make a **DC 15 Wisdom saving throw**. On a failed save, the area within **20 feet** of the kanibozu's lantern becomes obscured by pitch darkness for that creature, regardless of other illumination. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

ZUWAI

The Ebizo believe that all things belong to the ocean, and the ocean belongs to the zuwai. Matriarchs among the Ebizo, these deep-sea elementalists tower over the rest of the clan, both in stature and magical prowess. Among their kin, zuwai act as chieftains and battlefield commanders, masterminding the flow of combat from afar and rarely engaging personally. However, should the need arise, zuwai are fearsome warriors innately equipped with lethal magic. Their grace in battle is unmatched; the zuwai's many limbs move with spectacular synchronicity as they channel the element of water through precise movements—an uncanny union of delicate motion and crushing tidal force. In many ways, zuwai are the ocean's erratic temperament incarnate, at one moment beautiful in tranquillity, the next terrifying in tempestuous rage.



ZUWAI

Large Fiend (Yokai), Lawful Evil

Armour Class 19 (natural armour)

Hit Points 178 (17d10 + 85)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	18 (+4)	11 (+0)	18 (+4)

Saving Throws Con +9, Wis +4

Skills Acrobatics +9, Persuasion +8, Stealth +9

Damage Resistances cold, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Magical Carapace (3/Day). When the zuwai fails a saving throw, it can choose to succeed instead. If it does so, a layer of its carapace shatters and sheds, and it has a **-1 penalty** to AC until it finishes a long rest.

ACTIONS

Multiattack. The zuwai makes two attacks with any combination of Claw and Tidal Surge.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, plus 13 (3d8) cold damage.

Tidal Surge. *Ranged Spell Attack:* **+8** to hit, range 120 ft., one target. *Hit:* 28 (8d6) bludgeoning damage, and if the target is a creature, the zuwai can move that creature up to **30 feet** in a direction of its choice.

Tidal Grasp (Recharge 6). The zuwai conjures three tendrils of undulating water that attempt to ensnare up to three Large or smaller creatures within **60 feet** of it. Each target must succeed on a **DC 16 Dexterity saving throw** or be **restrained** for 1 minute. While restrained in this way, a creature is also drowning—it cannot breathe, speak, or perform the verbal components of spells. The target, or a creature within 5 feet of it, can use an action to attempt a **DC 16 Strength saving throw**, ending the effect on it on a success.

Water Wyrm (1/Day). The zuwai casts the *water wyrm** spell (at 4th level), using Charisma as the spellcasting ability (**spell save DC 16, +8 to hit with spell attacks**).

*See Appendix A

REACTIONS

Drowning Shield. When a creature within **60 feet** of the zuwai makes an attack roll, the zuwai can conjure a bubble of water around itself. It gains a **+5 bonus** to AC until the start of its next turn. If the zuwai is hit with an attack roll while this shield is in place, the bubble bursts, and all other creatures within **15 feet** it must succeed on a **DC 16 Strength saving throw** or take 22 (4d10) bludgeoning damage and be knocked **prone**.

HONE KARAKASA

Cavorting with the roaring wind and singing with every crash of thunder, a bundle of torn red cloth held together by a wooden frame dances through a darkened sky. It is a hone karakasa, joyous and unfettered by the rain and gale of a driving tempest. Resembling a torn-up umbrella with its bamboo skeleton exposed, this large and unusual tsukumogami is a sight that sends civilians scarpering indoors—but not to protect themselves from the hone karakasa itself. On days such as these, where the flying yokai is glimpsed in a distant sky, it acts as the harbinger of an oncoming storm. As such, the hone karakasa's appearance is a useful sign to many Humanoids, albeit rarely a welcome one.

A Bone to Pick. Tsukumogami are known to be a class of mischievous, playful yokai; sometimes troublesome, sometimes helpful, but rarely ever outright hostile; the exception is the hone karakasa. An elder tsukumogami whose great lifespan allows it to grow larger and stronger than its younger counterparts, this oversized umbrella is far more aggressive and belligerent than others of its kind. It subsists on a diet almost exclusively consisting of small animals, hunting under the cover of mighty storms, seizing prey spooked from their nests by flashes of lightning and rumbles of thunder. As opportunists, hone karakasa have been known to steal food from Humanoids as well, and eagerly strike up fights with whoever the wind brings them before.

Leader of the Flock. Because of their age, aggression, and relative strength, whenever tsukumogami gather, a hone karakasa often emerges as the leader of the band. They often fly at the head of a yokai parade, dancing high and free in a proud and beautiful display—their papery wings spread wide, inspiring awe in the gaggle of smaller tsukumogami stumbling in their wake.

HONE KARAKASA

Medium Fey (Yokai), Chaotic Neutral

Armour Class 14

Hit Points 30 (4d8 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Acrobatics +6, Stealth +6

Damage Resistances cold, lightning, thunder

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Flyby. The hone karakasa doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Storm Guardian. The hone karakasa can impart a flying speed equal to its own to any creature it is grappling. Such a creature also has **resistance** to cold, lightning, and thunder damage. The hone karakasa can only grapple one creature in this way at a time.

Windrider. While the hone karakasa is outside in stormy weather conditions, its flying speed is doubled.

ACTIONS

Multiattack. The hone karakasa makes two Slam attacks.

Slam. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 8 (**1d8 + 4**) bludgeoning damage.

BONUS ACTIONS

Gusting Winds (Recharge 4-6). The hone karakasa emits a mighty rush of wind in a line that is **30 feet long and 10 feet wide**, which blasts in a direction of its choice. Each creature in that line must succeed on a **DC 12 Strength saving throw** or be pushed **15 feet** away from the hone karakasa. The blast of wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

ART

PLACEDHOLDER



JOROGUMO

Of all the fiendish yokai that prowl the land, few can match the cunning and ingenuity of the jorogumo: a shapeshifting spider-demon with a humanoid head and torso grotesquely perched atop the abdomen of a giant spider. Horror stories tell of quaint, luxurious roadside inns that seem to pop up out of nowhere, beckoning merchants and travellers alike with the promise of full bellies, soft sheets, and a charming host. Those foolish enough to be ensnared by these promises never return—stolen from their beds, wrapped up in sweet-scented silk, and dragged below the earth to the jorogumo’s lair. Here they are left, desperate and struggling, surrounded by the corpses of others caught by the demon yokai, their muffled screams meritless as they lie trapped in a dark, webbed tomb. Particularly sadistic jorogumo visit their prey, singing soft tales of lost love and fallen heroes, holding them in a tender caress, and revelling in the thrill of their victims’ absolute terror before devouring them utterly.

Living Form. The jorogumo’s most subtle art is that of shapeshifting, capable of assuming the form of a Humanoid and integrating among its prey. Some jorogumo spend years in plain sight, mimicking the lives and habits of ordinary townsfolk, accruing a kill count in the hundreds over decades of careful slaughter. To some jorogumo, this sickly Humanoid pantomime is as satisfying as the kill itself.

Empty Shell. The magic of the jorogumo’s form extends beyond mere shapeshifting. They must shed regularly as they grow, and this discarded shell of flesh and webbing holds magic of its own. It is a husk—a mindless, predatory shadow of the true jorogumo. While it possesses no malice, it is still extremely dangerous; jorogumo husks are driven only by a relentless, aching need to be whole once more. They burn with a yearning to consume—to wrap around another as a cocoon of flesh. Victims of jorogumo husks are consumed, enveloped by the ghastly undead and suspended within it. The husk and its slaughtered victim then undergo a metamorphosis, and a new jorogumo is born, able to shapeshift into the likeness of the creature the husk devoured.

Spider Arts. Jorogumo are consummate artists, exhibiting mastery across various crafts, including carpentry, artifice, song, and dance. Their performances are nothing short of sirenical, drawing in all manner of beings who stand in awe at their beauty and talent, blissfully unaware of the horror that awaits them just below the floorboards of the stage.

JOROGUMO

Large Fiend (Yokai), Lawful Evil

Armour Class 16 (natural armour)

Hit Points 170 (20d10 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +6, Cha +8

Skills Acrobatics +6, Deception +8, Performance +8, Persuasion +8, Stealth +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Abyssal, Common, Sylvan

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Spider Climb. The jorogumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. While in contact with a web, the jorogumo knows the exact location of any other creature in contact with the same web. The jorogumo also ignores movement restrictions caused by webbing.

Magic Resistance. The jorogumo has **advantage** on saving throws against spells and other magical effects.

ACTIONS

Multattack. The jorogumo uses its Charm. It then makes two Venom Shot attacks. It can replace one attack with a use of Webweaver.

Venom Shot. **Ranged Weapon Attack:** +7 to hit, range 30/90 ft., one target. **Hit:** 20 (**3d10 + 4**) poison damage.

Charm. The jorogumo targets one Humanoid it can see within **30 feet** of it. If the target can see the jorogumo, the target must succeed on a **DC 16 Wisdom saving throw** or be **charmed** for the next **24 hours**. The charmed target regards the jorogumo as a delicate innocent to be loved and protected. Although the target isn't under the jorogumo's control, it takes the jorogumo's requests or actions in the most favourable way it can. The first time on a turn the target takes damage, it can repeat this saving throw, ending the effect on a success.

Webweaver. The jorogumo casts the web spell, requiring no spell components, without requiring concentration, and using Charisma as the spellcasting ability (**spell save DC 16**).

Venom Channeler (Recharge 5-6). The jorogumo channels a potent poison through its webbing. Each creature within **120 feet** of the jorogumo that is in contact with the same web as it must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes 36 (**8d8**) poison damage and suffers one random condition chosen from the following options until the end of its next turn. On a successful save, the creature takes half as much damage and doesn't suffer a condition.

1. Blinded
2. Frightened
3. Poisoned
4. Restrained

Shapeshifter. The jorogumo magically polymorphs into a Small or Medium Humanoid. Its statistics and capabilities, other than its size, remain the same. It reverts to its true form if it makes a Venom Shot attack, uses its Webweaver or Venom Channeler actions, or dies.



JOROGUMO HUSK

Large Undead (Yokai), Chaotic Evil

Armour Class 15 (natural armour)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +5

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Aching Emptiness. When the husk kills a Humanoid with its Devour attack, the Humanoid's corpse is left suspended and encased with webbing inside the husk's carapace. Over the next **24 hours**, the two fuse together, and the husk is reborn as a jorogumo that can take the appearance of the Humanoid it killed with its Shapeshifter action.

Spider Climb. The husk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. While in contact with a web, the husk knows the exact location of any other creature in contact with the same web. The husk also ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The husk makes two attacks with any combination of Bite and Web.

Bite. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Web. *Ranged Weapon Attack:* **+5** to hit, range 30/60 ft., one creature. *Hit:* The target is **restrained** by webbing. As an action, the restrained target can make a **DC 13 Strength** check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; **vulnerability** to fire damage; **immunity** to bludgeoning, poison, and psychic damage).

Devour. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one restrained creature. *Hit:* 28 (8d6) necrotic damage, and the target is **grappled** (*escape DC 13*).



KAMAITACHI

The skittering click-clack of bladed forelimbs across a courtyard's stone paving is the telltale indicator of a kamaitachi nearby. As nimble and flighty as mountain winds, these weasel-like yokai dart from shadow to shadow, kicking up whirling eddies of dust and leaves in their wake.

Deadly Scavenger. Kamaitachi prefer to scavenge food, sneaking close to settlements and pilfering what they can under the cover of darkness. If forced to hunt, they tend to ambush prey, striking swiftly for a surgical, clean kill. Though aggressive and dangerous in battle, kamaitachi are not malicious and rarely strike without reason or provocation.

Reactive Power. The kamaitachi's most unusual power is its ability to harness the strength of those it fights. When threatened by a powerful predator, the yokai becomes a devastating flurry of blades, intimidating the foe with its lacerating performance before dashing away as a whirlwind of fur and strikes. The greater the threat, the more deadly the kamaitachi becomes; even the boldest adventurers and mightiest monsters treat kamaitachi with respect.

KAMAITACHI

Small Fey (Yokai), Chaotic Neutral

Armour Class 14 (natural armour)

Hit Points 22 (4d6 + 8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	7 (-2)	13 (+1)	16 (+3)

Skills Acrobatics +4, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Frenzy. After the kamaitachi makes its second attack roll on turn, it has advantage on attack rolls until the end of the turn.

ACTIONS

Multiattack. The kamaitachi makes a number of Sickle Claw attacks equal to the proficiency bonus of the first creature it attacks on its turn (minimum of two).

Sickle Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) slashing damage plus 3 (**1d6**) slashing damage for each other attack the kamaitachi has made this turn.

Dust Devil. The kamaitachi conjures a small vortex of wind, dust, and leaves around itself. Until the start of its next turn, it levitates 4 inches above the ground. While floating in this way, it can move normally, it ignores difficult terrain, and its movement doesn't provoke opportunity attacks.



KAPPA

A fisherman cautiously drops to his haunches by a sodden riverbank and lays down a curious offering with a shaking hand. It is a bag of fresh cucumbers, each scrubbed and polished to perfection. Moments later, a scaly, webbed hand breaks the surface of the water, and a kappa hauls itself from the depths, its head covered by a smattering of river weeds. It opens the bag and examines the goods carefully. Satisfied, the kappa slings the bag over its back and leaps back into the water, returning with a basket of freshly caught fish for the fisherman moments later. Their trade completed, both fisherman and kappa go their separate ways, each with dinner in hand and a smile on their face.

Candid Friend, Dangerous Foe. The kappa are well-known as honorable and trustworthy yokai; they will return a bow to even the most hated adversary before battle and will never willingly break a promise. That said, they are ruthless and dangerous if threatened or insulted. Grasping hands and uncanny strength make the kappa fearsome grapplers, often overpowering prey on land before dragging them into the waters to drown. Defeat at the hands of an angered kappa leads to a clawing, desperate, and painful death.

Crying Over Spilled Water. Every kappa has a bowl-like indentation on their heads that must be filled with water at all times. Should this water ever dry up or spill, the kappa weakens. To prevent evaporation, most kappa keep their heads covered with water weeds while on land. Should a cunning foe knock a kappa over or trick them into straying too far from a water source, they can gain the upper hand in a battle with the unfortunate yokai.



KAPPA

Small Fey (Yokai), Chaotic Neutral

Armour Class 14 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Amphibious. The kappa can breathe air and water.

Honourable Combatant. If a creature bows to the kappa immediately after rolling initiative, the kappa will bow in return. Both creatures take a -5 penalty to their initiative roll.

Seasoned Wrangler. The kappa's speed isn't reduced while dragging a creature it is grappling.

Water Bowl. The kappa takes 4 (**1d8**) necrotic damage when it is knocked prone, or at the start of its turn if it is upside down. This trait doesn't trigger while the kappa is underwater.

ACTIONS

Multattack. The kappa makes two Rough-and-Tumble attacks.

Rough-and-Tumble. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage, plus 2 (**1d4**) bludgeoning damage if the target is grappled by the kappa.

Death Roll. The kappa rolls and thrashes a creature it is grappling that is submerged in water. The creature must make a **DC 13 Strength saving throw**, taking 21 (**6d6**) bludgeoning damage on a failed save, or half as much damage on a successful save. Creatures without a swimming speed make this save with **disadvantage**.

Water Magic. The kappa casts the *water whip** spell, using Wisdom as the spellcasting modifier (**save DC 13, +5** to hit with spell attacks). It can use the water in its head as the source of water from which the whip emerges.

*See Appendix B

BONUS ACTIONS

Rugged Grapple (Recharge 5-6). The kappa attempts to grapple one creature within 5 feet of it. The kappa has **advantage** on its ability check.

KAPPA TIDEWEAVER

Medium Fey (Yokai), Neutral

Armour Class 15 (natural armour)

Hit Points 117 (18d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	8 (-1)

Skills Arcana +6, Athletics +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Amphibious. The kappa can breathe air and water.

Honourable Combatant. If a creature bows to the kappa immediately after rolling initiative, the kappa bows in return. Both creatures take a **-5 penalty** to their initiative roll.

Water Bowl. The kappa takes 4 (**1d8**) necrotic damage when it is knocked prone or starts its turn upside down. This trait doesn't trigger while the kappa is underwater.

ACTIONS

Rough-and-Tumble. Melee Weapon Attack: **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage, or 10 (**2d6 + 3**) bludgeoning damage if the target is grappled by the kappa or restrained by its *water wyrm*.

Death Roll. The kappa rolls and thrashes a creature it is grappling that is submerged in water. The creature must make a **DC 13 Strength saving throw**, taking 21 (**6d6**) bludgeoning damage on a failed save, or half as much damage on a successful one. If the creature doesn't have a swimming speed, it has **disadvantage** on this saving throw.

Tideweaver (2/Day). The kappa casts the *water wyrm** spell (**save DC 14, +6** to hit with spell attacks). The kappa has **advantage** on Constitution saving throws to maintain its concentration on the spell.

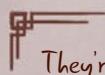
Water Bubble. The kappa conjures a bubble of living water. The bubble wraps moves with the kappa, enveloping it and any creature the kappa grapples. Creatures enveloped by the water bubble have a **+2 bonus** to AC. If a creature enveloped by the water bubble cannot breathe in water, it also cannot speak, cannot perform the verbal components of spells, and has **disadvantage** on attack rolls and ability checks. The bubble lasts for **1 minute**, or until the kappa falls unconscious.

*See Appendix B

REACTIONS

Rugged Grapple (Recharge 5-6). The kappa attempts to grapple one creature within **5 feet** of it. The kappa has **advantage** on its ability check.

KASHA

 They're cruel, malevolent, and gleefully evil... So, pretty much your standard cat.

— Ryoko

Under the falling rain, a solemn funeral procession winds through a weary town. Two priests lead the parade, each bearing a pair of ceremonial cymbals. Each heavy step forward is met with a gentle knell—the ancient, ritual pulse of clashing bronze to ward off any evil spirit who might disrupt the tragic vigil. At such an event, no yokai is more feared than the ruthless kasha, a flaming feline monster with a penchant for stealing and devouring the dead. Unbeknownst to the grieving procession, in the deep shadows cast by a slowly fading sun, a steady hiss of steam whispers. It is the sound of rainwater boiling on contact with flame, as a ravenous yokai stalks its next meal.

Hell's Harvester. Of all the yokai known, there are few reviled like the kasha. Their preferred source of food is carried on, but unlike other scavengers that happily feast on rotting flesh, kasha prefer their meals fresh—and Humanoid. More grotesque still, kasha have a sadistic love for dead things, often taking fresh corpses back to their lairs to skin, carve, and preserve.

Flaming Cart. While more than willing to stay patient and cunning while hunting, when threatened, a kasha's body becomes wreathed in flames. Once discovered, it acts with extreme aggression—terrifying its victims with its flaming form and dashing around the battlefield. Such is their agility in this state that they are often likened to a flaming wagon barreling down a desolate track, unimpeded and at full speed.

KASHA

Medium Fiend (Yokai), Chaotic Evil

Armour Class 12 (natural armour)

Hit Points 30 (4d8 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	9 (-1)	16 (+3)

Skills Intimidation +5, Stealth +3

Senses darkvision 120 ft., passive Perception 9

Damage Immunities fire

Languages Infernal

Challenge 1 (200 XP)

Proficiency Bonus +2

Flaming Feline. The first time on a turn that a creature touches the kasha or hits it with a melee attack while within 5 feet of it, that creature takes 2 (**1d4**) fire damage.

Steam Eruption. The first time on a turn the kasha comes into contact with a body of water, or a gallon of water is splashed on it, the flames on its body are extinguished and burst into a cloud of steam. The kasha takes 3 (**1d6**) cold damage, it loses its Flaming Feline trait, and the steam creates a **10-foot-radius sphere** of white vapour centred on the kasha's space, heavily obscuring the area. These changes last until the end of its next turn, at which time its body becomes wreathed in flames again.

ACTIONS

Multiaction. The kasha makes one Bite attack and one Claws attack.

Bite. Melee Weapon Attack: **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) piercing damage.

Claws. Melee Weapon Attack: **+5** to hit, reach 5 ft., one target. Hit: 8 (**2d4 + 3**) slashing damage.

Twin-Tail Slam. Melee Weapon Attack: **+5** to hit, reach 10 ft., one target. Hit: 12 (**2d8 + 3**) bludgeoning damage.

BONUS ACTIONS

Fiery Dread (Recharge 6). The kasha erupts in flames. Each creature within 30 feet of the kasha that can see it must succeed on a DC 13 Wisdom saving throw or be frightened of the kasha for 1 minute, or until its flames are extinguished. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the kasha's Fiery Dread for the next 24 hours.

ART PLACEHOLDER

KOMAINU

With the agility of a hunting hound and the ferocious maw of a lion, these stone-skinned yokai are the dormant guardians of shrines and holy places. If a long-abandoned temple hasn't yet been plundered of its treasure, these ever-vigilant protectors are the likely explanation; should a would-be thief defile a site guarded by komainu, the Petrified statues spring to life, their spectral manes igniting with a rumble that rings deep into the ancient stones of the temple. Screams of pain usually follow.

Artisanal Guardians. In the folktales of many races, komainu have simply “always been”—where a shrine exists, komainu are there to guard it. Some tales, shared among only the most ancient communities, tell of foreboding yokai spirits, attracted to areas of intense devotion, finding a home in these painstakingly carved statues. Channelling the

magic of the yokai soul they house, these stoic Fey elicit a variety of magical effects based on the material from which they are crafted. Though typically made of stone or jade, legend tells of mighty komainu cast from precious metals like adamantine and gold who keep watch over treasure beyond imagination.

The Beginning and the End. Komainu are commonly found in pairs, with each creature's maw displaying one of two syllables: “Un” or “Ah”. These sounds represent the beginning and end of all things, respectively. Komainu displaying a snarling, closed-mouthed “Un” might manifest powers of healing, growth, and light, while those showing a roaring, open-mouthed “Ah” can unleash devastating waves of necrotic energy or banish interlopers to a distant plane of existence.



STONE KOMAINU

Medium Fey (Yokai), Lawful Good

Armour Class 16 (natural armour)

Hit Points 30 (4d8 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	7 (-2)	15 (+2)	13 (+1)

Skills Athletics +5, Acrobatics +4, Stealth +6

Damage Resistances necrotic, poison

Condition Immunities charmed, exhaustion, frightened, petrified

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Radiant Mane. Any creature grappling the komainu takes 5 (2d4) radiant damage at the start of its turn, and the komainu's weapon attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Statue Form. While the komainu's Radiant Mane is not active (see Fortification of Stone) and it remains motionless, it is indistinguishable from an ordinary statue.

ACTIONS

Multattack. The komainu makes one Claw attack and one Divine Mace attack.

Claw. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) slashing damage.

Divine Mace. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) radiant damage.

Beginning and End. The komainu switches between its "Un" and "Ah" forms.

Manifestation (Recharge 6). The komainu manifests one of the following effects.

Duskbringer (Ah Form Only). The komainu exhales withering energy in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Shrineward (Un Form Only). The komainu conjures a nonmagical wall of stone at a point it chooses with 60 feet of it, composed of three contiguous 10-foot-by-10-foot panels. If the wall cuts through a creature's space when it appears, the creature must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone in the nearest unoccupied space of the komainu's choice. Each panel has AC 15 and 30 hit points. A panel crumbles to dust if it is reduced to 0 hit points or after 1 minute.

BONUS ACTIONS

Fortification of Stone. The komainu's spirit retreats back into its body. It loses its Radiant Mane trait, can't use or recharge its Manifestation action, has its speed reduced by 10 feet, and gains resistance to bludgeoning, slashing, and piercing damage. This effect lasts until the komainu ends it as a bonus action, reigniting its Radiant Mane.

JADE KOMAINU

Large Fey (Yokai), Lawful Good

Armour Class 16 (natural armour)

Hit Points 52 (5d10 + 25)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	17 (+3)	13 (+1)

Skills Athletics +6, Acrobatics +4, Stealth +6

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, petrified

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Radiant Mane. Any creature grappling the komainu takes 11 (2d10) radiant damage at the start of its turn, and the komainu's weapon attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Statue Form. While the komainu's Radiant Mane is not active (see Fortification of Gemstone) and it remains motionless, it is indistinguishable from an ordinary statue.

ACTIONS

Multiattack. The komainu makes one Claw attack, one Bite attack, and one Divine Orb attack.

Claw. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage.

Bite. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) bludgeoning damage.

Divine Orb. **Ranged Weapon Attack:** +6 to hit, range 120 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) radiant damage.

Manifestation (Recharge 6). The komainu manifests one of the following effects.

Dawnbringer (Un Form Only). The komainu exhales brilliant, radiant energy in a **30-foot cone**. Each creature of the komainu's choice in that area gains 18 (4d8) temporary hit points.

Banishment (Ah Form Only). The komainu exhales astral energy in a **30-foot cone**. Roll **12d6**; the total is how many hit points of creatures this spell can affect. Creatures in the area are affected in ascending order of their current hit points. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. An affected creature is teleported to a random location 1d6 miles away. If a creature can't be teleported, it is sent to a harmless demiplane; while there, the target is incapacitated.

BONUS ACTIONS

Fortification of Gemstone. The komainu's spirit retreats back into its body. It loses its Radiant Mane trait, can't use or recharge its Manifestation action, has its speed reduced by **10 feet**, gains **resistance** to all damage dealt by spells, and has **advantage** on saving throws against spells and other magical effects. This effect lasts until the komainu ends it as a bonus action, reigniting its mane.

KORŌRI

There exists a yokai whose deadliness is deceptive, whose appearance does not reflect the devastation it leaves in its tread. Long-limbed and tiger-striped, the korōri is a docile-looking creature most commonly found hiding inside tunnels and caves, scuttling away frantically at signs of danger. Despite its cowardice and unassuming presence, however, the korōri is deadly, producing a vicious poison that will lay an entire village to waste if allowed to settle.

Patient Predator. The korōri hunts by finding a secluded hiding place and lying in wait, curling up into a ball while opening stripe-like vents across its body. From these vents, a lethal, poisonous fume seeps into the area around it. The poison is odourless, almost impossible to detect until the sickness sets in. Some say the korōri reeks of death and decay, but this is inaccurate. The odour of rot that follows its arrival is the stench of living creatures around the korōri that fall prey to its deadly miasma. Only after it detects the scent of rotting flesh does the korōri emerge from its hiding place to feed.

Bringer of Illness. There is nary a creature more widely feared than this innocuous yokai. While kaiju can destroy cities in mere minutes, there is no Monstrosity, Fiend, or Fey that can lay waste to a populace in such a subtle and silent manner as the korōri. Its poison twists the mind and senses, inciting harrowing hallucinations and excruciating anguish before death, sparing none, even creatures typically

immune to venoms and toxicants. The korōri is considered a harbinger of pestilence, a demon of plague and ruin, and a herald of death and rot by cultures from all corners of the realm. A single korōri footprint found on the outskirts of a town is grounds enough for the whole settlement to evacuate immediately.

KORŌRI

Large Fiend (Yokai), Unaligned

Armour Class 17 (natural armour)

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	19 (+4)	9 (-1)	14 (+2)	5 (-3)

Skills Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Hallucinogenic Poison. A creature poisoned by the korōri must make a **DC 15 Wisdom saving throw** at the start of each of its turns. On a failed save, it becomes **frightened** of all other creatures until the start of its next turn and must use its action that turn to make one attack against the closest creature it can see within **30 feet** of it, believing it to be a terrifying foe. If no creature is visible within **30 feet**, it falls **prone**.

Harrowing Stench. A creature that starts its turn within **20 feet** of the korōri takes 9 (**2d8**) poison damage. Creatures within **20 feet** of the korōri have **disadvantage** on saving throws to avoid or end the poisoned condition.

Magical Toxin. Korōri's attacks and effects that deal poison damage ignore poison resistance.

ACTIONS

Multiaction. The korōri makes two attacks with any combination of Bite and Venom Shot.

Bite. **Melee Weapon Attack:** **+7** to hit, reach 5 ft., one target. **Hit:** 7 (**1d6 + 4**) piercing damage plus 7 (**2d6**) poison damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1 minute**. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.

Venom Shot. **Ranged Weapon Attack:** **+7** to hit, range 20/60 ft., one target. **Hit:** 10 (**3d6**) poison damage, and the target must succeed on a **DC 15 Constitution saving throw** or fall **prone** and be **poisoned** for **1 minute**. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.

Pestilent Burst (Recharge 5-6). The korōri releases a sickening burst of poison. Each creature within **30 feet** of the korōri must make a **DC 15 Constitution saving throw**, taking 42 (**12d6**) poison damage and becoming **poisoned** for **1 minute** on a failed save, or taking half as much damage and not becoming poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.



NARIGAMA

Tsukumogami, the feeble, mischievous spirits that find homes possessing worn out objects, are a common sight across the realms, and usually regarded as irritating at best. However, there is one exception—the narigama, a benevolent tsukumogami known for inhabiting well-used and well-loved iron kettles. Appearing as a fuzzy quadrupedal creature with a kettle as its head, the whimsical appearance and character of the narigama, its docile nature, and its valuable ability to predict the future, has endeared it to many folk across the realms.

Spilling the Tea. Despite a humble appearance, narigama are exceptionally sensitive to their environments and are able to sense minor changes in temperature and air pressure, detect nearly indistinguishable vibrations, and identify distant noises even the keenest Humanoids would be unable to detect. Priests and sailors often teach their narigama pets to make various clicks and whistles to signal information without speech. As a result, they can be trained to reliably predict almost anything, from coming storms to volcanic eruptions, from animal migrations to bandit incursions.

Boiling Hot. Narigama living in shrines, shipyards, and boats often lead a carefree, spoiled life—their caretakers offering them everything they desire in return for their predictions of the future. However, like most yokai, these fuzzy critters can still pose a threat if they feel threatened. If pressed, a narigama will raise its hackles, give a loud, ear-piercing whistle, and spew a stream of boiling water at its assailant from its kettle head.

NARIGAMA

Small Fey (Yokai), Lawful Good

Armour Class 14 (natural armour)

Hit Points 27 (5d6 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	9 (-1)	20 (+5)	12 (+1)

Skills Insight +9, Perception +9

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 19

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Saw It Coming. At the start of its turn, the narigama can focus on one creature it can see if the narigama isn't incapacitated, analysing every nigh-imperceptible movement and behaviour. Until the start of its next turn, the narigama has **advantage** on attack rolls against the target, and the target has **disadvantage** on attack rolls against the narigama.

ACTIONS

Scald. Ranged Weapon Attack: **+4** to hit, range 30/90 ft., one target. Hit: **9 (2d6 + 2)** fire damage.

REACTIONS

Screeching Whistle. When a creature the narigama is focused on takes an action that forces one or more creatures to make a saving throw, the narigama can let loose a piercing whistle of warning. Any of those creatures that are within **60 feet** of the narigama who can hear it make that saving throw with advantage.

ART PLACEHOLDER

NUE

An eerie, whistling call, like that of a white thrush, is a warning that man, beast, and yokai alike have long learned to fear. It is the call of the *nue*, a chimeric yokai with the skull of a monkey, the body of a tiger, and a tail that morphs into a venomous serpent. Rumoured to be the first true yokai, it is an ancient sovereign of beasts and an omen of disaster and dread. Sowing chaos wherever it roams, the *nue*'s ferocity and unpredictable magic represent the last remnant of a forgotten, untamed world.

Nue's Curse. The *nue* is notorious for its disaster field—a chaotic, magical aura that inflicts misfortune upon all within its proximity. This power is intertwined with the *nue*'s mythology, with many stories reciting how its appearance coincided with great tragedy and cataclysm. Some folktales speak of the *nue*'s curse targeting specific individuals, rendering great warriors and emperors alike helplessly sick for nights on end until either they or the *nue* are killed.

Nueko. *Nue* have litters of three to five young every century, and the birth of these young, called *nueko*, are significant spiritual moments. While carrying *nueko*, mother *nue* are dangerously aggressive and powerful, their disaster fields growing so potent that they disrupt the weather, generating thick, black clouds that plunge acres of land into perpetual darkness and misfortune. *Nueko* are highly valued by spellcasters, their gentler nature, charming appearance, and innate intelligence making them prized familiars. Unlike the *nue*, who's chimeric body serves a singular, lethal purpose, a *nueko*'s head and tail are independent, often play-fighting with one another and competing for food. Only after a *nueko* grows into a *nue* across the first decade of its life do its simian head and serpent tail synchronise into a single mind.



NUEKO

Tiny Fey (Yokai), Chaotic Neutral

Armour Class 12

Hit Points 18 (4d4 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	7 (-2)	16 (+3)	12 (+1)

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage plus 2 (**1d4**) poison damage.

Tail. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage, and if the target is a creature, it must succeed on a **DC 12 Constitution saving throw** or be **poisoned** until the end of its next turn.

BONUS ACTIONS

Growl (Recharge 6). The *nueko* growls affectionately. Creatures within **10 feet** of it must succeed on a **DC 13 Wisdom saving throw** or be **charmed** for **1 minute**.

NUE

Large Fey (Yokai), Chaotic Neutral

Armour Class 17 (natural armour)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	7 (-2)	16 (+3)	12 (+1)

Skills Perception +7, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages telepathy 120 ft. (Beasts only)

Challenge 4 (1,100 XP)

Proficiency Bonus +3

Disaster Field. Other creatures within 10 feet of the nue must roll a d6 and subtract the number rolled from their ability checks and saving throws.

ACTIONS

Multiattack. The nue makes one Bite attack, one Claw attack, and one Tail attack.

Bite. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 8 (**1d8 + 4**) piercing damage plus 3 (**1d6**) poison damage. If the nue's attack roll exceeds the target's AC by 5 or more, the target is also **poisoned** until the end of its next turn.

Claw. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 11 (**2d6 + 4**) slashing damage.

Tail. Melee Weapon Attack: **+6** to hit, reach 10 ft., one target. Hit: 6 (**1d4 + 4**) piercing damage. If the target is poisoned, it takes an extra 16 (**3d10**) poison damage.

Beast Sovereign. The nue casts *command*, requiring no spell components and using Wisdom as the spellcasting ability (**save DC 13**). It must target a Beast, issuing the command telepathically.

BONUS ACTIONS

Whistling Howl (Recharge 6). The nue lets out a howl. Each friendly creature within 30 feet of it that can hear the howl gains **advantage** on saving throws against the frightened condition for 1 minute. Each other creature within 30 feet of it that can hear the howl must succeed on a **DC 13 Wisdom saving throw** or be **frightened** for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BETA v2



ANCIENT NUE

Large Fey (Yokai), Chaotic Neutral

Armour Class 18 (natural armour)

Hit Points 189 (18d10 + 90)

Speed 60 ft., climb 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	21 (+5)	7 (-2)	16 (+3)	14 (+2)

Skills Perception +11, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 21

Languages telepathy 120 ft. (Beasts only)

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Disaster Field. Other creatures within 15 feet of the nue must roll a d10 and subtract the number rolled from their ability checks and saving throws.

Nue's Curse. A creature hit by three of the nue's attacks in one turn must make a DC 15 Charisma saving throw. On a failed save, the target is cursed—its creature type becomes Beast, its Intelligence and Charisma scores fall to 5 if they weren't already lower, and it can't cast spells or speak. The creature can still identify friends and foes, attack, and use magic items. This curse lasts until the creature finishes a short or long rest, or until the nue chooses to lift the curse (no action required) or dies.

ACTIONS

Multiaction. The nue makes one Bite attack, one Claw attack, and one Tail attack. It can replace one of these attacks with a use of Beast Sovereign.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 7 (2d6) poison damage. If the nue's attack roll exceeds the target's AC by 5 or more, the target is also **poisoned** until the end of its next turn.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage. If the target is poisoned, it takes an extra 33 (6d10) poison damage.

Beast Sovereign (3/Day). The nue issues a telepathic command to up to three Beasts it can see within 60 feet of itself. Each target must succeed on a DC 15 Wisdom saving throw or be forced to use its action on its next turn to attack one creature of the nue's choice.

BONUS ACTIONS

Whistling Howl (Recharge 5-6). The nue lets out a howl. Each friendly creature within 60 feet of it that can hear the howl gains **advantage** on saving throws against the frightened condition for 1 minute. Each other creature within 60 feet of it that can hear the howl must succeed on a DC 15 Wisdom saving throw or be **frightened** for 1 minute. A creature that fails this saving throw by 5 or more and is frightened is also paralyzed until the start of its next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ŌMUKADE

In the depths of a green dragon's lair, a group of adventurers stands paralysed in awe. Before them, the broken corpse of their draconic quarry lies lifeless, its rib cage crushed, its neck broken, and its body surrounded by mysterious, translucent eggs. As if in answer to their bewilderment, a chilling hiss reverberates from the darkness of the cavern. Chitinous scale by colossal, chitinous scale, an ōmukade unfurls its segmented, obsidian form, rising up over the tarnished metal trinkets of the late dragon's horde. It looms over the trespassers with mandibles bared—mandibles stained green with the crimson ichor of a butchered dragon.

Eater of Dragons. Many myths and folktales speak of dragons as apex predators: fearless masters of their domain, unmatched by any. These myths and folktales are wrong. The ōmukade are mighty, insectoid yokai who not only hold power comparable to dragons but harbour an insatiable desire to feast on draconic flesh. It is rumoured that the ōmukade were created by gods to balance the ego of drag-onkind: a nightmare to remind them of their fragile mortality. Although their origin is shrouded in myth, the hatred of dragons is real and innate to all ōmukade—adults relentlessly seek draconic creatures to devour, laying eggs in a defeated dragon's nest for their spawn to devour its wyrmlings.

Anti-Draconic Measures. An ōmukade's prowess against dragons doesn't stem from sheer audacity and strength; its very body is designed to withstand and thrive in the face of everything a dragon can unleash. With chitinous armour able to absorb elemental energy and a mighty, constricting body to grapple prey and prevent flight, the ōmukade is an arsenal of anti-dragon attributes, putting even the most renowned dragon slayers to shame.

ŌMUKADE SPAWN

Medium Fey (Yokai), Chaotic Neutral

Armour Class 16 (natural armour)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Dexterity +5, Constitution +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Reactive Growth. When the ōmukade spawn takes acid, cold, fire, lightning, or thunder damage, its size increases by one category if there is room (to a maximum of Huge). Each time this occurs, its weight is multiplied by eight, the reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **1d8** damage. This trait then can't trigger again until the start of the ōmukade spawn's next turn. When the ōmukade spawn finishes a long rest, it returns to its normal size and these benefits end.

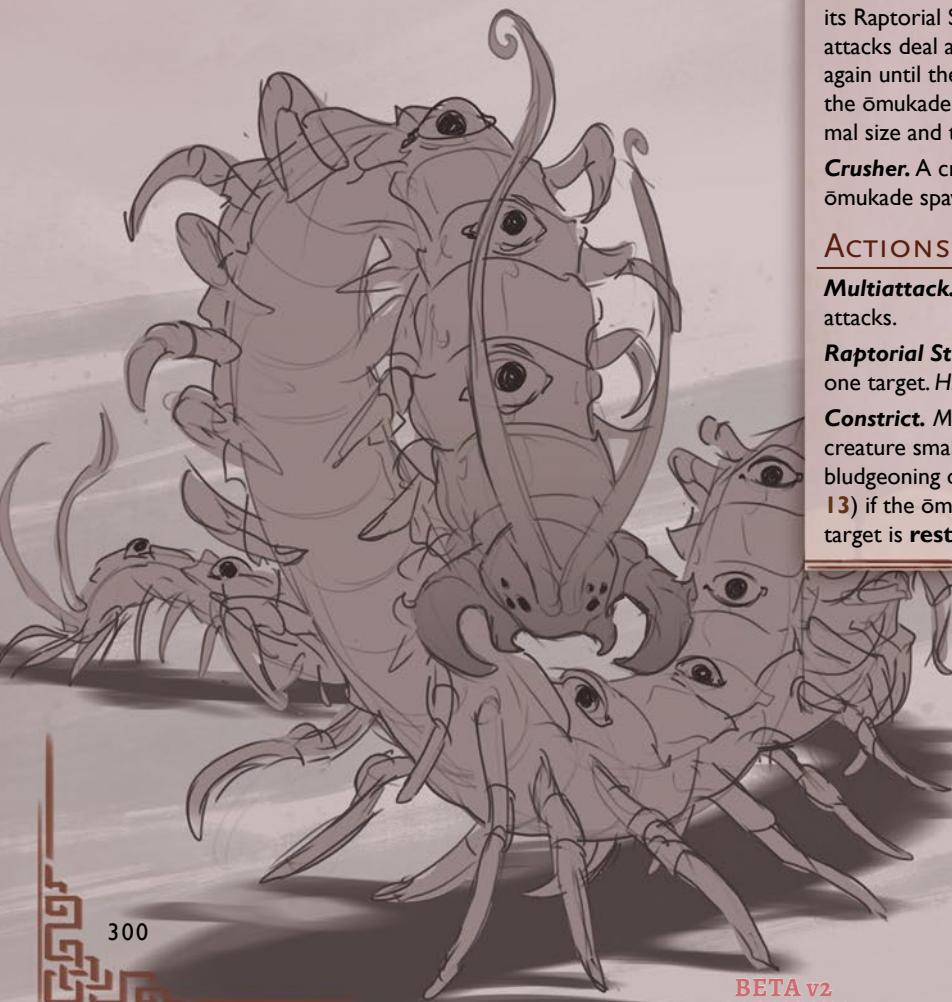
Crusher. A creature that starts its turn grappled by the ōmukade spawn takes **3 bludgeoning damage**.

ACTIONS

Multiaction. The ōmukade spawn makes two Raptorial Stab attacks.

Raptorial Stab. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) piercing damage.

Constrict. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one creature smaller than the ōmukade spawn. *Hit:* 14 (**2d10 + 3**) bludgeoning damage and the target is grappled (**escape DC 13**) if the ōmukade isn't already constricting a creature. The target is **restrained** until this grapple ends.



ŌMUKADE

Huge Fey (Yokai), Chaotic Neutral

Armour Class 21 (natural armour)

Hit Points 187 (15d12 + 90)

Speed 50 ft., burrow 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +9, Con +11

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Reactive Growth. When the ōmukade takes acid, cold, fire, lightning, or thunder damage, its size increases by one category if there is room (to a maximum of Gargantuan). Each time this occurs, its weight is multiplied by eight, the reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **1d8** damage. This trait then can't trigger again until the start of the ōmukade's next turn. When the ōmukade finishes a long rest, it returns to its normal size and these benefits end.

Crusher. A creature that starts its turn grappled by the ōmukade takes **15** bludgeoning damage.

ACTIONS

Multiaction. The ōmukade makes one Bite or Swallow attack and two Raptorial Stab attacks.

Bite. **Melee Weapon Attack:** **+12** to hit, reach 10 ft., one target. **Hit:** 25 (**4d8 + 7**) piercing damage. If the target is a creature smaller than the ōmukade, it is **grappled** (**escape DC 20**). Until this grapple ends, the target is **restrained** and the ōmukade can't use its Bite attack on another target.

Constrict. **Melee Weapon Attack:** **+12** to hit, reach 5 ft., one creature smaller than the ōmukade. **Hit:** 62 (**10d10 + 7**) bludgeoning damage and the target is **grappled** (**escape DC 20**). The target is also **restrained** until this grapple ends.

Raptorial Stab. **Melee Weapon Attack:** **+12** to hit, reach 15 ft., one target. **Hit:** 20 (**3d8 + 7**) piercing damage.

Swallow. **Melee Weapon Attack:** **+12** to hit, reach 10 ft., one creature two or more sizes smaller than it that is grappled by the ōmukade. **Hit:** 25 (**4d8 + 7**) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the ōmukade, and it takes 28 (**8d6**) acid damage at the start of each of the ōmukade's turns.

If the ōmukade takes 30 damage or more on a single turn from a creature inside it, the ōmukade must succeed on a **DC 26 Constitution saving throw** at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within **10 feet** of it. If the ōmukade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using **15 feet** of movement, exiting **prone**.



ONRYŌ

In the forsaken aftermath of a bloodied battlefield, a band of thieves ventures forth under cover of darkness, their aim fixed upon the arms and armour they can pluck from the rotting flesh of the recent dead. Their greed-fuelled euphoria fades abruptly, however, as a solitary silhouette emerges from the ruins, its shambling gait resonating with the steady clash of rusted steel. An onryō, awakened from its sepulcher, its hollow sockets burning with an otherworldly light, raises a blade to punish the fools who dare trespass upon its resting place.

Fueled by Vengeance. When a strong-willed individual dies an untimely death with hatred lingering in their heart, they find a vicious calling beyond death as an onryō: a fearsome Undead warrior hellbent on vengeance. Some claim that only by appeasing their thirst for revenge can an onryō find solace. Nevertheless, many onryō arise from large conflicts, devoid of a singular focus upon which to exact their retribution and calm their raging spirit. As a result, most onryō still haunt the place of their demise, weapons drawn, standing over the rotting corpses they left behind, ready to add another to the pile.

Warrior Scorned. Despite their decrepit appearance, onryō retain the combat abilities they had in life—only more powerful, unfettered by the weaknesses of a mortal body. Knowing no pain, fear, or notion of surrender, a blood-thirsty onryō is an unrelenting force driven to endless battle by the fury that binds them beyond the grave.



ONRYŌ

Medium Undead (*Yokai*), Lawful Evil

Armour Class 16 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	9 (-1)	9 (-1)	16 (+3)

Saving Throws Con +3, Cha +5

Skills Stealth +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Proficiency Bonus +2

Incorporeal Movement. The onryō 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.

Wrathful Undead. If the onryō takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This trait doesn't activate if the onryō has taken radiant damage since the start of its last turn. In addition, while the onryō has 1 hit point, a creature within **5 feet** of it that damages it takes 2 (**1d4**) necrotic damage.

Appeasement. At the start of the onryō's turn, if it has 1 hit point and no non-Undead creature has attacked it since the start of its last turn, its soul calms. The onryō dissipates into motes of emerald light and vanishes from this world, its rusted armour falling to the ground, empty.

ACTIONS

Multiaction. The onryō makes two attacks with any combination of Spirit Blade and Spirit Bow.

Spirit Blade. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) necrotic damage. If the target isn't an Undead, it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for **1 minute**. A frightened creature can repeat this save at the end of each of its turns, ending the effect on a success.

Spirit Bow. *Ranged Weapon Attack:* **+5** to hit, range 150/600 ft., one target. *Hit:* 7 (**1d8 + 3**) necrotic damage.

Soul Wrench (Recharge 6). The onryō lets loose a hateful blast of necrotic magic, attempting to rend the soul of a vulnerable creature. One frightened creature the onryō can see within **15 feet** of it must succeed on a **DC 13 Charisma saving throw** or be reduced to 1 hit point.

MOUNTED ONRYŌ

Large Undead (Yokai), Lawful Evil

Armour Class 16 (breastplate)

Hit Points 78 (12d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	13 (+1)	9 (-1)	9 (-1)	16 (+3)

Saving Throws Con +4, Cha +6

Skills Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 9

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +2

Incorporeal Movement. The onryō 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.

Wrathful Undead. If the onryō takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This trait doesn't activate if the onryō has taken radiant damage since the start of its last turn. In addition, while the onryō has 1 hit point, a creature within 5 feet of it that damages it takes 2 (1d4) necrotic damage.

Appeasement. At the start of the onryō's turn, if it has 1 hit point and no non-Undead creature has attacked it since the start of its last turn, its soul calms. The onryō dissipates into motes of emerald light and vanishes from this world, its rusted armour falling to the ground, empty.

ACTIONS

Multiattack. The onryō makes two attacks with any combination of Spirit Blade and Spirit Bow.

Spirit Blade. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) necrotic damage. If the target isn't an Undead, it must succeed on a DC 14 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat this save at the end of each of its turns, ending the effect on a success.

Spirit Bow. *Ranged Weapon Attack:* **+6** to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

Soul Wrench (Recharge 5-6). The onryō lets loose a hateful blast of necrotic magic, attempting to rend the soul of a vulnerable creature. One frightened creature the onryō can see within 15 feet of it must succeed on a DC 14 Charisma saving throw or be reduced to 1 hit point.

BONUS ACTIONS

Ghastly Charge. The onryō moves up to **60 feet** in a straight line without provoking opportunity attacks. Each creature it passes through in this way must succeed on a DC 14 Constitution saving throw or take 11 (2d10) cold damage.



RYUME

Large Celestial (Yokai), Lawful Good

Armour Class 14

Hit Points 68 (8d10 + 24)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Skills Perception +5

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, telepathy 30 ft.

Challenge 3 (700 XP) **Proficiency Bonus +2**

Blessed Steed. A creature mounted on a willing ryume gains a **+1 bonus** to AC and can add **1d4** to the first attack roll, ability check, or saving throw it makes on each turn.

Merciful Enchantment. When the ryume would reduce a creature to 0 hit points with its Hooves or Divine Bolt attack, it can choose to reduce that creature to 1 hit point instead. If the ryume does so, that creature falls **unconscious** for **1 minute**, or until another creature uses an action to shake it awake.

Trampling Charge. When the ryume moves at least **20 feet** straight toward a target and then hits it with its Hooves attack on the same turn, the target takes an extra **4 (1d8)** bludgeoning damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or fall **prone**.

ACTIONS

Multiattack. The ryume makes two attacks with any combination of Hooves and Divine Bolt.

Hooves. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) bludgeoning damage.

Divine Bolt. *Ranged Spell Attack:* **+5** to hit, range 120 ft., one target. *Hit:* 8 (**1d10 + 3**) radiant damage, and if the target is a creature, the ryume gains temporary hit points equal to half the radiant damage dealt.

RYUME

Adorning the walls of monasteries, alongside fearsome depictions of gods and mighty heroes, are renderings of gentle equine creatures known as ryume. These celestial white dragon-horses, rumoured cousins of the legendary kirin, are often depicted soaring through the heavens, trailing dancing motes of light.

Gifted Guardians. It is said that the ryume were the last of the great gifts imparted to the material world by the gods. They bore weary travellers and refugees on their backs, galloping over ocean and cloud to a land free from the ravages of war and kaiju. There they remained as distant protectors, untamed and proud, ensuring the wellbeing and tranquillity of those they saved.

Peaceful Wanderers. Now, having outlived their mortal charges, the ryume wander the land, their elegant hooves careful never to trample even the smallest of innocent creatures. A feeling of peace, the touch of a gentle summer sun, and a voice as sweet as the ringing of silver bells accompany the breathtaking sight of this wandering yokai.



RYUTO

Under a cold drizzle of rain, beneath the tender first rays of a silent, spring morning, pinpricks of coloured flame ignite one by one. They materialise over the mossy stones, unbound to fuel or form, buoyed gently on a delicate breeze. As the moments pass, the light sprites grow in number and vitality, dancing around one another and up into the sky. The rainfall intensifies, but the flames burn untroubled as they coalesce into the shape of the mighty behemoth that was once honoured at this shrine. A single, fiery being, formed of hundreds of tiny flame-like bodies, soars and spirals in the morning light, an homage to a long-forgotten kaiju whose power lingers in the sacred soil long after its rampage has ended.

Presence of Power. Where kaiju can be found, so too can ryuto—a phenomenon observed across realms, from mountain shrine to vast ocean. These mysterious fire spirits congregate in places where a kaiju's power can be felt. When many ryuto assemble in one place, they coalesce like droplets of water into a spectacular swarm of fire—a flaming form that mimics that of the kaiju who's strength drew them there.

Signs of Appeasement. Ryuto are often seen as an emotional mirror to kaiju, and are thus watched closely by villagers and adventurers alike. A serene night illuminated by their playful dance signifies tranquillity, while their agitated and erratic flight foretells impending catastrophe. Time and again, a well-known proverb rings true: “When the kaiju’s wrath is kept at bay, the ryuto will come to play.”

RYUTO

Tiny Elemental (Yokai), Neutral

Armour Class 12

Hit Points 2 (1d4)

Speed 0 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities exhaustion, grappled, prone, restrained

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Coalesce. When one hundred or more ryuto are gathered within a **50 foot cube**, they immediately coalesce into a ryuto swarm.

Glow. The ryuto sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**.

ACTIONS

Touch. **Melee Weapon Attack:** **+4** to hit, reach 5 ft., one target.
Hit: 2 (**1d4**) fire damage.

RYUTO SWARM (DRAGON FORM)

Large Swarm of Tiny Elementals (Yokai), Neutral

Armour Class 14

Hit Points 57 (6d10 + 24)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	18 (+4)	3 (-4)	13 (+1)	10 (+0)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Flaming Glow. The swarm sheds bright light in a **60-foot radius** and dim light for an additional **30 feet**.

Sparking. When the swarm has fewer than half of its hit points, its size is reduced to Medium, and its Fire Breath deals only 10 (**3d6**) fire damage. When the ryuto swarm has 10 or fewer hit points, its size is reduced to Small, and its Fire Breath deals only 7 (**2d6**) fire damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ryuto. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Touch. Melee Weapon Attack: **+6** to hit, reach 10 ft., one target. Hit: 15 (**2d10 + 4**) fire damage.

Fire Breath (Recharge 5-6). The swarm exhales a burning torrent of flame in a **15-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 14 (**4d6**) fire damage on a failed save, or half as much damage on a successful one.



SWARM OF TSUKUMOGAMI

For many, pristine palaces of gleaming stone and resplendent glory are nothing compared to the charming, ramshackle homes of ordinary townsfolk. Each house has its unique quirks and charm, stacked side-by-side along winding city streets, brimming with life and character. Some yokai feel the same, seeking homes not in ornate statues or mighty trees, but in everyday, tattered objects—a perfect, cosy resting place. The lesser, playful yokai spirits who occupy such objects are the tsukumogami.

A Playful Gang. Tsukumogami often gather for adventures of mischief and exploration. Under the cloak of twilight, a stray sandal, a crooked umbrella, and a shattered lantern might join forces for a night on the town. Despite being individually feeble spirits, the havoc a swarm of possessed objects can cause while rampaging through a town is not to be underestimated. They enjoy “dancing” with humans, a terrifying experience for their unfortunate partner caught in a maelstrom of excitable footwear and umbrellas. Usually a victim is able to escape relatively unscathed, but those who cannot find themselves lifted bodily into the air and flown about town, the yokai confusing their passenger’s terrified shrieks for howls of delight. Generally, these victims are unceremoniously deposited atop a stranger’s roof when the swarm grows weary of them. Tsukumogami rarely attack other creatures unprovoked, but they are dangerous if threatened or frightened, and are best avoided if spotted at night.



Hyakki Yagyo Harbinger. Swarms of tsukumogami are often seen in the days preceding the parade of one thousand demons—the infamous Hyakki Yagyo. This ancient, annual tradition is one that requires extensive preparation, and Humanoids know well to heed the excitable behaviour of tsukumogami as a warning of mightier spirits coming. During the parade, tsukumogami enjoy possessing instruments and forming large, musical swarms at the head of the pack. Their ruckus is legendary; tsukumogami are famously as enthusiastic as they are incompetent when it comes to creating music.

SWARM OF TSUKUMOGAMI

Medium Swarm of Tiny Fey (Yokai), Chaotic Neutral

Armour Class 14

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	5 (-3)	12 (+1)	16 (+3)

Skills Athletics +4, Intimidation +5, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Joyrider. The swarm’s speed isn’t reduced while dragging a creature it is grappling.

Swarm. The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny tsukumogami. The swarm can’t regain hit points or gain temporary hit points.

ACTIONS

Bombardment. *Melee Weapon Attack:* **+6** to hit, reach 0 ft., one target in the swarm’s space. *Hit:* 9 (**2d4 + 4**) bludgeoning damage plus 4 (**1d8**) psychic damage.

Spook. One creature occupying the swarm’s space must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Abduction. The swarm attempts to grapple one creature sharing its space. If the swarm has at least half of its hit points, it has **advantage** on its **Strength (Athletics)** check.

REACTIONS

Mischievous Tactics. When a creature within 5 feet of the swarm misses it with an attack roll, the swarm can knock the creature **prone**.

TAKI REIŌ

A hulking, tusked demigod with vibrant blue skin strides through a flooding village. Unfazed by the tumultuous current and driving torrential rain, it seizes person and livestock alike, lifts them above the water, and bears them to safety atop its mighty shoulders. Even as the storm rages, the creature works tirelessly to save any being trapped by the rising water. With the village in desperate peril and its inhabitants resigned to their fate, a taki reiō has come to answer the prayers and pleas of those in need.

Immovable Force. Often depicted in folktales and tapestries as standing motionless under a crushing waterfall, a taki reiō is as resolute as stone and indomitable as the river that splits the mountain in two. In battle, they are direct

and brutal, a stalwart combination of physical strength and water magic. Taki reiō are unwavering in their ideals and goals, and once moved to action, are as sure to accomplish their task as rain is to fall.

Fragment of the Divine. There are multiple taki reiō across the world, and all share one origin. An ancient guardian deity, unshakable in his crusade against evil, fragmented himself and spread across the land. Each fragment took refuge under the waterfalls the god once held sacred, becoming taki reiō. With sword in hand, each immovable giant stands vigilant under their waterfall, awaiting any sign of evil they must rise to vanquish.

TAKI REIŌ

Huge Celestial (Yokai), Lawful Good

Armour Class 17 (natural armour)

Hit Points 162 (13d12 + 78)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	22 (+6)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +7, Wis +8, Cha +6

Skills Athletics +18, Perception +8

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned, stunned

Senses darkvision 30 ft., passive Perception 18

Languages Celestial, Common, Sylvan

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Brawler. The taki reiō is proficient with improvised weapons and can use a Medium or smaller creature it is grappling as an improvised weapon.

Crushing Force. When the taki reiō hits a creature with three or more Grasp or Greatsword attacks on a single turn, the creature's size is halved in all dimensions, and its weight is reduced to one-eighth of its current weight. This reduction decreases its size by one category—from Medium to Small, for example. The target also has **disadvantage** on Strength checks and Strength saving throws, and its weapons also shrink to match its new size. While its weapons are reduced, the target's attacks with them deal **1d4** less damage (this can't reduce the damage below 1). These changes last until the target finishes a short or long rest. If this trait would reduce a target's size below Tiny, that creature dies instead, its body vanishing into nothingness, and it can't be resurrected by any means short of the wish spell.

Giant. The taki reiō can wield melee weapons with the Two-handed property in only one hand, and it ignores nonmagical difficult terrain.

Legendary Resistance (3/Day). If the taki reiō fails a saving throw, it can choose to succeed instead.

Magic Resistance. The taki reiō has **advantage** on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The taki reiō makes three attacks with any combination of Bludgeon, Grasp, and Greatsword.

Bludgeon (Must be Grappling a Medium or Smaller Creature). Melee Weapon Attack: **+13** to hit, reach 15 ft., one target. Hit: 15 (**2d6 + 8**) bludgeoning damage, and the creature it is grappling takes the same damage.

Grasp. Melee Weapon Attack: **+13** to hit, reach 15 ft., one target. Hit: 11 (**1d6 + 8**) bludgeoning damage, and if the taki reiō isn't grappling a creature, the target must succeed on a **DC 21 Strength or Dexterity saving throw** (target's choice) or be grappled (escape **DC 21**).

Greatsword. Melee Weapon Attack: **+13** to hit, reach 15 ft., one target. Hit: 15 (**2d6 + 8**) slashing damage.

Waterfall (Recharge 4-6). The taki reiō conjures a crushing cascade of water that falls in a **30-foot-tall cylinder** with a **10-foot radius** at a point it can see within **120 feet** of itself. Each creature in the area must make a **DC 19 Strength saving throw**, taking **28 (8d6)** bludgeoning damage and falling **prone** on a failed save, or taking half as much damage and not falling prone on a successful one.

REACTIONS

Vengeance. When a creature within **15 feet** of the taki reiō hits it with an attack roll, the taki reiō can make one Greatsword attack against that creature.



USHI-ONI

Out amongst the rocky crags of the coast, hidden beneath the gnarled fangs of sea-blasted cliffs are a species of yokai feared for their aggression and cunning—ox-headed, spider-bodied demons: the ushi-oni. Well known to fisherman, pirates, and coastal communities, these savage yokai haunt the nightmares of any who live beside the waves.

Macabre Mimicry. Despite their hulking, monstrous appearance, the ushi-oni is a creeping, stealthy hunter; its thick, rugged exoskeleton is perfectly coloured and textured to match its craggy home. Once coiled over, it is indistinguishable from a coastal boulder. They are also uncanny vocal mimics. Despite lacking the capacity to replicate the precise, delicate articulations needed for speech, ushi-oni are able to recreate the cries and wails of Humanoid adults and infants, hoping to lure foolhardy rescuers to them as an easy meal.

Artificial Anchor. Beyond their talents in mimicry and camouflage, ushi-oni also exude a unique poison that seeps through the salty sea air, devastating nearby creatures. The poison itself isn't directly fatal, but is a subtle and cruel paralysing agent that burrows into a victim's body and saps its strength. A creature exposed to the poison will eventually fall, rooted in place by the overbearing, strangling weight of its own body—easy pickings for the savage yokai.

USHI-ONI

Huge Fiend (Yokai), Chaotic Evil

Armour Class 12

Hit Points 34 (4d12 + 8)

Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	9 (-1)

Skills Athletics +6, Stealth +6

Senses passive Perception 10

Damage Immunities poison

Condition Immunities poison

Languages none (see Wailing Mimicry)

Challenge 1 (200 XP)

Proficiency Bonus +2

Poison of Aching Weight. When a creature ends its turn within 10 feet of the ushi-oni, the creature must succeed on a **DC 12 Strength saving throw** or have its Strength score reduced by **1d4**. The target is stunned if this effect reduces its Strength to 0. The reduction lasts until the ushi-oni dies or the target finishes a short or long rest.

Wailing Mimicry. The ushi-oni can replicate the distressed cries and wails of Humanoids. A creature that hears these sounds can tell they are imitations only with a successful **DC 12 Wisdom (Insight)** check.

ACTIONS

Horn. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 10 (**1d12 + 4**) piercing damage. If the target is a creature, it must also succeed on a **DC 12 Strength saving throw** or fall **prone**.

Raptorial Slash. Melee Weapon Attack: **+6** to hit, reach 10 ft., one target. Hit: 13 (**2d8 + 4**) piercing damage.

BONUS ACTIONS

Coil. The ushi-oni withdraws its legs and head beneath its hulking, stoney body. It gains a **+5 bonus** to its AC, has **advantage** on Constitution saving throws, and is indistinguishable from a large stone. While coiled in this way, the ushi-oni's speed falls to 0 and cannot increase, it has **disadvantage** on Dexterity saving throws, and it cannot take any actions, other than using an action to uncoil itself.

ART PLACEHOLDER

WANYUDO

Age-old stories tell that when the soul of a sinner flees after death, fearful of an afterlife of retribution and divine punishment, a fearsome yokai spirit is born to hunt them down. Echoing clacks of a speeding wheel on a dirt track, regular and thunderous as a racing heartbeat, reverberate through the night as the wanyudo hunts. Appearing as a wheel wreathed in hellfire, with a grimacing face at its centre, wanyudo are among the most ghastly yokai known—a bizarre and terrifying creature of incredible speed and demonic appetite.

Wheel of Misfortune. Wanyudo have no need for physical sustenance; they replenish their frenzied energy by feasting on souls, snatching them from freshly killed Humanoids. They prefer to use their speed to scavenge kills from other creatures, but will hunt for victims themselves if necessary. They bolt over the long, winding tracks of the countryside, sprinting hell-for-leather in pursuit of solitary prey. Once a target is found, they strike swiftly and dart off, avoiding counter attacks as they steadily batter hapless victims to death in blinding runs of flame.

WANYUDO

Medium Fiend (Yokai), Chaotic Evil

Armour Class 15

Hit Points 52 (8d8 + 16)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	9 (-1)	12 (+1)	16 (+3)

Skills Athletics +8

Damage Resistances fire

Condition Immunities exhaustion, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Infernal

Challenge 3 (700 XP)

Proficiency Bonus +5

Battering Ram. If the wanyudo moves at least **10 feet** straight toward a target and then immediately hits it with a Slam attack, the target takes an extra **9 (2d8)** bludgeoning damage. If the target is a creature, it must make a contested **Strength (Athletics)** check against the wanyudo, the loser of which falls **prone**.

It's Wheely Fast. The wanyudo doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Ready to Roll. The wanyudo can stand up from prone using **5 feet** of movement.

ACTIONS

Slam. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target.
Hit: 13 (**2d8 + 4**) bludgeoning damage.

BONUS ACTIONS

Hyper Dash. The wanyudo takes the Dash action, but falls **prone** at the end of its turn.



YUKI NO KO

Amidst the howling winds of a deadly blizzard, a humanoid figure strides atop the snow, their steps as light and graceful as a leaf resting on water. Their skin and hair glisten with white, crackling frost. The landscape is marked with statues of once-living creatures—flash-frozen, encased, and preserved forever in ice, and yet the individual strides onward, unbothered by the climate or death that surrounds them. To the yuki no ko, the biting, icy chill is a gentle caress; what cold can bother a being who houses a piece of winter itself within?

Frostbitten Legacy. The name yuki no ko refers not to one individual, but to a group of Elemental specialists who chose to isolate themselves in the coldest corners of the realm to hone their craft. They follow a path passed down to them by an ancient yuki onna, imbuing their ancestors with a shred of the snow yokai's essence—the gift to endure and manipulate ice and snow. Whatever ties to kin

or culture their forebears may once have had has long since been chiselled away by centuries of cold and darkness. With hearts icy to the tribulations of others and potent magic at their command, the once Humanoid yuki no ko are now winter yokai themselves.

Snow Spirit's Weakness. Although the gift of the yuki onna is great—the yuki no ko are impervious to the extreme climate of permafrost—it comes at heavy price; anything above freezing temperature is nigh unbearable for them, with prolonged exposure to heat lethally dangerous. As a result, these Elemental warriors are seldom found beyond the mountain peaks and tundras they call home, making them a rare sight reserved for the boldest explorers or most isolated enkoh villagers. It is said that their very presence will bring about a blizzard, but in reality, yuki no ko are the ones chasing the snowstorm.

YUKI NO KO

Medium Elemental (Yokai), Neutral

Armour Class 14

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

Skills Stealth +6

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

Ice Lancer. The yuki no ko's attacks ignore temporary hit points granted to a creature by the yuki no ko's Armour of Ice action, striking the target's hit points directly.

Ice Walk. The yuki no ko can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiaction. The yuki no ko makes two attacks with any combination of Glacial Slash and Ice Flash.

Glacial Slash. Melee Weapon Attack: **+6** to hit, reach 5 ft., one target. Hit: 8 (**1d8 + 4**) piercing damage plus 3 (**1d6**) cold damage.

Ice Flash. Ranged Spell Attack: **+6** to hit, range 120 ft., one target. Hit: 9 (**1d10 + 4**) cold damage.

Invoke Blizzard (Recharge 5-6). The yuki no ko magically conjures a frigid tempest around itself. Each creature within **30 feet** of the yuki no ko must make a **DC 14 Constitution saving throw**, taking 13 (**3d8**) cold damage on a failed save, or half as much damage on a successful one. If a creature fails this save by 5 or more, it also gains 1 level of **exhaustion**.

Armour of Ice. The yuki no ko forms freezing, icy armour around a creature it can see within **60 feet** of itself. The creature can make a **DC 14 Dexterity saving throw**, avoiding being encased in the armour on a success. When armoured in ice, a creature gains 13 (**3d8**) temporary hit points and takes 13 (**3d8**) cold damage at the start of each of its turns. This cold damage ignores temporary hit points, damaging the target's hit points directly. The armour is destroyed when these temporary hit points are depleted or the Yuki no Ko dies. A creature immune to cold damage bearing this armour also has a **+1 bonus** to its AC and saving throws.



BETA v2



YUKI NO KO



YUKI ONNA WRAITH

YUKI ONNA WRAITH

Well-travelled merchants and world-weary adventurers tell of a sinister spirit that makes its home amidst the freezing winds and eternal white of the mountain tops—a ghostly apparition that moves with unearthly grace, their silent steps leaving no imprint on the snow-covered land. While accounts of the encounter vary depending on the speaker, all share the common themes of dread and the chilling grasp of ice that saps all strength and hope. Even a whisper of the name yuki onna causes the breath behind the words to rise like white steam on a winter's morning, and the mere mention of this creature is sufficient to send shivers down the spine of even the most battle-hardened warrior.

Snow-fallen Influence. Once upon a time, the yuki onna was far less malevolent—a winter yokai that drifted peacefully across isolated, beautiful lands of velvet snow. They shared secrets with Humanoids who sought knowledge, and they protected enkoh and other creatures that found homes in their desolate lands. But alas, when a catastrophic event now lost to time brought an icy and painful death to the many innocent souls that shared their frigid home, the restless spirits of the frozen dead became intertwined with the snow yokai's being. The horror and pain transformed the yuki onna, giving birth to a ghastly yokai wraith that wanders the land as a harbinger of ice-cold death and anguish.

Cold Vengeance. After becoming infused with the restless souls of those who found an untimely, freezing demise, the yuki onna's desires changed to reflect those of the dead. No longer concerned with merely watching over their domain, the wraith is now obsessed with seeking out any source of warmth and destroying it. All must give way to the cold and the dark. If the souls it carries were deprived of all warmth in their wretched death, why should others be allowed to have it?



YUKI ONNA WRAITH

Medium Fiend (Yokai), Chaotic Evil

Armour Class 14

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	7 (-2)	18 (+4)	14 (+2)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Primordial

Challenge 8 (3,900 XP) Proficiency Bonus +3

Ice Lancer. The yuki onna's attacks ignore temporary hit points granted to a creature by the yuki onna's Ice Prison trait, striking at the target's hit points directly.

Ice Prison. When the yuki onna deals cold damage to a creature, that creature gains temporary hit points equal to the cold damage dealt, as foul magic encases the target in a layer of ice. While a creature has these temporary hit points, its speed is reduced by **10 feet**, it has **vulnerability** to fire damage, and it can't gain temporary hit points by any means other than this trait. Temporary hit points from this trait add together, and a creature can't refuse to gain temporary hit points from this trait. If a creature has temporary hit points equal to or greater than half its hit point maximum from this feature, it is **incapacitated** and **restrained** as it becomes fully encased in ice. Creatures incapacitated in this way gain 1 point of **exhaustion** at the start of each of their turns.

Ice Walk. The yuki onna can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiaction. The yuki onna makes two attacks with any combination of Necrotic Slash and Icy Wind.

Necrotic Slash. Melee Weapon Attack: **+7** to hit, reach 5 ft., one target. Hit: 11 (**2d6 + 4**) necrotic damage plus 10 (**3d6**) cold damage.

Icy Wind. Ranged Spell Attack: **+7** to hit, range 120 ft., one target. Hit: 17 (**2d12 + 4**) cold damage, and if the target is a creature, it must succeed on a **DC 15 Constitution saving throw** or have **disadvantage** on attack rolls until the end of its next turn.

BONUS ACTIONS

Haunting Wail (1/Day). The yuki onna lets loose a haunting, echoing wail. Each other creature within **30 feet** of it that can hear it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for **1 minute**. A creature frightened in this way has **vulnerability** to cold damage. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

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