

BETA PLAYTEST v0.25

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.

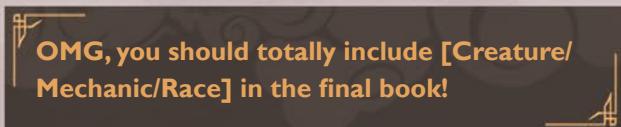
TAKE YOUR TIME TO EXPLORE THE BOOK

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.

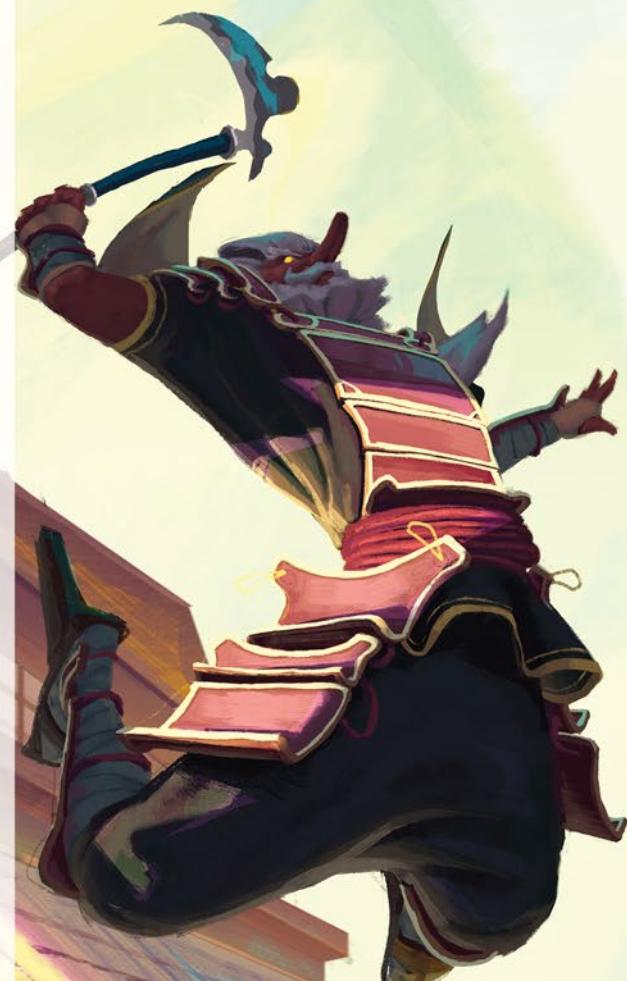
If something, perhaps a magic item or feat, says that you gain “**advantage** on Athletics checks”, this means that you gain advantage on all checks that use the Athletics skill, regardless of which ability is used. When checks use the word ‘or’, this indicates either skill/tool or ability can be used 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.



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CHAPTER 2

KAIJU FIGHTING



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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."

— Ryoko

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 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.

Player Knowledge. The mechanics for fighting kaiju should not be a secret. Players should understand the fundamentals of the system (vulnerable areas, death throes, etc.) so they can launch themselves into the fantasy of battling these behemoths with confidence. You might choose to share these mechanics with them directly. Alternatively, you can explain kaiju behaviours, battle tactics, and vulnerable areas through NPCs and clues your players find along their journey. *Wrath of the Kaiju* contains ready-made adventures that give information on battling kaiju for players to enjoy, and *Bombuku's Notebook of Knowhow* is a companion catalogue that gives players all the information they need to play, without any spoilers on specific adventures.

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 to 0, the kaiju is not defeated, but begins to Rampage instead, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas (see page 8) and take it down.

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.

UNDERSTANDING THE CHAOS THRESHOLD

When a character attacks a kaiju (and not one of its vulnerable areas, see page 8), you can describe the kaiju becoming increasingly enraged each time it takes damage. Eventually, this rage manifests in a rampage—a change in behaviour where the kaiju focuses its unbridled fury on the player characters, attacking with extreme aggression and without caution. This change in behaviour often reveals a vulnerable area that was not previously targetable.



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 7) and a number of vulnerable areas, each with its 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 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 critical hit threshold is reduced by 2. For example, a creature that normally needs to roll a 20 on its d20 to score a critical hit would instead score a critical hit on a roll of 18-20.

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 its 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 of a 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 so 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. Typically, this is called Shake Off, but some kaiju re-theme this effect; for example, Raiko has Static Pulse instead of Shake Off. Either way, the DC of this saving throw is equal to 8 + the kaiju's Proficiency Bonus.

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 brace yourself on a creature at least two sizes larger than you, or any creature with the Kaiju subtype. 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 30 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, you have disadvantage on ranged attacks because you are within 5 feet of a hostile creature. Make your attack rolls.

Humperdink: I get advantage on the first of my *eldritch blast* attacks because I'm braced, so that cancels out for a flat roll.

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 a 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 a bonus action to make an **Intelligence (Insight)** or **Wisdom (Survival)** check (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.

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, 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. Iminada, the colossal, spectral whale, is likely the most well-known kaiju in the Yokai Realms. She is the archetypal bakekujira, as aloof, deadly, and beautiful as the untamable ocean.

IMINADA

Iminada was once the lord of whales, responsible for the welfare 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 thins. The area within **1 mile** of Iminada is 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 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 the same direction of the wave.

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.

IMINADA 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

NONLETHAL ENDING

If the corpse for which Iminada searches is placed inside her ribcage when all of her vulnerable areas are exploited, she is appeased and eventually returns to the Ethereal Plane.

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

IMINADA 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>

BETA VS



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PLAYTEST

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 (120,000 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 (Lost While Heart Exploited). 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.

BONUS ACTIONS

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

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 (Lost While Heart 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.

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 their hatchery, the place they have laid or plan to lay their eggs. In the act of acidifying a pool of water to be able to rear their 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. Chrysalises in Nomi's lair hatch a také kabuto* (CR 7, AC 14) and a kabuto matriarch* (CR 4, AC 9).

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 pages 20–21. When these creatures are generated using this lair action, their AC is 5 lower than in their statistics (mentioned in paragraph).

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. Their burrowing speed is reduced to 0 feet 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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PLAYTEST

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; Lost While Abdomen Exploited). 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.

BONUS ACTIONS

Airborne Jaunt (While Rampaging; Lost While Wings Exploited). 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**. 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.

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 (Lost While Eyes Exploited). 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).

Take Flight (While Rampaging, Lost While Wings Exploited). 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.

KABUTO Matriarch

KABUTO Matriarch

Large Beast (Yokai), Unaligned

Armour Class 14 (natural armour)

Hit Points 123 (13d10 + 52)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	19 (+4)	2 (-4)	13 (+1)	4 (-3)

Skills Survival +3

Damage Resistances slashing

Damage Immunities acid

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Acidic Eruption. When the kabuto takes 5 or more piercing, slashing, or thunder damage in a single instance, acid sprays out. Each creature within 5 feet of the kabuto takes 5 (2d4) acid damage.

ACTIONS

Gizzard Rock. Ranged Weapon Attack. **+5** to hit, range 20/60 ft., one target. **Hit:** 8 (2d4 + 3) bludgeoning damage plus 5 (2d4) acid damage.

Acid Spray (Recharge 4-6). The kabuto sprays a 30-foot cone of acid from its abdomen. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 15 (6d4) acid damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Take Flight. The kabuto gains a flying speed equal to its walking speed. Until the start of its next turn, it gains **vulnerability** to slashing damage. If it takes 10 or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in 10 (3d6) weeks.



TAKÉ KABUTO

Huge Beast (Yokai), Unaligned

Armour Class 19 (natural armour)

Hit Points 76 (8d10 + 32)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

Saving Throws Str +7, Dex +1, Wis +4

Skills Athletics +7

Damage Resistances slashing; bludgeoning and piercing from nonmagical attacks that aren't adamantine

Damage Immunities acid

Senses tremorsense 90 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the kabuto moves at least **20 feet** straight toward a target and then immediately hits it with a Gore attack, the target takes an extra **9 (2d8)** piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Honourable. If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turns disengaging and moving away from the area.

ACTIONS

Gore. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target.

Hit: **17 (3d8 + 4)** piercing damage.

Pincer. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. Hit: **20 (3d10 + 4)** bludgeoning damage and, if the target is a creature, it is **grappled** (*escape DC 15*). Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Huge or smaller, it is **restrained**.

Toss. The kabuto throws one creature it is grappling with its pincer directly upward, causing it to reach a height in feet equal to **2d6 × 10**. If the creature collides with an obstacle that prevents it from reaching the specified height, it takes **24 (7d6)** bludgeoning damage before falling down.

BONUS ACTIONS

Blind Charge. The kabuto lowers its head, picking a direction. At the end of the next turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Huge or smaller creature, that creature must make a **DC 15 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes **16 (3d10)** bludgeoning damage and is **stunned** until the end of its next turn.

Take Flight. The kabuto gains a flying speed equal to its walking speed. Until the start of its next turn, it gains **vulnerability** to slashing damage. If it takes **15** or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in **10 (3d6)** weeks.



TAKÉ
KABUTO

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. Though a koi dragon's physical form may be elsewhere, it knows all that happens near its rivers' banks. 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 Hakuryo 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.

LAIR ACTIONS

Bakuryo's lair is the valley carved by the river she embodies. She 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 in the lair 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 a point of Bakuryo's choice 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 a different creature within **30 feet** of one a body of water within the lair. 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 277

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	43,000 XP
Fins exploited	31,000 XP
Upturned Scale exploited	31,000 XP
Water Form exploited	25,000 XP
Bakuryo defeated	15,000 XP
Total	145,000 XP

NONLETHAL ENDING

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 **DC 29** while she has unexploited vulnerable areas, or **DC 19** when all her vulnerable areas are exploited.

DEATH RATTLE

The water from all the surrounding rivers, lakes, and springs surges towards the koi dragon, gathering debris in its flow. Each creature within **300 feet** of Bakuryo must succeed on a **DC 19 Dexterity saving throw** or take **35 (10d6)** bludgeoning damage as they are hit by the rocks in the river's flow. One round later (at the end of the same initiative count on which Bakuryo was slain) each creature within **1000 feet** of Bakuryo must make a **DC 19 Constitution saving throw**, taking **35 (10d6)** thunder damage and being **deafened** for **1d6 days** on a failure, or taking half as much damage and being **deafened** for **1d6 hours** on a success. A creature that fails the saving throw by 10 or more is permanently **deafened** and can be restored after receiving **1d6** castings of the *regenerate* spell, each at least **24 hours** apart.

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 targetd.</p> <p>Lost Features. While in her Water Form, Bakuryo can't use her Breath Weapon action.</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>Gained Features. Bakuryo regains her Breath Weapon action, unless the Fins vulnerable area has already been exploited.</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>
Death Throes	Bakuryo has three exploited vulnerable areas.	<p>Bakuryo falls prone.</p> <p>Lost Features. Bakuryo loses her flying and swimming speeds.</p> <p>Finishing Blow. Bakuryo is killed when she takes damage equal to her Finishing Blow in a single turn.</p>



BETA v3

BETA v3
PLAYTEST

BAKURYO, THE ASCENDANT CASCADE

Gargantuan Dragon (*Kaiju*), 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 (145,000 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

Multiaction. 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 (While Fins are Glowing, Lost While In Water Form). 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 (Lost While Fins Exploited).

Bakuroyo begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold 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 (While Fins Exploited). Each creature within **60 feet** of Bakuroyo must succeed on a DC 16 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 16 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 in the lair 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. 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.

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

NONLETHAL ENDING

If Raiko is pierced with a Huge or larger piece of conductive metal, and that metal is connected to the ground, Raiko is destroyed nonlethally. The kaiju reemerges as a storm **10d100 years** later.

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 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.
Thunderless	Raiko's Bracers vulnerable area is exploited.	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.
Ungrounded	Raiko's Tempest Orbs vulnerable area is exploited.	Lost Features. Thunderclap action.
Death Throes	Raiko has three exploited vulnerable areas.	Gained Features. Galvanic Fracture trait. 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.

RAIKO, THE INFINITE TEMPEST

Gargantuan Elemental (*Kaiju*), Chaotic Neutral

Armour Class 20 (natural armour)

Chaos Threshold 240

Finishing Blow 85

Speed 60 ft., climb 60 ft

Vulnerable Area Identification DC 18

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 (While Tempest Orbs Exploited). At the start of each of Raiko's turns, each creature within 120 feet of Raiko (including himself) must make a **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 him, 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.

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 tempest 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.

ACTIONS

Multiattack. 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; Lost While Bracers Exploited). Each creature within 40 feet of Raiko must make a **DC 23 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.

BONUS ACTIONS

Galvanic Charge (Lost During Death Throes). 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.

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.

TEMPEST ELEMENTAL

Large Elemental, Chaotic Neutral

Armour Class 17

Hit Points 190 (20d10 + 80)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	19 (+4)	5 (-3)	16 (+3)	12 (+1)

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

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Auran

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Conductive. The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

Groundable. When the elemental has one-third of its hit points (63) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

Lightning Form. The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **13 (3d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiaction. The elemental makes five attacks with any combination of Static Claw and Spark.

Static Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) lightning damage, and the target can't take reactions until the start of its next turn.

Spark. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 11 (1d8 + 7) lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

Tempest (Recharge 5-6). Each creature in a **60-foot cone** must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes 18 (4d8) lightning damage, 18 (4d8) thunder damage, and is **deafened** and knocked **prone**. On a successful save, a creature takes half as much damage and isn't deafened or knocked **prone**.

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. It loses access to all lair actions during its Death Throes.

Animate Plants (While Rampaging; Lost When Telepathic Connection Exploited). 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 Magatsuchi's Tomb of Roots legendary action automatically fail this saving throw. All buildings in the area are destroyed.

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, Spirit Lanterns, and Telepathic Connection.

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 Charisma saving throw or be possessed by the kodama until the end of its next turn. While possessed, the target is incapacitated and loses control of its body. The kodama controls the body but doesn't deprive the target of awareness. The kodama uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.</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 (Lost While Spirit Lanterns Exploited). 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.

Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited). 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.

BONUS ACTIONS

Heart of Gold (Lost While Goldenheart Exploited). 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 (Lost While Telepathic Connection Exploited). 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.

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 (Lost During Death Throes). 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.

Constrict Tombs (Costs 2 Actions; Lost During Death Throes). 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.

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.

HUNTING NARCISSUS

Large Plant (Yokai), Unaligned

Armour Class 16 (natural armour)

Hit Points 133 (14d10 + 56)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	5 (-3)	10 (+0)	10 (+0)

Damage Resistances piercing

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 10

Languages understands Sylvan and Terran but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Drowsy Poison. A creature poisoned by the narcissus must make a **DC 15 Constitution saving throw** at the end of each of its turns. On a failure, the creature falls **unconscious** until the start of its next turn. A creature that fails the saving throw by 5 or more falls **unconscious** for **10 minutes**. On a success, the creature is no longer poisoned by the narcissus. A creature unconscious in this way wakes if it takes damage, or someone uses an action to shake or slap it awake.

False Appearance. If the narcissus is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the narcissus move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the narcissus is animate.

Kodama Infused. The connection between the narcissus and the kodama that infuses it can be interrupted by psychic assaults. If the narcissus takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

Pounce. If the narcissus moves at least **20 feet** straight toward a creature and then immediately hits it with a Bite attack, that target must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. If the target is prone, the narcissus can make one Bite attack against it as a bonus action.

ACTIONS

Multiaction. The narcissus makes one Bite attack and two Crystalline Bulb attacks.

Bite. **Melee Weapon Attack:** **+7** to hit, reach 5 ft., one target. **Hit:** 11 (**2d6 + 4**) piercing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

Crystalline Bulb. **Melee Weapon Attack:** **+7** to hit, reach 10 ft., one target. **Hit:** 13 (**2d8 + 4**) slashing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**. A creature poisoned in this way takes 2 (**1d4**) acid damage at the start of each of its turns.

Poison Pollen (Recharge 5-6). **Saving Throw:** **DC 15 Constitution, 30-foot cone.** **Failure:** A creature takes 27 (**6d8**) poison damage and is **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

BUILDING YOUR OWN KAIJU

"Great, as if we needed more world-ending threats. I'll start prepping resurrection spells; please make it back in at most three pieces this time."

— Ryoko

So, you've tussled with a few kaiju and feel like you're ready to roll up your sleeves and create your own. Well, here's a brief guide on transforming an ordinary stat block into a devastating, multidimensional, colossal boss battle to unleash on your victims/players. You may have already created your own custom boss stat block and want to elevate it with kaiju mechanics, or perhaps you want to adapt an existing stat block, like an ancient black dragon or a tarrasque.

Before we step forth on this journey of kaiju creation (from here on out, we're officially monster-parents together), you should familiarise yourself with the kaiju battle mechanics detailed in the first half of this chapter. Even better, you could run a few kaiju fights and even be a player in one that is run by a fellow GM. The *Wrath of the Kaiju* adventure book uses the kaiju in this chapter in several adventures, each of which is playable at multiple levels. The more experience you have in how kaiju boss battles are designed to flow, the better shape you'll be in for creating your own.

FIRST STEPS

To ensure a kaiju battle is epic and engaging, it must evolve. Players should be rewarded for their cunning, ingenuity, and audacity, while monsters—including the kaiju—should adapt their tactics in response to the players' actions. With that in mind, the first and most important step is understanding your kaiju. How does it behave? What are its strengths and weaknesses? What hidden powers might it have? How does its stat block represent its physical or mental features?

Let's Make A Kaiju. To make a kaiju, we undertake the following steps:

- Establish the target CR for the kaiju using the number of party members and average player level (APL).
- Choose a baseline monster from which to draw statistics (or make your own).
- Give the kaiju vulnerable areas.
- Give the kaiju behaviours and ways to move between those behaviours.
- Add defensive and offensive statistics.
- Calculate the CR and check if it is appropriate for your party.

CHOOSING A BASELINE

When transforming a normal creature into a kaiju, we first want to know who we're creating it for. How many people are in the party, and what's their average level (APL)? The Recommended Kaiju Statistics table below gives the target CR for parties with between 3 and 6 members and with an APL of between 5 and 20. As a rule of thumb, you want to choose a monster whose baseline CR is between 0 and 6 levels lower than the target CR.

RECOMMENDED KAIJU STATISTICS

APL*	CR by Number of Player Characters				Finishing Blow
	3 PCs	4 PCs	5 PCs	6 PCs	
5	7	9	10	11	30
6	8	10	11	12	30
7	9	11	12	13	35
8	10	12	14	15	35
9	11	13	15	16	40
10	12	14	16	17	40
11	15	17	19	20	45
12	17	19	20	21	50
13	18	20	21	22	55
14	19	21	22	23	60
15	20	22	23	24	65
16	21	23	24	25	70
17	22	24	25	26	75
18	23	25	26	27	80
19	24	26	27	28	85
20	25	27	28	29	90

*Players of level 4 and below are too frail for the might of a kaiju.

For the purpose of this guide, we'll assume our party has four level 12 characters. According to the table above, that gives us a target CR of 19. Let's transform the ōmukade (CR 15) into the ancient ōmukade, a CR 19 kaiju fit to give our party a challenge! Already a fearsome and powerful yokai, our ancient ōmukade will rise as a colossal, city-devouring centipede of destruction. Here's the base ōmukade stat block that we'll work from.

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

Multiattack. 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**.



VULNERABLE AREAS

Vulnerable areas are specific weak points player characters must exploit to defeat a kaiju (for more, see page xx). Most kaiju have three vulnerable areas. After the characters have exploited them all, the kaiju enters its death throes and can be defeated. These vulnerable areas might be revealed only when certain behaviours are triggered and typically must be specifically targeted (as if they were a separate entity).

Creating Vulnerable Areas. All game design is storytelling; you should craft vulnerable areas that play into a creature's lore, physiology, temperament, and unique traits. These vulnerable areas should have variety so that each phase of the fight presents new opportunities for different types of characters to excel, and nothing will feel repetitive.

The vulnerable areas presented so far in this book can be broken into three categories: easy, prepared, and hidden:

- Easy vulnerable areas are quick to spot and simple to reach.
- Prepared vulnerable areas require characters to take specific courses of action in order to be able to exploit them, such as preparing spells or magic items that deal certain damage types.
- Hidden vulnerable areas are only revealed when a kaiju performs a certain behaviour, creating a naturally evolving battle.

A healthy mix of these types of vulnerable areas makes for an engaging kaiju encounter.

MAKING AN ANCIENT ŌMUKADE

To craft our ancient ōmukade, we first create a short list of potential vulnerable areas that could work. Anything can be a vulnerable area, although it's best to keep things specific. For example, a missing scale vulnerable area will often work better than a vulnerable area that is all the scales on a kaiju's body. This is an opportunity to be creative, and if you are struggling for ideas, you can find inspiration by drawing from a kaiju's physiology, traits, temperament, and lore.

Potential Vulnerable Areas. Potential easy vulnerable areas include antennae, eyes, mouth, legs, and teeth. Potential prepared vulnerable areas include taking elemental damage or taking damage while underground; these require preparation in the form of specific damage types or by coaxing the kaiju to an underground location, respectively. Potential options for hidden vulnerable areas are taking damage from creatures it has swallowed or exploiting a missing scale in its armour after a specific action is taken. To make these areas hidden, the kaiju's specific action (such as a Swallow attack) would need to occur after it begins a new behaviour, like its Rampage.

After forming a list of options, we can pick three non-similar vulnerable areas. There is no correct answer here; choose the options that spark your imagination! Here are our choices for this kaiju:

Eyes (Easy). Eyes are always a safe bet; they are a simple vulnerability for players to understand—no one likes getting poked in the eye. And to think your mum said all those hours playing *The Legend of Zelda* was a waste of time...

Overgrowth (Prepared). The ōmukade's most iconic trait is its Reactive Growth, which causes it to increase in size when it takes acid, cold, fire, lightning, or thunder damage. For this vulnerable area, let's lean into that trait. The Overgrowth vulnerable area will be exploited when players deal enough acid, cold, fire, lightning, or thunder damage to the ancient ōmukade. Each time it takes one of those damage types, it will grow in size due to its Reactive Growth trait, ultimately causing its scales to shatter and muscles to tear under its own weight. You've heard of the square-cube law, right? Let's see how big is too big for this kaiju. This vulnerable area will also reward players for preparing the means to deal specific damage types in advance of the fight. Ways to communicate this information to players are detailed in the Implementing Your Kaiju section.

Belly of the Beast (Hidden). The ōmukade can swallow people, but sometimes, a meal bites back. Striking at the ancient ōmukade from inside it will certainly be dangerous, but it's exactly the type of madcap lunacy that we're hoping to reward adventurers for trying. This vulnerable area will be targetable by creatures swallowed by the ancient ōmukade. By limiting our kaiju to only swallow creatures while it is rampaging, we now have a vulnerable area that only becomes accessible once the players have triggered a certain behaviour from the kaiju.

With the vulnerable areas decided, we can create a vulnerable area table for quick reference when we run the fight. We'll discuss how to calculate the AC and hit points for these vulnerable areas in the Balance: Hit Points and Damage section.

ANCIENT ŌMUKADE VULNERABLE AREAS

Vulnerable Area	Special Traits	AC	HP
Eyes	<p>The ōmukade'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. The ōmukade's Eyes can be targeted as normal.</p> <p>Exploitation. The ōmukade's Eyes become messy pits in its chitin.</p>	21	60
Overgrowth	<p>Targeting. Whenever acid, cold, fire, lightning, or thunder damage would be dealt to the ancient ōmukade's Chaos Threshold, it is instead dealt to this vulnerable area. Once this vulnerable area is exploited, those damage types target the Chaos Threshold as normal.</p> <p>Exploitation. The ōmukade falls prone, collapsing under its own incredible weight.</p>	21	30
Belly of the Beast	<p>Targeting. The Belly of the Beast vulnerable area can only be targeted by creatures inside the ancient ōmukade.</p> <p>Exploitation. The ōmukade vomits out all creatures inside it.</p>	16	60



BEHAVIOURS

With the three vulnerable areas decided, we're ready to think about how our kaiju will change its tactics in response to player actions across a fight. The Ancient Ōmukade Behaviours table shows how the kaiju's behaviour evolves as the battle progresses, typically by adding or removing actions, traits, and movement options. For example, when the adventurers destroy Nomi's Wings vulnerable area, Nomi can no longer fly (see page xx). This is reflected in their Behaviour table; they lose their Airborne Jaunt and Take Flight actions.

Between three vulnerable areas being exploited, the ancient ōmukade's Chaos Threshold being depleted, and the kaiju entering its death throes, we have plenty of points in the fight to initiate changes in behaviours, abilities, and tactics.

An Evolving Battle. Before we craft the behaviour table itself, we should consider how players might approach this fight. Broadly speaking, battles are more satisfying if some vulnerable areas only become accessible once the players have triggered a certain behaviour. If we set up our kaiju behaviours in this way, battles will always run with a natural narrative that is responsive to player character actions.

For this battle, the ancient ōmukade will not use its Bite, Constrict, or Swallow actions until its Chaos Threshold has been depleted, triggering its Rampage behaviour. It will be-

gin the fight cautiously, using its burrowing speed to tunnel beneath the party—potentially ambushing them—emerging to strike with its Raptorial Stab attacks before retreating under the earth. Once the characters deplete the ancient ōmukade's Chaos Threshold, an all-out-brawl begins. It stops using hit-and-run tactics and starts its Rampage, biting, constricting, and swallowing targets.

Vulnerable Areas & Behavior. It's important we remember why our kaiju's behaviour evolves in response to its vulnerable areas being exploited—it's getting hurt!! Not only is that going to anger a creature, it will inevitably alter its traits and tactics. This is where your vision for a kaiju comes into play. For example, we decided that exploiting the ancient ōmukade's Eyes vulnerable area will result in it losing its sight and darkvision, rendering it blind beyond the radius of its tremorsense. That seemed logical—the eyes were what allowed it to truly “see”, but its tremorsense comes from its ability to sense vibrations through the earth. Similarly, it will gain an Acidic Vomit action after its Belly of the Beast vulnerable area is exploited, spewing forth caustic bile from its wounded innards—sometimes a wound is also a weapon!

Making these changes has meant introducing some new actions and traits, which we'll explore in the following section.

ANCIENT ŌMUKADE BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	The ancient ōmukade's Chaos Threshold is reduced to 0.	<p>The ancient ōmukade flies into a bloodthirsty fury, eagerly and aggressively targeting the party.</p> <p>Gained Features. Bite, Constrict, and Swallow actions.</p> <p>Lost Features. Tunnel Hunter trait.</p> <p>Vulnerable Areas. The ancient ōmukade's Belly of the Beast vulnerable area can now be targeted by a creature it has swallowed.</p>
Blinded	The ancient ōmukade's Eyes vulnerable area is exploited.	<p>Lost Features. Vision and darkvision. The ancient ōmukade is blind beyond the radius of its tremorsense.</p>
Overgrown	The ancient ōmukade's Overgrowth vulnerable area is exploited.	<p>The ancient ōmukade falls prone.</p> <p>Lost Features. Reactive Growth trait. The ancient ōmukade's speed is halved.</p>
Reflux	The ancient ōmukade's Belly of the Beast vulnerable area is exploited.	<p>The ancient ōmukade immediately regurgitates all swallowed creatures, which land prone in a space within 10 feet of it.</p> <p>Gained Features. Acidic Vomit action.</p> <p>Lost Features. Swallow action.</p>
Death Throes	The ancient ōmukade has three exploited vulnerable areas.	<p>The ancient ōmukade falls prone.</p> <p>Lost Features. Its burrowing speed is reduced to 0 feet, and its walking speed is reduced to 5 feet.</p> <p>Finishing Blow. The ancient ōmukade is destroyed when it takes damage equal to its Finishing Blow in a single turn.</p>

BALANCE: HIT POINTS AND DAMAGE

We've decided the storytelling beats of the battle—the kaiju's vulnerable areas and behaviours—now we need to assign its statistics. This section will take you through the defensive facets (hit points, Chaos Threshold, vulnerable area statistics, Legendary Resistances, and Finishing Blow), the offensive options (areas of effect, saving throw DCs, and legendary actions), and finish by showing you how to modify the challenge rating of your new kaiju to suit the level of difficulty that fits your players.

DEFENSIVE STATISTICS

The first step in this process is to understand that transforming a regular stat block into one that works with the kaiju mechanics isn't about making the battle more challenging—it's about making it more engaging.

Hit Points. We don't need to overthink this; the initial ōmukade stat block has 187 hit points. That number is a good estimate for hit points to divide across our kaiju's Chaos Threshold and vulnerable areas. As we have one Chaos Threshold and three vulnerable areas, the simplest way to do this is to divide the stat block's hit points by four; that's ~46 hit points each. We can use a bit of game design foresight to allocate these hit points and choose an AC for each target.

Chaos Threshold. This is the amount of damage a kaiju needs to take before it starts rampaging. Remember, damage to a vulnerable area does not contribute towards the chaos threshold.

The initial phase of the fight, where the ancient ōmukade burrows, is an exciting introduction to a battle, but might grow a little tedious if it goes on too long. Let's put the Chaos Threshold at **30** hit points to get players into the action quickly. That leaves us roughly 160 hit points to play with across the vulnerable areas.

Vulnerable Areas. These are the areas which need to be exploited in order to start a kaiju's death throes. A kaiju can't be killed until they are all exploited! Whenever a vulnerable area is exploited, the kaiju's behaviour changes in some small way.

Keep things simple: the ōmukade has an AC of **21** so, unless there is a compelling storytelling point, all of its vulnerable areas will have this AC.

Eyes. The Eyes vulnerable area is easy to reach and makes for an obvious target. Let's give it a little more hit points to compensate (**60**). Although the eyes themselves aren't armoured, they are a smaller, moving target, so let's keep its **AC** at **21**.

Overgrowth. It's important to recognise that the Overgrowth vulnerable area can only be exploited by dealing damage of a type the ōmukade has resistance to, so we should cut this area's hit points in half to compensate. Let's give Overgrowth **30** hit points (an effective hit point total of **60**). Overgrowth can be triggered by taking damage anywhere on the ancient ōmukade's body, so it makes good sense to stick to the creature's base **AC** of **21**.

Belly of the Beast. This vulnerable area requires characters to be swallowed by the ancient ōmukade. The challenge of surviving in its body is already extreme, so we can reflect that with slightly fewer hit points (**40**). It also makes sense to lower the **AC** to **16**, as players are bypassing the Ōmukade's chitinous armour, and they are attacking at disadvantage while blinded inside the kaiju—we need to ensure players can still take meaningful actions even if swallowed.

Saving Throw Proficiency. A saving throw modifier is to a spell as an AC is to a weapon attack. Adding proficiency to saving throws can really beef up your kaiju, especially when used in conjunction with Legendary Resistances. If a creature doesn't have an ability's abbreviation (for example 'Str') listed under its Saving Throws, then it does not have proficiency in this saving throw. If you choose to give the creature saving throw proficiencies, the value equals the creature's ability modifier plus its proficiency bonus. The table below summarises proficiency bonuses by creature CR.

CREATURE PROFICIENCY BONUS BY CR

CR	Proficiency Bonus
0-4	+2
5-8	+3
9-12	+4
13-16	+5
17-20	+6
21-24	+7
25-28	+8
29-32	+9
33+	+10

Some abilities—Dexterity, Constitution, and Wisdom—are targeted more frequently by spells and effects than others. Adding proficiency to those saving throws affects the kaiju's CR more than proficiency in Strength, Intelligence, and Charisma, as described on page xx.

Legendary Resistance. It's not much fun if the kaiju gets stunned by a monk for three rounds in a row, so it's worth considering one to three uses of Legendary Resistance if the base creature doesn't already have any. These will affect the kaiju's CR, so be sure to factor that into your calculation (see page xx for more on this). The Legendary Resistance trait is always worded as follows:

Legendary Resistance (X/Day). If the kaiju fails a saving throw, it can choose to succeed instead.

Finishing Blow. The Finishing Blow is the final, climactic act of a kaiju fight. It can only be performed when a kaiju is in its death throes and requires a sufficient amount of damage to be dealt to the kaiju in a single turn. The Recommended Kaiju Statistics table (page xx) indicates the recommended values for Finishing Blows for kaiju of different challenge ratings. The Finishing Blow value is always more than the average expected damage output of a character at that level. The intent is to encourage players to finish a creature in unison, either by using the Ready action or Combo Attacks (see page xx). In our example, the party is made up of four level 12 characters, so we want a Finishing Blow value of 50.

OFFENSIVE & OTHER STATISTICS

Creating new actions and traits for your kaiju can help it feel different to the base statistics from which it's built on, and add to the storytelling aspects of the fight (especially if gained or lost with specific behaviours). One to two is usually enough; any more and you risk overcomplicating the encounter! When creating new actions or traits, it's best to do so in a way that doesn't increase a kaiju's damage output. If it does—such as when adding legendary actions, see below—it can affect the kaiju's challenge rating.

Areas of Effect. Actions that let a kaiju affect a large area aren't essential to a fight, but they can add moments of high tension and force player characters to adapt their spacing on a battlefield. For the ōmukade, after its Belly of the Beast vulnerable area is exploited, it begins vomiting; this is a storytelling point and adds an interesting tactical change to the fight.

Acidic Vomit. In order to keep the challenge of the creature roughly consistent, we want this action to deal approximately the same damage as if the kaiju used its Multiattack action. We will predict that, on average, its Reactive Growth will trigger once, and that all the attacks it makes as part of its Multiattack hit, giving an average damage of 77. We want to incentivise the ōmukade to use Acidic Vomit when it can hit two or more creatures; therefore, we want the damage to be slightly more than half of Multiattack's damage; 42 (12d6) would be appropriate. No recharge is needed when the damage output does not significantly increase.

CALCULATING AOEs

When calculating the damage of an area of effect, such as Acidic Vomit or a Breath Weapon, assume two creatures are caught in the area and they both fail their saving throws. Therefore, at 42 (12d6) acid damage on a failed Dexterity saving throw, Acidic Vomit will deal around 84 acid damage per use.

Saving Throw DCs. When introducing a new action that forces a saving throw, it's important to consider what ability score the creature will use for that action. To calculate a saving throw DC, we always use the formula: $DC = 8 + \text{the creature's proficiency bonus} + \text{the ability modifier used for that effect}$.

But which ability do we use for the calculation? This depends on how the creature is producing the effect. A spellcasting enemy will typically use Intelligence, Wisdom, or Charisma to cast its spells. For actions that come from a monster's ability to naturally create an effect, like a horned devil's wounding Tail attack, we use its Constitution. For something related to physical power, like a minotaur's Charge trait, we use its Strength.

The Acidic Vomit action relies on the ancient ōmukade's bile glands' ability to produce acid, so the DC calculation will use its Constitution modifier. For simplicity's sake, we will use the ōmukade's proficiency bonus of +5, even though a CR 19 creature would usually have a +6 bonus. That gives us a formula of $8 + 5 \text{ (proficiency bonus)} + 6 \text{ (Constitution modifier)} = 19$. This means the Dexterity saving throw that creatures must make against Acidic Vomit has a DC of 19.

Legendary Actions. To keep things simple here, we're only going to discuss two legendary action options: Attack and Move. You can give your kaiju any number of legendary actions with which to take these options, but typically one to four work best. Adding the Attack option increases the kaiju's damage output and thus its CR (see page xx for more details).

Attack. The kaiju makes one attack from its Actions against a target within reach or range of that attack. Typically, this is the least powerful attack the kaiju has. For the ōmukade, we will choose the Raptorial Stab attack, which, unlike Bite, it can take before it begins its Rampage behaviour.

Move. A legendary action can be used to move either up to the kaiju's speed or up to half the kaiju's speed without provoking opportunity attacks. For the ōmukade, we will choose the former: it has such a formidable carapace that it doesn't concern itself with opportunity attacks.

CALCULATING CHALLENGE RATING

As stated earlier, our goal isn't to make the kaiju more challenging, but to make the fight against it more interesting. However, adding features to make a fight more exciting, such as Legendary Resistances and actions, impacts the challenge a fight poses. If the creature you're adapting already has legendary actions and resistances—great—you can leave it be! If you're adding them, then you need to modify the creature's CR. Don't worry, you're only doing this to make sure you don't kill your whole party and to give them the right number of experience points; you won't be changing any other statistics and will keep the proficiency bonus exactly as it is.

Hit Points. For every 30 hit points you add above the monster's original hit point maximum, increase the CR by 1.

Saving Throw Proficiency. If you add proficiency to Dexterity, Constitution, or Wisdom saving throws, increase the CR by 1 for each ability chosen. If you add proficiency to Strength, Intelligence, or Charisma saving throws, increase the CR by 0.5 for each ability chosen.

Legendary Resistance. For every use of Legendary Resistance you add to the kaiju, increase its overall CR by 1.

Legendary Actions. For every additional 20 damage a kaiju can deal per round with legendary actions, increase its CR by 1. For example, if you give a kaiju three legendary actions, the Attack and Move options, and an attack that deals 20 damage, we would increase the CR by 3; we always assume it uses all those legendary actions to take the Attack option and that every attack hits.

Ōmukade Example. For the ancient ōmukade, we will give it two uses of Legendary Resistance, increasing its CR by 2. We will give it two legendary actions with an Attack option that deals 20 damage per hit on average; this gives a total of 40 extra damage, also increasing its CR by 2.

With two uses of Legendary Resistance and two 20-damage legendary actions, the ancient ōmukade's CR is 4 higher than the original ōmukade (see page xx). This means it has a CR of 19. This is exactly what we were aiming for with our party of four 12th-level player characters (see Recommended Kaiju Statistics table, page xx). Remember, we won't worry about changing its proficiency bonus to match its new CR—that involves a lot of faff.

CORE KAIJU TRAITS

All kaiju share some traits—these are features you should add to every kaiju you create. These additions are already factored into the Recommended Kaiju Statistics table:

Creature Size: Gargantuan. Gargantuan is the largest size category in 5e. Kaiju are colossal behemoths; all should be this size category.

Vulnerable Area Identification. This represents how hard it is for a player character to identify a kaiju's vulnerable area (see page xx). This DC always equals 8 plus the kaiju's proficiency bonus.

Trait: Kaiju Force. This feature represents a kaiju's nigh-unstoppable power to shatter through buildings and obstacles. It prevents a kaiju from being "cheesed" by spells such as *wall of force* and *forcecage*. Here's the wording:

Kaiju Force. The kaiju 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.

Trait: Kaiju Fortitude. This feature represents a kaiju's phenomenal presence of being. The trait prevents a kaiju from being "cheesed" by spells such as *banishment* and *polymorph*. Here's the wording:

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

Bonus Action: Shake Off. Shake Off, or a flavourful equivalent such as Raiko's Static Pulse, is critical as a means for a kaiju to interact with creatures mounted on it. You can find the full rules for mounting and moving across kaiju on page XX. Here's how it's worded:

Shake Off. The kaiju twists and shakes its body violently. Each creature mounted on it must succeed on a **DC (8 + proficiency bonus)**

Strength or Dexterity saving throw (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

And with those final touches we're finished! Now that everything is implemented, let's take a look at our completed kaiju stat block.

ANCIENT ŌMUKADE

Gargantuan Fey (Kaiju, Yokai), Chaotic Neutral

Armour Class 21 (natural armour)

Chaos Threshold 30

Speed 50 ft., burrow 30 ft., climb 50 ft.

Vulnerable Area Identification DC 13

Finishing Blow 50

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, and thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 19 (25,000 XP)

Proficiency Bonus +5

Crusher. A creature that starts its turn grappled by the ancient ōmukade takes **15** bludgeoning damage.

Kaiju Force. The ancient ōmukade 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. The ancient ōmukade is immune to any spell or effect that would alter its form or move it to another plane of existence against its will.

Legendary Resistance (2/Day). If the ancient ōmukade fails a saving throw, it can choose to succeed instead.

Reactive Growth (Lost While Overgrowth Exploited). When the ancient ōmukade takes **10** or more acid, cold, fire, lightning, and thunder damage in a single instance, it grows in size. The reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **4 (1d8)** damage (maximum bonus of **2d8**). When the ancient ōmukade finishes a long rest, it returns to its normal size and these benefits end.

Tunnel Hunter (Lost While Rampaging). The ancient ōmukade does not provoke opportunity attacks when it moves using its burrowing speed.

ACTIONS

Multiattack. The ancient ōmukade makes two Raptorial Stab attacks. If the ancient ōmukade is rampaging, it can replace any number of these with a Bite attack and replace one of these with a Swallow attack.

Bite (While Rampaging). 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 ancient ōmukade, it is **grappled** (**escape DC 20**). Until this grapple ends, the target is **restrained** and the ancient ōmukade can't use its Bite attack on another target.

Constrict (While Rampaging). Melee Weapon Attack: **+12** to hit, reach 5 ft., one creature smaller than the ancient ōmukade. Hit: **62 (10d10 + 7)** bludgeoning damage, and the target is **grappled** (**escape DC 20**). Until this grapple ends, the target is **restrained**.

Raptorial Stab. Melee Weapon Attack: **+12** to hit, reach 15 ft., one target. Hit: **20 (3d8 + 7)** piercing damage.

Swallow (While Rampaging; Lost While Belly of the Beast Exploited). Melee Weapon Attack: **+12** to hit, one creature two or more sizes smaller than the ancient ōmukade that is grappled by it. 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 ancient ōmukade, and it takes **28 (8d6)** acid damage at the start of each of the ancient ōmukade's turns.

If the ancient ōmukade takes **30** damage or more on a single turn from a creature inside it, the ancient 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 ancient 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**.

Acidic Vomit (While Belly of the Beast is Exploited). The ancient ōmukade vomits a torrent of burning bile and blood. Each creature in a **30-foot cone** must succeed on a **DC 19 Dexterity saving throw** or take **42 (12d6)** acid damage.

BONUS ACTIONS

Shake Off. The ancient ōmukade twists and shakes its body violently. Each creature mounted on it must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

LEGENDARY ACTIONS

The ancient ōmukade can take 2 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. The ancient ōmukade regains spent legendary actions at the start of its turn.

Attack. The ancient ōmukade makes one Raptorial Stab attack.

Scuttle. The ancient ōmukade moves up to its speed.

IMPLEMENTING YOUR KAIJU

SHARING THE SECRETS TO SUCCESS

It's important for players to understand their characters' options in battle. Ensuring that players are familiar with Combo Attacks, bracing, scaling kaiju will lead to a smoother and more satisfying encounter for everyone. All of these are explained throughout this book. Moreover, if your players can learn about the monster they are to face before they fight it, they gain the opportunity to prepare for the combat ahead, which can feel very rewarding.

Clues & Adventures. If you've read the *Wrath of the Kaiju* adventure book, you'll have seen how the clues to a kaiju's weaknesses should form part of an adventure leading up to its battle. These not only build excitement for what is to come, but also give players a chance to prepare specific items and spells to bring the kaiju down. Always be sure that your players have agency—do they understand their quarry? Are they capable of defeating this kaiju with their current equipment and spells? Have they followed a red herring to the wrong conclusion and need an NPC to correct them?

For example, defeating the ancient ōmukade requires characters to be capable of dealing acid, cold, fire, lightning, or thunder damage. If the party does not normally have access to one or more of these damage types, drop hints that it will be necessary and weave ways to access those damage types into your story. For the ancient ōmukade, you might have your party find a history book detailing an epic clash between an ancient ōmukade and a red dragon. Perhaps the red dragon's flames didn't incinerate the ancient ōmukade, but instead caused it to grow to such a great size that it collapsed under its own weight.

AN EPIC BATTLE... OF ORDINARY PROPORTIONS?

Kaiju are Gargantuan creatures, but the principles for boss battle design introduced in Ryoko's Guide needn't be applied only to Gargantuan creatures. The Chaos Threshold, vulnerable areas, and Behaviour table can be used with enemies of any size to create an evolving, dynamic encounter. Perhaps a bunny has eaten a scroll of *true polymorph*, and players must battle through its various transformations before finally exhausting the magic and returning it to its true form. Each transformation could be a fresh vulnerable area!

As a GM, you can apply the rules given in Ryoko's Guide to any type of combat encounter; explore them with your party and alter them as you see fit. Grotesquely cliché as it might sound, the truth is that as long as you and your players are enjoying yourselves, you are doing things right.



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 enhance an existing one.

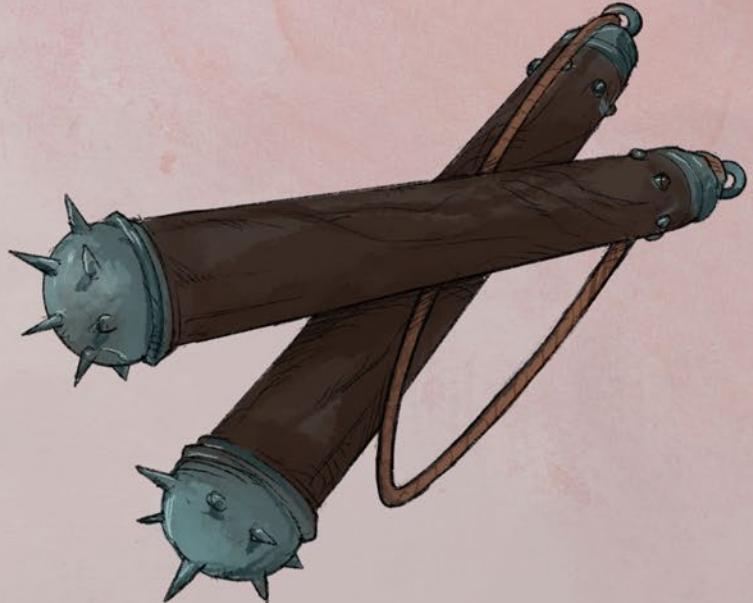
EQUIPMENT

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 trickery 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 firelance. While holding a firelance, 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 firelance 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 firelance 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	Manufacturing 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.

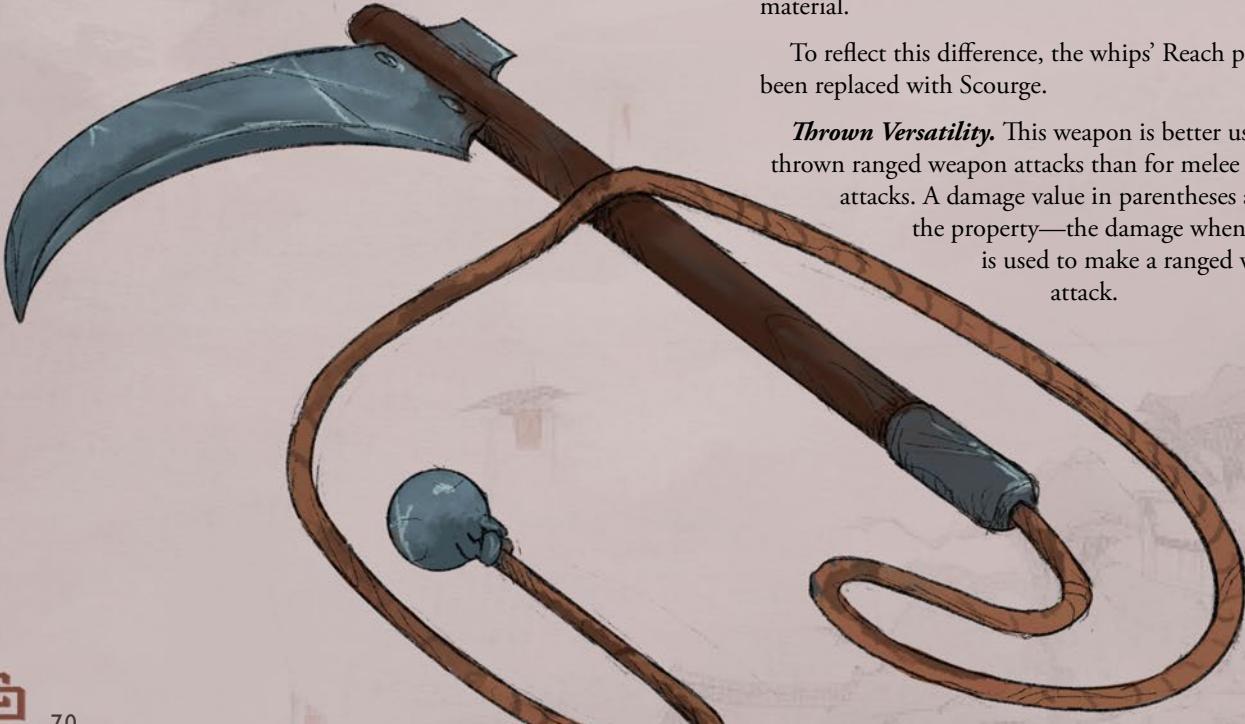
Ōdzutsu Shot. These fist-sized spheres of solid iron are ammunition for the ōdzutsu. Each is 1 to 2 inches in diameter and weighs 1/5 pounds.

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).

KUSARIGAMA



NEW WEAPON PROPERTIES

Ryoko's Guide introduces four new weapon properties: Adaptable, Attached, Impact, Parry, Pugilist, Scourge 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.

Impact. This weapon deals double damage to objects and structures.

Parry. This weapon has been designed to help you parry blows. While wielding this weapon, 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.

Pugilist. For creatures that roll a die when they make unarmed strikes (such as the monk), the size of their damage die is increased by one (maximum 1d12) when they make unarmed strikes with a hand equipped with a weapon that has this property.

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	Material Cost	Manufacturing Tool	DC	Time
Simple Melee Weapons								
Claw	1d6 slashing	Attached, Light	5 gp	2 lb.	2 gp	Smith	14	3 hrs
Martial Melee Weapons								
Chakram	1d4 slashing	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	10 gp	1 lb.	3 gp	Smith	17	6 hrs
Kusarigama	1d4 slashing	Special: Counterweight, Versatile (1d6)	10 gp	2 lb.	3 gp	Smith	17	6 hrs
Meteor hammer	1d6 bludgeoning	Finesse, Scourge, Two-handed	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
Rope dart	1d6 piercing	Finesse, Scourge, Two-handed	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
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	17	1 hr
Martial Ranged Weapons								
Ōdzutsu	2d10 bludgeoning	Ammunition (range 150/600), Two-handed, Special: Long Reload	150 gp	25 lb.	50 gp	Smith, tinker	19	18 hrs
Shuriken	1d4 piercing	Finesse, Light, Thrown (range 20/60)	1 sp	1/4 lb.	3 cp	Smith	17	1 hr



CLUB

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. Due to the increased reach of this Special property, kusarigama count as having the Scourge property for the purposes of weapon mastery (see page 79).

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 **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed properties.

METEOR HAMMER

NUNCHAKU

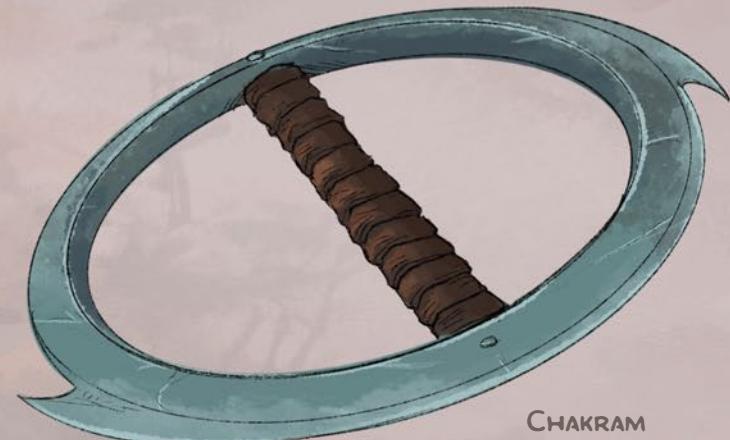
Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

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.



CHAKRAM



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 **1d6** piercing damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed 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.

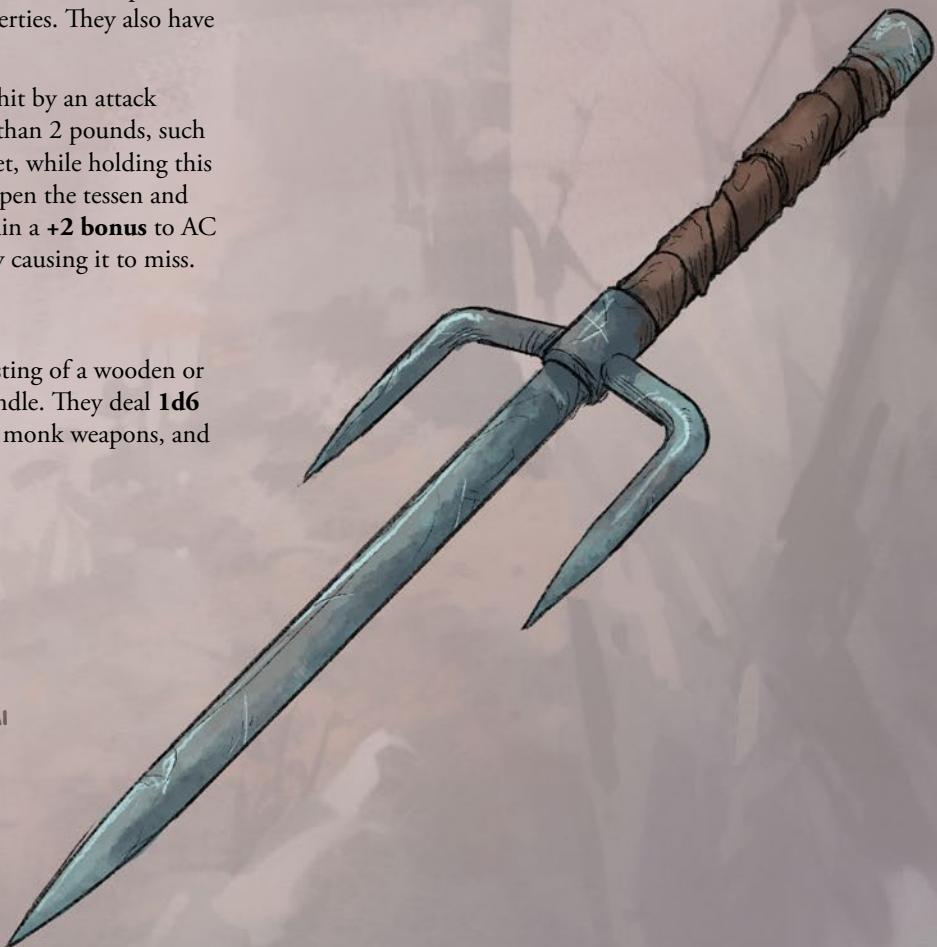
Special: Fan Shield. When you are hit by an attack made with a projectile that weighs less than 2 pounds, such as a thrown dagger, dart, arrow, or bullet, while holding this weapon, you can use your reaction to open the tessen and attempt to deflect the projectile. You gain a **+2 bonus** to AC against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



SHURIKEN



SAI

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.

Weapon Masteries. Prostheses can be used with the weapon mastery system (see page 79). For each prosthesis that can be used as a weapon, the table below indicates which Superior Strike can be used with it.



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	Superior Strike
Advanced	Hookshot (15 ft.), Integrated (any), Launch (1d6 ¹ , 15 ft.)	100 gp ³	x			Varies ⁴
Basic	Integrated (any)	50 gp ³	x			Varies ⁴
Cannon	Blast (1d6 ¹ , 20 ft.)	150 gp	x	x	x	Piercing shot
Climbing Claw	Mobility (climb 20 ft.)	75 gp	x	x	x	—
Combat Arm	Hookshot (20 ft.), Launch (1d6 ² , 20 ft.), Melee (1d6 ² , Pugilist)	150 gp	x			Flurry
Grappling Hook	Hookshot (40 ft.)	100 gp	x		x	—
Smokeshot	Integrated (stash), Obscure	90 gp	x	x	x	—
Steelslinger	Hookshot (30 ft.), Launch (1d6 ² , 30 ft.)	125 gp	x			Battery Strike
Streamcutter	Mobility (swim 20 ft.)	75 gp	x	x	x	—
Wartail	Melee (1d6 ² , Scourge)	100 gp			x	Trip

¹ Work with your GM to choose one damage type from acid, cold, fire, lightning, or thunder that fits the prosthesis.

² 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.

³ In addition to the price of the integrated object.

⁴ Matches that of the integrated weapon or shield. See pages 82 - 83.





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 martial ranged weapon with the Loading property. If you're proficient with a martial ranged weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and range, respectively. This weapon doesn't have a long range.

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 typically attached to a spool of wire, though rope, chain, or even spidersilk may be used instead. 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 wire back in, or until the wire is destroyed. The wire

is an object with AC 19 and 10 hit points; resistance to fire and cold damage; and immunity to lightning, psychic, and poison damage. The AC, price, and other properties of this wire can vary if different materials are used (GM's discretion).

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 wire, 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. The prosthesis is a martial ranged weapon with the Thrown and Finesse properties. 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. This weapon doesn't have a long range.

Melee (XdX, X). The prosthesis is a martial melee weapon. If you're proficient with a martial melee weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and any additional weapon properties it may have, 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, while also reducing 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. You become a half-martial class in this way when you select the subclass or invocation that grants this feature. For example, a bard who chooses the College of Swords subclass becomes a half-martial when it chooses this subclass at level 3, not when it gains the Extra Attack feature at level 6.

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 3/ranger 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, 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. It does not include any bonuses that rely on die rolls, such as the effect of the *bless* spell or Bardic Inspiration.

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

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 the Heavy tree'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 they make 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 score a critical hit on a roll of 18-20 when they make an attack with a Heavy weapon against a prone creature.

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 70. Three of these new properties, Impact, Pugilist, and Scourge, have their own weapon mastery technique trees. In order to ensure that every weapon has at least one property with a weapon mastery technique tree, these new properties have also been added to several existing weapons. Three weapons have also had their weapon properties altered to better reflect their attributes: the whip and tetherhook* are now Scourge weapons, not Reach weapons, and the war pick now has the Versatile (**1d10**) property.

*Available in *Heliana's Guide* and *L'Arsene's Ledger*.

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, hand tommybow ¹ , heavy crossbow, heavy tommybow ¹ , light crossbow, light tommybow ¹ , longbow, musket ¹ , ōdzutsu ² , pistol ¹ , revolver ¹ , rifle ¹ , shortbow, sling, slingshot ¹
Finesse	Chakram ² , dagger, dart, meteor hammer ² , nunchaku ² , rapier, rope dart ² , sai ² , scimitar, shortsword, shuriken ² , starknife ² , tessen ² , twinblade ¹ , whip
Heavy ⁶	Glaive, greataxe, greatsword, halberd, maul, pike
Impact ²	Club, greatclub, light hammer, flail, mace, maul, morningstar, quarterstaff, warhammer
Light	Chakram ² , claw ² , club, dagger, handaxe, hand crossbow, hand tommybow ¹ , knuckle duster ¹ , tessen ² , light hammer, sai ² , scimitar, shortsword, shuriken ² , sickle, starknife ¹ , tonfa ²
Loading & Reload	Blowgun, hand crossbow, hand tommybow ¹ , heavy crossbow, heavy tommybow ¹ , light crossbow, light tommybow ¹ ,
Pugilist ²	Knuckle duster ¹ , spiked cestus ¹ , unarmed strike ³
Reach	Glaive, halberd, lance, pike
Scourge ²	Kusarigama ^{2,4} , meteor hammer ² , rope dart ² , tetherhook ¹ , whip
Shield ⁵	Shield
Thrown	Chakram ² , dagger, dart, handaxe, javelin, light hammer, net, spear, shuriken ² , starknife ¹ , trident
Versatile	Battleaxe, kusarigama ² , longsword, nunchaku ² , quarterstaff, spear, trident, war pick, warhammer

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

² See page 72 - 73 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 72).

⁵ While not technically a weapon, shields have their own weapon mastery technique tree.

⁶ The advanced techniques in this weapon mastery only benefit melee weapons.



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 Opportunist, you must have already chosen one of the tier 3 techniques, either Jink or Weak Spot.

In addition, advanced techniques have martial level prerequisites as shown on each technique tree and in the Weapon Mastery Progression table.

Optional Rule: Level Up. When you gain a level, you can replace one of the advanced techniques you know with another of your choice for which you meet the prerequisites. You can only do so if this doesn't remove the prerequisite for another technique you know.

*These new properties are explained on page 70.

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

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 technique 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 technique 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 Whirling Strike superior strike, whereas the greatsword has Shockwave. Because both of these weapons have the Heavy property, a character with the Superstrike: 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 as 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.

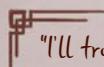
WEAPON METADATA

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 (range 20/60)	1d4 piercing	Battery Strike
Greatclub	SRD	Impact, Two-handed	1d8 bludgeoning	Shockwave
Handaxe	SRD	Light, Thrown (range 20/60)	1d6 slashing	Battery Strike
Javelin	SRD	Thrown (range 30/120)	1d6 piercing	Battery Strike
Knuckle duster	LLTT	Attached, Light, Pugilist	1d4 bludgeoning	Flurry
Light hammer	SRD	Impact, Light, Thrown (range 20/60)	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 (range 20/60), Versatile (1d8)	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 (range 80/320), Loading, Two-handed	1d8 piercing	Piercing Shot
Dart	SRD	Finesse, Thrown (range 20/60)	1d4 piercing	Battery Strike
Shortbow	SRD	Ammunition (range 80/320), Two-handed	1d6 piercing	Hail of Ammunition
Shuriken	RGYR	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Sling	SRD	Ammunition (range 30/120)	1d4 bludgeoning	Hail of Ammunition
Slingshot	HGMH	Ammunition (range 20/60), Two-handed	1d6 bludgeoning	Hail of Ammunition
Tommybow, light	LLTT	Ammunition (range 80/160), Reload (x), Two-handed	1d8 piercing	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	Whirling Strike
Greatsword	SRD	Heavy, Two-handed	2d6 slashing	Shockwave
Halberd	SRD	Heavy, Reach, Two-handed	1d10 slashing	Hamstring
Kusarigama	RGYR	Scourge, Special, Versatile (1d6)	1d4 slashing	Trip
Lance	SRD	Reach, Special	1d12 piercing	Skewer
Longsword	SRD	Versatile (1d10)	1d8 slashing	Hamstring
Maul	SRD	Heavy, Impact, Two-handed	2d6 bludgeoning	Shockwave
Meteor hammer	RGYR	Finesse, Scourge, Two-handed	1d6 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, Two-handed	1d6 piercing	Trip
Sai	RGYR	Finesse, Light, Parry	1d4 piercing	Skewer
Scimitar	SRD	Finesse, Light	1d6 slashing	Hamstring
Shortsword	SRD	Finesse, Light	1d6 piercing	Skewer
Starknife	LLTT	Adaptable (slashing), Finesse, Light, Thrown (range 20/60), Thrown Versatility (1d6)	1d4 piercing	Battery Strike
Tessen	RGYR	Adaptable (bludgeoning), Finesse, Light, Special	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 100/400), Heavy, 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, Special	2d10 bludgeoning	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
Tommybow, hand	LLTT	Ammunition (range 30/60), Reload (x), Two-handed	1d6 piercing	Hail of Ammunition
Tommybow, heavy	LLTT	Ammunition (range 100/200), Reload (x), Two-handed	1d10 piercing	Hail of Ammunition
Armour				
Shield	SRD	+2 to AC	—	Shield Slam

*Source indicates the initial 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** (see page 79).

Each weapon type has a specific superior strike it can be used to perform. This is listed in the Weapon Metadata table on page 82. 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 1 plus half your proficiency bonus (rounded down) against targets within the normal range of your weapon. Each attack must be against a different object or creature. You must have available weapons that have this superior strike option on your person with which to make these attacks.

Flurry. In a blistering display of speed, you make a number of unarmed strikes equal to 1 plus half your proficiency bonus (rounded down) against creatures within your reach. Each unarmed strike must be against a different target. You then gain a **+2 bonus** to 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. You must have at least 10 pieces of ammunition you can draw for the weapon that you use to make this superior strike.

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 extra 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 (to a minimum of 0 feet).





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 through 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 extra 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 **Strength (Athletics)** or **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 equaling 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 you 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.

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: a tier 1 Ammunition advanced technique

Master the superior strikes of Ammunition weapons.

1

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.

2

RAPID FIRE

Prerequisite: a tier 3 Ammunition advanced technique

Make additional ranged attacks with the Attack action.

RUNED ARTILLERY

Prerequisite: a tier 3 Ammunition advanced technique

Specialise your ammo with deadly enhancements.

3

4

AMMUNITION MASTERY

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

Cobalt's draconic face split into a fanged grin as the wagoneers scattered from the exploding ammunition raining down around their caravan. One more arrow ought to make them flee, she thought. Another explosive shot, or perhaps a poison tipped arrow? Her grin cracked into a menacing chuckle. The answer is, of course, to use both.

Several Ammunition advanced techniques let you modify ammunition. A single piece of ammunition can only have a single modification. If it is modified for a second time, it loses any previous modifications it had.

Ammunition Property. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

TIER I ADVANCED TECHNIQUES

AERODYNAMIC AMMUNITION

Prerequisites: 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 aerodynamism. 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

Prerequisites: 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. You can't 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 extra **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 TECHNIQUES

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. This technique can't be used with Loadin's Twin Load.

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, 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

Once per turn, 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, 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 extra **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.

SUPERIOR STRIKE: FINESSE

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

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 extra damage.

FIGHTING ELEGANCE

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

OPPORTUNIST

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

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."

Jorgan is old. Old as the sea, some say. She even flows and shimmers like water, delicate as a butterfly and sharp as a barb, weaving like a ghost through waves of the soon to be dead. Killing is never pretty, but it can look good.

Finesse Property. When making an attack with a Finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

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

Prerequisites: 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 extra damage equal to your proficiency bonus on a hit. You can deal this extra damage only once per turn.

TIER 4 ADVANCED TECHNIQUES

FIGHTING ELEGANCE

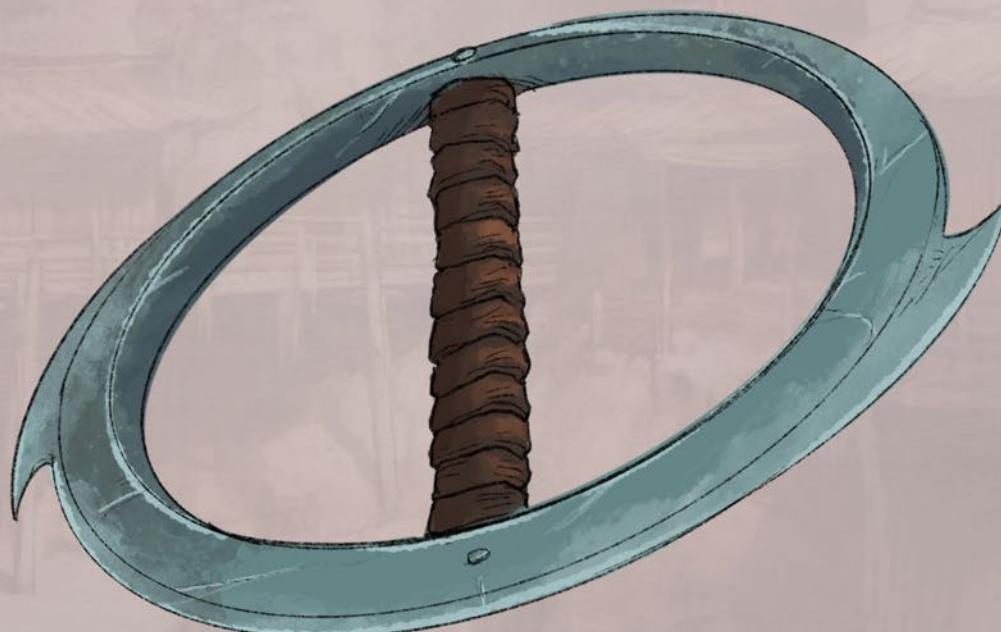
Prerequisites: martial level 14, a tier 3 Finesse advanced technique

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 14, a tier 3 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.



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.

HAMMERING BLOW

Prerequisite: proficiency with at least one Heavy weapon

Knock targets prone on a critical hit.

SUPERIOR STRIKE: HEAVY

Prerequisite: a tier 1 Heavy advanced technique

Master the superior strikes of Heavy weapons.

2

CLEAVE

Prerequisite: a tier 2 Heavy advanced technique

Cleave through hordes of enemies.

DAUNTLESS

Prerequisite: a tier 2 Heavy advanced technique

Minimum damage equals maximum damage.

3

CONCUSSIVE BLOW

Prerequisite: a tier 3 Heavy advanced technique

Daze enemies with the power of your strikes.

STAGGERING BLOW

Prerequisite: a tier 3 Heavy advanced technique

Knock targets back with the force of your strikes.

4

HEAVY MASTERY

"Size matters."

A roaring oniborne twirls a greataxe in the air before letting it fall with the weight of a mountain, cleaving through four men in a single blow. You can be fast, you can be clever, but in the end, size matters.

Heavy advance techniques apply only to melee weapons with the Heavy property. For ranged weapon advanced techniques, reference the Ammunition and Loading & Reload masteries.

Heavy Property. Small creatures have **disadvantage** on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

TIER I ADVANCED TECHNIQUES

COLOSSAL STRENGTH

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

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

EXECUTIONER

Prerequisites: 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 extra die of damage. Additionally, your critical hit threshold for such attacks is reduced by 1.

HAMMERING BLOW

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

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 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.

DAUNTLESS

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

When you roll a 1 on a bludgeoning, piercing, or slashing damage die when you hit with a melee attack with a Heavy weapon, treat that 1 as the maximum roll for that die.

TIER 4 ADVANCED TECHNIQUES

CONCUSSIVE BLOW

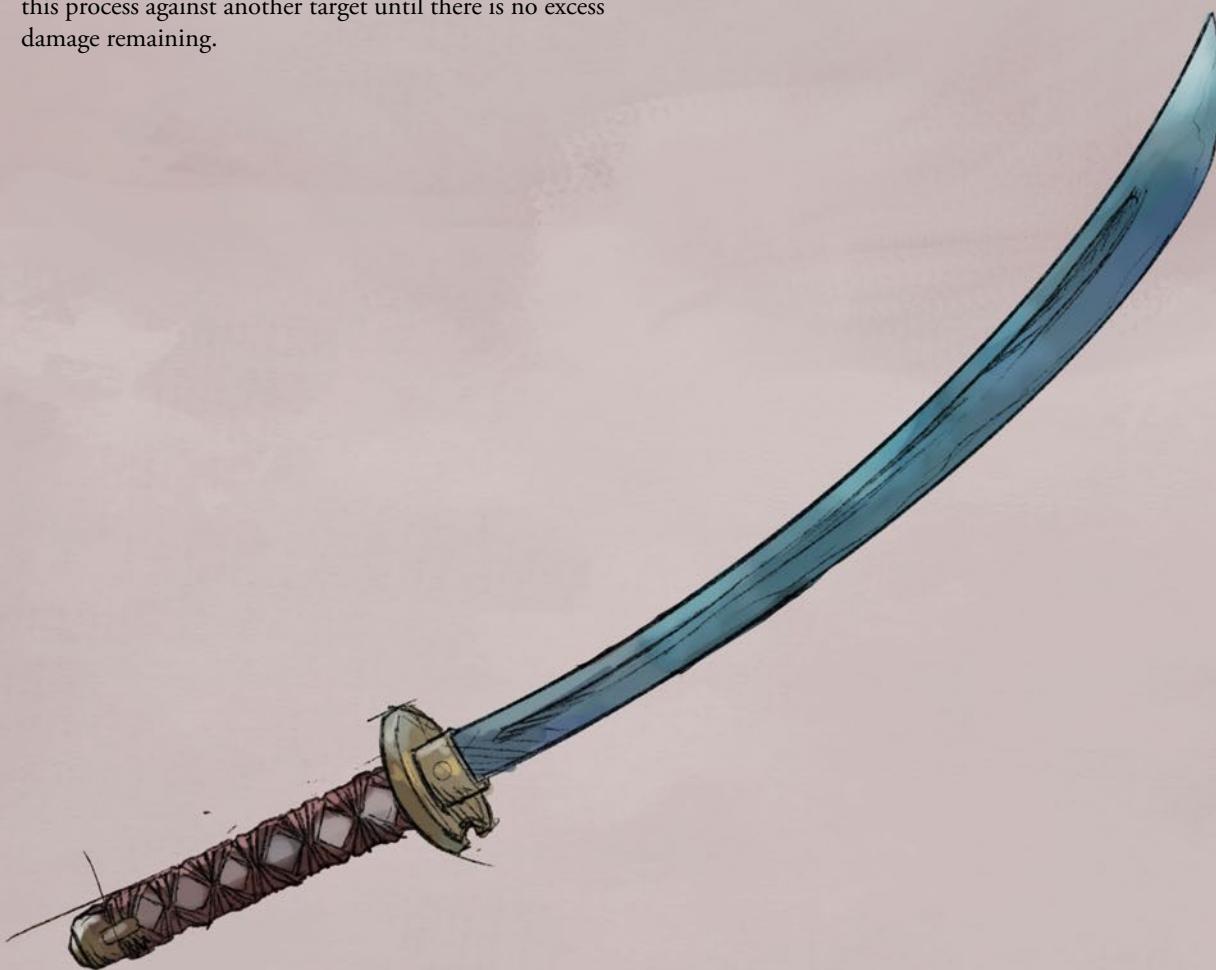
Prerequisites: martial level 14, a tier 3 Heavy advanced technique

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.

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.



TIER

1

2

3

4

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.

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

Master the superior strikes of Impact weapons.

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.

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 roll max damage.

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."

Enkoh armour is the best in the land—armour no sword can cleave nor arrow pierce. Holdo the barbarian found it very impressive. It never buckled, bent, burst, or broke, no matter how hard he hit it. If ever the folks inside the armour could say the same, he might have had to adapt his strategy.

Impact Property. This weapon deals double damage to objects and structures.

TIER I ADVANCED TECHNIQUES

DIRECT DAMAGE

Prerequisites: 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

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

Once per turn, 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. This effect can stack.

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.



TIER

LIGHTWEIGHT*Prerequisite: proficiency with at least one Light weapon*

Increase your speed by staying light.

MULTI-WEAPON FIGHTING*Prerequisite: proficiency with at least one Light weapon*

Deal more damage with your bonus action attacks.

COMBINATION STRIKE*Prerequisite: a tier 1 Light advanced technique*

Make your bonus action attacks with advantage.

RIPOSTE*Prerequisite: a tier 2 Light advanced technique*

Counterattack when an enemy misses you.

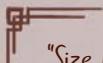
FEATHERWEIGHT*Prerequisite: a tier 3 Light advanced technique*

Stay light to gain additional defences.

SWIFT STRIKER*Prerequisite: a tier 3 Light advanced technique*

Make more attacks with Light weapons.

LIGHT MASTERY

 "Size matters not."

Ai felt a cool wind kiss her face as she bent double under the swinging head of an axe. Death winked from not an inch away as she rolled backwards over earth and blood, each hand grasping for a weapon. Her first blade did little, shattering as it collided with the oniborne's axe. Her second blade found its mark. You can be big, you can be strong, but in the end, size isn't everything.

Light Property. When you take the Attack action and attack with a Light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Light 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. If either weapon also has the Thrown property, you can throw the weapon, instead of making a melee attack with it.

TIER I ADVANCED TECHNIQUES

LIGHTWEIGHT

Prerequisites: 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**.

MULTI-WEAPON FIGHTING

Prerequisites: 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.

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 against that creature with one of the weapons.

TIER 4 ADVANCED TECHNIQUES

FEATHERWEIGHT

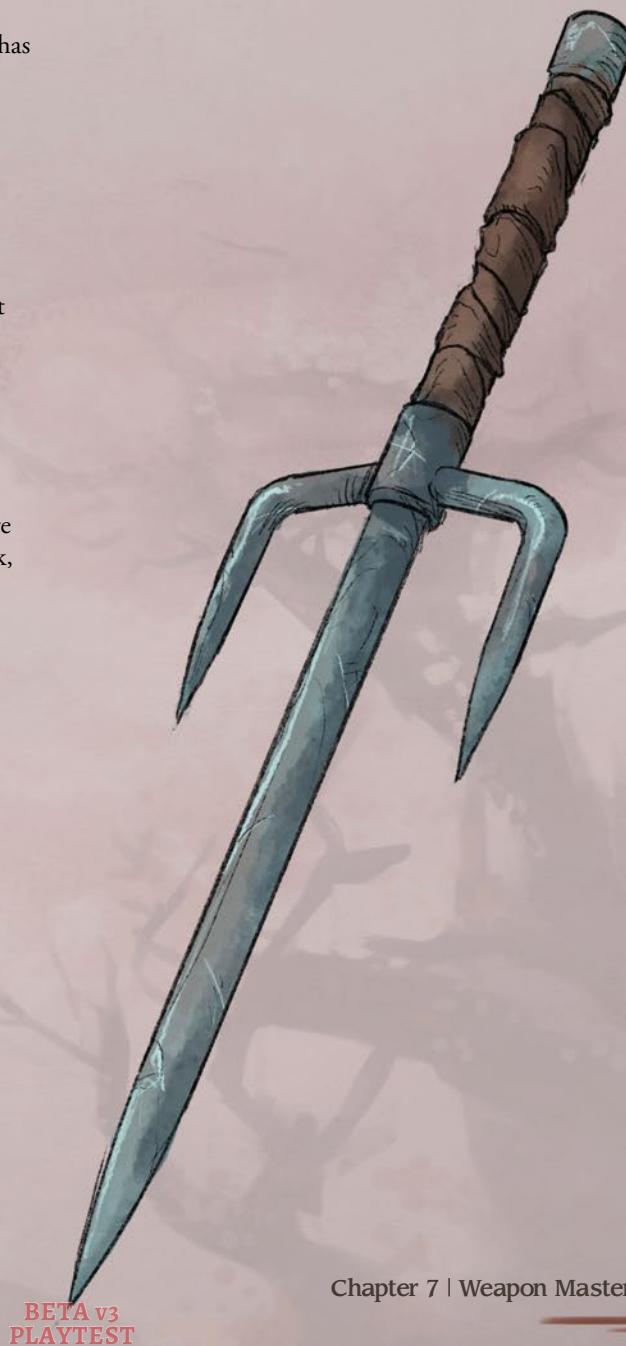
Prerequisites: martial level 14, a tier 3 Light advanced technique

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

Prerequisites: 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.



TIER

FLEXIBLE WEAPONRY

Prerequisite: proficiency with at least one Loading or Reload weapon

Use your Loading weapon as a crude club in melee combat.

HYPER FOCUS

Prerequisite: a tier 2 Loading advanced technique

Steady your mind to attack with advantage.

SPEED LOADER

Prerequisite: proficiency with at least one Loading or Reload weapon

Ignore the Loading property of weapons.

I

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

Shoot only once for a reduced critical threshold.

TWIN LOAD

Prerequisite: a tier 2 Loading advanced technique

Forgo an attack to load a devastating twin shot.

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 & RELOAD MASTERY

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

"Bullets? Check. Arrows? Check. Darts? Check. Knight to C2? Check. Would you look at that? That's four things I've used to take out a king today."

This weapon mastery affects weapons with either the Loading or Reload property.

Loading Property. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Reload (X). A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

TIER I ADVANCED TECHNIQUES

FLEXIBLE WEAPONRY

Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon

You can use a Loading or Reload 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 or Reload weapon, that creature can't make opportunity attacks against you until the start of its next turn.

HYPER FOCUS

Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon

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 or Reload weapon this turn.

SPEED LOADER

Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon

You ignore the Loading property of weapons. You can reload a weapon with the Reload property using either an action or bonus action.

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 or Reload 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 or Reload weapon with that action. If you do so, the critical hit threshold for that attack is reduced by 2.

TWIN LOAD

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

Once per turn, when you take the Attack action, you can forgo one of the attacks you can make as part of that action to load a second piece of ammunition. If the next attack you make with that weapon hits, your attack deals extra damage equal to your weapon's damage die plus your proficiency bonus. This technique can't be used with Ammunition's Double Load.

TIER 4 ADVANCED TECHNIQUES

DEAD-EYE

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

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

QUICK SHOT

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

After you take the Attack action and only attack with a Loading or Reload 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.



COMBINATION

Deal additional damage when you hit a single target more than once

TRAINED PUGILIST

Deal greater damage with your unarmed strikes and pugilist weapons.

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.

EXPERT PUGILIST

Prerequisite: a tier 2 Pugilist advanced technique
Deal even more damage with your unarmed strikes pugilist weapons.

3

FAIR FIGHTER

Prerequisite: a tier 3 Pugilist advanced technique
Disarm your target.

MASTER PUGILIST

Prerequisite: a tier 3 Pugilist advanced technique
Deal extreme damage with your unarmed strikes pugilist weapons.

4

PUGILIST MASTERY

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

There was a girl we called Roma who made a living knocking men on their asses in the ring. She didn't look like much, but she was fast as a spooked wanyudo and clever with her punches. Flowed like a river and then "BAP BAP BANG", two jabs, an uppercut, and the other guy was down. Nobody could take her in a fair fight. Course, lots of fellas don't like looking foolish, and some would come looking for revenge later, armed to the teeth. It's a funny thing; turns out nobody could take her in an unfair fight, either.

Pugilist Property. For creatures that roll a die when they make unarmed strikes (such as the monk or Tavern Brawler fighter (see *L'Arsene's Ledger*)), the size of their damage die is increased by one (maximum **1d12**) when they make unarmed strikes with a hand equipped with a weapon that has this property.

TIER I ADVANCED TECHNIQUES

COMBINATION

Prerequisite: martial level 2

The second time on your turn that you hit the same creature with an unarmed strike or an attack with a Pugilist weapon, you deal extra damage to it equal to your proficiency bonus.

TIER**1 UPPERCUT SPECIALIST**

Deal devastating blows to larger creatures.

WELTERWEIGHT

Attack dexterously with your unarmed strikes.

2

FINISHER

Prerequisite: a tier 2 Pugilist advanced technique

Deal additional damage when you hit a single target more than twice.

GOT 'EM

Prerequisite: a tier 2 Pugilist advanced technique

React deftly to fleeing foes.

3

SUPLEX KING

Prerequisite: a tier 3 Pugilist advanced technique

Suplex attacking enemies to leave them prone.

TOUGH MOTHER

Prerequisite: a tier 3 Pugilist advanced technique

Reduce incoming physical damage.

4

TRAINED PUGILIST

Prerequisite: martial level 2

You can roll a **d6** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d8**. 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.

UPPERCUT SPECIALIST

Prerequisite: martial level 2

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

WELTERWEIGHT

Prerequisite: martial level 2

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

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 can 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 or Pugilist weapons, you can make one unarmed strike or attack with a Pugilist weapon as a bonus action that turn. You can replace this attack with an attempt to grapple or shove a creature.

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. Attacks with Pugilist weapons increase this damage die by one size to a **d10**. 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.

FINISHER

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

The third time on your turn that you hit the same creature with an unarmed strike or Pugilist weapon, you deal extra damage to it equal to your ability modifier used for the attack.

GOT 'EM

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

You have **advantage** on opportunity attacks made with unarmed strikes or with Pugilist weapons, 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 or attack with a Pugilist weapon, 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

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

You can roll a **d10** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d12**. 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.

SUPLEX KING

Prerequisites: 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 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 other than pugilist 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.



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 Reach weapon*

Use your polearm to leap further and steady your fall.

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

Master the superior strikes of Reach weapons.

2

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

Make attacks against creatures that enter your reach.

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

Increase your weapons' reach even further.

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.

4

REACH MASTERY

"You'd think millenia 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."

Private Pontefract held back the horde with only three weapons: a pike, a narrow hallway, and determination.

Reach Property. 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.

TIER I ADVANCED TECHNIQUES

FORTIFIED POSITION

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

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

POLE VAULTER

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

You have trained to use your weapon to aid you in vaulting and falling 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 falling 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

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.

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.

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.

SUPERIOR STRIKE: SCOURGE*Prerequisite: a tier 1 Scourge advanced technique*

Master the superior strikes of Scourge weapons.

2

DISARMING STRIKE*Prerequisite: a tier 2 Scourge advanced technique*

Wrench objects out of your enemy's grasp and pull them towards you.

LONG TETHER*Prerequisite: a tier 2 Scourge advanced technique*

Increase the reach of your Scourge weapon attacks.

3

VICIOUS STRIKES*Prerequisite: a tier 3 Scourge advanced technique*

Increase the damage of your Scourge weapons.

WRAP*Prerequisite: a tier 3 Scourge advanced technique*

Grapple enemies from afar.

4

SCOURGE MASTERY

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

As sinuous as the lengths of leather he wielded, Crak'n tore through his pursuers with the dexterity of a deranged marionettist. With a lunging swing, he sent the weighted ball of his kusarigama on an orbital path to catch behind his assailant's ankle, tripping them with a quick yank and pulling the downed foe to his padded jika-tabi. A swing with the curved hook, and Crak'n was alone once more.

Scourge Property. 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.

TIER I ADVANCED TECHNIQUES

DAY TRIPPER

Prerequisites: 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!

Prerequisites: 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 pulled 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

DISARMING STRIKE

Prerequisites: martial level 10, a tier 2 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.

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

VICIOUS STRIKES

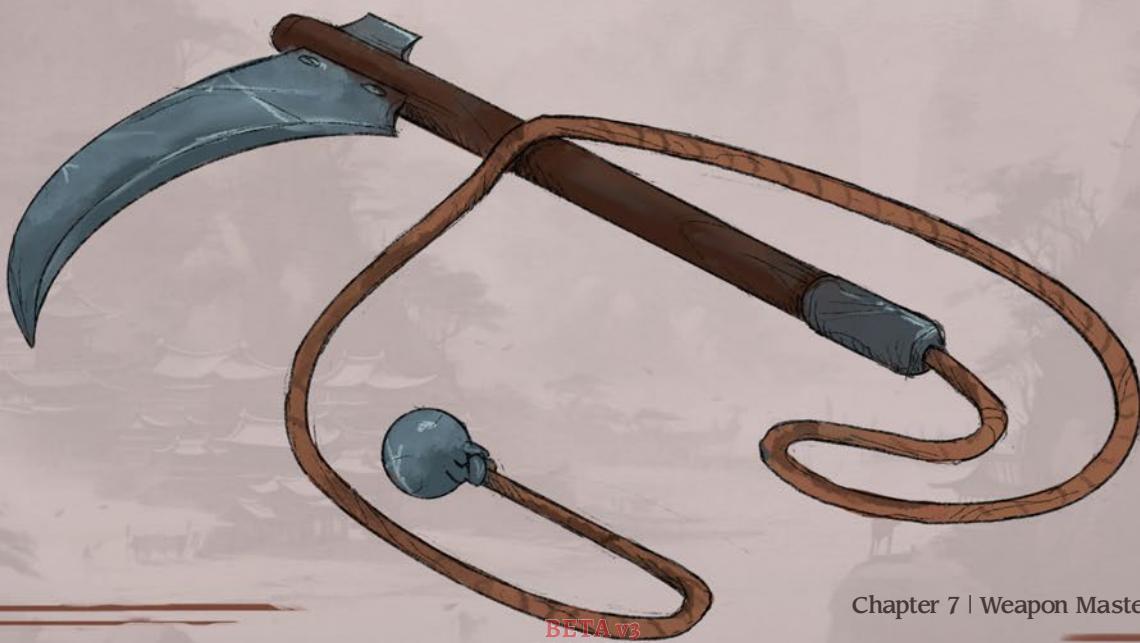
Prerequisites: martial level 14, a tier 3 Scourge advanced technique

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

WRAP

Prerequisites: martial level 14, a tier 3 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 must make 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 can escape the grapple if 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.



REINFORCEMENT*Prerequisite: proficiency with shields*

Reduce incoming damage from attacks.

SHIELD WALL*Prerequisite: proficiency with shields*

Gain a bonus to your AC while beside an ally with a shield.

1

SUPERIOR STRIKE: SHIELD*Prerequisite: a tier 1 Shield advanced technique*

Master the superior strike of shields.

2

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.

3

BULWARK*Prerequisite: a tier 3 Shield advanced technique*

Reduce 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.

4

SHIELD 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."

Shield. A shield is typically made from wood or metal and is carried in one hand. Wielding a shield increases your AC by **2**. You can benefit from only one shield at a time.

After weathering the barrage of barbed arrows, Cato's detachment locked shields and prepared to endure the foetid charge of the undead horde. With a well-practised thrust, the veterans' bulwark collided with the enemy's rusted blades, sending foes reeling and weapons clattering to the floor. Equal parts fortification and battering ram, the outnumbered defenders deflected blow after blow against the attackers, turning the unholy horde on itself.

TIER I SHIELD MASTERY ☰

SHIELD WALL

Prerequisites: 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**. This effect does not stack.

REINFORCEMENT

Prerequisites: 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, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). After you use Reinforcement, you can't use this 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. In addition, until the end of its next turn, it has **disadvantage** on attack rolls it makes, and 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, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). 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, but before the GM determines whether the attack roll succeeds or fails, 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.



CLOSE-QUARTERS COMBAT*Prerequisite: proficiency with at least one Thrown weapon*

Ignore disadvantage on ranged weapon attacks imposed by nearby hostile creatures.

DISTANT STRIKER*Prerequisite: proficiency with at least one Thrown weapon*

Increase the range of your Thrown weapon attacks.

FLEXIBLE ATTACKER*Prerequisite: a tier 1 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.

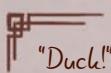
BULLSEYE*Prerequisite: a tier 3 Thrown advanced technique*

Crit more often, and devastate enemies with debilitating effects on a critical hit.

WHIRLING MELEE*Prerequisite: a tier 3 Thrown advanced technique*

Seamlessly blend melee and Thrown weapon attacks.

THROWN MASTERY



"Duck!"

Novices of the Flying Star can hit a bullseye, but only from exactly 20 feet. A master, on the other hand, is as deadly at five inches as at five hundred. A whirlwind of flying metal, Katya can turn a knight's plate mail into kihosan cheese or send a single shuriken through the silk-thin slot of their full-face helm.

Thrown Property. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the Finesse property.

TIER I ADVANCED TECHNIQUES

CLOSE-QUARTERS COMBAT

Prerequisites: 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.

DISTANT STRIKER

Prerequisites: 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.

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.

FOCUSED STRIKE

Prerequisites: 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 4 ADVANCED TECHNIQUES

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.

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.



QUICK PARRY

Prerequisite: proficiency with at least one Versatile weapon
Parry enemies to deflect melee attacks.

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.

HEAVY STRIKER

Prerequisite: a tier 2 Versatile advanced technique
Deal more damage once per turn

SHIELD BASH

Prerequisite: a tier 2 Versatile advanced technique
Knock your enemy prone with a shield strike.

SWIFT STRIKER

Prerequisite: a tier 2 Versatile advanced technique
Make a bonus attack when you attack with a Versatile weapon wielded in one hand.

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

Versatile Property. Versatile weapons can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

The walls of Unba's mountain retreat were covered with all manner of weapons, each crafted from the remnants of his prey. Unba swore by one martial adage: versatility of arms breeds flexibility of form. As ready to don a shield when on the defensive as to throw it aside and deliver skull-splitting two-handed blows, Unba was unmatched in his ability to counter all manner of enemies. It was these supple tactics and ever-changing arsenal that made Unba the deadliest knitting expert in the whole mountain range.

TIER I ADVANCED TECHNIQUES

QUICK PARRY

Prerequisites: 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.

WEAPON FOCUS

Prerequisites: 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.

TIER 2 ADVANCED TECHNIQUES

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

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 choose to deal **1d4** extra damage of the weapon's type if the attack hits.

SHIELD BASH

Prerequisites: martial level 10, a tier 2 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.

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.

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

Prerequisites: 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 AC until the start of your next turn, and opportunity attacks against you have **disadvantage** until then.

VERY HEAVY STRIKER

Prerequisites: 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.



BETA v3

CHAPTER 8

RACES



BETA v3
PLAYTEST

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.

Anatomy. You have two arms, two legs, and a tail.

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 + 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 are 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.

Anatomy. You have two arms and two legs.

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 liquid 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 surfaces, such as 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.

Anatomy. You have two arms and two legs.

Size. Hanamori vary in size from as small as 3 feet to as tall as 7 feet. 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 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 until you finish a short or long rest, 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. Long dormant, the haniwa began to reawaken over the last century, emerging into a new world after being 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 find purpose through devotion to a cause, practice, or order, often working 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 created fully formed and do not grow or age. The maximum lifespan of a haniwa is unknown, and they can't be magically aged.

Anatomy. You have two arms and two legs.

Size. Fashioned in a disparate variety of shapes and sizes, you can be as short as 3 feet or as tall as 7 feet. 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 you can use your bonus action to command it to take any action. In combat, absent commands from you, it takes the Dodge action. The companion disintegrates into shapeless clay when it is reduced to 0 hit points or when you use this trait 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).

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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 carapaces 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.

Anatomy. You have two arms, two legs, and four vestigial appendages.

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.

Fortune Favoured. 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. 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

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.

- Ryoko

Yeah, they're chill.

- 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.

Anatomy. You have two arms, two legs, and between one and nine tails.

Size. You are Medium. Fully grown kitsune stand between 5 and 7 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 hour** 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 Intimidation, Perception, and Persuasion ability checks. 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. Once you reach 3rd level, you can cast the *disguise self* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when 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 (choose when you select this race).

Kitsune Guile. You have proficiency in one of the following skills of your choice: Deception, Persuasion, or Stealth.

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 **60 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.





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 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.

Anatomy. You have two arms and two legs.

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. Over the course of **1 minute**, or as part of a Harvesting check, you can harvest one hard piece of a corpse's anatomy, fashioning it into a magic weapon. That weapon 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. You can take the Help action as a bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. In addition, when you take the Help action, you can expend one of your Hit Dice to empower an ally within **5 feet** of you, channeling your magic into its body. That creature gains temporary hit points equal to one roll of that die plus your Constitution modifier (minimum 1 temporary hit point).





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.

Gift of Empathy. You have proficiency in the Insight and Persuasion skills.

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 fizzles 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.

RYŌKIDO

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.

RYŌKIDO 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.

Anatomy. You have two arms, two legs, and a tail.

Size. You are Medium. A ryōkido stands between 5 and 7 feet tall.

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 $12 + \text{your Constitution modifier}$. 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.



TATSUMI

Along the lowland, nutrient-rich lakes and bubbling fresh-water streams that branch throughout the Yokai Realms, the twin peoples of the tatsumi make home. With a meticulously charted history that stretches across aeons, the tatsumi's ancestors are said to be the seed from which all dragons and dragon-folk sprung forth into the world. A hardy, bipedal, industrious folk, they are renowned for their colourful, moon-blessed scales and powerful builds.

TWIN CHAPTERS

Whereas some races display obvious sexual dimorphism—females being larger, males being more colourful—what separates the two categories of tatsumi is experience. All tatsumi are born as nishikin, aquatic fish-folk with an appearance not dissimilar to the revered koi. After a moment of life-changing significance—for example, a great tragedy, achieving a lifelong goal, or a moment of epiphany—that tatsumi undergoes an overnight transformation. Much as a koi fish becomes a koi dragon when the latter leaves

this world, a ryujin emerges from this metamorphosis. A physically and physiologically different creature stands in the nishikin's place, with the features and magic of their draconic ancestors fully realised.

HALF-REMEMBERED HISTORY

The difference between the two morphs of tatsumi is most poignant in matters of tradition and record-keeping. Nishikin keep detailed records of their own peoples, including ryujin who live with them. However, of the ryujin who leave, little is known.

Curious wanderers, ryujin have no cities, libraries, palaces, or temples; those who leave tatsumi communities seek to forge their own destinies. 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.



TATSUMI TRAITS

As a tatsumi, you have the following traits:

Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Age. Tatsumi mature rapidly, reaching adulthood by the age of 14. They go on to live for about two centuries.

Anatomy. You have two arms, two legs, and a tail.

Size. You are Medium. Tatsumi stand between 5 and 7 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.

Koi Dragon Colour. Each tatsumi is born with its own unique colouration. In tatsumi folktales, one's primary colouration holds special significance. Your primary colouration also impacts your Slumbering Dragon trait as a nishikin, and your Heartening Breath and Innate Magic traits as a ryujin, based on the table below.

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

Subrace. The two main morphs of tatsumi found in the Yokai Realms are nishikin and ryujin. All ryujin were once nishikin, so they are more like stages of development than true subraces. Choose one of these subraces.

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

NISHIKIN

All nishikin 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, nishikin 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 nishikin 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 nishikin is legendary, their history overflowing with tales of explorers, hunters, crafters, and teachers who dedicated their lives to their pursuits. Nishikin 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. From birth until death, nishikin struggle to tolerate rest or relaxation for any length of time.



RYUJIN

Ryujin are closely related to nishikin, 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 nishikin family in their own society; in instances where they live together, they live harmoniously.

Body Altered, Mind Transformed. 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 nishikin' ceaseless pursuit of growth and change.



NISHIKIN TRAITS

All nishikin have the following traits in common:

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.

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 and 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 subrace. You replace your subracial 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.

RYUJIN TRAITS

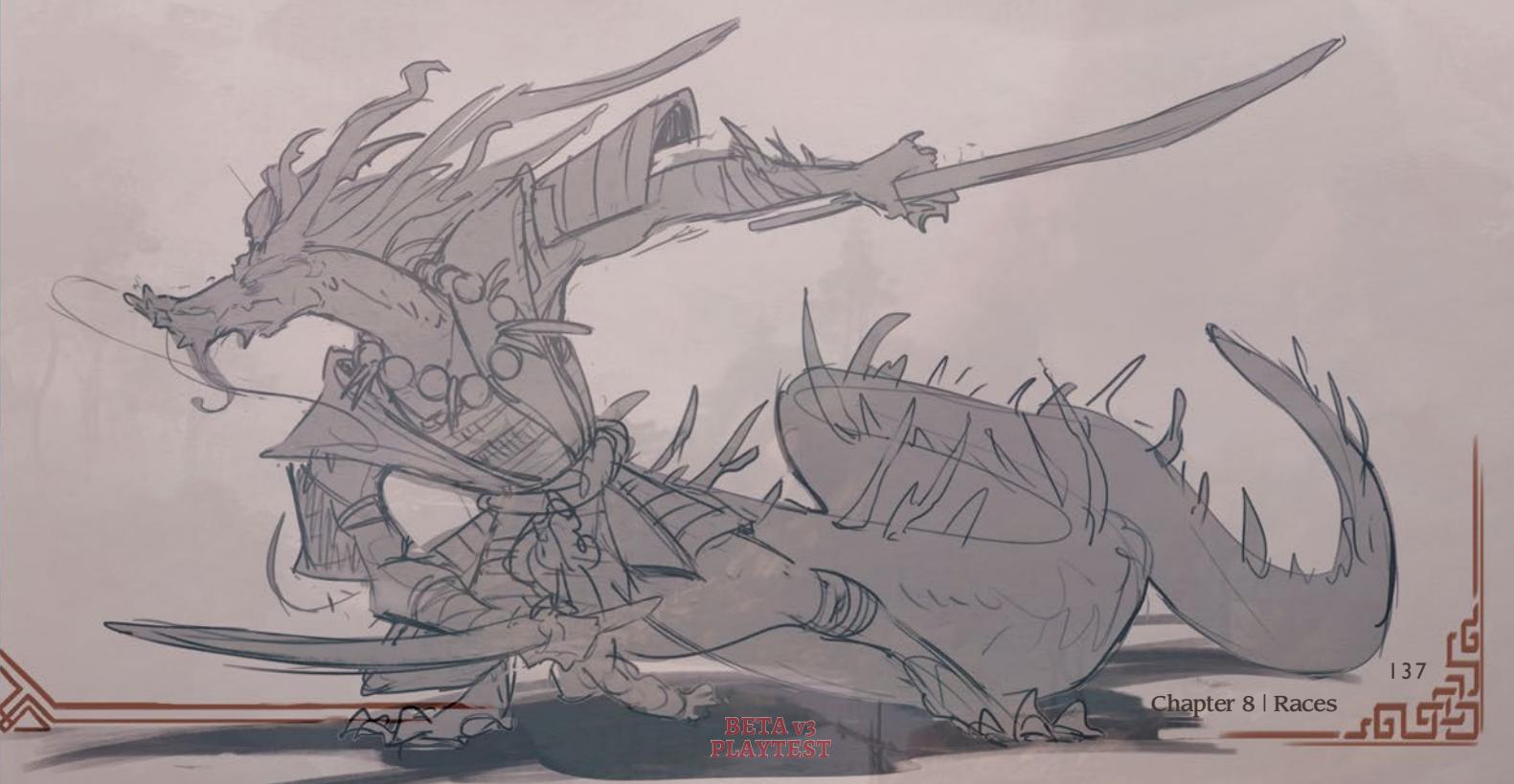
As a ryujin, you have the following traits:

Cloudstep. As a bonus action, you can conjure a small cloud under your feet. You gain a flying speed equal to half your walking speed for the next **10 minutes**. Once you use this trait, you can't do so again until you finish a long rest.

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, as well as 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 frightened, paralysed, or stunned condition on yourself, or against being put to sleep.





TENGU

She 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.

Anatomy. You have two arms and two legs.

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. While gliding in this way, you can fall no more than 100 vertical feet on a turn.



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 subtlety, 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 one subclass for the tamer class from *Heliana's Guide to Monster Hunting*. This chapter 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.



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 either the Improved Extra Attack: Barbarian or Improved Extra Attack: Monk feature on that turn (they choose which feature when they make their first attack).

IMPROVED EXTRA ATTACK: BARBARIAN

Optional 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 $8 + \text{your proficiency bonus} + \text{your attacking ability modifier}$). 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

Optional 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

Optional 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, you build momentum with each swing you take. When you take the Attack action and make an attack roll against a creature, you can give yourself a **+1 bonus** to all subsequent attack rolls you make against that creature this turn, up to a maximum of **+4**.

IMPROVED EXTRA ATTACK: MONK

Optional 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

Optional 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 enemy or ally 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

Optional 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, 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.

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 $8 +$ your Strength modifier + your proficiency bonus), taking a number of **d10s** radiant damage equal to your proficiency bonus on a failed save, or half as much damage on a successful one. Taking this action counts as making an attack for the purpose of maintaining your rage.
- **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 $8 +$ your Constitution modifier + 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 Strength checks, as well as for the attack and damage rolls of your unarmed strikes and weapon attacks. These checks and attacks are still considered Strength-based for the purposes of your other 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 **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 **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 increase your size and the size of your equipment. If you are smaller than Large, you become Large, and any objects you are wearing or carrying increase by the same relative amount; your weight increases by a factor of 8 for each size category increased. If you lack the room to become Large, you grow to the maximum attainable size. This growth lasts until your rage ends. Objects enlarged by this feature that are no longer in contact with you at the end of a turn return to the size they were before this feature affected them. 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 can be the same as your Aspect of the Kaiju feature, or a different one.

- **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 or creature. If you are inside an object or creature when your rage ends, you are shunted to the nearest unoccupied space and take **5** force damage for every 5 feet travelled.

ETERNAL LEVIATHAN
PATH OF THE KAIJU
BARBARIAN

BETA V3



- **The Titan Earth.**

When you use your Kaiju Force feature, if you are smaller than Huge, you become Huge instead of Large, along with anything you are wearing. In addition to the effects of that feature, your reach increases by **5 feet**, and your weapon attacks deal an extra **1d4** damage on a hit (**2d4** extra damage total) until your rage ends.

- **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 **2d6** lightning damage.

RAMPAGE

14th-Level Path of the Kaiju Feature

While you are raging and have hit points equal to or 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 choose 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 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 GM 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. A creature that doesn't rely on sight is **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** until the end of its next turn 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 feet 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 twice 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 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. A 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**. A creature that doesn't rely on sight is **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, bards of the College of Masks have the tools and talents to seize command of any situation.

NōGAKU CONJURATION

3rd-Level College of Masks Feature

You have the power to conjure magical masks. As a bonus action, you can 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 (minimum 1 temporary hit point) and has **advantage** on its next initiative roll before it finishes a long rest. Once you inspire a creature in this way, that creature can't benefit from this feature again until 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.

BETA v3



BETA v3
PLAYTEST



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 hanamori, 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	Proficiency Bonus	Class Features	Cantrips Known*	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Elemental Affinity (1), Elemental Strikes	2		2			
2nd	+2	Elemental Combo	2		2			
3rd	+2	Bender Discipline	2		3			
4th	+2	Ability Score Improvement	2		3			
5th	+3	Extra Attack	2	4	2			
6th	+3	Elemental Affinity (2)	2	4	2			
7th	+3	Discipline Feature, Improved Extra Attack (optional)	2	4	3			
8th	+3	Ability Score Improvement	2	4	3			
9th	+4	—	2	4	3	2		
10th	+4	Elemental Affinity (3)	3	4	3	2		
11th	+4	Primordial Form	3	4	3	3		
12th	+4	Ability Score Improvement	3	4	3	3		
13th	+5	—	3	4	3	3	1	
14th	+5	Elemental Affinity (4)	4	4	3	3	1	
15th	+5	Discipline Feature	4	4	3	3	2	
16th	+5	Ability Score Improvement	4	4	3	3	2	
17th	+6	—	4	4	3	3	3	1
18th	+6	Primordial Avatar	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2
20th	+6	Discipline Feature	4	4	3	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*, twinblades*

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

*If you have *L'Arsene's Ledger of Treasures and Trinkets*, your GM may also grant your bender proficiency with these weapons.

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 & bludgeoning.
- **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 is an unarmed strike that 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.

This damage does not increase with level. However, 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.



The superior strikes for these attacks are Flurry (for melee attacks) and Battery Strike (for ranged attacks), both unlocked by the tier 2 Pugilist advanced technique. See the Weapon Masteries chapter on page 79 for more details on superior strikes, and advanced techniques.

ELEMENTAL COMBO

2nd-Level Bender Feature

Your strikes manifest elemental energy, which you can unleash at the peak of your combination. On your turn, after you make a weapon attack or unarmed strike, or after you cast a levelled spell from your bender spell list, you can make one elemental strike attack as a bonus action. You do not add your ability modifier to the damage from this attack.

At Higher Levels. This bonus action 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, 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. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

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 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 Bender Spell List, page 160) even if you do not have them prepared and without expending a spell slot. Note: as spells cast using this feature don't expend spell slots, they are not automatically upcast to higher levels if you have repeated elemental affinities. In addition, you gain a benefit based on that element:

- **Air: Untouchable.** You have **resistance** to bludgeoning, slashing, and piercing damage.
- **Fire: Alight.** At the end of each of your turns for the duration, creatures of your choice within **10 feet** of you take fire damage equal to your bender spellcasting ability modifier (minimum 1).
- **Earth: Solid.** You gain a **+2 bonus** to 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. You gain one benefit for each elemental affinity you have (new or repeated).

PRIMORDIAL AVATAR, AIR BENEFITS

Air Affinities	Benefit
1	Your walking 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 walking and flying speed increases by 15 feet (30 feet total walking speed increase, and flying speed of 75 feet) . You are under the effects of the <i>freedom of movement</i> spell.

PRIMORDIAL AVATAR, EARTH BENEFITS

Earth Affinities	Benefit
1	You gain a new way to calculate your AC: 14 + 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 gain 3d6 temporary hit points at the start of each of your turns.
4	You can cast the <i>shield</i> or <i>shielding word</i> * spell without expending a spell slot or using your reaction. You can't do so while incapacitated. After you cast either spell in this way, you can't do so again until the start of your next turn.

*See page 279

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 using your reaction. You can't do so while incapacitated. After you cast the spell in this way, 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.

EXAMPLE

A bender with two affinities in water, one in earth, and one in fire would gain four benefits in total. They would gain the first and second benefits from the Water Benefits table (a swimming speed and immunity to cold damage), and the first benefit from each of the Earth Benefits and Fire Benefits tables (a new way to calculate their AC, and extra fire or lightning damage on their attacks).

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 spell lists as an indication of what might be appropriate to learn. 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 SPELLS

CANTRIPS (0 LEVEL)

*Concussion**
*Dash Strike**
*Smokescreen**
*Soften 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
Redirect Lightning
Shatter
Silence
*Wind Strike**

3RD LEVEL

Call Lightning
*Depth Charge**
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**
Mislead
Planar Binding (air elemental only)
*Raiko's Rending Rage**

BENDER: EARTH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
*Earthen Fist**
Resistance
Shillelagh

3RD LEVEL

*Acid Rain**
Meld Into Stone
*Mireball**

1ST LEVEL

*Earthen Uppercut**
Entangle
False Life
Floating Disk
Goodberry
Grease
Shield

4TH LEVEL

Conjure Minor Elementals (earth only)
*Rock Tomb**
Stone Shape
Stoneskin
*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**
*Snakebite**
Spike Growth

5TH LEVEL

Conjure Elemental (earth only)
*Eruption**
*Kabuto's Adamantine Carapace**
Passwall (stone only)
Planar Binding (earth elemental only)
Wall of Stone

BENDER: FIRE SPELLS

CANTRIPS (0 LEVEL)

Dancing Lights
Fire Bolt
*Incendiary Strike**
Light
Minor Illusion
Shocking Grasp
*Spark**

3RD LEVEL

Daylight
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 (warm 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
Redirect Lightning
Scorching Ray
*Wanyudo's Fury**

5TH LEVEL

Conjure Elemental (fire only)
Flame Strike
*Feverskin**
*Magatsuchi's Lantern**
Planar Binding (fire elemental only)
*Raiko's Rending Rage**

BENDER: WATER SPELLS

CANTRIPS (0 LEVEL)

Guidance
Ray of Frost
Spare the Dying
*Water Whip**

1ST LEVEL

Charm Person
Command
Create or Destroy Water
Detect Poison and Disease
*Ice Moon**
Purify Food & Drink

2ND LEVEL

Aid
*Bloodweave**
Calm Emotions
*Calm Waters**
Enhance Ability (Owl's Wisdom only)
Hold Person
Lesser Restoration
*Mirror of Reflection**
*Riptide**
Suggestion

3RD LEVEL

*Acid Rain**
Clairvoyance
*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**
Cone of Cold
Conjure Elemental (water only)
Dominate Person
Hold Monster
*Iminada's Umgir**
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 embody 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). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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 extra 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

The damage of your Elemental Combo feature increases to **5d6** for a melee attack and **5d4** 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 so 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). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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 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 amount by which you reduced the triggering damage. The size of these dice increase to **d8s** at 11th level, **d10s** at 15th level, and **d12s** 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 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 a bonus to AC equal to the base level of the spell until the start of your next turn.

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> *

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 smelt ore with astounding alacrity, be a sculptor whose ability to shape ice rivals 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 element's list, and don't count towards the number of cantrips you know.

BONUS SPELLS

3rd-Level Disciple of 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 element's 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, respectively.

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 Fusionist 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 5th-level spell (causing it to deal **10d6** 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 cast a spell which deals 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 use your action to cast a bender spell of 1st level or higher, you can cast a bender cantrip with a casting time of one action as a bonus action that turn. You can use this feature a number of times equal to your spell bender casting ability modifier (minimum of once) and regain all expended uses when you finish a long rest.

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, the *bless* spell may manifest as fortuitous gusts of wind (air affinity) or illuminating sparks (fire affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>bless</i>
5th	<i>enhance ability</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>greater restoration</i>



INNER VIGOR

3rd-Level Disciple of Invigoration Feature

Your connection to the elements invigorates your body. Your hit point maximum increases by **3** and increases by **1** again whenever you gain a level in this class. In addition, 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 rerolled attack hits, it deals extra damage of a type associated with one of your Elemental Affinities (your choice when you take the reaction) equal to your bender spellcasting ability modifier.

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 cast a bender spell of 1st level or higher that 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. 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 long rest.

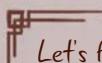
PRIMORDIAL INVIGORATION

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 level 1 benefit listed in an appropriate Primordial Avatar Benefits table for an element with which you have affinity. You choose a single effect to grant to 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.

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>protection from evil and good, sanctuary</i>
3rd	<i>protection*, silence</i>
5th	<i>dispel magic, extract shirikodama*</i>
7th	<i>guardian of faith, rock tomb*</i>
9th	<i>bakuryo's blessed blizzard*, magatsuchi's lantern*</i>

*See Chapter 13 – Spells

BONUS PROFICIENCIES

1st-Level Shrine Warden Domain Feature

You gain proficiency with martial weapons and heavy armour.

ENRAPTURE

1st-Level Shrine Warden Domain Feature

Once per turn, when you hit a creature with an attack roll, you can attempt to expel or trap the creature. That creature must succeed on a **Charisma saving throw** against your **cleric spell save DC** or suffer one of the following effects of your choice:



- The creature is pushed away from you a number of feet equal to five times your proficiency bonus.
- The creature's speed is reduced by a number of feet equal to your five times your proficiency bonus until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum once), regaining all expended uses when you finish a long rest.

CHANNEL DIVINITY: CONSECRATION

2nd-Level Shrine Warden Domain Feature

You can use your Channel Divinity to imbue an area with divine magic. As a bonus action, you target a point within **60 feet** of you, causing a small, spectral shrine to appear and radiate magic in a **20-foot-radius** aura for the next **10 minutes**. 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 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. The creature can wait until after it rolls the d20 before deciding to use the Blessing of Fortune, but must decide before the outcome is determined. 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 11th 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. An affected creature that enters the aura for the first time on its turn or starts its turn there must succeed on a **Constitution saving throw** or be **blinded** until the start of its next turn.

Curse of Pain. An affected creature takes **1d8** necrotic damage when it enters the aura for the first time on its turn or 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 enters 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.

SHRINE GUARDIAN

6th-Level Shrine Warden Domain Feature

When you create a shrine with your Consecration Channel Divinity 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 Channel Divinity feature, the radius of the shrine's aura increases to **30 feet**. In addition, you can choose all three Blessing or all three Curse options to affect creatures you designate with this feature, rather than just one option.



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.

Druuids 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>earthen uppercut*</i> , <i>find familiar</i>
3rd	<i>invisibility</i> , <i>wanyudo's fury*</i>
5th	<i>haste</i> , <i>water wyrm*</i>
7th	<i>compulsion</i> , <i>lion's roar*</i>
9th	<i>dominate person</i> , <i>eruption*</i>
10th	<i>animate objects</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 mundane Beasts, you can use your Wild Shape to transform into any Beast, Celestial, Fey, Fiend, or Plant yokai with 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	Yokai*	Limitations
2nd	1/2	Bakezōri, Betobeto-kun, Betobeto-san, Kawawappa, Ko-inari, Nueko	No flying or swimming speed
4th	1	Kamaitachi, Kasha, Narigama, Ushi-oni	No flying speed
8th	2	Anise Starshooter**, Futsu Kabuto**, Hone Karakasa, Kappa, Stone Komainu	—
12th	3	Bitan**, Ōmukade Spawn, Ryume, Wanyudo	—
16th	4	Ebi'ishi, Hemlock Whipweed**, Jade Komainu, Kappa Tideweaver, Kabuto Matriarch**, Nue,	—
20th	5	Dodomeki, Kanibozu	—

*Yokai found in Chapter 14 unless otherwise stated. **Found in *Wrath of the Kaiju*.

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 statistics without material or somatic components. You use your spell slots and **druid spell save DC** when casting these spells.

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

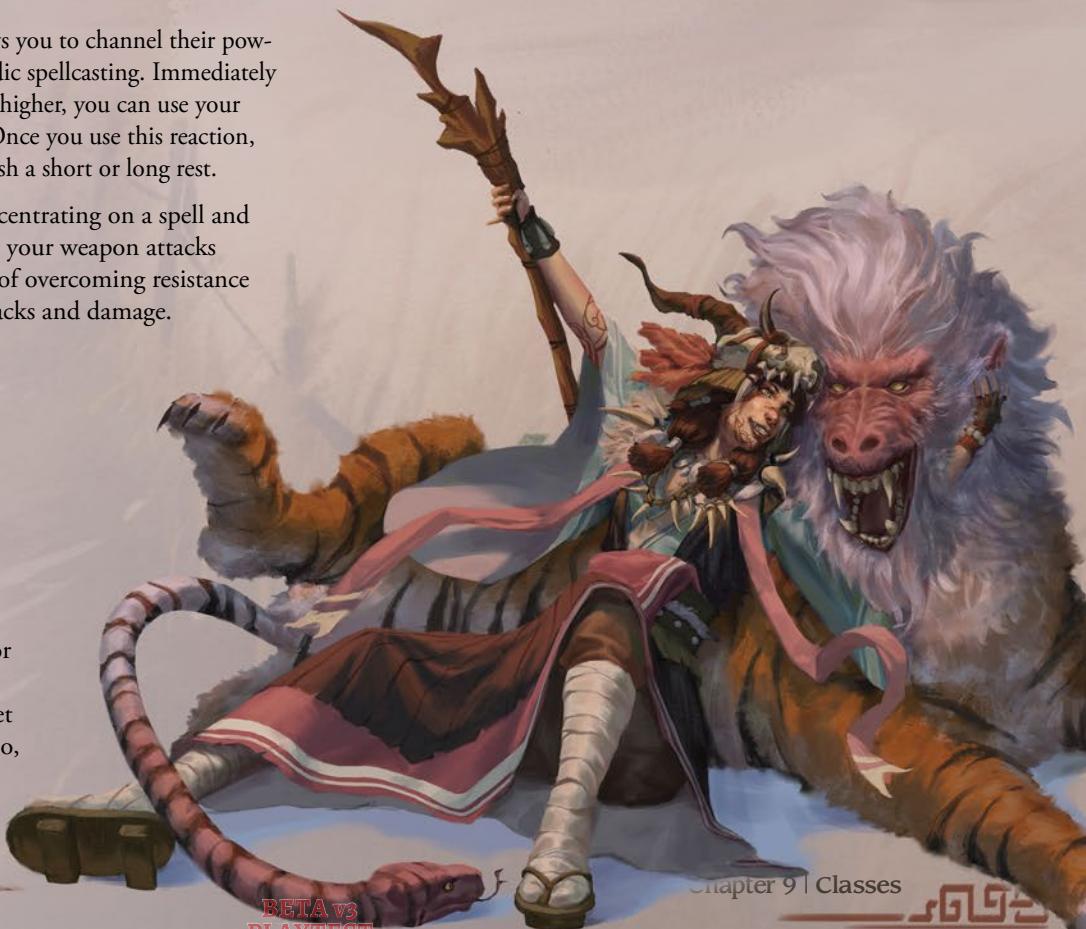
You have the power to call upon the Fey yokai that inhabit objects things. You can cast the *animate objects* spell as an action without using a spell slot or material components. When you cast the spell in this way, the effect lasts for the next **10 minutes**, after which time the magic ends and the 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 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 short or 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. 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.

While in your Skeletal Form, you sprout a vicious, jagged weapon through your flesh; this weapon is considered a simple melee weapon with the Finesse property that deals **1d8** slashing or piercing damage on a hit (you choose when you make the attack). It is magical for the sake of overcoming resistances and immunities. You can't be disarmed of this weapon, which has the Skewer superior strike* option. You also gain one benefit of your choice from the list below:

- Your reach increases by **5 feet**.
- Your walking speed increases by **10 feet**.
- You gain a climbing speed equal to your walking speed.
- You gain a **+1 bonus** to AC.
- 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 damage of your bladed weapon increases when you reach certain levels in this class: to **1d10** at 10th level and to **1d12** at 15th level.

OSSEOUS PRODIGY

7th-Level Skeletal Blade Feature

You have learned to simultaneously maintain multiple boney protrusions. When you enter your Skeletal Form, you can choose one additional benefit, and you can choose one of the following weapon properties and superior strike* combinations for your extruded weapon: Impact & Reeling Blow; Light & Hamstring; or Heavy & Shockwave.

*See Weapon Masteries, page xx

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 short or long rest.

LIVING WEAPON

18th-Level Skeletal Blade Feature

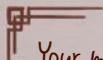
When you enter your Skeletal Form, you gain two additional benefits for the duration of your transformation, which can be chosen from either the Skeletal Form or Skeletal Knight features.



MONK

Optional Proficiencies. Monks can have proficiency with the following new weapons: chakram, kusarigama, meteor hammer, nunchaku, rope dart, shuriken, and tessen.

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 limitations. 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 eschew 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 regain hit points equal to 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 expresses a being's power of voice—the tool through which it communicates with the world. When you hit a creature with a melee attack, you can spend 1 ki point to issue a challenging roar. If the creature can hear you, it has **disadvantage** on attack rolls it makes against creatures other than you until the end of your next turn

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 Wisdom modifier (minimum of 1), 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 short or 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 6 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 whom 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.

DARING PROTECTOR

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 feature increases from **10 feet** 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 (minimum of +1) 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 Holy Ward 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 Guardian's Intervention 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 **1d10** when you reach 11th level in this class.

Once per turn, when you make an opportunity attack, you can draw a weapon as part of that attack.

In addition, you can perform two additional object interactions each turn, but you can only use these additional object interactions to draw or stow weapons.

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 thrice 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

Optional Proficiencies. Rogues can have proficiency with the following new weapons: chakram, sai, shuriken, tessen, and tonfa.

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*, as well as with two artisan's tools of your choice.

*See *Heliana's Guide* or *L'Arsene's Ledger*

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.

Over the course of **10 minutes**, you can choose one spell from the Tamaya Spellbombs table and store its effects within an armed, nonmagical spellbomb. Constructing a spellbomb also expends hanabi points, as shown in the Tamaya Spellbombs table. Spellbombs weigh half a pound, and disintegrate harmlessly when their creator finishes 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 at any time 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	Hanabi Point Cost	Spells
3rd	0	<i>prestidigitation, smokescreen*</i> , <i>thaumaturgy</i>
3rd	1	<i>entangle, faerie fire, fog cloud, grease, sleep</i>
5th	3	<i>calm emotions, darkness, shatter, silence, spike growth, web</i>
9th	5	<i>hypnotic pattern, flashbang*, mireball*, stinking cloud</i>
13th	7	<i>blinding radiance*, confusion, ice storm, wall of fire**</i>
17th	9	<i>cloudkill, eruption*, insect plague, mass cure wounds</i>

*See Chapter 13 - Spells

**Ringed wall only

GRITTY REALISM & GOLD

Optional Rule. If you are playing in a campaign with more realism, consider including a gold cost for the creation of spellbombs. In a campaign with average gold rewards, you can require a cost in gold pieces equal to three times the number of hanabi points required for the spellbomb. Spellbombs with no hanabi point requirement cost 1 sp.

INITIATIVE SHIFT

9th-Level Tamaya Feature

You are adept at using sound, light, and smoke to get the drop on your enemies. When you roll initiative, you can use your reaction to throw out a disorienting barrage of flashbangs and smoke at a point within **60 feet** of you. Each creature of your choice within a **20-foot-radius sphere** centered on that point must make a **Wisdom saving throw** against your **spellbomb save DC**. On a failed save, a creature takes a **-10 penalty** to its initiative roll.

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.

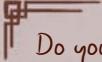
When triggered, the spellbomb detonates with deafening force in a **20-foot-radius sphere**. The sphere spreads around corners. Each creature in the sphere must make a **Dexterity saving throw** against your **spellbomb save DC**. A creature takes **6d6** thunder damage and **6d6** acid, fire, lightning, or poison damage (your choice when you set the spellbomb) on a failed save, or half as much damage on a successful one.

When you create a hanabi primer, any previous primers you have created using this feature disintegrate harmlessly. Once you use this feature, you can't do so again until you finish a long rest.



SORCERER

SPIRIT CALLER

 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. You add your Charisma modifier to saving throws you make to maintain concentration on your manifested spirit. 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

Spells you cast that don't have a range of self can originate from your manifested spirit, instead of you, if it 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 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 or you lose concentration on it, 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 or radiant damage (your choice on detonation) 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.





EXPLOSIVE EMERGENCE

14th-Level Spirit Caller Feature

When you use a bonus action to command your spirit on the same turn it's summoned, you can have it take one additional action on its first turn.

In addition, you gain any damage resistances that your manifested spirit has for the duration of its manifestation.

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).

You imbue your spirit with further power. When you manifest your spirit, you can choose one additional boon without spending a sorcery point to gain it. In addition, when summoned, you can choose for your spirit's base size to be Medium or Large. If manifested as a Large spirit, the reach of its Spirit Grasp attack increases by **5 feet**.



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, bardic, 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 weapon 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 194).
- 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 creature's 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 the next page 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.

TAMER SPELLS

Tamer spellcasting stems from the magical connection between tamer and companion. Tamers' spells do not tend to directly harm targets, but instead focus on strengthening allies. The full spell list for the new tamer class, including spells from the SRD (the free 5th-edition rules), is provided below. Spells with superscript 'H' (^H) are from *Heliania's Guide*, while those with asterisks (*) are new spells that can be found in the Spells chapter on page 269.

CANTRIP

Can't Trip^H
Ferocious Strike^H
Guidance
Howl^H
Light
Primal Scent^H
*Reinforce**
Resistance
*Smokescreen**
Soften Descent
Spare the Dying
Stalker's Eye^H
Vicious Mockery

1ST-LEVEL

Chameleon Skin^H
Cure Wounds
Detect Magic
Expeditious Retreat
Faerie Fire
False Life
Feather Fall
*Flash**
Flipperform^H
Grease
Healing Word
Heroism
Identify
Initiative^H
*Inner Flame**
Jump
Longstrider
Peppermint Plate^H
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith
Silent Image
Sleep
Speak with Animals

2ND-LEVEL

Aid
Alter Self
Animal Messenger
Barkskin
Blur
Calm Emotions
Darkvision
Detect Thoughts
Eelskin^H
Enhance Ability
Enlarge/Reduce
Inequality^H
Invisibility
Lesser Restoration
Levitate
Locate Animals or Plants
Locate Object
Mirror Image
*Mirror of Reflection**
Pass without Trace

Preserve^H
*Protection**
Protection from Poison
See Invisibility
*Skin of Stone**
*Shielding Word**
Silence
Spider Climb
Sugar Rush^H
Warding Bond

3RD-LEVEL

Blink
Create Food and Water
Daylight
Dispel Magic
Fear
Fly
Food Coma^H
Haste
Mass Leech^H
Nondetection
Protection from Energy
Remove Curse
*Switcheroo**
Tongues
Water Breathing
Water Walk

4TH-LEVEL

Aura of Impurity^H
Control Water
*Cloud Stride**
Death Ward
Dimension Door
Dominate Beast
Fire Shield
Freedom of Movement
Frogskin^H
Greater Invisibility
Locate Creature
Resilient Sphere
*Skin of Steel**
Stoneskin

5TH-LEVEL

Antilife Shell
Awaken
Dispel Evil and Good
Dominate Person
*Endure**
*Feverskin**
Geas
Greater Restoration
Incorporeality^H
Legend Lore
Mislead
*Nomi's Adamantine Carapace**
Telepathic Bond
Scrying

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 191) 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.

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.

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 make a **Wisdom saving throw** against 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.

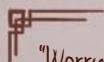
As an action on subsequent turns, you can issue mental commands to all your companions at once, allowing them to take an action in their stat block or some other action. You choose the order in which your companions act each round. After the minute elapses, all your companions bar one (which you choose) 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: a Martial Strike. Your companion is proficient with this melee attack, which it makes using its body. 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 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. When you reach 14th level in this class, your companion can make three Martial Strike attacks when it takes the attack action on its turn.

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 one summoned 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 three, 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 an amount equal to **1d6** plus your proficiency bonus.

Charge. As an action, your companion gains additional movement equal to its speed, and it can make one Martial Strike attack. If your companion moves up to **20 feet** straight towards a creature and then hits it with a Martial Strike, the attack deals an extra **1d10** damage, and the target must succeed on a **Strength saving throw** (DC equals $8 + \text{your companion's Strength modifier} + \text{your proficiency bonus}$) or be knocked **prone**. A creature more than one size larger than your companion automatically succeeds on this saving throw.

Dancing Feet. As a bonus action, your companion can take the Disengage action.

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. A creature more than one size larger than your companion automatically succeeds on this check.

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 (see page 79) for this attack is reduced by 1 for each size category that 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 (see page 79) for this attack is reduced by 1 for each size category that 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>see future death*</i> , <i>sleep</i>
2nd	<i>blindness/deafness</i> , <i>lifesap aura*</i>
3rd	<i>animate dead</i> , <i>speak with dead</i>
4th	<i>death ward</i> , <i>greater invisibility</i>
5th	<i>animate objects</i> , <i>dominate person</i>

*See Chapter 13 - Spells

GRIM PUPPETEER

1st-Level Shinigami Feature

As a bonus action, you can take control of a corpse or unconscious creature you can see within **60 feet** of you for **10 minutes** 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 ability 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 one of 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 don't make death saving throws, taking damage doesn't result in a failed death save, 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; you gain proficiency with the Stealth skill; and you can use a weapon you are proficient with as your spellcasting focus. You are considered a member of a half-martial class for the purpose 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 make a weapon attack roll, you can expend one spell slot. That attack roll is made with **advantage**, and the attack deals extra damage on a hit equal to **1d8** per level of the spell slot expended. If you use this feature on your turn, you can use a bonus action on 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. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Energizing Touch. The sting of your blow magically saps the target's strength. You can only use this option if the attack hits. The target must succeed on a **Constitution saving throw** against your **wizard spell save DC** or take an extra **1d8** poison damage and be **poisoned** until the end of your next turn.

Shadow Vanishing. You spend **10 feet** of movement to teleport to an area of dim light or darkness you can see within **30 feet** of you.

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

You can attack twice rather than once when you take the Attack action on your turn. In addition, magical darkness doesn't impede your vision.

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 **2d8** 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. If your first attack missed, Shadow Striker's extra damage applies to the second attack instead.

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. When another creature you can see moves into an area that is heavily obscured from an effect you have magically 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.

