

## **Touhou Battle Grimoire**

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# Races

## Lunarians



*Figure 1: A Lunarian warrior, observing the mortal world*

The earth is littered with ruins of ancient advanced civilizations that collapsed over themselves or due to some external factor. Once proud races now forced to scavenge for survival on the dirt, shadows of their previous selves.

Not the Lunarians. Descended from a group of extremely advanced humans in the fields of both magic and science, they decided there was no reason to crawl upon the impure earth, and ascended to an higher plane of existence. Legends speak of how the moon was once the new capital of the Lunarians, although they seem to have left it to an even more isolated place since then. They've ever since cultivated a mighty civilization that has transcended death and bends even the gods to their will. However they've also grown more and more isolated, considering everything outside their pure domains to be below their attention.

Nowadays, Lunarians are barely seen by other races (except those few the Lunarians considered pure enough to join them on their new home). But when a Lunarian sets foot on the land of the impure, there's usually something behind it. Some say it's the lunarians advancing their own secret agendas, saving some civilizations while dooming others. Others say the lunarians themselves war against each other now and then, and that leads to refugees preferring to leave their "paradise" in search of another land. And then there's those saying some lunarians simply grow bored of their idyllic life and go look for some excitement.

### Racial Traits

#### Type

Lunarians are humanoids

#### Ability Score Increases

Lunarians, living an idyllic life on the moon, have reduced physical prowess. However, they are exceptionally confident, and excel at imposing their will over others. Lunarians have -2 Strength, +2 Charisma.

#### Size

As Medium creatures, Lunarians have no special bonuses or penalties due to their size.

## **Speed**

Lunarian land speed is 30 feet.

## **Human Heritage**

Lunarians can count as humans whenever it would be beneficial to them, and they gain a +10 bonus on Disguise checks to pass as humans.

## **Pure Being**

Lunarians technically have the same lifespan as a regular human. However, they'll only age past their young prime while living on the same land as mortal non-Lunarian beings. Lunarians can never become undead, and are forbidden from taking templates of any type.

## **Ahead of You**

While in a Martial Stance, a Lunarian gains +1 to the DCs/IL of the maneuvers and stances that belong to the same school as the stance. They also receive a racial bonus equal to  $2 + (\text{Stance Level})$  on checks with that schools associated skill.

## White Wolf Tengu



*Figure 1: A White Wolf Tengu fighter, prepared for action*

Originally created by a now forgotten god of a mountain, White Wolf Tengus combine the characteristics of dogs and humans, making them natural guardians, in particular when they hone their martial skills. However despite their strong sense of loyalty and duty, White Wolf Tengus aren't particularly bright, which means more often than not they're found serving other, smarter races.

### Racial Traits

#### Type

White Wolf Tengu are humanoids

## Ability Score Increases

White Wolf Tengu have exceptionally good senses, but aren't very good at complicated thought processes. -2 Intelligence, +2 Wisdom

## Size

As Medium creatures, White Wolf Tengu have no special bonuses or penalties due to their size.

## Speed

White Wolf Tengu land speed is 30 feet.

## Scent

White Wolf Tengus have the standard Scent ability.

## God's Watch Dog

White Wolf Tengus have Low Light Vision and a +2 Racial bonus to Spot checks, which is further increased by an amount equal to the highest level maneuver they know. Spot is always a class skills for a White Wolf Tengu.

While a White Wolf Tengu is on a 1st level or higher Stance, they gain Darkvision 60 feet.

While a White Wolf Tengu is on a 3rd level or higher Stance, they gain a See Invisibility effect.

While a White Wolf Tengu is on a 6th level or higher Stance, their Scent range is doubled.

While a White Wolf Tengu is on a 8th level or higher Stance, they gain a True Seeing effect.

While a White Wolf Tengu is on a 9st level or higher Stance, their True Seeing increases to 180 feet.

## Fairies



*Figure 1: Fairies enjoying nature*

Fairies are basic manifestations of the main aspects of nature that spontaneously spawn in the wild, being more abundant in areas of great magic. Despite being bigger than most fey, almost all fairies are pretty weak and of limited power, only able to shoot basic blasts of energy. They still love playing pranks and living the good life, although some fairies eventually settle to living as caretakers of nature, trying to help things grow and develop for a change. The main characteristic of fairies however is the fact that they reform themselves soon after killed, which makes them very popular as servants among more powerful beings, even if fairies are basically impossible to properly discipline.

## Racial Traits

### Type

As Fey, fairies have low-light vision.

### Size

Younger fairies are the size of human children, but more mature ones become bigger. A fairy may be small or medium-sized, but either way this choice must be made at first level and cannot be changed later on.

### Speed

Fairy land speed is 20 feet.

### Ability Score Modifiers

Small fairies are faster and more cheerful, but weaker. Bigger fairies are tougher and wiser, but slow. Either way, they're all idiots.

Small fairies have -2 Strength, +2 Dexterity, -2 Intelligence, +2 Charisma

Medium fairies have -2 Dexterity, +2 Constitution, -2 Intelligence, +2 Wisdom.

### Weak Wings

Fairies can come with different kinds of wings, either insect-like or made of her element. Either way they're mostly decorative and usually only provide a +10 racial bonus on Jump checks.

A Fairy in a 1st level stance or higher can fly at a speed of 10 feet with clumsy maneuverability.

A Fairy in a 3rd level stance or higher can fly at a speed of 20 feet with poor maneuverability.

A Fairy in a 6th level stance or higher can fly at a speed of 30 feet with average maneuverability.

A Fairy in a 8th level stance or higher can fly at a speed of 40 feet with good maneuverability.

A Fairy in a 9th level stance or higher can fly at a speed of 50 feet with perfect maneuverability

If the Fairy has a flight speed from another source, she may instead increase it by an equal amount as the flight speed she would have.

### Ephemeral Eternity

A fairy who dies turns to dust and reforms itself after 24 hours of being destroyed in a random location within 100 feet, fully healed. However this is still a traumatic experience that saps the will of the fairy, and she'll give up on any job or quest she was on at the moment. She retains class levels and experience, but refuses to press on and if under control of a player becomes a NPC. A raise dead spell or any other effect that would restore a dead creature can be used to instantly restore the fairy and/or her motivation, including returning under control of the original player, but she loses a level as normal (if any).

### Element

Each fairy has an element that grants them certain qualities. The choice is made at character creation and cannot be changed later.

### Danmaku Mook

At will as an attack action, a fairy can produce a ray of energy with a range increment of 20 feet. This isn't a touch attack and hits against normal AC. It deals 1 point of damage, plus double her current martial stance's level (if any). The damage type depends on the fairy's element (see below). Medium sized fairies can use Str on their attack rolls with Danmaku Mook instead of Dex.

*Fairy Elements*

**Spring**

Electricity Resist 5, Acid Vulnerable 5, Danmaku does Electricity

**Summer**

Fire Resist 5, Cold Vulnerable 5, Danmaku does Fire

**Autumn**

Acid Resist 5, Electricity Vulnerable 5, Danmakue does Acid

**Winter**

Cold Resist 5, Fire Vulnerable 5, Danmaku does Cold

**Sun**

“Light” Resist 5 (Reduces damage from attacks such as Sunbeam based on solar or positive energy), Sonic Vulnerable 5, Danmaku does “Light” (Can’t affect objects or constructs, but deals double damage against undead)

**Moon**

Sonic Resist 5, “Light” (As described above) Vulnerable 5, Danmaku does Sonic

**Star**

No particular resistance or vulnerability, Danmaku does one of the above damage types at random (roll 1d6)

# Feats

## Racial Feats

### Lunarian

#### Good Fortune



#### Prerequisite

Pure Being racial feature

#### Benefit

Whatever happens, you never have to face any minor mundane trouble in life. If you're hungry, you will find a tree with ripe fruit or meet somebody ready to share a good meal with you, or a restaurant owner will catch your fancy. If you feel dirty, you will find a pool of warm water to bathe in. If your clothes are worn out, a new set will come your way. This good fortune never allows you to gain money or helps others, just assures you have a pleasant existence.

In addition you can re-roll all natural 1s on d20s.

If you're in a 1st level Stance or higher, 1/day you can as a standard action replicate "*Remove Fear*" even if you can't take actions. Instead of doing this, you may re-roll any one dice as a free action.

If you're in a 3rd level stance or higher , once per day you can replicate "*Remove Blindness/Deafness/Curse*" on yourself 1/day as a standard action even if you can't take actions.

If you're in a 6th level stance or higher, 1/day you can replicate "*Death Ward*" , "*Freedom of Movement*" , "*Break Enchantment*" or "*Regenerate*" as a standard action on yourself even if you can't take actions.

If you're in a 8th level stance or higher, 1/day you can replicate an "*Antimagic Field*" effect on yourself as a standard action even if you can't take actions. However, you may choose any number of spells/SLAs/Su abilities that can go through it.

If you're in a 9th level stance or higher, 1/day you can replicate "*Miracle*" as a standard action even if you can't take actions, except you must pay XP and treasure if you create any lasting effect or replicate a spell that would cost XP/treasure.

All of the above effects count as SLAs with CL equal to your IL and DCs  $10+1/2 \text{ HD}+\text{Cha mod}$  as appropriate, except they never provoke attacks of opportunity. For each level of stance you're higher than the necessary effect, you gain an extra benefit.

Stance 1 levels higher:

Can use SLA as a move action.

Stance 2 levels higher:

Can use SLA as a swift action.

Stance 3 levels higher:

Can use SLA as a free action.

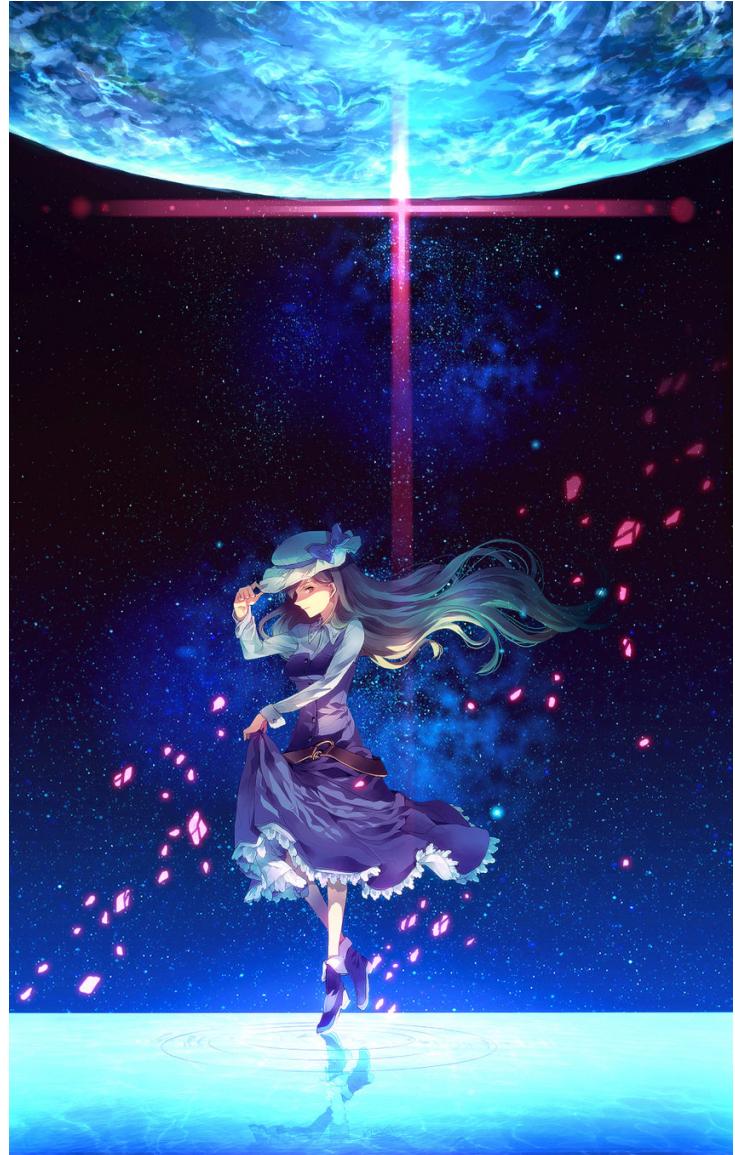
Stance 4 levels higher:

Can use SLA or re-roll 1/hour.

Stance 6 levels higher:

Can use SLA or re-roll 1/minute.

## Linking the Sea and the Mountains



*Figure 1: A lunarian goes anywhere she likes*

### Prerequisite

Pure Being racial feature

### Benefit

As a move action, you can teleport up to your move speed. You must have valid line of sight and effect to your destination. Petals and a small gust of fresh air appear at the starting and end points around you.

If you're in a 1st level or higher Stance you can replicate "*Jump*" , "*Feather Fall*" or "*Spider Climb*" 1/day, plus you can walk on water.

If you're in a 3rd level or higher Stance you can replicate "*Water Breathing*" , "*Fly*" or "*Teleport Treat*" (as teleport, but can only teleport one inanimate nonmagic object weighting up to 1 pound per CL) 1/day.

If you're in a 6th level or higher Stance you can replicate "*Teleport*" , or "*Plane Shift*" 1/day.

If you're in a 8th level or higher Stance you can replicate “*Greater Teleport*” or “*Teleport Object*” 1/day.

If you're in a 9th level or higher Stance you can replicate “*Etherealness*” 1/day.

All of the above effects count as SLAs with CL equal to your IL and DCs 10+1/2 HD+Cha mod as appropriate, except they never provoke attacks of opportunity. For each level of stance higher than the necessary effect, you gain an extra benefit.

Stance 1 levels higher:

Can use SLA as a move action.

Stance 2 levels higher:

Can use SLA as a swift action.

Stance 3 levels higher:

Can use SLA as a free action.

Stance 4 levels higher:

Can use SLA 1/hour.

Stance 6 levels higher:

Can use SLA 1/minute.

## Fairy

### Natural Home

*Fairies like both comfort and living in the wild.*

#### Prerequisite

Fairy base race

#### Benefit

Once per day with 1d12 minutes of bonding to an unanimated plant rooted to the earth, you can create a special space inside it, as big as three 10-ft. cubes per HD, regardless of the original size of the plant. You can enter it as an move action while adjacent, taking along anyone touching you plus whatever you're carrying. Other creatures can't enter it without your help, but they can exit it by themselves after you take them inside. Somehow the interior space has windows to the outside that allow you to observe the plant's surroundings. Despite all those properties, the plant looks just the same to any outside observer. If you throw/shoot something out of the windows, outside observers will see it as the plant itself throwing/shooting that thing at them.

You can only make one plant your home at a time. Trying to bond to a new one ends the previous bonding.

Destroying or uprooting the plant you bonded to instantly ends this effect, dropping you and everything else on the area where the plant was last. Creatures and objects are also ejected if the bonding is ended.

If you make a tree your natural home, you also gain one of the following benefits depending on its kind.

#### Alpine

**Fir** Your tree is used to weathering tough winters. You gain Cold resistance equal to your HD.

#### Cypress

The tree produce seed pods that can be used as ammunition. You may use “*Fire Seed*” as a SLA a number of times per day

equal to your Cha or Wis modifier, whichever's higher. You are only able to use the "acorn grenade" version of the spell.

### **Hemlock**

Your flesh becomes poisonous. Any creature making a bite attack or attempting to swallow you whole must succeed on a Fortitude save (DC 10 + 1/2 HD + Con modifier) or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the creature must make a second save at the same DC or be nauseated for 1 minute.

### **Pine**

Your skin and clothes end covered in a powerfully sticky resin. Any weapon that deals damage to you becomes stuck to your skin, unless the wielder succeeds on a DC (10+1/2HD+Str Mod) Reflex save. The weapon may be retrieved with a successful disarm check.

### **Quaking Aspen**

Like the leaves of your tree, you tremble violently and are hard to hold down. You gain a +4 bonus to Escape Artist checks.

## **Aquatic/Shoreline**

### **Kelp**

The closest thing to a tree you'll find at sea. You gain the Amphibious special quality, and a swim speed equal to your base speed.

### **Mangrove**

Your tree can grow in saltier, more acidic conditions than most. You gain Acid resistance equal to your HD.

## **Desert**

### **Aloe**

Any spells you cast with the Healing descriptor are cast one CL higher.

### **Cactus**

You can collect needles to use as ammo. Your Danmaku mook ability deals an extra 1d3 piercing damage.

## **Rainforest**

### **Bamboo**

Your tree is supple and bendable. You gain a +2 bonus on Reflex saves.

### **Fan Palm**

As long as you are bonded with this tree you gain a proficiency with any weapon with Fan in its name or descriptor. As a swift action at will, you can grow a large, fan-shaped collection of leaves that is mechanically identical to a War Fan. You can have up to two at once, but it decays and becomes useless immediately after leaving your possession. If you enchant one of these palm fans, all future fans you create retain its properties.

### **Fruit Tree**

Includes all fruits not explicitly mentioned elsewhere, 1/day per 2 HD you can have your tree grow fruit to feed your companions mimicking the Goodberry spell.

### **Kapok**

Your flight speed, if you have one, increases by 10 feet.

### **Mangrove**

Your tree can grow in saltier and more acidic conditions than most. You gain Acid resistance equal to your HD.

### **Rubber Tree**

Your sap/blood becomes rubberized, helping ground you. You gain Electricity resistance equal to your HD.

## **Sub-tropic Forest**

### **Acacia**

Your tree has long mastered the use of chemical signals to communicate with insects. You get a +4 bonus to Skill checks when dealing with Vermin.

### **Banyan**

Your tree is sturdy. You gain a +4 bonus to Balance.

### **Bamboo**

Your tree is supple and bendable. You gain a +2 bonus on Reflex saves

### **Baobob**

Your tree is extremely thick and durable. You gain a +2 bonus to Fortitude saves

### **Fruit Tree**

Includes all fruits not explicitly mentioned elsewhere, 1/day per 2 HD you can have your tree grow fruit to feed your companions mimicking the Goodberry spell

### **Monkey Puzzle**

Your tree has long confounded primates. You gain a +2 bonus to the DC of any maneuver that targets a humanoid

## **Temperate Forest**

### **Birch**

Your tree skin peels off like paper. Magical paper. You can use Cha or Wis instead of Int for Int-based martial schools.

### **Chestnut**

You can collect spiny seeds that are mechanically identical to caltrops. You can drop enough to cover a square you move through a number of times per day equal to your Cha or Wis modifier, whichever's higher. This is a swift action.

### **Fruit Tree**

Includes all fruits not explicitly mentioned elsewhere, 1/day per 2 HD you can have your tree grow fruit to feed your companions mimicking the Goodberry spell.

### **Ginkgo**

The chemicals of your tree help keep your mind sharp. You gain a +2 bonus on Will saves.

### **Hemlock**

Your flesh becomes poisonous. Any creature making a bite attack or attempting to swallow you whole must succeed on a Fortitude save (DC 10 + 1/2 HD + Con

modifier) or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the creature must make a second save at the same DC or be nauseated for 1 minute and take 1d6 Strength damage and 1d6 Dexterity damage.

### **Maple**

You becomes as sweet as maple syrup. Any creature making a bite attack or attempting to swallow you whole must make a Fortitude save (DC 10 + 1/2 HD + Con modifier) or become nauseated for 1d4 rounds.

### **Oak**

Fairies hold a special bond with oak trees, no matter how often they stray. Your Maneuvers increase their DC by +1.

### **Quaking Aspen**

Like the leaves of your tree, you tremble violently and are hard to hold down. You gain a +4 bonus to Escape Artist.

### **Sequoia**

Your tree is massive and some of that rubs off on you. You gain an extra 1 hp per HD.

## **Urban/Agricultural**

### **Bonsai**

You can carry your tree with you as you travel. If your tree is destroyed you immediately take 1d6 Cha damage, even if you are normally immune to ability damage, and become ill and will die in 1d6 hours. However, if your bonsai is destroyed you may also rebond to a new tree after only a 1 hour ceremony.

### **Coffee Tree**

You no longer need to sleep and become immune to magical Sleep effects. All that caffeine comes in handy.

### **Fruit Tree**

Includes all fruits not explicitly mentioned elsewhere, 1/day per 2 HD you can have your tree grow fruit to feed your companions mimicking the Goodberry spell.

Multiple fairies with this feat can combine their efforts in a single plant to create a bigger “home”



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