

# TOME OF BATTLE



**THE BOOK OF  
NINE SWORDS**

The Third Edition Tome of Battle - The Book of Nine Swords was a testing ground for game mechanics for Fourth Edition. Ultimately, many of the innovations from the book would be evolutionary dead ends, but I love the style of play it presented. The classes are very high fantasy, wuxia style, martial casters that use stances and maneuvers to create supernatural effects. This is my attempt to port the rules into Fifth Edition while maintaining as much fidelity to the flavor of the original as possible. This document only updates the rules, for a ton of great flavor make sure and check out the book.

Following are three new classes, the crusader, the swordsage and the warblade, with at least two archetypes for each. You'll also find a large selection of maneuvers and stances for each class and a small group of monsters that use the rules presented in this document.



## Definitions

**Martial Adept:** A user of martial magic as presented in this document. There are three types of martial adepts, crusaders, swordsages, and warblades.

**Maneuver:** A martial magic 'spell' that can be a boost, counter, stance, or strike.

**Boost:** A maneuver that gives a bonus or that allows the initiator to do something extraordinary.

**Counter:** A maneuver that is initiated as a reaction, usually to taking damage or being attacked.

**Stance:** A special type of maneuver that can be maintained and provides a continuous bonus until the user switches to a new stance.

**Strike:** A maneuver that allows the initiator to make an attack with some sort of special bonus.

**Martial Discipline:** A grouping of maneuvers, akin to a school of magic. Most martial adepts are limited to selecting maneuvers from certain disciplines.

**Initiate:** The act of using a maneuver. Most boosts and stances may be initiated as bonus actions, counters are usually reactions, and strikes are normally actions.

**Initiator Level:** A characters total level in any of the martial adept classes.

# Crusader

Crusaders use their faith in a higher being to channel the power of their maneuvers.

## Class Features

### Hit Points

**Hit Dice:** 1d10 per crusader level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per crusader level above 1st

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial melee weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two of the following skills; Animal Handling, Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion.

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- A martial weapon and shield or two martial weapons.
- Five javelins or any simple melee weapon
- An explorer's pack
- Chain mail

**Maneuvers:** At the beginning of your career you may call upon five martial maneuvers chosen from the Devoted Spirit, Stone Dragon, and White Raven disciplines.

You must ready a maneuver before you can use it.

Maneuvers that you learn must have a level equal to your class level divided by 2, rounded up.

You gain access to more maneuvers at higher levels as shown on the chart.

The saving throw DC for any maneuver you use is equal to 8 + your proficiency bonus + your Charisma bonus.

When you reach 4th level, and at every even level above 4th, you may swap out one of your known maneuvers for a new maneuver. The new maneuver may be any that you meet the prerequisites for.

**Maneuvers Readied:** Your maneuvers are automatically ready at the beginning of each encounter. At first level you can ready five maneuvers. Your number of readied maneuvers increases at 10th and 20th level. You can change your readied maneuvers during a short rest. Each readied maneuver can be used only once during an encounter, unless you recover your maneuvers.

As a crusader you rely on divine inspiration and faith for access to your maneuvers. You begin an encounter with access to two of your readied maneuvers, randomly chosen. Your number of accessible maneuvers increases at 10th and 20th level. At the end of each of your turns a new, random, maneuver becomes available.

If there are no more maneuvers left to become available at the end of your turn then all of your maneuvers are readied and you once again have access to two randomly selected maneuvers.

Example: Crockett, a 1st level crusader, rolls initiative and rolls a d10/2 twice to select two random maneuvers to have access to. At the end of each of his turns he rolls another random maneuver to gain access to. When Crockett reaches the end of round 5 all of his maneuvers once more become readied and he rolls again to see which two he has access to.

## Crusader

Level	Proficiency Bonus	Features	Maneuvers Known	Maneuvers Readied	Stances Known
1	+2	Furious Counterstrike Steely Resolve 5 Martial Maneuvers	5	5(2)	1
2	+2	Indomitable Soul	5	5(2)	2
3	+2	Zealous Surge, Order	6	5(2)	2
4	+2	Ability Score Improvement	6	5(2)	2
5	+3	Extra Attack	7	5(2)	2
6	+3	Steely Resolve 10	7	5(2)	2
7	+3	Order Feature	8	5(2)	2
8	+3	Ability Score Improvement	8	5(2)	3
9	+4	Hard to Kill	9	5(2)	3
10	+4	Steely Resolve 15	9	6(3)	3
11	+4	Order Feature	10	6(3)	3
12	+4	Ability Score Improvement	10	6(3)	3
13	+5	Mettle	11	6(3)	3
14	+5	Steely Resolve 20	11	6(3)	4
15	+5	Order Feature	12	6(3)	4
16	+5	Ability Score Improvement	12	6(3)	4
17	+6	Steely Resolve 25	13	6(3)	4
18	+6	Improved Zealous Surge	13	6(3)	4
19	+6	Ability Score Improvement	14	6(3)	4
20	+6	Steely Resolve 30	14	7(4)	4

**Stances Known:** You know the number of stances shown on the table for your level. Unlike other martial maneuvers, stances don't need to be readied and are not expended when used.

**Steely Resolve:** You have a hit point buffer that delays some of the damage you take. Any damage held in your buffer is applied to you at the end of your next turn. Other effects from the damage you take, like poison or life drain, are held in the buffer as well. If you receive any healing while you have damage held in your buffer you can decide how to split the healing between your current hit points and your buffer. At 1st level your buffer can hold 5 hit points. The amount of damage you can delay increases at 6th, 10th, 14th, 17th, and 20th level.

**Furious Counterstrike:** The damage you take drives you to strike at foes with righteous fury. You gain a bonus to your attack rolls and

damage rolls equal to the amount of damage held in your Steely Resolve buffer divided by 5, rounded down, with a minimum of +1.

**Indomitable Soul:** You are immune to the frightened condition.

**Zealous Surge:** Once per long rest you may roll one saving throw with advantage.

**Order:** You select a crusader order to join and gain the first ability from that order. This document includes two orders, The Order of the Clarion Commander and the Faith Unswerving Order. You gain more abilities from your Order at levels 7, 11, and 15. Information on the Orders follow the crusader class description.

**Ability Score Improvement:** You increase one of your stats by two or two stats by one each with a maximum stat of twenty.

**Hard to Kill:** Your hit points increase by your crusader level x2. For each crusader level you gain you also get two more hit points.

**Mettle:** Whenever you are subjected to a magical effect that has a lesser effect on a successful Constitution or Wisdom saving throw you instead take no effect on a successful save.

**Improved Zealous Surge:** You may now use Zealous Surge twice per long rest.

### The Order of the Clarion Commander

This order specializes in leading from the frontlines. Members are known as marshals.

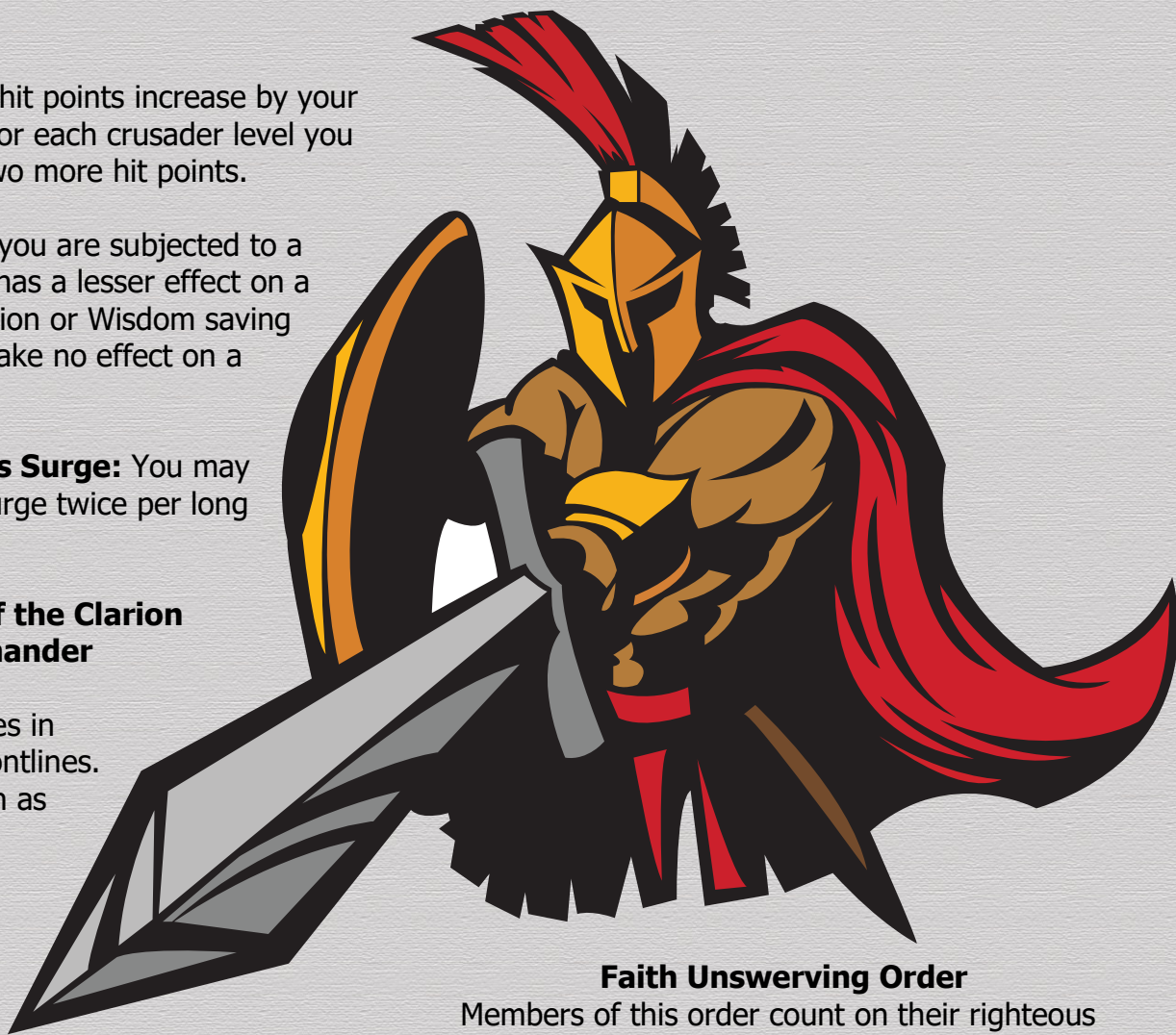
#### White Raven Defense:

Beginning when you join this order at 3rd level, if you are adjacent to an ally you gain a +1 bonus to AC. If you are wielding a White Raven favored weapon each ally adjacent to you also gains a +1 bonus to AC.

**Inspire Zealousness:** You can share your Zealous Surge ability with an adjacent ally at 7th level. This counts as one of your uses of Zealous Surge.

**Follow Up:** If you strike an opponent in two consecutive rounds after the second hit that foe immediately draws opportunity attacks from any of your adjacent allies. These opportunity attacks use your allies reactions as normal. You gain this ability at 11th level.

**Pile On:** At 15th level adjacent allies gain your Furious Counterstrike bonus.



#### Faith Unswerving Order

Members of this order count on their righteous faith to see them through any situation and empower them to smite their foes. Members are known as vindicators.

**Diamond Resolve:** You can hold damage in your Steely Resolve buffer for two rounds instead of one when you select this order at 3rd level.

**One Last Strike:** At 7th level if you take damage that reduces your hit points to 0 you may use your reaction to move up to 5 feet and make a single attack with a +5 bonus.

**For the Team:** Beginning at 11th level when an adjacent ally takes damage as a reaction you may swap places with that ally and take the damage instead.

**Vital Recovery:** Once per short rest when you recover your martial maneuvers you also heal 3 points of damage +1 per crusader level. You gain this ability at 15th level.

# Swordsage

Even though you're primarily a melee combatant, you have more in common with the wizard than the fighter. As a swordsage you have the best access to maneuvers of any of the martial adept classes and many of your maneuvers have an area effect.

## Class Features

### Hit Points

**Hit Dice:** 1d8 per swordsage level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per swordsage level above 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, martial melee weapons

**Tools:** None

**Saving Throws:** Dexterity, Wisdom

**Skills:** Choose two of the following skills; Acrobatics, Athletics, History, Insight, Perception, Religion, or Stealth.

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Two martial weapons
- Ten darts
- A dungeoneer's pack or an explorer's pack

**Maneuvers:** At 1st level you know six maneuvers chosen from the Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw disciplines. When you reach 4th level, and at every even level after that, you can exchange one of your known maneuvers for a different maneuver that you qualify for from any discipline that you have access to.

The save DC for your maneuvers is equal to 8 + your proficiency bonus + your Wisdom bonus.

**Maneuvers Readied:** You can ready four of your maneuvers at 1st level, and as you reach higher levels you can ready more maneuvers at a time. A short rest is all that you need to change your readied maneuvers and you begin each battle with all of your maneuvers readied.

**Stances Known:** You begin play with one stance known from any of your available disciplines. You gain more stances known as you increase in level. Unlike other maneuvers stances are not expended when used.

**Unarmored Defense:** If you are unarmored and not using a shield your AC is equal to 10 + your Dexterity modifier + your Wisdom modifier.

**Discipline Focus:** At 1st, 3rd, 9th, 13th, and 17th levels you gain a benefit from focusing on one of your available disciplines. You can select a different discipline to focus on each time you gain this benefit.

**Weapon Focus:** At 1st level you get +2 to damage when using any weapon associated with your selected discipline.

**Insightful Strikes:** At 3rd level you can add your Wisdom modifier as a bonus to the damage you deal with strikes from your selected discipline. You choose a second discipline to gain this bonus at 13th level.

**Defensive Stance:** Once you reach 9th level you can add a +2 bonus to all saving throws you make while in a stance from your selected discipline. Choose a second discipline to grant this bonus at 17th level.

**Quick to Act:** You gain a +1 bonus on initiative checks. This bonus increases by +1 at 5th, 11th, 15th, and 20th level.

**Fighting School:** You choose a fighting school that gives you benefits at 2nd, 6th, 14th, and 18th levels. The fighting schools included in this document are the Bloodclaw,

Nine Swords, and the Shadow Sun. The benefits of the different fighting schools immediately follow this section.

**Ability Score Improvement:** At 4th level you may improve one of your stats by +2 or two stats by +1 each. You gain this ability again at 8th, 12th, 16th, and 19th levels.

**Extra Attack:** At 5th level whenever you use the attack action you may make two attacks.

**Sense Magic:** If you spend a short rest focusing on a magic weapon or magic armor you learn its properties at 7th level.

**Evasion:** Beginning at 10th level if you succeed on a Dexterity saving throw you take no damage. You take only half damage on a failed Dexterity saving throw.

**Dual Boost:** At 20th level you can initiate two



boost maneuvers as a single bonus action. You may use this ability three times per long rest.

## Bloodclaw

The Bloodclaw fighting school teaches you to unleash your inner beast, heighten your senses and make vicious attacks.

**Shifting:** You become more tiger like when you use this ability. Your fingernails become claws that inflict 1d4 points of damage and you may attack with both even when you using a maneuver that allows you to make a single attack. Your damage also increases by +1 with all melee attacks and you gain a +1 to all Strength checks. You may use this ability once per long rest at 2nd level, twice per long rest beginning at 6th level, and three times per long rest beginning at 14th level. Each use of this ability lasts for one minute.

**Claws of the Beast:** You add your full Strength bonus to attacks made with you off hand weapon when using two weapon fighting with your claws or with any Tiger Claw weapons. You gain this ability at 2nd level.

**Tiger Claw Synergy:** At 6th level when you enter a Tiger Claw stance you may choose to gain either a +1 bonus to AC or +10 feet to your movement for as long as you maintain the stance. At 14th level you also gain a +1 bonus to attack rolls while in a Tiger Claw stance.

**Pouncing Strike:** If you move at least 10 feet before you attack using two weapon fighting or two claw attacks, against a target no more than one size larger than you, you may make a Strength (athletics) check opposed by your targets choice of Strength (athletics) or Dexterity (acrobatics). If you win the check your target is knocked prone and you may make a free melee attack against it. If your target wins the check there is no effect. You gain this ability at 14th level.

**Darkvision:** At 14th level your eyesight sharpens in dim light or dark conditions. You can see 60 feet in dim light as if it were

## Swordsage

Level	Proficiency Bonus	Features	Maneuvers Known	Maneuvers Readied	Stances Known
1	+2	Quick to Act +1, Discipline Focus, Martial Maneuvers, Unarmored Defense	6	4	1
2	+2	Fighting School	7	4	2
3	+2	Discipline Focus	8	5	2
4	+2	Ability Score Improvement	9	5	2
5	+3	Extra Attack, Quick to Act +2	10	6	3
6	+3	Fighting School Ability	11	6	3
7	+3	Sense Magic	12	6	3
8	+3	Ability Score Improvement	13	7	3
9	+4	Discipline Focus	14	7	4
10	+4	Evasion	15	8	4
11	+4	Quick to Act +3	16	8	4
12	+4	Ability Score Improvement	17	8	4
13	+5	Discipline Focus	18	9	4
14	+5	Fighting School Ability	19	9	5
15	+5	Quick to Act +4	20	10	5
16	+5	Ability Score Improvement	21	10	5
17	+6	Discipline Focus	22	10	5
18	+6	Fighting School Ability	23	11	5
19	+6	Ability Score Improvement	24	11	5
20	+6	Dual Boost, Quick to Act +5	25	12	6

brightly lit and can see in darkness as if it were in dim light. You can't perceive color in darkness.

**Rending Strike:** If you strike the same target with at least one attack from both of your weapons when two weapon fighting or with both of your claw attacks, that target takes an extra 2d6 damage. You gain this ability at 18th level.

**Sharp Senses:** Beginning at 18th level your senses of hearing and smell sharpen so that you have advantage on all Wisdom (perception) checks involving smell or sound.

### Nine Swords

Choosing the Nine Swords fighting school opens up additional disciplines and improves your ability to get the most from your maneuvers.

**Maneuvers and Stances Known:** When you enter the Nine Swords fighting school at 2nd level you may now choose your maneuvers and stances from any of the nine disciplines.

**Perfect Form:** The saving throw DC of any maneuvers you initiate is increased by 1. You gain this ability at 6th level.

**Counter Stance:** At 14th level whenever you activate a counter you may also change your stance.

**Dual Stance:** You may have two stances active at the same time. Whenever you change stances you may change one or both of your active stances. You gain this ability at 18th level.

**Mastery of Nine:** At 18th level you gain a +2 bonus to all of your strikes and your strikes do extra damage equal to the number of disciplines you had maneuvers readied from at the beginning of the combat.



## Shadow Sun

Members of this fighting school call themselves Shadow Sun Ninjas. As a follower of this school you focus on mastering the balance of light and dark.

**Martial Arts:** You gain the Martial Arts abilities of the monk class from the PHB, including unarmed damage. This ability is gained at 2nd level when you enter this fighting school.

**Touch of the Shadow Sun:** You may choose to deal necrotic damage with your unarmed attacks for the round. If you do you may touch yourself or an ally the next round to heal damage equal to one half the necrotic damage you dealt on the previous round. This healing is a bonus action. You may not deal necrotic damage again until you use this healing. You may not use the healing on the same round that you deal necrotic damage. This ability is gained at 2nd level.

**Flame of the Shadow Sun:** At 6th level you may use a reaction to give yourself resistance to necrotic damage. If this resistance protects you from any damage you may, as a bonus action on your next turn, target a single creature within 60 feet with a blast of radiant energy. If you succeed on a ranged attack the target takes 2d6 radiant damage.

**Light Within Darkness:** If you succeed on a melee attack against an opponent that was unaware of your presence at 6th level you can emit a searing blast of light in a 60 foot radius. All opponents in the area that were unaware of your presence must make a Wisdom saving throw or be blinded for 1 round.

**Void of the Shadow Sun:** At 14th level, as a bonus action, you may surround yourself with a pulsing, flickering shield of light for one round. This ability gives you a +2 bonus to AC. If an opponent hits you while this ability is active you immediately lose the AC bonus and can't use this ability on your next turn. You may instead on your next turn unleash a wave

of necrotic damage in a 30 foot radius around you. Enemies in this area must make a Constitution save or take 8d6 points of necrotic damage. Targets that make their saves take only half damage.

**Child of Shadow and Light:** Beginning at 18th level you gain access to a special stance. This stance does not count against your number of stances known.

### Child of Shadow and Light Special (Stance)

Level: 9

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While you maintain this stance you are surrounded by 60 foot radius of alternating light and dark energy. You may select if the energy is light or dark when you initiate this maneuver, but you may not initiate this maneuver two rounds in a row.

On rounds that you emit light energy all enemies take a -2 penalty on attack and Wisdom (perception) rolls against targets in the area.

On rounds that you emit dark energy the area is filled with magical darkness.

**Balance of Light and Dark:** At 18th level you may transform yourself into a creature of pure darkness once per long rest. For 1 minute you are immune to critical hits, poison and necrotic damage and the poisoned condition. You gain a +4 to attack rolls against creatures in dim light or darkness. You also gain advantage on all Dexterity (stealth) checks. Your attacks in this form reduce your targets maximum hit points by the amount of damage you deal and you regain 5 hit points every time you reduce a creature's maximum hit points. Undead and constructs are immune to having their maximum hit points reduced in this way. When the transformation ends your maximum hit points are reduced by 5 for every attack you made that hit while transformed.

## Warblade

The warblade is the perfect blend of martial skill and the magic of the martial adepts. With their outlook uncluttered by the faith of the crusader or the philosophies of the sages, warblades can become arrogant to the point of preening.

### Class Features

#### Hit Points

**Hit Dice:** 1d10 per warblade level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per warblade level above 1st

#### Proficiencies

**Armor:** Light and medium armor, shields

**Weapons:** Simple weapons, martial melee weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two of the following skills; Acrobatics, Athletics, History, Intimidation, or Perception.

#### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- A martial weapon and shield or two martial weapons.
- Five javelins or any simple melee weapon
- An explorer's pack
- Scale mail

**Maneuvers:** At 1st level you know three maneuvers chosen from the Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, and White Raven disciplines. When you reach 4th level, and at every even level after that, you can exchange one of your known maneuvers



for a different maneuver that you qualify for from any discipline that you have access to. The save DC of your maneuvers is equal to 8 + your proficiency bonus + your Intelligence bonus.

**Maneuvers Readied:** You can ready three of your maneuvers at 1st level, and as you reach higher levels you can ready more maneuvers at a time. A short rest is all that you need to change your maneuvers and you begin each battle with all of your maneuvers readied. You can use a bonus action in combat to recharge your readied maneuvers on any turn that you use the attack action.

**Stances Known:** You begin play with one stance known from any of your available disciplines. You gain more stances known as you increase in level. Unlike other maneuvers stances are not expended when used.

## Warblade

Level	Proficiency Bonus	Features	Maneuvers Known	Maneuvers Readied	Stances Known
1	+2	Battle Clarity	3	3	1
2	+2	Blade Cult, Fighting Style	4	3	1
3	+2	Battle Ardor	5	3	1
4	+2	Ability Score Improvement	5	3	2
5	+3	Extra Attack	6	4	2
6	+3	Evasive Reflexes	6	4	2
7	+3	Battle Cunning	7	4	2
8	+3	Ability Score Improvement	7	4	2
9	+4	Blade Cult Ability	8	4	2
10	+4	Iron Heart Aura	8	5	3
11	+4	Battle Skill	9	5	3
12	+4	Ability Score Improvement	9	5	3
13	+5	Blade Cult Ability	10	5	3
14	+5	Vital Recovery	10	5	3
15	+5	Battle Mastery	11	6	3
16	+5	Ability Score Improvement	11	6	4
17	+6	Uncanny Dodge	12	6	4
18	+6	Blade Cult Ability	12	6	4
19	+6	Ability Score Improvement	13	6	4
20	+6	Stance Mastery	13	7	4

**Battle Clarity:** Against attacks that you are aware of you may add your Intelligence bonus to your Dexterity saving throws, in addition to your regular bonus.

**Fighting Style:** You may choose a Fighting Style as your area of expertise. You may not choose any of these options more than once, even if you multiclass into a class that also grants access to these Fighting Styles.

### Defense

While you are wearing armor, you gain a +1 bonus to AC.

### Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property to gain this benefit.

**Blade Cult:** At 2nd level you choose your specialization. Two blade cults are presented in this document, the Bloodstorm Blades and the Eternal Blades. You gain more abilities from your blade cult at 9th, 13th, and 18th levels. Details on the blade cults follow this section.

**Battle Ardor:** Your critical hits are extra dangerous. You can add your Intelligence bonus to the damage rolls for your critical hits.

**Ability Score Improvement:** When you reach 4th level you can choose to increase one of your ability scores by two, or two different scores by one each.

**Extra Attack:** Whenever you take the attack action, you may attack twice.

**Evasive Reflexes:** Whenever you can make an opportunity attack, you can choose to move up to 5 feet instead.

**Battle Cunning:** Your strikes against the unprepared are deadly. You add your

Intelligence modifier to your damage rolls against opponents that are unaware of your presence or that haven't acted yet in the combat.

**Iron Heart Aura:** While you are in an Iron Heart stance your adjacent allies gain a +1 bonus to saving throws.

**Battle Skill:** You add your Intelligence modifier to all Strength (athletics) or Dexterity (acrobatics) checks you make to avoid being grappled or shoved by an enemy.

**Vital Recovery:** Whenever you recover your maneuvers you also heal damage equal to 3 plus your character level. You may use Vital Recovery once per short rest.

**Battle Mastery:** You add your Intelligence modifier to your to hit and damage rolls when making opportunity attacks.

**Uncanny Dodge:** When you are hit by an attack that you can see, you can use your reaction to take half damage from that attack.

**Stance Mastery:** You can activate two stances with the same bonus action and maintain two stances at the same time. Whenever you use a bonus action to change your stance you may change one or both stances.

### **Bloodstorm Blade**

This blade cult focuses on throwing weapons. Members master the art of striking foes down at range with weapons that can't normally be thrown.

**Throw Anything:** You can throw any melee weapon you are proficient with. If the weapon doesn't have a thrown range or if its range is less than 10 feet, in your hands its range becomes 10/20 feet. This ability is gained at 2nd level when you choose this blade cult.

**Returning Attacks:** You can expend a readied Iron Heart strike to make a weapon that you throw immediately return to your hand after the attack. This ability is gained at 2nd level when you choose this blade cult.

**Martial Throw:** You can now use single target strikes from Iron Heart discipline with thrown weapons. For you Iron Heart strikes that target one creature and have a range of melee attack now have a range equal to the range of your thrown weapon. This ability is gained at 2nd level when you choose this blade cult.

**Blood Wind Ricochet:** Your weapon can now strike multiple enemies with each throw. If you expend an Iron Heart strike when you make a thrown weapon attack, instead of the normal effect of the strike, you may attack two different targets in range before your weapon returns to your hand. This ability is gained at 9th level.

**Eye of the Storm:** Once you reach 13th level you learn the Eye of the Storm stance. For you this counts an Iron Heart maneuver but does not count toward your maximum stances known.

### **Eye of the Storm**

Iron Heart (Stance)

Level: 6

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While you maintain this stance you gain a +4 bonus to AC against ranged attacks, a +2 bonus to Dexterity saves, and you don't have disadvantage for making ranged attacks while adjacent to enemies.

**Blade Storm:** At 18th level you gain a special Iron Heart strike known as the Blade Storm. This counts as an Iron Heart maneuver for you, but does not count toward your maximum maneuvers known or readied.

## Blade Storm

Iron Heart (Stike)

Level: 9

Initiation Action: Action

Range: 30 feet

Duration: Instantaneous

You hurl your weapon to hit a foe in range and when it returns to your hand you send it ricocheting out again. You make a ranged attack against all enemies within the throwing range of your weapon and within range of this maneuver. Your weapon returns to you after all attacks have been made.

## Eternal Blade

Eternal Blades dedicate themselves to unearthing the secrets of maneuvers from the past by bonding with a spirit that can enhance their training.

**Blade Guide:** You gain the guidance of the spirit of a past master of martial disciplines. This indestructible spirit is visible only to you. It uses your senses to perceive the material world and cannot interact with physical objects in any way. It normally appears as a glowing ball of light, but may take the appearance of the creature it was in life for up to 10 minutes a day.

**Eternal Training:** Your blade guide trains you while you sleep. Once per long rest you may call upon this training to gain either a bonus to melee damage rolls equal to your Intelligence bonus or the use of a maneuver from the Diamond Mind or Devoted Spirit disciplines. Either option lasts for the duration of the battle you are in when you use this ability. You may use Eternal Training an additional time per long rest at 9th, 13th, and 18th levels.

**Eternal Knowledge:** Drawing on your blade guides stores of knowledge, you double your proficiency bonus on Intelligence checks and saves beginning at 9th level.

**Tactical Insight:** As a bonus action you grant your allies advantage to attacks made against

any target you hit with a melee attack this turn. You gain this ability at 13th level.

**Island in Time:** Once per encounter you may take an extra turn at initiative count 20. This extra turn does not affect your normal initiative count. You gain this ability at 18th level.

## Customization Options

### Multiclassing Prerequisites

Crusader	Strength 13, Charisma 13
Swordsage	Dexterity 13, Wisdom 13
Warblade	Strength 13, Intelligence 13

Characters with more than one martial adept class use the total of their martial adept classes to determine the highest level maneuver they can know. Multiclass characters track their known maneuvers separately for each martial adept class for recovery options.

## Desert Wind

Only a swordmage can master the power of the Desert Wind discipline. Maneuvers in this discipline focus on movement and fire damage. The favored weapons for Desert Wind are the scimitar, light hammer, sickle, spear, and club.

### Blistering Flourish

Desert Wind (Strike)

Level: 1

Initiation Action: Action

Range: Self (30ft. radius)

Duration: One minute

This strike creates a bright flash of light around you. All creatures in the radius, except you, must make a Constitution saving throw or be poisoned for the duration.

### Burning Blade

Desert Wind (Boost)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: One turn

All of your attacks this turn do an extra 1d6 fire damage +1 per initiator level.

### Burning Brand

Desert Wind (Boost)

Level: 2

Initiation Action: Bonus Action

Range: Self

Duration: One turn

Your weapon bursts into flames. Your weapon attacks for this turn deal fire damage and your reach extends by 5 feet.

### Death Mark

Desert Wind (Strike)

Level: 3

Initiation Action: Action

Range: One creature

Duration: Instantaneous

You make an attack that in addition to your normal damage causes fire to erupt from your foe's body. The radius of the blast depends on the size of your opponent as shown on the table below. All creatures in the area, including your original target but excluding you, take 6d6 points of fire damage unless they make a Dexterity save for half.

Size	Spread Radius
Small or smaller	5 feet
Medium	10 feet
Large	20 feet
Huge	30 feet
Gargantuan	40 feet

### Desert Tempest

Desert Wind (Strike)

Level: 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: Self

Duration: One turn

When you initiate this maneuver you may move and take the dash action. You may attack every enemy you move adjacent to during your turn but may not attack any enemy more than once. You provoke opportunity attacks as normal for this movement.

### Distracting Ember

Desert Wind (Boost)

Level: 1

Initiation Action: Bonus Action

Range: 30 feet

Duration: One turn

You conjure a small fire elemental to an open area in range. The elemental counts as an ally but takes no actions or reactions. It disappears at the end of your turn.

### Dragon's Flame

Desert Wind (Strike)

Level: 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: Self (30-foot cone)

Duration: One turn

This maneuver allows you to exhale a blast of flame much like a red dragon. The blast does 6d6 points of damage to all creatures in the area, or half as much damage to any that make a successful Dexterity save.

### Fan the Flames

Desert Wind (Strike)

Level: 3

Prerequisite: One Desert Wind maneuver

Initiation Action: Action

Range: 30 feet

Duration: One turn

You launch a blast of fire from your weapon at a single target in range. If you succeed with a ranged attack the target takes 6d6 fire damage.

### **Fiery Assault**

Desert Wind (Stance)

Level: 6

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While you maintain this stance, every melee attack you make deals an extra 1d6 fire damage.

### **Fiery Riposte**

Desert Wind (Counter)

Level: 2

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

When you are struck by a melee attack you may initiate this maneuver as your reaction. Make an attack roll against the foe that hit you. If you succeed your opponent takes 4d6 fire damage.

### **Firesnake**

Desert Wind (Strike)

Level: 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: 60 feet

Duration: Instantaneous

You send a twisting line of fire across the battlefield. The firesnake is a 60 foot line that you may shape however you desire, as long as it runs along the ground. Any creature in the area of your firesnake must make a Dexterity save or take 6d6 points of fire damage, half damage on a successful save.

### **Flame's Blessing**

Desert Wind (Stance)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: Stance

You gain resistance to fire as long as you are in this stance. At sixteenth level you have immunity to fire as long as you are in this stance.

### **Flashing Sun**

Desert Wind (Strike)

Level: 2

Prerequisite: One Desert Wind maneuver

Initiation Action: Action

Range: Self

Duration: One turn

Initiating this maneuver allows you to make three attacks this turn.

### **Hatchling's Flame**

Desert Wind (Strike)

Level: 2

Prerequisite: One Desert Wind maneuver

Initiation Action: Action

Range: 30 feet

Duration: Instantaneous

You summon a wave of fire that does 2d6 damage, Dexterity save for half, to all creatures in a 30 foot cone.

### **Holocaust Cloak**

Desert Wind (Stance)

Level: 3

Prerequisite: One Desert Wind maneuver

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While in this stance adjacent opponents that strike you with a melee attack take 5 fire damage.

### **Inferno Blade**

Desert Wind (Boost)

Level: 7

Initiation Action: Bonus Action

Range: Self

Duration: One turn

All of your melee attacks this turn deal an extra 3d6 +1 per initiator level fire damage.

### **Inferno Blast**

Desert Wind (Strike)

Level: 9

Prerequisite: Five Desert Wind maneuvers

Initiation Action: Action

Range: Self

Duration: Instantaneous

A deadly blast of fire emanates from your body dealing 100 points of fire damage to all creatures but you in a 60 foot radius. Targets make a Dexterity save for half damage.

### **Leaping Flame**

Desert Wind (Counter)

Level: 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

After a melee or ranged attack is resolved against you, you may teleport up to 100 feet as long as your destination is adjacent to your attacker.

### **Lingering Inferno**

Desert Wind (Strike)

Level: 5

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: Self

Duration: Three rounds

As part of initiating this maneuver you make a single melee attack

that deals an extra 2d6 fire damage if it hits. A struck target continues to take 2d6 fire damage at the beginning of its next three turns. These magical flames may not be extinguished.

### **Ring of Fire**

Desert Wind (Strike)

Level: 6

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: Special

Duration: One turn

Initiating this maneuver allows you to move at double your normal speed this turn. You take opportunity attacks as normal for this movement. As long as you travel along solid, unbroken ground you leave a trail of flame behind you. This flame does no damage unless your path forms a closed area. As soon as you complete your path all creatures in the enclosed area take 12d6 fire damage unless they make a Dexterity save for half damage.

### **Rising Phoenix**

Desert Wind (Stance)

Level: 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

You hover 10 feet up on a column of superheated air. Your movement while you maintain this stance ignores terrain features, including liquid, that are less than 10 feet tall. If you hover in place for a turn all creatures adjacent to you take 3d6 points of fire damage. If you move in such a way that you are more than 10 above the ground, this stance immediately ends and you fall as normal.

### **Salamander Charge**

Desert Wind (Strike)

Level: 7

Prerequisite: Three Desert Wind maneuvers

Initiation Action: Action

Range: Special

Duration: Instantaneous; 5 rounds (see text)

As part of initiating this maneuver you may move twice your normal speed. This movement provokes opportunity attacks as normal. At the end of this movement you must make a melee attack with a +2 bonus to hit. All spaces you move through this turn are filled with flames. Any creature that begins its turn in these flames or that moves through them takes 6d6 points of fire damage. A creature that begins its turn adjacent to the flames, or that moves through the area adjacent to the flames takes 3d6 points of fire damage. A creature can only be damaged by this maneuver once per turn but always takes the higher damage amount if it applies. The path of flame remains for 5 rounds. You may dismiss your own Salamander Charge flames as a bonus action.

### **Searing Blade**

Desert Wind (Boost)

Level: 4

Prerequisite: Two Desert Wind maneuvers

Initiation Action: Action

Range: Self

Duration: One turn

Until the end of your turn your melee attacks deal an extra 2d6 +1 per initiator level fire damage.

### **Searing Charge**

Desert Wind (Strike)

Level: 4

Prerequisite: One Desert Wind

maneuver

Initiation Action: Action

Range: Self

Duration: Instantaneous

As part of initiating this maneuver you may use your normal land speed to fly. Make a melee attack at this end of your move. If you hit you deal an extra 5d6 points of fire damage.

### **Wind Stride**

Desert Wind (Boost)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: One turn

You gain a +10 to your speed this turn.

### **Wurm's Flame**

Desert Wind (Strike)

Level: 8

Prerequisite: Three Desert Wind maneuvers

Initiation Action: Action

Range: 30 feet

Duration: Instantaneous

You create a blast of fire in a 30 foot cone that deals 10d6 fire damage to all creatures in the area. Targets may make a Dexterity save for half damage.

### **Zephyr Dance**

Desert Wind (Counter)

Level: 3

Initiation Action: Reaction

Range: Self

Duration: One Round

This counter gives you a +5 bonus to AC against all attacks, including the attack that provoked it, until the beginning of your next turn.





## Devoted Spirit

Only a crusader can master the power of the Devoted Spirit discipline. Maneuvers in this discipline focus on toughness and alignment. The favored weapons for Devoted Spirit are the battleaxe, great club, longsword, and maul.

### Aura of Chaos

Devoted Spirit (Stance)

Level: 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

Your strikes in this stance have the potential to be devastating. Whenever you roll damage you may reroll any damage dice that you rolled the maximum on. Add your new roll to your previous total. You may continue to roll, and adding to your total, as long as you keep rolling the maximum on the die.

### Aura of Perfect Order

Devoted Spirit (Stance)

Level: 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While in this stance you may treat any potential d20 roll as an 11. You must decide to use this ability before you roll the d20.

### Aura of Triumph

Devoted Spirit (Stance)

Level: 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

As long as you are in this stance you and an ally within 10 feet each heal 4 points of damage every time either of you strikes an opponent with an evil alignment.

### Aura of Tyranny

Devoted Spirit (Stance)

Level: 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

You may drain life energy from your allies while you are in this stance. At the end of each of your turns your willing allies within 10 feet take 2 points of damage. You heal half the damage that your allies take.

### Castigating Strike

Devoted Spirit (Strike)

Level: 7

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: 1 minute

As part of this maneuver make a single melee attack. If you hit your opponent takes normal damage and if their alignment differs from yours at all a blast of divine energy originates from your foe. The original target takes an additional 8d6 points of damage and must make a Constitution save or take a -2 penalty to all attacks for 1 minute.

All opponents within 30 feet must make a Constitution save or take 5d6 points of damage and a -2 penalty to all attacks for 1 minute. Targets that succeed on their saves take half damage and no penalty to attacks.

### Crusader's Strike

Devoted Spirit (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

When you use this maneuver you must make a melee attack against an opponent that has a different alignment than you. On a hit your target takes normal melee damage and you, or an ally within 10 feet, heal 1d6+1 per initiator level (maximum +5).

### Daunting Strike

Devoted Spirit (Strike)

Level: 5

Prerequisite: One Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee Attack

Duration: 1 minute

Make a melee attack. The target takes normal damage and must make a Wisdom save or be frightened of you for 1 minute.

### Defensive Rebuke

Devoted Spirit (Boost)

Level: 3

Prerequisite: One Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: 1 round

Until the beginning of your next turn you may make opportunity attacks against all adjacent

enemies that take any action other than attacking you on their turn.

### **Divine Surge**

Devoted Spirit (Strike)

Level: 4

Prerequisite: One Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make one melee attack as part of this maneuver. If you hit you deal an additional 8d8 points of damage.

### **Divine Surge, Greater**

Devoted Spirit (Strike)

Level: 8

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a melee attack as part of this maneuver. If you hit you deal an additional 6d8 points of damage. You may take levels of exhaustion to empower this strike. For every level of exhaustion you take before you make your attack roll you gain a +1 bonus to the attack roll and deal an extra 2d8 points of damage. Your exhaustion level affects you as normal beginning on your next turn.

### **Doom Charge**

Devoted Spirit (Strike)

Level: 5

Prerequisite: One Devoted Spirit maneuvers, evil alignment

Initiation Action: Action

Range: Melee attack

Duration: 1 round

You must move at least 10 feet before making the attack granted by this maneuver. If you hit a target with a good alignment they take an extra 6d6 points of damage and you are surrounded by an aura of unholy energy that grants you resistance to all damage until the beginning of your next turn.

### **Entangling Blade**

Devoted Spirit (Strike)

Level: 4

Prerequisite: One Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: See text

You make a melee attack as part of this maneuver. If you hit you deal an extra 2d6 points of damage and your targets speed is reduced by 20 feet. A flying target reduced to 0 speed immediately falls.

### **Foehammer**

Devoted Spirit (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

The melee attack you make as part of this maneuver ignores all resistances and deals an extra 2d6 damage.

### **Immortal Fortitude**

Devoted Spirit (Stance)

Level: 8

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While in this stance you may make a Constitution save against any attack that would reduce your hit points to 0 or lower. The save DC is equal to the amount damage you would take beyond what would reduce you to 1 hit point. If you succeed you have 1 hit point. If you fail you are reduced to 0 as normal. After three saves this stance automatically ends. You may spend a bonus action on your turn to initiate it again as normal. This stance provides no defense against effects that don't deal hit point damage.

### **Iron Guard's Glare**

Devoted Spirit (Stance)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: Stance

Enemies adjacent to you have disadvantage on attack rolls against your allies.

### **Law Bearer**

Devoted Spirit (Strike)

Level: 5

Prerequisite: One Devoted Spirit maneuver, lawful alignment

Initiation Action: Action

Range: Melee attack

Duration: 1 round

You must move at least 10 feet before using this maneuver. If the attack made as part of this maneuver is made against a chaotic foe you gain a +8 to the attack roll and deal an extra 4d6 points of damage. You are also surrounded by an aura of law that gives you a +5 bonus on saves and to AC until the beginning of your next turn.

## Martial Spirit

Devoted Spirit (Stance)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: Stance

Every time you hit an enemy while maintaining this stance you or an ally within 30 feet heals 2 points of damage.

## Radiant Charge

Devoted Spirit (Strike)

Level: 5

Prerequisite: One Devoted Spirit maneuver, good alignment

Initiation Action: Action

Range: Melee attack

Duration: 1 round

You must move at least 10 feet before initiating this maneuver. Make a melee attack, if your target is evil aligned you deal an extra 6d6 points of damage and are surrounded by a holy aura that gives you resistance to all damage until the beginning of your next turn.

## Rallying Strike

Devoted Spirit (Strike)

Level: 6

Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

When you initiate this strike, make a melee attack against an enemy that has an alignment that's different from yours. If your attack hits, you and all allies within 30 feet heal 3d6 points of damage +1 point per initiator level (maximum +15).

## Revitalizing Strike

Devoted Spirit (Strike)

Level: 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver make a melee attack against an enemy that has a different alignment than you. If the attack hits, you or an ally within 10 feet heal 3d6 points of damage +1 per initiator level (maximum +10).

adjacent ally your shield bonus +4. You initiate this maneuver after the attack roll but before a hit or miss is declared.

## Shield Counter

Devoted Spirit (Counter)

Level: 7

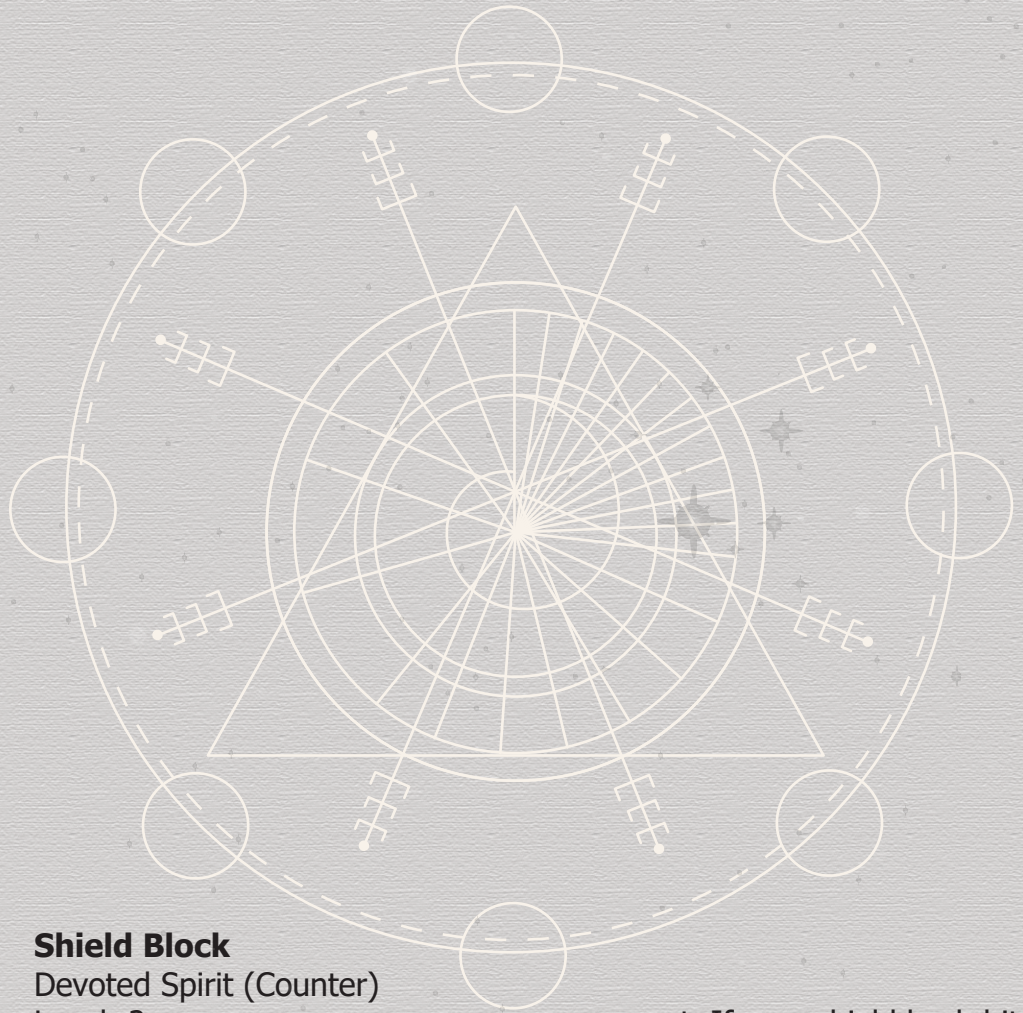
Prerequisite: Two Devoted Spirit maneuvers

Initiation Action: Reaction

Range: Melee attack

Duration: Instantaneous

As a reaction to an opponents declared attack you may make a shield bash attack against that



## Shield Block

Devoted Spirit (Counter)

Level: 2

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

opponent. If your shield bash hits the foe's attack automatically misses.

As your reaction you grant an

### **Strike of Righteous Vitality**

Devoted Spirit (Strike)

Level: 9

Prerequisite: Three Devoted Spirit maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

If you use this strike against an opponent who has a different alignment than yours either you or an ally within 10 feet gains the benefit of a heal spell.

### **Thicket of Blades**

Devoted Spirit (Stance)

Level: 3

Prerequisite: One Devoted Spirit maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

Any opponent that moves while in your threatened area draws an opportunity attack. Even opponents using the withdraw action still draw an opportunity attack from you.

### **Tide of Chaos**

Devoted Spirit (Strike)

Level: 5

Prerequisite: One Devoted Spirit maneuver, chaotic alignment

Initiation Action: Action

Range: Melee attack

Duration: 1 round

You must move at least 10 feet before you activate this maneuver. Make a melee attack. If your target is lawful-aligned you get a +8 to your attack roll and deal an extra 4d6 points of damage. Entropic energy shields you after a successful hit, giving creatures that rely on sight disadvantage to attack you until the beginning of your next turn.

### **Vanguard Strike**

Devoted Spirit (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a melee attack as part of activating this maneuver. If you hit your allies have a +4 to all attacks against the target of this strike until the start of your next turn.

## Diamond Mind

The Diamond Mind discipline is open to Swordsages and Warblades. Maneuvers in this discipline focus on using cunning, intellect, and instinct to control the battlefield. The favored weapons for Diamond Mind are the longsword, rapier, spear, and trident.

### Action Before Thought

Diamond Mind (Counter)

Level: 2

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can use this counter when you are subject to an effect that requires you to make a Dexterity save. You suffer no effect on a successful save and only half the effect on a failure.

### Avalanche of Blades

Diamond Mind (Strike)

Level: 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

If you hit with the melee attack from this strike, after calculating damage you may immediately repeat your attack with a -2. As long as you continue to hit, and your target remains above 0 hit points, you may repeat your attack with a cumulative -2 penalty.

### Bounding Assault

Diamond Mind (Strike)

Level: 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

When you initiate this maneuver you may move double your normal speed. Make a melee attack at any point during this move with a +2 bonus to hit.

### Diamond Defense

Diamond Mind (Counter)

Level: 8

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can use this counter when you are subject to an effect that requires you to make a saving throw. You may add your initiator level to your save. Initiate this maneuver before you roll.

### Diamond Nightmare Blade

Diamond Mind (Strike)

Level: 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this strike you make a Wisdom (perception) check with a DC equal to your target's AC. If you succeed your melee attack deals four times its normal damage. If your check fails your attack has a -2 penalty and doesn't deal any extra damage.

### Disrupting Blow

Diamond Mind (Strike)

Level: 5

Initiation Action: Action

Range: Melee attack

Duration: 1 round

You make a melee attack as part of this strike that deals normal damage. If you hit your opponent must make a Wisdom save or be unable to take any actions on its next turn.

### Emerald Razor

Diamond Mind (Counter)

Level: 2

Prerequisite: One Diamond Mind maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

The melee attack you make as part of this maneuver gains advantage.

### Hearing the Air

Diamond Mind (Stance)

Level: 5

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

As long as you maintain this stance you gain blindsight in a 30 foot radius and a +5 to Wisdom (perception) checks.

### Insightful Strike

Diamond Mind (Strike)

Level: 3

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a melee attack as part of this maneuver. If you hit, instead of rolling damage you make a Wisdom (perception) check. Your damage equals your check result. You do not add any special weapon or class abilities to this damage.

## Insightful Strike, Greater

Diamond Mind (Strike)

Level: 6

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

This maneuver functions like Insightful Strike, except that you deal your Wisdom (perception) check times two as your damage.

## Mind Over Body

Diamond Mind (Counter)

Level: 3

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can use this counter when you are subject to an effect that requires you to make a Constitution, Dexterity, or Strength save. You suffer no effect on a successful save and only half the effect on a failure.

## Mind Strike

Diamond Mind (Strike)

Level: 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: Action

Range: Melee attack

Duration: 1 round

Make a melee attack as part of this maneuver. In addition to taking normal damage your target must make a Wisdom save or be stunned until the beginning of your next turn.

## Moment of Alacrity

Diamond Mind (Boost)

Level: 6

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: Bonus action



Range: Self

Duration: Instantaneous

Your initiative count improves by 20 the round after you initiate this maneuver.

## Moment of Perfect Mind

Diamond Mind (Counter)

Level: 1

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can initiate this maneuver whenever you would be required to make a Charisma, Intelligence, or Wisdom save. Add double your proficiency bonus and your wisdom bonus to the save instead of your normal save bonus. Declare the use of this maneuver before you roll the save.

## Pearl of Black Doubt

Diamond Mind (Stance)

Level: 3

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you become more difficult to hit every time an opponent misses you. Each time an attack misses you, you gain a cumulative +2 bonus to AC. This bonus lasts until the beginning of your next turn.

## Quicksilver Motion

Diamond Mind (Boost)

Level: 7

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Instantaneous

You move up to your normal speed when you activate this boost.

## Rapid Counter

Diamond Mind (Counter)

Level: 5

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can activate this counter in response to any opponent's action that would provoke an

opportunity attack from you. You immediately make two attacks against the provoking opponent.

### **Ruby Nightmare Blade**

Diamond Mind (Strike)

Level: 4

Prerequisite: Two Diamond Mind maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Before you make the attack that is part of this maneuver, make a Wisdom (Perception) check with a DC equal to your opponents AC. If you succeed in this roll your attack deals double damage. If you fail the skill check your attack is made with a -2 penalty and deals normal damage.

### **Sapphire Nightmare Blade**

Diamond Mind (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Before you make the attack that is part of this maneuver, make a Wisdom (Perception) check with a DC equal to your opponents AC. If you succeed in this roll your attack has advantage and deals an extra 1d6 points of damage. If you fail the skill check your attack is made with a -2 penalty and deals normal damage.

### **Stance of Alacrity**

Diamond Mind (Stance)

Level: 8

Prerequisite: Three Diamond Mind maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you may initiate your counters without using your reaction.

### **Stance of Clarity**

Diamond Mind (Stance)

Level: 1

Initiation Action: Bonus action

Range: Self

Duration: Stance

You gain a +2 bonus to AC against one foe you choose at the beginning of your turn. Against all other opponents you take a -2 penalty to AC.

### **Time Stands Still**

Diamond Mind (Strike)

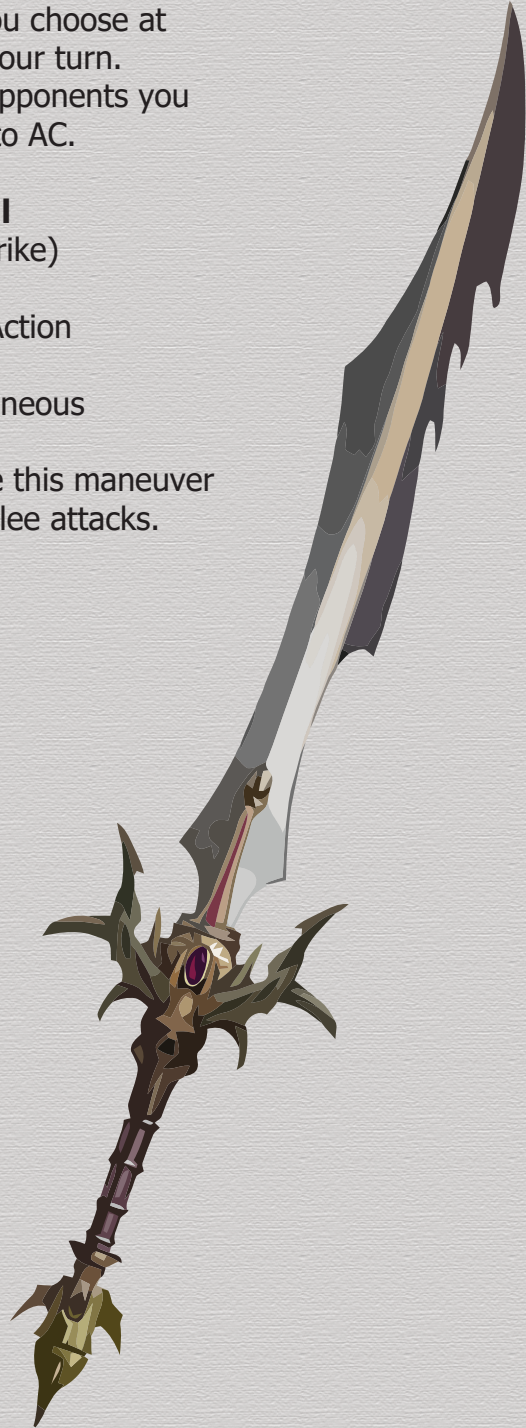
Level: 9

Initiation Action: Action

Range: Self

Duration: Instantaneous

When you activate this maneuver you make four melee attacks.



## Iron Heart

The Iron Heart discipline is open to warblades only. Maneuvers in this discipline focus on using pure weapon skill. The favored weapons for the Iron Heart discipline are the battleaxe, great axe, great sword, and longsword.

### Absolute Steel

Iron Heart (Stance)

Level: 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Bonus Action

Range: Self

Duration: Stance

As long as you are in this stance you gain a +10 feet to movement. If you move at least 10 feet during your turn you also gain a +2 bonus to AC until the beginning of your next turn.

### Adamantine Hurricane

Iron Heart (Strike)

Level: 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make 2 melee attacks against all adjacent enemies with a +4 bonus to hit. These attacks deal your normal damage.

### Dancing Blade Form

Iron Heart (Stance)

Level: 5

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

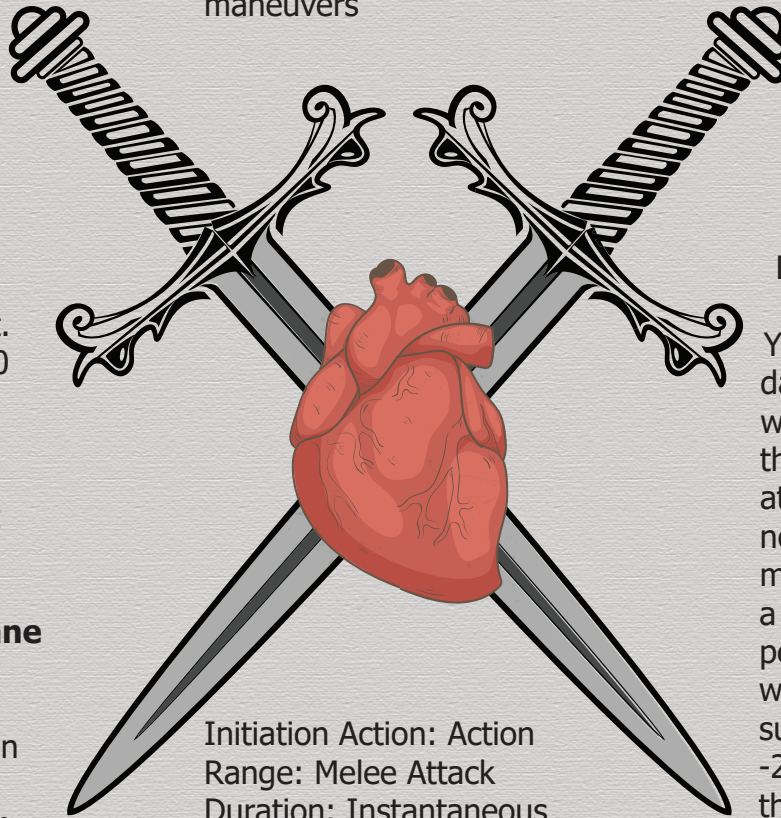
On your turn, while in this stance, your reach is improved by +5 feet.

### Dazing Strike

Iron Heart (Strike)

Level: 5

Prerequisite: Two Iron Heart maneuvers



Initiation Action: Action

Range: Melee Attack

Duration: Instantaneous

You make a melee attack as part of this strike. If you hit your target must make a Constitution save or be stunned until the end of your next turn.

### Disarming Strike

Iron Heart (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

If you hit with the melee attack you make as part of this maneuver, in addition to taking normal damage, your opponent must make a Strength (athletics) or Dexterity (acrobatics) check with a DC equal to your attack total. If your opponent succeeds he suffers no effect. If he fails his weapon drops from his hand and lands 5 feet away.

### Exorcism of Steel

Iron Heart (Strike)

Level: 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You use this maneuver to damage your opponent's weapon. As part of initiating this maneuver make a melee attack. If you hit, in addition to normal damage, your target must make a Wisdom save. On a failure your target takes a -4 penalty to all attacks with that weapon for 1 minute. On a success your target still takes a -2 penalty to all attacks with that weapon for 1 minute. This strike only works on manufactured weapons. It has no effect against natural attacks.

### Finishing Move

Iron Heart (Strike)

Level: 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous



You make a melee attack as part of initiating this maneuver. If you hit, in addition to normal damage, you deal an extra 4d6 points of damage. If your target is below his maximum hit points you instead deal an extra 6d6 points of damage. If your target's current hit points are lower than or equal to half of his maximum hit points you instead deal an extra 14d6 points of damage.

### **Iron Heart Endurance**

Iron Heart (Boost)

Level: 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Instantaneous

If you are at or below one half of your hit point maximum you can initiate this maneuver to heal 2x your level.

### **Iron Heart Focus**

Iron Heart (Counter)

Level: 3

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

This maneuver allows you to reroll a saving throw that you just made. You must use the second result, even if it's lower.

### **Iron Heart Surge**

Iron Heart (Strike)

Level: 3

Prerequisite: One Iron Heart maneuver

Initiation Action: Bonus Action

Range: Self

Duration: Instantaneous

When you initiate this maneuver you may immediately end one effect that you are currently under. If you end a hostile effect you make a melee attack with a +2 bonus.

### **Lightning Recovery**

Iron Heart (Counter)

Level: 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: No action

Range: Self

Duration: Instantaneous

If you miss with a melee attack on your turn, you may initiate this maneuver and reroll that attack with a +2 bonus.

### **Lightning Throw**

Iron Heart (Strike)

Level: 8

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Action

Range: 30 feet

Duration: Instantaneous

You throw your weapon and damage all creatures in a 30 foot line. Roll your normal melee damage and add 12d6. Targets may make a Dexterity save for half damage. Your weapon automatically returns to your hand after making this strike.

### **Manticore Parry**

Iron Heart (Counter)

Level: 6

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

When you are the target of an armed melee attack you can initiate this maneuver. Make an

opposed melee attack roll. If your attack total is higher than your opponent's you redirect his attack to an adjacent target of your choice. Use your opponent's attack roll to determine if his attack hits and roll his damage as normal.

### **Mithral Tornado**

Iron Heart (Strike)

Level: 4

Prerequisite: Two Iron Heart maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

When you initiate this maneuver make a melee attack against all adjacent enemies with a +2 bonus. You deal normal melee damage on each hit.

### **Punishing Stance**

Iron Heart (Stance)

Level: 1

Initiation Action: Bonus Action

Range: Self

Duration: Stance

As long as you are in this stance you deal an extra 1d6 damage with all melee attacks, but suffer a -2 penalty to AC.

### **Scything Blade**

Iron Heart (Boost)

Level: 7

Prerequisite: Three Iron Heart maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Instantaneous

If you hit with an attack this turn you may immediately make a second attack with the same weapon against a different target.

### **Steel Wind**

Iron Heart (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

This strike allows you to make a melee attack against two different opponents.

### **Steely Strike**

Iron Heart (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a single melee attack as part of this maneuver with a +4 bonus to hit. Your attack deals normal damage. All opponents, besides the target of this attack, gain a +4 bonus to attack you until the beginning of your next turn.

### **Strike of Perfect Clarity**

Iron Heart (Strike)

Level: 9

Prerequisite: Four Iron Heart maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a single melee attack as part of this maneuver. On a hit you deal your normal melee damage plus 100 points bonus damage.

### **Supreme Blade Parry**

Iron Heart (Stance)

Level: 8

Prerequisite: Three Iron Heart maneuvers

Initiation Action: Bonus Action

Range: Self

Duration: Stance

While you have a weapon in hand and maintain this stance you gain resistance to all damage from attacks that you are aware of.

### **Wall of Blades**

Iron Heart (Counter)

Level: 2

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

When you are attacked by an enemy you are aware of you may use this counter to make an opposed attack roll. If your attack total is higher than your opponents, the attack automatically misses.

## Setting Sun

The Setting Sun discipline is open to swordsages only. Maneuvers in this discipline focus on using your enemy's strength against them. The favored weapons for the Setting Sun discipline are the quarterstaff, short sword, and unarmed strikes.

### Baffling Defense

Setting Sun (Counter)

Level: 2

Prerequisite: One Setting Sun maneuver

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

Against an incoming attack that you are aware of, you can replace your AC with a Wisdom (insight) check.

### Ballista Throw

Setting Sun (Strike)

Level: 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Action

Range: Melee attack and 60ft.

Duration: Instantaneous

As part of this maneuver you make a Strength (athletics) or Dexterity (acrobatics) check with an additional +4 bonus. Your opponent opposes your check with his own Strength (athletics) or Dexterity (acrobatics) check. If you win the check you throw your opponent in a 60 foot line. Your foe and all creatures in the area take 6d6 points of damage and your foe lands prone at the end of this movement. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.



### Clever Positioning

Setting Sun (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a melee attack dealing normal damage as part of this strike. If you hit your target must also make a Dexterity save or swap positions with you. There must be enough space for you and your target to occupy after swapping positions or this maneuver fails.

### Comet Throw

Setting Sun (Strike)

Level: 4

Prerequisite: One Setting Sun maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver you make a Strength (athletics) or Dexterity (acrobatics) check with an additional +4 bonus. Your

opponent opposes your check with his own Strength (athletics) or Dexterity (acrobatics) check. If you win the check you throw your opponent up to 10 feet away plus 5 feet for every 5 points you won the check by. Your foe lands prone and takes 4d6 points of damage. If your target lands in an occupied area the occupant of that area also takes 4d6 points of damage and is knocked prone. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.

### Counter Charge

Setting Sun (Counter)

Level: 1

Initiation Action: Reaction

Range: Melee attack

Duration: Instantaneous

If a creature moves before attacking you, you can initiate this counter and make either a Strength (athletics) or Dexterity (acrobatics) check. Your opponent opposed your check and must choose the same skill

as you. You gain a +4 to the Strength (athletics) check if you are larger than your foe or a +4 bonus to the Dexterity (acrobatics) check if you are smaller.

If you succeed with your check your opponent can not attack you this round and you can move him 10 feet in any direction you choose.

If you fail with your check your opponent gains a +2 bonus to all attacks against you this turn.

### **Devastating Throw**

Setting Sun (Strike)

Level: 3

Prerequisite: One Setting Sun maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must move at least 15 feet to set up this maneuver. As part of this maneuver you make a Strength (athletics) or Dexterity (acrobatics) check with an additional +4 bonus. Your opponent opposes your check with his own Strength (athletics) or Dexterity (acrobatics) check. If you win the check you throw your opponent up to 10 feet away plus 5 feet for every 5 points you won the check by. Your foe lands prone and takes 2d6 points of damage. Your target must land in an empty space. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.

### **Feigned Opening**

Setting Sun (Counter)

Level: 3

Prerequisite: One Setting Sun maneuver

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You may use this counter when you draw an opportunity attack, but before you know the results of that attack. If the opportunity attack misses you, you may make an attack in return. If the opportunity attack hits you all of your allies may make opportunity attacks against your attacker.

### **Fool's Strike**

Setting Sun (Counter)

Level: 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: Reaction

Range: Melee attack

Duration: Instantaneous

You can initiate this counter when you are targeted by a melee attack. Make an opposed attack roll against the incoming attack. If your opponents total is higher his attack against you proceeds as normal. If your total is higher your opponent takes the damage of from his attack.

### **Ghostly Defense**

Setting Sun (Stance)

Level: 8

Prerequisite: Three Setting Sun maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While you are in this stance you may redirect melee or ranged attacks that miss you to strike

other eligible targets that are adjacent to you. Use the original attack roll to determine if the attack hits.

### **Giant Killing Style**

Setting Sun (Stance)

Level: 3

Prerequisite: One Setting Sun maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you gain a +2 bonus to hit and a +4 bonus to damage against all opponents that are one or more size categories larger than you.

### **Hydra Slaying Strike**

Setting Sun (Strike)

Level: 7

Prerequisite: Three Setting Sun maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make an attack as part of using this maneuver. If your attack hits, in addition to dealing normal damage, your opponent must make a Wisdom saving throw or be paralyzed until the end of its next turn.

### **Mighty Throw**

Setting Sun (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver you make a Strength (athletics) or Dexterity (acrobatics) check with an additional +4 bonus. Your opponent opposes your check with his own Strength (athletics)

or Dexterity (acrobatics) check. If you win the check you throw your opponent up to 10 feet away. Your foe lands prone. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.

### **Mirrored Pursuit**

Setting Sun (Counter)

Level: 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You activate this counter in response to an adjacent opponent moving. You may move up to your speed as long as you end your move adjacent to the provoking opponent. You do not draw opportunity attacks for this movement.

### **Scorpion Parry**

Setting Sun (Counter)

Level: 6

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

You can initiate this counter when you are targeted by a melee attack. Make an opposed attack roll against the incoming attack. If your opponents total is higher his attack against you proceeds as normal. If your total is higher your opponent might strike one of his own allies. You redirect the attack to an adjacent target. Use the original attack roll to determine if it hits.

### **Shifting Defense**

Setting Sun (Stance)

Level: 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you may use your reaction whenever you are declared to be the target of an attack to move 5 feet. This movement does not provoke opportunity attacks and may put you out of your opponents reach.

### **Soaring Throw**

Setting Sun (Strike)

Level: 5

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver you make a Strength (athletics) or Dexterity (acrobatics) check with an additional +4 bonus. Your opponent opposes your check with his own Strength (athletics) or Dexterity (acrobatics) check. If you win the check you throw your opponent up to 20 feet away plus an additional 5 feet for every 5 points you won the opposed check by. Your foe lands prone and takes 8d6 points of damage. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.

### **Stalking Shadow**

Setting Sun (Counter)

Level: 5

Initiation Action: Reaction

Range: Self

Duration: Instantaneous

If an adjacent opponent moves you may use this maneuver to move into the space they left. This movement doesn't provoke opportunity attacks.

### **Step of the Wind**

Setting Sun (Stance)

Level: 1

Initiation Action: Bonus action

Range: Self

Duration: Stance

You ignore movement penalties from difficult terrain while in this stance. You also gain a +2 bonus to attack rolls against opponents that are in difficult terrain that gives them a movement penalty.

### **Strike of the Broken Shield**

Setting Sun (Strike)

Level: 4

Prerequisite: Two Setting Sun maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

The attack you make as part of this strike deals an additional 4d6 points of damage and your target must make a Dexterity saving throw or be incapacitated until the end of its next turn. If the save succeeds your target isn't incapacitated but still takes the extra damage.

### **Tornado Throw**

Setting Sun (Strike)

Level: 9

Prerequisite: Five Setting Sun maneuvers

Initiation Action: Action

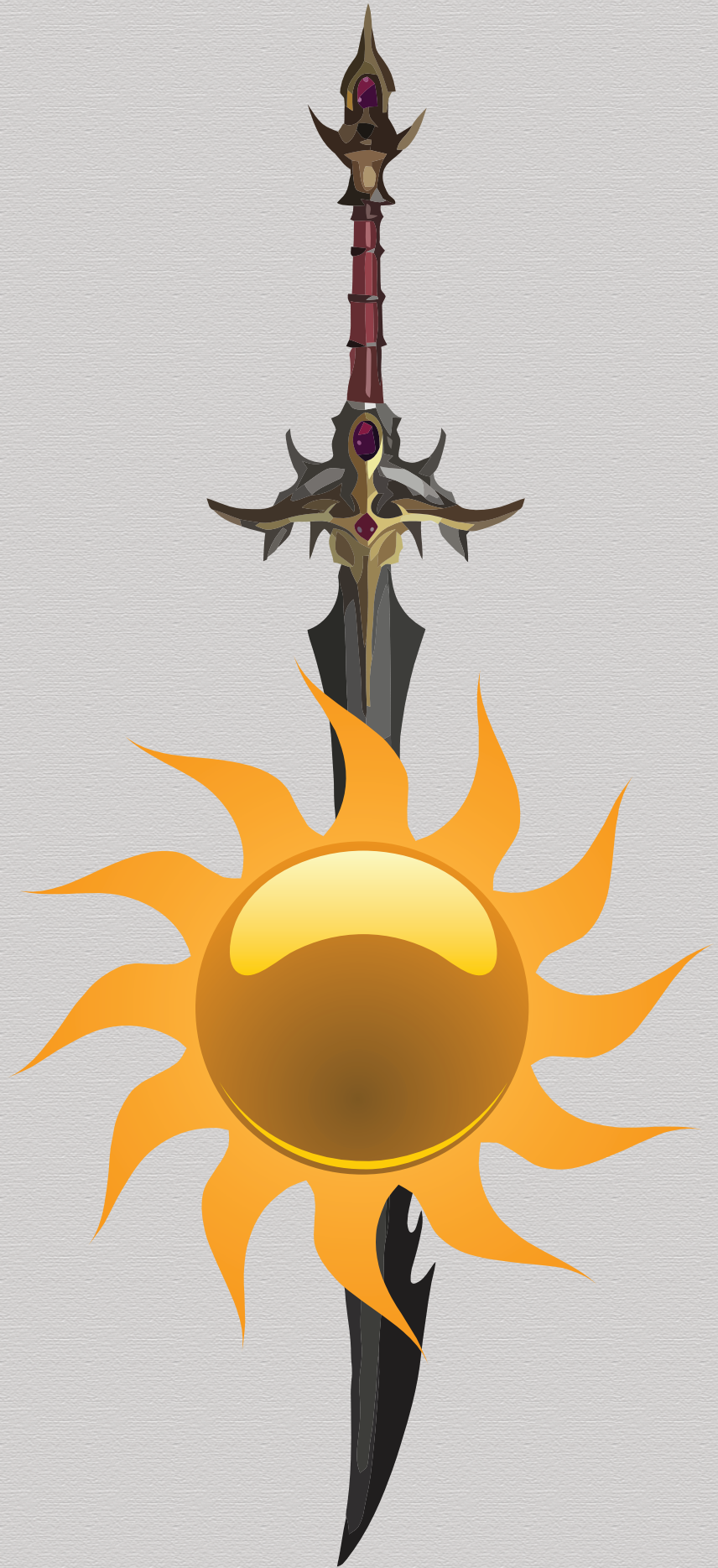
Range: Melee attack

Duration: Instantaneous

As part of this maneuver you can move double your normal speed. You must move at least 10 feet

before you make your first attack. After each attack you must move at least 10 feet and attempt the attack again. You can attack the same target multiple times with this strike. This movement provokes opportunity attacks as normal. You may continue to make attacks as long as you have enough movement.

Make a Strength (athletics) or Dexterity (acrobatics) check with an additional +2 bonus for every 5 feet you moved before the check. Your opponent opposes your check with his own Strength (athletics) or Dexterity (acrobatics) check. If you win the check you throw your opponent up to 10 feet away plus an additional 5 feet for every 5 points you won the check by. Your foe lands prone and takes 2d6 points of damage plus 1d6 points of damage for every extra 5 feet of the throw. If there isn't an open space for your opponent at the end of this movement he lands prone in the space nearest the end of the line.



## Shadow Hand

The Shadow Hand discipline is open to swordsmen only. Maneuvers in this discipline focus on using the shadows and draining your foe's strength. The favored weapons for the Shadow Hand discipline are the dagger, short sword, and unarmed strikes.

### Assassin's Stance

Shadow Hand (Stance)

Level: 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you may make sneak attacks, as a rogue, for an additional 2d6 points of damage.

### Balance on the Sky

Shadow Hand (Stance)

Level: 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

You gain the ability to fly, as the spell, while in this stance. If you end this stance for any reason while in midair you fall as normal.

### Bloodletting Strike

Shadow Hand (Strike)

Level: 5

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One minute

You make a melee attack as part

of this strike. In addition to dealing normal damage your target's maximum hit points are reduced by the amount of damage you deal and he is poisoned for one minute.

### Child of Shadow

Shadow Hand (Stance)

Level: 1

Initiation Action: Bonus action

Range: Self

Duration: Stance

You are surrounded by swirling shadows as long as you are in this stance. You gain a +1 bonus to your AC.

### Clinging Shadow Strike

Shadow Hand (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a melee attack as part of this strike. You deal 1d6 additional damage and your target must make a Constitution save or suffer disadvantage on all attacks until the end of his next turn.

### Cloak of Deception

Shadow Hand (Boost)

Level: 2

Initiation Action: Bonus action

Range: Self

Duration: One turn

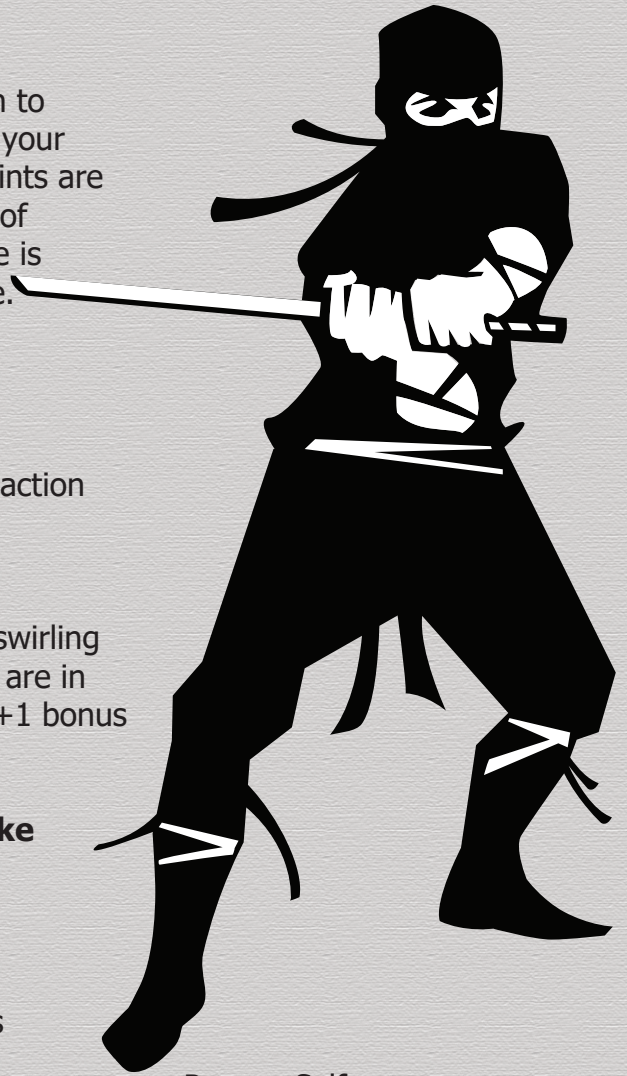
Until the end of your turn you are invisible, as the spell invisibility.

### Dance of the Spider

Shadow Hand (Stance)

Level: 3

Initiation Action: Bonus action



Range: Self

Duration: Stance

While in this stance you may walk up walls and across ceilings, as the spell spider climb.

### Death in the Dark

Shadow Hand (Strike)

Level: 7

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

This maneuver only functions against targets that are unaware of your presence, or that haven't acted in the combat yet. You make a melee attack as part of this strike. In addition to dealing normal damage your target must make a Constitution save. If they

fail they take an extra 15d6 damage. If they succeed they take an extra 5d6 damage.

### **Drain Vitality**

Shadow Hand (Strike)

Level: 2

Prerequisite: One Shadow Hand maneuver

Initiation Action: Action

Range: Melee attack

Duration: One minute

The melee attack you make as part of this strike deals normal damage and the target is poisoned for one minute.

### **Enervating Shadow Strike**

Shadow Hand (Strike)

Level: 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One minute

You make a melee attack as part of this strike. In addition to dealing normal damage your targets maximum hit points are reduced by the amount of damage you deal and he is poisoned for one minute. You gain temporary hit points equal to the damage you deal with this attack.

### **Five Shadow Creeping Ice**

Enervating Strike

Shadow Hand (Strike)

Level: 9

Prerequisite: Five Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One minute

You make a melee attack as part of this strike. In addition to

dealing normal damage you deal an extra 15d6 damage and roll a d20 and consult the table below for additional effects.

1-3 Disadvantage on all Dexterity checks and attacks.

Walking speed reduced to 0.

8-14 Disadvantage on all Strength checks and attacks.

15-20 Disadvantage on all Constitution, Dexterity and Strength checks and attacks.

Your target must make a Constitution save to ignore these effects but still takes the damage and extra damage from the attack.

### **Ghost Blade**

Shadow Hand (Strike)

Level: 6

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

When you make the melee attack granted as part of this maneuver your weapon is cloaked in illusion. You have advantage on your attack roll.

### **Hand of Death**

Shadow Hand (Strike)

Level: 4

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: 1d3 rounds

You make a melee attack as part of this strike. In addition to dealing normal damage your target must make a Constitution saving throw or be paralyzed for 1d3 rounds.

### **Island of Blades**

Shadow Hand (Stance)

Level: 1

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you gain advantage on attack rolls against enemies that your allies are adjacent to. Your allies also gain advantage on attack rolls against enemies that you are adjacent to.

### **Obscuring Shadow Veil**

Shadow Hand (Strike)

Level: 4

Prerequisite: Two Shadow Hand maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One round

You make a melee attack as part of this strike. In addition to dealing normal damage you deal an extra 5d6 points of damage and your foe must make a Constitution save or suffer disadvantage on all actions for one round.

### **One with Shadow**

Shadow Hand (Counter)

Level: 8

Prerequisite: Three Shadow Hand maneuvers

Initiation Action: Reaction

Range: Melee attack

Duration: One round

You and all your gear become ethereal until the beginning of your next turn. You are still visible on the material plane but you take no damage from physical attacks.



### **Shadow Blade Technique**

Shadow Hand (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You create a shadowy duplicate of yourself with this maneuver. You and the duplicate make a single melee attack against an adjacent foe. Roll 2d20. If you use the higher one for your attack roll deal your normal melee damage. If you use the lower roll, or if both dice are the same, and still hit, deal an extra 1d6 cold damage as both you and your duplicate hit the target.

### **Shadow Blink**

Shadow Hand (Boost)

Level: 7

Initiation Action: No action

Range: 50 feet

Duration: Instantaneous

You teleport to a spot you can see up to 50 feet away.

### **Shadow Garrote**

Shadow Hand (Strike)

Level: 3

Initiation Action: Action

Range: 60 feet

Duration: Instantaneous

Make a ranged attack at a living target in range. If you hit you deal 5d6 points of damage and your target must make a Constitution save or it grants advantage to all attackers until the beginning of its next turn.

### **Shadow Jaunt**

Shadow Hand (Boost)

Level: 2

Initiation Action: Action

Range: 50 feet

Duration: Instantaneous

You teleport to a spot you can see up to 50 feet away.

### **Shadow Noose**

Shadow Hand (Strike)

Level: 6

Initiation Action: Action

Range: 60 feet

Duration: One round

Make a ranged attack at a living target in range that has not acted yet this combat or is unaware of your presence. If you hit you deal 8d6 points of damage and your target must make a Constitution save or it is stunned for one round.

### **Shadow Stride**

Shadow Hand (Boost)

Level: 5

Initiation Action: Bonus action

Range: 60 feet

Duration: Instantaneous

You teleport to a spot you can see up to 50 feet away.

### **Stalker in the Night**

Shadow Hand (Strike)

Level: 6

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver you can move up to your speed and make a melee attack. If you were hidden before initiating this strike you can remain hidden as long as you finish your movement in spot where you could hide.

### **Step of the Dancing Moth**

Shadow Hand (Stance)

Level: 5

Prerequisite: Two Shadow Hand Maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While you are in this stance you can walk up to 5 feet above the ground and your movement becomes 20 feet. You ignore any terrain feature that is less than 5 feet high and you aren't automatically revealed if you move while hiding.

### **Strength Draining Strike**

Shadow Hand (Strike)

Level: 3

Prerequisite: One Shadow Hand maneuver

Initiation Action: Action

Range: Melee attack

Duration: One minute

You make a melee attack as part of this maneuver. In addition to dealing regular damage your target must make a Constitution save. On a failure you target takes 4 points of Strength damage. On a success he takes only 2 points of Strength damage.



## Stone Dragon

The Stone Dragon discipline is open to all martial adept classes. Maneuvers in this discipline focus on the enduring power of stone. The favored weapons for the Stone Dragon discipline are the greataxe, greatsword, maul, and unarmed strikes.

### Adamantine Bones

Stone Dragon (Strike)

Level: 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: Action

Range: Self

Duration: One round

You make a single melee attack as part of this maneuver. If you hit, in addition to dealing normal damage, you gain resistance to all damage for three rounds.

### Ancient Mountain Hammer

Stone Dragon (Strike)

Level: 7

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a single melee attack as part of this maneuver. This attack deals an extra 12d6 damage and ignores all damage resistance.

### Bonesplitting Strike

Stone Dragon (Strike)

Level: 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a single melee attack as part of this maneuver. The targets maximum hit points are reduced by the damage you deal.

### Bonecrusher

Stone Dragon (Strike)

Level: 3

Initiation Action: Action

Range: Melee attack

Duration: One round

You make a single melee attack as part of this maneuver. If you hit you deal an extra 4d6 points of damage and your foe must make a Constitution saving throw or have vulnerability to all damage until the beginning of its next turn.

### Boulder Roll

Stone Dragon (Boost)

Level: 4

Initiation Action: Action

Range: Self

Duration: Instantaneous

You make a contested Strength (athletics) check as part of this maneuver with a +4 bonus against an adjacent target. If you succeed on the check your opponent is pushed back 10 feet, takes 2d6 plus your Strength bonus damage, and is knocked prone. After knocking a target aside you may repeat this maneuver on another target, moving up to your speed. Continue to repeat this maneuver until you run out of movement or fail a check. If you fail the check there is no effect.

### Charging Minotaur

Stone Dragon (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must move at least 10 feet before initiating this maneuver. You make a contested Strength (athletics) check as part of this maneuver with a +4 bonus against an adjacent target. If you succeed on the check your opponent is pushed back 10 feet, takes 2d6 plus your Strength bonus damage, and is knocked prone. If you fail the check there is no effect.

### Colossus Strike

Stone Dragon (Strike)

Level: 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a normal melee attack as part of this maneuver that deals an extra 6d6 points of damage. Your target must make a Strength saving throw or be knocked 10 to 40 (1d4x10) feet away from you and knocked prone. Targets that are larger than you get a +2 bonus to this save and targets that are smaller than you take a -2 penalty.

### Crushing Vise

Stone Dragon (Strike)

Level: 6

Initiation Action: Action

Range: Melee attack

Duration: One round

You make a melee attack as part of this maneuver that deals an extra 4d6 points of damage. If

your opponent is touching the ground their movement is reduced to zero for one round.

### **Crushing Weight of the Mountain**

Stone Dragon (Stance)

Level: 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

While you maintain this stance your successful grapple attempts deal 2d6 points of damage.

### **Earthstrike Quake**

Stone Dragon (Strike)

Level: 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: 20 feet

Duration: Instantaneous

All creatures in a 20 foot radius, except for you, must make a Strength saving throw or be knocked prone.

### **Elder Mountain Hammer**

Stone Dragon (Strike)

Level: 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a melee attack as part of this maneuver that deals an extra 6d6 points of damage and ignores all resistances.

### **Giant's Stance**

Stone Dragon (Stance)

Level: 5

Prerequisite: Two Stone Dragon

maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance your melee attacks deal an extra 1d10 damage. This stance automatically ends if you move more than 5 feet for any reason.

### **Iron Bones**

Stone Dragon (Strike)

Level: 6

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: Self

Duration: One round

You make a melee attack as part of this strike. If you hit you gain resistance to all damage for two rounds.

### **Irresistible Mountain Strike**

Stone Dragon (Strike)

Level: 6

Initiation Action: Action

Range: Melee attack

Duration: One round

You make a melee attack as part of this strike. On a hit you deal an extra 4d6 damage. If your opponent is touching the ground they must also make a Strength saving throw or be unable to take an action on their next turn. They can still move and take bonus actions as normal.

### **Mountain Avalanche**

Stone Dragon (Strike)

Level: 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous



As part of this maneuver you can move up to double your normal speed and make a trample attack against any creature your size or smaller whose space you enter. The trample attack deals 2d6+your strength bonus. You may only trample each target once per round. This movement draws opportunity attacks as normal.

### **Mountain Hammer**

Stone Dragon (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

The attack you make as part of this maneuver deals an extra 2d6 points of damage and ignores all damage resistance.

### **Mountain Tombstone Strike**

Stone Dragon (Strike)  
Level: 9  
Initiation Action: Action  
Range: Melee attack  
Duration: Instantaneous

In addition to dealing normal damage, the target takes an extra 10d6 damage and lowers his maximum hit points by the amount of damage you deal.

### **Overwhelming Mountain Strike**

Stone Dragon (Strike)  
Level: 4  
Initiation Action: Action  
Range: Melee attack  
Duration: One round

The melee attack you make as part of this strike deals an extra 2d6 damage on a hit and your target must make a Constitution saving throw or be unable to take a move action on their next turn. A successful save allows them to use their move action as normal, but they still take the extra damage.

### **Roots of the Mountain**

Stone Dragon (Stance)  
Level: 3  
Initiation Action: Bonus action  
Range: Self  
Duration: Stance

While in this stance you gain a +10 bonus to resist grapple and shove attempts. You also take 2 less damage from all attacks that hit you and you may make opportunity attacks against opponents that are using the withdraw action. If you move more than 5 feet for any reason this stance immediately ends.

### **Stone Bones**

Stone Dragon (Strike)  
Level: 1  
Initiation Action: Action  
Range: Self  
Duration: One round

If you hit with the attack you make as part of this maneuver you gain damage resistance until the beginning of your next turn.

### **Stone Dragon's Fury**

Stone Dragon (Strike)  
Level: 3  
Prerequisite: One Stone Dragon maneuver  
Initiation Action: Action  
Range: Melee attack  
Duration: Instantaneous

As part of this maneuver you attack an object or construct. Your attack deals an extra 4d6 damage.

### **Stone Vise**

Stone Dragon (Strike)  
Level: 2  
Initiation Action: Action  
Range: Melee attack  
Duration: One round

You make a melee attack as part of this maneuver. In addition to your normal damage you deal an extra 1d6 points of damage and, if your target is touching the ground, your target must make a Strength saving throw or their speed drops to zero for their next turn.

### **Stonefoot Stance**

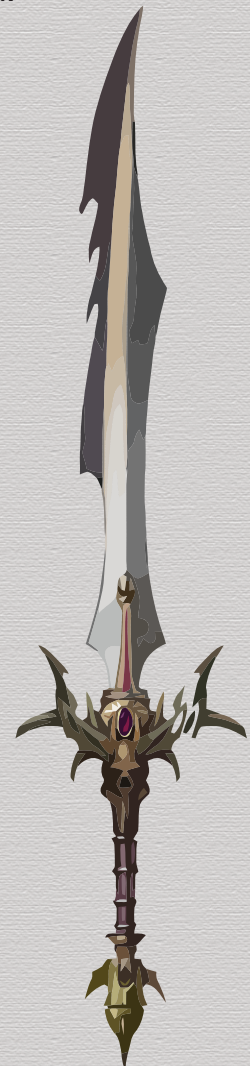
Stone Dragon (Stance)  
Level: 1  
Initiation Action: Bonus action  
Range: Self  
Duration: Stance

As long as you maintain this stance you gain a +2 bonus to all Strength checks. You also gain a +2 AC against the attacks of creatures larger than you. This stance ends immediately if you move more than 5 feet for any reason.

### **Strength of Stone**

Stone Dragon (Stance)  
Level: 8  
Prerequisite: Three Stone Dragon maneuvers  
Initiation Action: Bonus action  
Range: Self  
Duration: Stance

You are immune to critical hits while you are in this stance. This stance ends immediately if you move more than 5 feet for any reason.



## Tiger Claw

The Tiger Claw discipline is open to swordsages and warblades. Maneuvers in this discipline focus on using vicious assaults to quickly overwhelm enemies. The favored weapons for the Tiger Claw discipline are claws, handaxes, greataxes, sickles, and unarmed strikes.

### Blood in the Water

Tiger Claw (Stance)

Level: 1

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you gain a cumulative +1 bonus to attack rolls and damage rolls for each critical hit you score. If you go more than one minute without scoring a critical this stance ends.

### Claw at the Moon

Tiger Claw (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a Strength (athletics) check as part of this maneuver to leap up and strike your foe in their upper body. The DC for this check is equal to your target's AC. If you succeed in this check make a melee attack that deals an extra 2d6 points of damage. You can score a critical with this attack on a roll of 19 or 20.

If you fail the Strength (athletics) check you still make an attack against your opponent, but with no bonus damage or improved crit range.

### Dancing Mongoose

Tiger Claw (Boost)

Level: 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Bonus action

Range: Self

Duration: End of turn

On the round you initiate this boost you may attack twice with any weapons you have in hand. For example, if you're holding two daggers you may attack twice with each dagger. All of these attacks must be directed at one target.

### Death from Above

Tiger Claw (Strike)

Level: 4

Prerequisite: One Tiger Claw maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must be adjacent to your target to use this maneuver. Make a DC 20 Strength (athletics) check to leap over your target's defenses. If the check succeeds make an attack with advantage against your target and deal an extra 4d6 points of damage. You can land in any square adjacent to your opponent, but not more than 20 feet from where you initiated this maneuver.

If your Strength (athletics) check fails you still make a normal attack against your target.

### Feral Death Blow

Tiger Claw (Strike)

Level: 9

Prerequisite: Four Tiger Claw

maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must be adjacent to your target to use this maneuver. Make a Strength (athletics) check to leap over your target's defenses. The DC of this check is equal to your target's AC. If the check succeeds make an attack with advantage against your target. On a hit your target must make a Constitution saving throw. On a failure your target is killed. If your target succeeds in their save you still deal normal melee damage plus an extra 20d6 damage. You can land in any square adjacent to your opponent, but not more than 20 feet from where you initiated this maneuver.

If your Strength (athletics) check fails you still make a normal attack against your target.

### Flesh Ripper

Tiger Claw (Strike)

Level: 3

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One round

As part of this maneuver you make a melee attack against an adjacent opponent. If you hit, in addition to normal damage, your target must make a Constitution save or have disadvantage to all attacks and saving throws and give opponents advantage to attacks for one round.

### **Fountain of Blood**

Tiger Claw (Boost)

Level: 4

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Bonus action

Range: 30 feet

Duration: One minute

When you reduce an opponent to 0 hit points you can initiate this boost forcing all enemies in a 30 foot radius to make Wisdom saving throws or be frightened of you for one minute. Enemies who fail the save may repeat it at the end of their turns each round until they succeed. For each opponent you drop to 0 hit points before you activate this boost enemies take an additional -1 penalty to their save.

two daggers you may attack three times with each dagger. Each opponent you hit two or more times this turn takes extra damage as shown on the table below.

Successful Attacks vs. Target  
Rend Damage

2	8d6
3	10d6
4	12d6
5	14d6
6	16d6

### **Hamstring Attack**

Tiger Claw (Strike)

Level: 7

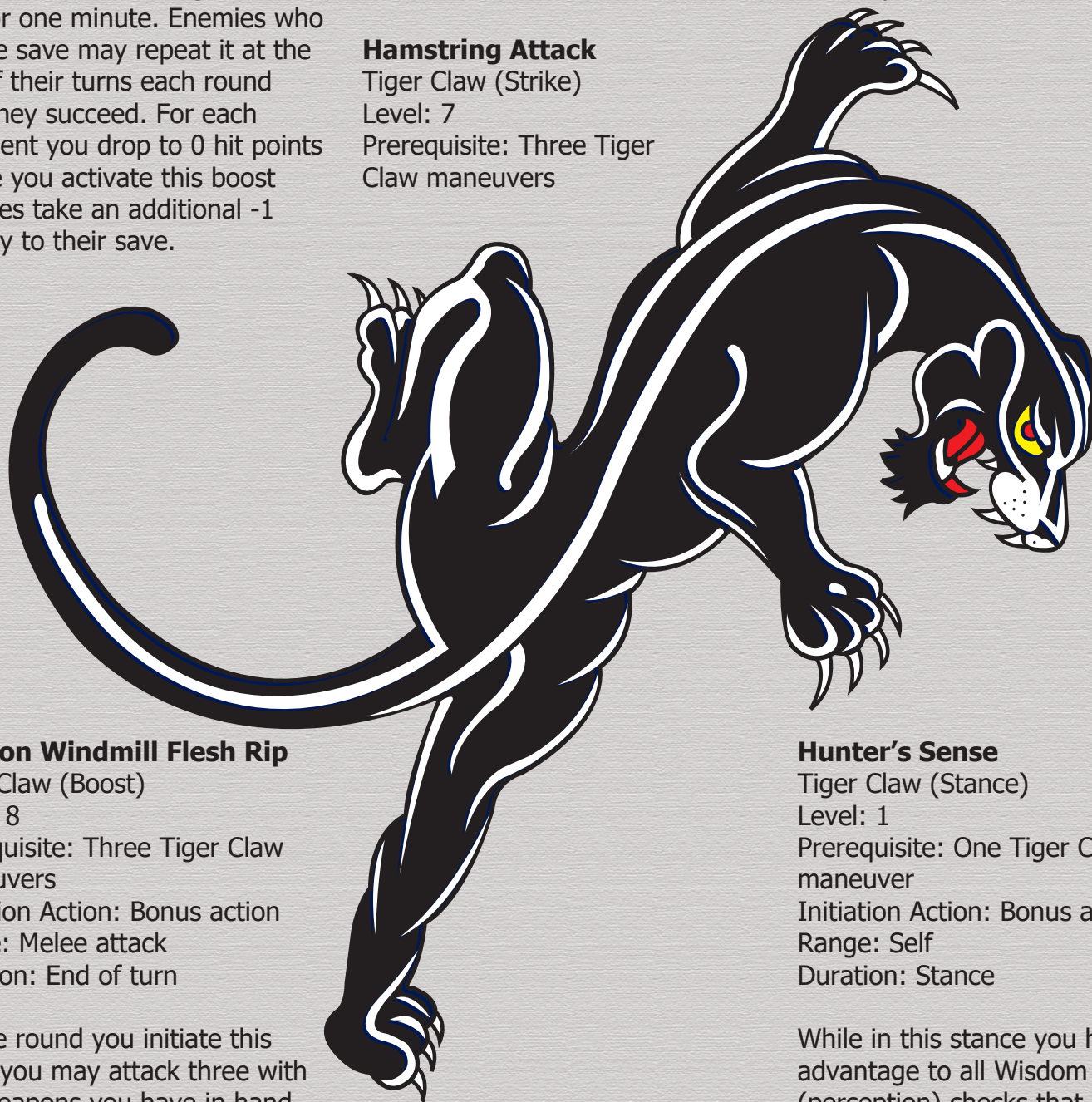
Prerequisite: Three Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One minute

You make a melee attack as part of this maneuver. If you hit, in addition to regular damage, your opponent suffers disadvantage to all Dexterity saving throws, skill checks, and attacks. All opponents have advantage on their attacks against your foe and your foe takes a -10 foot penalty to his speed.



### **Girallon Windmill Flesh Rip**

Tiger Claw (Boost)

Level: 8

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: Bonus action

Range: Melee attack

Duration: End of turn

On the round you initiate this boost you may attack three with any weapons you have in hand. For example, if you're holding

### **Hunter's Sense**

Tiger Claw (Stance)

Level: 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you have advantage to all Wisdom (perception) checks that use scent or hearing.

### **Leaping Dragon Stance**

Tiger Claw (Stance)

Level: 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

As long as you maintain this stance you get a +10 bonus on Strength (athletics) checks made to jump and all of your jumps are treated as if you had a running start.

### **Pouncing Charge**

Tiger Claw (Strike)

Level: 5

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: End of turn

When you initiate this maneuver you may move up to double your normal speed and make two melee attacks with advantage.

### **Prey on the Weak**

Tiger Claw (Stance)

Level: 7

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance any time an opponent within 10 feet drops to 0 hit points for any reason, you can make an opportunity attack against any foe in range.

### **Rabid Bear Strike**

Tiger Claw (Strike)

Level: 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a single melee attack as part of this maneuver. You receive a +4 bonus to your attack roll and deal an extra 10d6 points of damage. After this maneuver you take a -4 penalty to your AC until the beginning of your next turn.

### **Rabid Wolf Strike**

Tiger Claw (Strike)

Level: 2

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a single melee attack as part of this maneuver. You receive a +4 bonus to your attack roll and deal an extra 2d6 points of damage. After this maneuver you take a -4 penalty to your AC until the beginning of your next turn.

### **Raging Mongoose**

Tiger Claw (Boost)

Level: 8

Initiation Action: Bonus action

Range: Self

Duration: End of turn

On the round you initiate this boost you may attack three times with any weapons you have in hand. For example, if you're holding two daggers you may attack three times with each dagger.

### **Soaring Raptor Strike**

Tiger Claw (Strike)

Level: 3

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a Strength (athletics) check as part of this maneuver to jump up and attack your foe from an unexpected angle. If you succeed against a DC equal to your opponents AC you make an attack with advantage and deal an extra 6d6 points of damage. If your Strength (athletics) check fails you may not attack and this maneuver is still expended. You may only use this maneuver against opponents that are of a larger size than you.

### **Sudden Leap**

Tiger Claw (Boost)

Level: 1

Prerequisite: One Tiger Claw maneuver

Initiation Action: Bonus action

Range: Self

Duration: Instantaneous

As part of this maneuver you make a Strength (athletics) check to jump. You provoke opportunity attacks as normal.

### **Swooping Dragon Strike**

Tiger Claw (Strike)

Level: 7

Prerequisite: Three Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a Strength (athletics) check to leap over your target's defenses. If your check is sufficient to leap over your opponent you may attack normally and deal an extra 10d6 points of damage. On a hit your target must make a Constitution saving throw. On a failure your

target is stunned for one round. If your Strength (athletics) check fails you still make a normal attack against your target.

### **Wolf Climbs the Mountain**

Tiger Claw (Strike)

Level: 6

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

As part of this maneuver you enter the space of an adjacent opponent that is at least one size larger than you. You make an attack against your opponent and deal an extra 5d6 points of damage on a hit. You remain in your targets space after making this attack. As long as you are in your opponents space you have advantage on Dexterity saves and opponents take disadvantage on attacks against you. If you opponent moves they leave you behind but you may make an opportunity attack against them.

### **Wolf Fang Strike**

Tiger Claw (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must be using two melee weapons to use this strike. You may use an unarmed strike for this maneuver. When you initiate this strike you make two attacks with each weapon with a -2 penalty to all attacks.

### **Wolf Pack Tactics**

Tiger Claw (Stance)

Level: 8

Prerequisite: Two Tiger Claw maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

As long as you are in this stance you may move 5 feet each time you make a successful melee attack. This movement does not draw opportunity attacks.

### **Wolverine Stance**

Tiger Claw (Stance)

Level: 3

Prerequisite: One Tiger Claw maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you may attack with a one handed weapon without disadvantage while restrained. If you are grappled or restrained by a creature of a larger size than you, you gain advantage on attack rolls against that creature.



## White Raven

The White Raven discipline is open to crusaders and warblades. Maneuvers in this discipline focus on leadership and charisma. The favored weapons for the White Raven discipline are the longsword, greatsword, halberd, battleaxe, and warhammer.

### Battle Leader's Charge

White Raven (Strike)

Level: 2

Prerequisite: One White Raven maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You must move at least 10 feet to use this strike. If you hit you deal an extra 10 points of damage.

### Bolstering Voice

White Raven (Stance)

Level: 1

Initiation Action: Bonus action

Range: 60 ft.

Duration: Stance

All allies in range that can hear you gain a +2 bonus on Wisdom saves or a +4 bonus on Wisdom saves against fear effects.

### Clarion Call

White Raven (Boost)

Level: 7

Prerequisite: Three White Raven maneuvers

Initiation Action: Bonus action

Range: 60 ft.

Duration: Instantaneous

You can activate this maneuver only after you drop an opponent to 0 hit points with a melee attack. All allies within range may immediately make a melee attack or take the dash action.

### Covering Strike

White Raven (Boost)

Level: 4

Prerequisite: One White Raven maneuver

Initiation Action: Bonus action

Range: Self

Duration: Three rounds

If you hit an enemy the round that you activate this maneuver, your target can't make any opportunity attacks for 3 rounds.

Make a melee attack as part of this maneuver. If you hit, your target can't make any opportunity attacks for 1 round.

### Flanking Maneuver

White Raven (Strike)

Level: 5

Prerequisite: Two White Raven maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

Make a melee attack as part of this maneuver. If you hit all of your allies that are adjacent to your target may make melee attacks against the same target. Your allies must be able to see you to benefit from this maneuver.

### Leading the Attack

White Raven (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: One round

Make a melee attack as part of this maneuver. If you succeed, you and your allies gain advantage on attack rolls for 1 round against the creature you hit.

### Douse the Flames

White Raven (Strike)

Level: 1

Initiation Action: Action

Range: Melee attack

Duration: One round



### **Leading the Charge**

White Raven (Stance)

Level: 1

Initiation Action: Bonus action

Range: 60 ft.

Duration: Stance

As long as you are in this stance allies within 60 feet and can hear you gain a bonus to damage rolls equal to your initiator level whenever they make a melee attack after moving at least 10 feet.

### **Lion's Roar**

White Raven (Boost)

Level: 3

Prerequisite: One White Raven maneuver

Initiation Action: Bonus action

Range: 60 feet

Duration: One round

You can initiate this boost only after you have reduced an opponent to 0 hit points. You and your allies within range that can hear you gain a +5 bonus to damage for one round.

### **Order Forged from Chaos**

White Raven (Boost)

Level: 6

Prerequisite: Two White Raven maneuvers

Initiation Action: Bonus action

Range: 30 feet

Duration: Instantaneous

When you initiate this boost all allies within 30 feet can immediately move up to their speed. This movement draws opportunity attacks as normal.

### **Press the Advantage**

White Raven (Stance)

Level: 5

Prerequisite: Two White Raven

maneuvers

Initiation Action: Bonus action

Range: Self

Duration: Stance

While in this stance you gain a bonus 10 feet of movement each round.

### **Swarm Tactics**

White Raven (Stance)

Level: 8

Prerequisite: One White Raven maneuver

Initiation Action: Bonus action

Range: 60 foot radius

Duration: Stance

Your allies have advantage to attack any enemy that you are adjacent to.

### **Swarming Assault**

White Raven (Strike)

Level: 7

Prerequisite: Three White Raven maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a melee attack as part of this maneuver, if you hit all of your allies that are adjacent to the target of your attack may make an attack against the same target.

### **Tactical Strike**

White Raven (Strike)

Level: 2

Prerequisite: One White Raven maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You make a melee attack as part of this maneuver. In addition to dealing regular damage, you deal

2d6 bonus damage and any of your allies that are adjacent to your target may move 5 feet without drawing opportunity attacks.

### **Tactics of the Wolf**

White Raven (Stance)

Level: 3

Prerequisite: One White Raven maneuver

Initiation Action: Bonus action

Range: Self

Duration: Stance

Allies gain a bonus on melee damage rolls equal to 1/2 of your initiator level against foes that you are adjacent to.

### **War Leader's Charge**

White Raven (Strike)

Level: 6

Prerequisite: Two White Raven maneuvers

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

You may move up to your speed and make a melee attack as part of this maneuver. If you hit, you deal normal damage plus 35 points of bonus damage.

### **War Master's Charge**

White Raven (Strike)

Level: 9

Prerequisite: Four White Raven maneuvers

Initiation Action: Action

Range: Melee attack (30 feet)

Duration: Instantaneous

As part of this maneuver you may move up to your speed and make a melee attack. All allies within 30 of your starting position may also choose to move up to their speed and make a melee attack

against the same target. If you hit you deal an extra 50 points of damage. Each ally that hits deals an extra 25 points of damage. If you and at least one ally hits the target is stunned until the end of its next turn. You and your ally's movement from this strike does not provoke opportunity attacks.

An ally within range has their initiative changed to equal your initiative -1. If they have already acted this round, they may act again.

### **White Raven Hammer**

White Raven (Strike)

Level: 8

Prerequisite: Three White Raven maneuvers

Initiation Action: Action

Range: Melee attack

Duration: One round

The melee attack you make as part of this maneuver deals an extra 6d6 points of damage and stuns your target for one round.

### **White Raven Strike**

White Raven (Strike)

Level: 4

Prerequisite: One White Raven maneuver

Initiation Action: Action

Range: Melee attack

Duration: Instantaneous

The melee attack you make as part of this maneuver deals an extra 4d6 points of damage and your target gives you advantage on your next attack against it.

### **White Raven Tactics**

White Raven (Boost)

Level: 3

Prerequisite: One White Raven maneuver

Initiation Action: Bonus action

Range: 10 feet

Duration: Instantaneous

## Creatures

### Rakshasha, Naityan

The Naityan Rakshasha is an evil spirit made flesh. Their natural form is that of a humanoid tiger with backward facing hands and black fur with bright red stripes. They are rarely seen in this form, preferring to disguise themselves with an innocent appearance or, once discovered, to take one of the forms that allows them to access maneuvers.

### Rakshasha, Naityan

Medium fiend (shapechanger), neutral evil

Armor Class 14 (natural armor)

Hit points 73 (9d8 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (0)	16 (+3)	18 (+4)

**Skills** Deception +8, Insight +7

**Damage Vulnerabilities** piercing from magic weapons wielded by good creatures

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Senses** Darkvision 30 ft., passive Perception 13

**Languages** Common, Infernal

**Challenge** 7 (2,900 xp)

**Limited Magic Immunity.** The Naityan is immune to all spells below 3rd level and has advantage on saves against all other spells.

**Change Shape.** The Naityan can assume the form of any medium humanoid.

**Style Shapes.** The Naityan's readied maneuvers are determined by the form it takes. Changing forms is a bonus action. The Naityan retains its backwards facing hands in all of these forms.

**Earth Serpent** - In this form the Naityan



appears to be a humanoid made out of stone with the lower body of a serpent. It gains a +2 bonus to AC and can use the strength of stone (stance), the mountain hammer (strike), and the charging minotaur (strike) maneuvers.

**Hellfire Hunter** - This shape resembles a humanoid hell hound. While in this form the Naityan can use flame's blessing (stance), fire riposte (counter) and flashing sun (strike) maneuvers.

**Night Creeper** - This form resembles a slick looking humanoid eel. It grants a swim speed of 30 ft., sneak attack for 1d6, the island of blades (stance), ghost blade (stance), and shadow garrote (strike).

**Elusive Adversary** - In this form the Naityan appears to be a humanoid displacer beast. Its speed becomes 60 ft. and it can use shifting defense (stance), baffling defense (counter) and feigned opening (counter) maneuvers.

### Actions

**Multiattack** The Naityan makes two claw attacks.

**Claw** Melee Weapon Attack: +7 to hit, reach 5 ft. one target.

Hit: 9 (2d6 + 3) slashing damage.

## Reth Dekala

The Reth Dekala are planar mercenaries, cursed to an eternal existence from a deal gone wrong with a fiendish overlord. Reth Dekala are heavily armored humanoids from the waist up, but where their legs should be is a column of green flame.

### Reth Dekala

Medium fiend, lawful evil

Armor Class 16 (breast plate)

Hit points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (0)	14 (+2)	15(+2)

**Skills** Athletics +8

**Senses** Darkvision 30 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 4 (1,100 xp)

**Martial Maneuvers.** The Reth Dekala initiates its maneuvers as if it were 5th level.

**Stances** - martial spirit, thicket of blades

**Strikes** - daunting strike, death from above, disarming strike, entangling blade

**Counters** - wall of blades

**Levitation.** The Reth Dekala hover slightly over the ground on a column of green flames. They ignore difficult terrain.

**Vile Fire Aura.** The flames that support the Reth Dekala burn and sicken those around it. At the beginning of the Reth Dekala's turn adjacent creatures take 1d6 points of damage and are poisoned for 1 round. A successful Constitution saving throw negates both effects. The damage is half poison and half fire damage.

## Actions

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

Hit: 10 (1d10 + 4) slashing damage.

**Vile Fire Blast** Ranged Attack: +5 to hit, range 60 ft. one target.

Hit: 5 (1d8) poison and fire damage.



## Valkyrie

Warrior spirits born from the gods of Ysgard, Valkyries constantly search out any that might offer them a challenge in combat.

### Valkyrie

Large celestial, chaotic neutral

Armor Class 19 (padded armor)

Hit points 126 (11d10 + 66)

Speed 40 ft.; fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	27 (+8)	22 (+6)	14 (+2)	13 (+1)	16 (+3)

**Skills** Acrobatics +12, Athletics +11

**Damage Immunities** cold, fear, lightning, thunder

**Senses** Darkvision 30 ft., passive Perception 12

**Languages** Abyssal, Celestial, Common

**Challenge** 9 (5,000 xp)

**Martial Maneuvers.** The valkyrie initiates its maneuvers as if it were 10th level.

**Stances** - prey on the weak

**Strikes** - charging minotaur, clever positioning, devastating throw, mountain avalanche, pouncing charge, wolf fang strike

**Boosts** - boulder roll

**Counters** - baffling defense, counter charge

**Lightning Attacks.** Valkyries deal an additional 1d6 lightning damage with all melee attacks they make.

**Lightning Gaze.** When a creature that can see the valkyrie's eyes starts its turn within 30 of the Valkyrie it must make a Dexterity save (DC 14) or take 4d6 lightning damage. A successful save negates the damage. A creature that is not surprised may choose to avert its gaze. If it does it can't see the Valkyrie until the beginning of its next turn.



### Actions

**Multiattack** The valkyrie makes either two attacks with its short swords or two attacks with its short swords and one with its wings, if Wing Blast is available to use.

**Short swords** Melee Weapon Attack: +12 to hit, reach 10 ft. one target.  
Hit: 12 (1d6 + 8) slashing damage, plus 3 (1d6) lightning damage.

**Wing Blast** (recharge 5-6) The Valkyrie claps its wings together creating a blast of thunder. All targets in a 30 ft. radius around the valkyrie must make a Dexterity saving throw (DC 14) or take 4d6 thunder damage. Those who save take half damage.

Cover by Cameron Hamilton  
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