

## TABLE OF CONTENTS

1

### 1.1 Class Features

- 1.1.1 Maneuvers
- 1.1.2 Martial Archetype
- 1.1.3 Fighting Style
- 1.1.4 Lightning Reflexes
- 1.1.5 Ever-Ready Blade
- 1.1.6 Weapon Aptitude
- 1.1.7 Extra Attack
- 1.1.8 Forge Lore
- 1.1.9 Stance Mastery

### 1.2 Maneuvers

- 1.2.1 Desert Wind
- 1.2.2 Diamond Mind
- 1.2.3 Iron Heart
- 1.2.4 Setting Sun
- 1.2.5 Shadow Hand
- 1.2.6 Stone Dragon
- 1.2.7 Tiger Claw
- 1.2.8 White Raven

## THE BLADE PRINCE/PRINCESS

Level	Proficiency Bonus	Features	Maneuvers Readied	Stances Known	Max Maneuver Level
1st	+2	Maneuvers, Martial Archetype	3	1	1
2nd	+2	Fighting Style, Lightning Reflexes	3	2	1
3rd	+2	Ever-Ready Blade, Weapon Aptitude	3	2	2
4th	+2	Ability Score Improvement	4	2	2
5th	+3	Extra Attack	4	3	3
6th	+3	Martial Archetype feature	4	3	3
7th	+3	—	4	3	4
8th	+3	Ability Score Improvement	4	3	4
9th	+4	—	4	4	5
10th	+4	Forge Lore	5	4	5
11th	+4	—	5	4	6
12th	+4	Ability Score Improvement	5	4	6
13th	+5	—	5	4	7
14th	+5	Martial Archetype feature	5	5	7
15th	+5	—	6	5	8
16th	+5	Ability Score Improvement	6	5	8
17th	+6	—	6	5	9
18th	+6	Martial Archetype feature	6	5	9
19th	+6	Ability Score Improvement	6	5	9
20th	+6	Dual Stance	7		9

## CLASS FEATURES

As a blade prince/princess, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d10 per blade prince/princess level

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

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per blade prince/princess level after 1st

### PROFICIENCIES

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

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

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Investigation, Intimidation, Perception, Persuasion, Stealth, and Survival

### EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) a martial weapon and a shield or (b) two martial weapons

- (a) a light crossbow and 20 bolts or (b) two handaxes or (c) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

## MANEUVERS

You know specialized techniques in combat that allow you to execute brilliant feats. However, your ability to repeat these feats is limited. Although you needn't spend 8 hours in rest, you do need a break to refocus and gather your senses to regain your maneuvers. They reset at the end of each short rest.

**Maneuver save DC** = 8 + your proficiency bonus + your Intelligence modifier

You know a number of maneuvers equal to your blade prince/princess level + your Intelligence modifier (minimum of one maneuver). However, you cannot ready them all at once. You can only have the amount listed readied at once. You can change your readied maneuver with a short rest (which can be the same one you reset them).

Additionally, when you gain a level in this class, you can choose one of the maneuvers you know and replace it with another maneuver, which also must be of a level of which you can initiate.

## MARTIAL ARCHETYPE

Choose a martial archetype, which describes the specific nature of your training: Crusader, Master of Nine, Swordsage, or Warblade, all detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

## FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### 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 a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### TWO-WEAPON FIGHTING

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

### UNEARTHED ARCANA OPTION

If your DM allows Unearthed Arcana content, the following options are also available:

#### MARINER

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

#### TUNNEL FIGHTER

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## LIGHTNING REFLEXES

At 2nd level, you add your Intelligence modifier to initiative checks.

## EVER-READY BLADE

Starting at level 3, if you spend your turn taking no actions or bonus actions, and do not move, you regain all your expended maneuvers up to a certain level, as seen in the table below.

You can execute a harmless flourish of your blade, resume your pose, or some other similar position.

Level	Max Maneuver Level Recovered
3rd	1
5th	2
10th	3
13th	4
17th	5

## WEAPON APTITUDE

At 3rd level, you gain the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated fighting style you have to another from the list. You must have an appropriate weapon available during your practice session to make this change. For example, if you wish to change from Great Weapon Fighting to Dueling, you must have a one-handed or versatile melee weapon available to practice with during your practice session.

Furthermore, if you ever take a weapon feat (such as Polearm Mastery), you can swap it out in a similar manner for another weapon feat (such as Fell Handed). You must have the appropriate weapon you are swapping to to practice with.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## FORGE LORE

At 10th level, your martial expertise extends to deciphering the secrets of magic. You can touch an item as an action. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

## STANCE MASTERY

At 20th level, you can have two stances active simultaneously. When you use a bonus action to initiate or change your stance, you can initiate or change one or both stances.

# MANEUVERS

## 1ST LEVEL

Blistering Flourish  
Blood in the Water (stance)  
Bolstering Voice (stance)  
Burning Blade  
Charging Minotaur  
Child of Shadow (stance)  
Clinging Shadow Strike  
Counter Charge  
Distracting Ember  
Douse the Flames  
Flame's Blessing (stance)  
Hunter's Sense (stance)  
Leading the Attack  
Leading the Charge (stance)  
Mighty Throw  
Moment of Perfect Mind  
Punishing Stance (stance)  
Sapphire Nightmare Bane  
Stance of Clarity (stance)  
Steel Wind  
Steely Strike  
Stone Bones  
Stonefoot Stance (stance)  
Step of the Wind (stance)  
Sudden Leap  
Wind Stride  
Wolf Fang Strike

## 2ND LEVEL

Action Before Thought  
Baffling Defense  
Battle Leader's Charge  
Burning Brand  
Claw at the Moon  
Clever Positioning  
Cloak of Deception  
Disarming Strike  
Drain Vitality  
Fire Riposte  
Flashing Sun  
Hatchling's Flame  
Mountain Hammer  
Rabid Wolf Strike  
Shadow Jaunt  
Stone Vise  
Tactical Strike  
Wall of Blades

## 3RD LEVEL

Absolute Steel (stance)  
Bonecrusher  
Crushing Weight of the Mountain (stance)  
Dance of the Spider (stance)  
Death Mark  
Devastating Throw  
Exorcism of Steel  
Fan the Flames  
Flesh Ripper  
Feigned Opening  
Giant Killing Style (stance)  
Holocaust Cloak (stance)  
Insightful Strike  
Iron Heart Surge  
Leaping Dragon Stance (stance)  
Mind over Body  
Pearl of Black Doubt (stance)  
Roots of the Mountain (stance)  
Shadow Garrote  
Soaring Raptor Strike  
Stone Dragon's Fury  
Strength Draining Strike  
Tactics of the Wolf (stance)  
White Raven Tactics  
Wolverine Stance (stance)  
Zephyr Dance

## 4TH LEVEL

Assassin's Stance (stance)  
Bonesplitting Strike  
Boulder Roll  
Bounding Assault  
Comet Throw  
Covering Strike  
Death from Above  
Firesnake  
Fountain of Blood  
Hand of Death  
Lightning Recovery  
Mind Strike  
Mithral Tornado  
Obscuring Shadow Veil  
Overwhelming Mountain Strike  
Ruby Nightmare Blade  
Searing Blade  
Searing Charge

Strike of the Broken Shield  
White Raven Strike

## 5TH LEVEL

Bloodletting Strike  
Dancing Blade Form (stance)  
Dazing Attack  
Disrupting Blow  
Dancing Mongoose  
Dragon's Flame  
Elder Mountain Hammer  
Flanking Maneuver  
Giant's Stance (stance)  
Hearing the Air (stance)  
Iron Heart Focus  
Leaping Flame  
Lingering Inferno  
Mirrored Pursuit  
Mountain Avalanche  
Pouncing Charge  
Press the Advantage (stance)  
Rapid Counter  
Shadow Strike  
Shifting Defense (stance)  
Soaring Throw  
Step of the Dancing Moth (stance)

## 6TH LEVEL

Ballista Throw  
Crushing Vise  
Desert Tempest  
Fiery Assault (stance)  
Ghost Blade  
Iron Bones  
Iron Heart Endurance  
Irresistible Mountain Strike  
Manticore Parry  
Moment of Alacrity  
Order Forged from Chaos  
Rabid Bear Strike  
Ring of Fire  
Scorpion Parry  
Shadow Noose  
Stalker in the Night  
Teeth of the Hydra (stance)  
Wolf Climbs the Mountain

## 7TH LEVEL

Adamantine Hurricane

Ancient Mountain Hammer  
Avalanche of Blades  
Clarion Call  
Colossus Strike  
Death in the Dark  
Finishing Move  
Hydra Slaying Strike  
Inferno Blade  
Lightning Throw  
Prey on the Weak (stance)  
Quicksilver Motion  
Salamander Charge  
Scything Blade  
Shadow Blink  
Swarming Assault  
Swooping Dragon Strike  
War Leader's Charge

## 8TH LEVEL

Balance on the Sky (stance)  
Diamond Defense  
Earthquake Strike  
Enervating Shadow Strike  
Fool's Strike  
Ghostly Defense (stance)  
Girallon Windmill Flesh Rip  
One with Shadow  
Raging Mongoose  
Rising Phoenix (stance)  
Stance of Alacrity (stance)  
Strength of Stone (stance)  
Supreme Blade Parry (stance)  
Swarm Tactics (stance)  
Walk with the Shadows (stance)  
White Raven Hammer  
Wolf Pack Tactics (stance)  
Wyrms' Flame

## 9TH LEVEL

Feral Death Blow  
Five-Shadow Creeping Ice  
Enervation Strike  
Inferno Blast  
Mountain Tombstone Strike  
Strike of Perfect Clarity  
Time Stands Still  
Tornado Throw  
War Master's Charge

## DESERT WIND

Desert Wind maneuvers focus on quick movement and swirling, flaming strikes. The scimitar and sickle are the preferred weapons of the Desert Wind discipline. The complex spinning and slashing of the curved blade incorporated into many Desert Wind maneuvers are in fact carefully honed gestures that evoke the power of fire, if performed correctly and with the proper focus. Dexterity (Acrobatics) is the key skill for Desert Wind, providing the initiator with agility and maneuverability.

### BLISTERING FLOURISH

*1st-level Desert Wind (Boost)*

**Initiation Time:** 1 bonus action

**Range:** Self (30-foot radius)

**Duration:** Instantaneous

**Prerequisites:** None

*Your weapon bursts into flames as you twirl it over your head. With a flourish, you cause the fire to explode with a blinding flash.*

When you use this maneuver, you generate a burst of brilliant light. All creatures of your choice within this maneuver's area must make a Constitution saving throw against your maneuver save DC or have disadvantage on Perception checks that rely on sight for 1 minute.

This maneuver is a magical ability.

### BURNING BLADE

*1st-level Desert Wind (Boost)*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** None

*Your blade bursts into flame as it sweeps toward your foe in an elegant arc.*

A subtle yet precise twisting of your blade unlocks the power of flame. When you initiate this maneuver, fire trails from your melee weapon. For the rest of your turn, your melee weapon attacks deal an extra 1d6 points of fire damage.

This maneuver is a magic ability.

### BURNING BRAND

*2nd-level Desert Wind (Boost)*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** None

*Your weapon transforms into a roaring gout of flame. As you swing your burning blade, it stretches out beyond your normal reach to scorch your foes.*

When you initiate this maneuver, your weapon turns into a burning brand for the rest of your turn. The brand increases your reach by 5 feet more than normal, and your melee attacks made with the brand deal fire damage instead of the normal type of damage. You still gain all the normal benefits from a high Strength or Dexterity score, feats, and other effects that increase your melee damage. For example, an attack with a longsword that normally deals 1d8 + 4 points of slashing damage would instead deal 1d8 + 4 points of fire damage. You otherwise attack with your weapon as normal.

This maneuver is a magical ability.

### DEATH MARK

*3rd-level Desert Wind (Strike)*

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*As your weapon strikes your foe, his body convulses as waves of flame run down your blade into his body. The fire causes him to briefly glow with a brilliant internal fire before the flames erupt from his body in a terrible explosion.*

As part of the action used to initiate this maneuver, you must make a melee attack with a weapon against one creature within your reach, otherwise the maneuver fails. On a hit, the target suffers the attack's normal effects, and an explosion of fire bursts from the target's body. The radius of the sphere is determined by the size of the target creature, as indicated on the table below. All creatures in the area, including your enemy, take 4d6 points of fire damage, with a Dexterity save for half damage. This radius is centered on the creature's position.

You have immunity to the fire damage from your own death mark.

This maneuver is a magical ability.

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

### DESERT TEMPEST

*6th-level Desert Wind (Strike)*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** Two Desert Wind maneuvers

*You move in a blur, leaving scorch marks in your wake as you twirl around the battlefield, slicing into your foes as you move.*

As part of this maneuver, you move up to your speed. Each time you move 5 feet away from an enemy, you can first make a single melee weapon attack against that foe. You cannot attack a single enemy more than once with this maneuver. Your movement provokes attacks of opportunity, as normal.

## DISTRACTING EMBER

1st-level Desert Wind (Boost)

**Initiation Time:** 1 bonus action

**Range:** 30 feet

**Duration:** 1 round

**Prerequisite:** None

*A wave of heat sweeps over the area, forms a small dust funnel, and ignites into flame next to your foe.*

This boost allows you to conjure a **minor fire elemental** (see adjacent statblock) to threaten your enemy, providing you or an ally with the benefit of a flanking position, or enabling Sneak Attack and similar abilities to function. You can use this ability to place the elemental in any space within range. The elemental remains until the start of your next turn. It is under your control, but cannot make attacks.

This maneuver is a magical ability.

## DRAGON'S FLAME

5th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

**Prerequisite:** Two Desert Wind maneuvers

*With a defiant roar, you summon your ki and unleash it, igniting it with a combination of your meditative focus and seething fury.*

As a master of the Desert Wind advances in their studies, they learn to stoke raging fires with their ki. This maneuver allows you to generate a gout of fire similar to a dragon's burning breath. With this maneuver, you blast forth a cone of fire that deals 5d10 points of fire damage to everything in the area. Creatures in the area can attempt Dexterity saves, taking half damage on a success.

This maneuver is a magical ability.

## FAN THE FLAMES

3rd-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*Flickering flame dances across your blade, then springs toward your target as you sweep your sword through the air.*

A skilled Desert Wind adept can gather flame within their weapon and hurl it through the air. When you initiate this maneuver, you unerringly launch a fist-sized ball of white-hot fire at a single opponent within range. You can even target a creature you can't see, but in that case you must know their location. Your target takes 4d6 points of fire damage.

This maneuver is a magical ability.

## MINOR FIRE ELEMENTAL

*Small elemental, neutral*

**Armor Class** 12

**Hit Points** 39 (7d6 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 1 (200 XP)

**Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 2 (1d4) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

**Water Susceptibility.** For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

## Actions

**Touch. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns

## FIERY ASSAULT

6th-level Desert Wind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Desert Wind maneuvers

*Fire dances along your arms and across your weapon, lending burning energy to every attack you make.*

While you are in this stance, every weapon attack you make deals an extra 1d8 points of fire damage.

This stance is a magical ability.

## FIRE RIPOSTE

2nd-level Desert Wind (Counter)

**Initiation Time:** 1 reaction, which you take in response to being struck with a melee attack

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*You focus the pain from a wound you have just suffered into a fiery manifestation of revenge.*

When a creature successfully strikes you with a melee attack, you can channel fiery fury through your body. The creature striking you must make a Constitution saving throw, taking 2d8 fire damage on a success, or half as much on a failure.

This maneuver is a magical ability.

## FIRESNAKE

4th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self (60-foot line, and see text)

**Duration:** Instantaneous

**Prerequisite:** Two Desert Wind maneuvers

*You drive your weapon into the ground, causing a gout of fire to jet into the air. The fire flows back to the ground and creeps ahead like a serpent, sweeping over your enemies and roasting them where they stand.*

When you initiate this maneuver, you cause a line of fire to twist across an area to burn your enemies. This line is 60 feet long. Unlike a standard line, a firesnake can bend and twist to hit your foes. A firesnake starts in your space, and can bend as much as you please. It can move out of your line of sight and go around corners, but you gain no special knowledge of the areas it moves into.

If a firesnake enters into a creature's space, that creature takes 4d10 points of fire damage, with a Dexterity save for half damage. A creature cannot be affected by the same firesnake more than once.

This maneuver is a magical ability.

## FLAME'S BLESSING

1st-level Desert Wind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*Fire is not your enemy, and it does not harm you.*

You gain resistance to fire damage as long as you remain in this stance. If you have a +11 or higher bonus to Dexterity (Acrobatics) checks, you gain immunity to fire damage while you are in this stance.

This stance is a magical ability.

## FLASHING SUN

2nd-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*Almost a blur of acceleration, your shining blade flashes as you attack with impossible speed.*

Flashing sun allows you to make an additional attack during this turn. As part of this maneuver, you take a normal attack action and make your normal attacks. However, you can make one additional attack this turn. Your additional attack is made with disadvantage.

## HATCHLING'S FLAME

2nd-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*You focus a burning aura of energy at the end of your blade. It forms a seething sphere that, after a moment, bursts into a torrent of energy.*

The Desert Wind discipline teaches its students how to unleash their ki as burning energy. This maneuver allows you to create a wave of fire that sweeps over your enemies. When you initiate this maneuver, you blast forth a cone of flame that deals 1d10 points of fire damage to all creatures caught within the blast, or half on a successful Dexterity saving throw.

This maneuver is a magical ability.

## HOLOCAUST CLOAK

3rd-level Desert Wind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Desert Wind maneuver

*Fire trails from your blade as you spin it about, cloaking you in flames that leap out to burn those who attack you.*

The flame from your weapon hangs in midair, providing you with a fiery defense against your attackers. Whenever a creature within 5 feet of you hits you with an attack, the fires lash out at that creature, dealing it fire damage equal to your Intelligence modifier.

This stance is a magical ability.

## INFERNO BLADE

7th-level Desert Wind (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** None

*A blinding light flashes from your weapon, and for a split second, it transforms into burning magma.*

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee weapon attacks deal an extra 3d8 points of fire damage.

This maneuver is a magical ability.

## INFERNO BLAST

9th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self (60-foot radius)

**Duration:** Instantaneous

**Prerequisite:** Five Desert Wind maneuvers

*Hot winds swirl about you, and a faint aroma of brimstone sweeps over the area. A flickering yellow aura surrounds you and grows in intensity, shedding tremendous heat and light. Creatures around you stumble back from the heat. With a howling roar, you unleash a hellish blast of fire that melts steel and warps stone.*

Only true masters of the Desert Wind school are capable of unleashing an inferno blast. You focus your internal ki into a blinding hot burst of fire that deals 12d10 points of fire damage to all creatures in the area, or half with a successful Dexterity saving throw. You are not harmed by your own inferno blast.

This maneuver is a magical ability.

## LEAPING FLAME

5th-level Desert Wind (Counter)

**Initiation Time:** 1 reaction, which you take in response to being targeted with a melee or ranged attack

**Range:** Self/120 feet; see text

**Duration:** Instantaneous

**Prerequisite:** Two Desert Wind maneuvers

*As your foe attacks you, you disappear in a burst of flame and smoke, only to reappear as if out of thin air next to them.*

You instantly appear in a square adjacent to a creature that attacks you with a melee or ranged attack, after resolving the enemy's attack. You cannot move into a space that is occupied by a creature or object. You can teleport up to 120 feet in this manner. If you cannot move adjacent to the target, this maneuver fails to function but is still considered used.

This maneuver is a magical ability.

## LINGERING INFERNO

5th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Up to 1 minute; see text

**Prerequisite:** Two Desert Wind maneuvers

*A blue, dancing flame appears on your weapon. As you strike your foe, this flame slides off your weapon and covers your enemy in raging fire.*

You make a single melee weapon attack that deals an extra 2d8 fire damage to the target and causes the target to ignite in flames.

In addition, if your strike hits, the flames upon your weapon bind to the target, which must make a Constitution saving throw at the start of each of its turns. On a failed save, it takes 2d8 fire damage. On a successful save, the fire ends.

This maneuver is a magical ability.



## RING OF FIRE

6th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Special

**Duration:** 1 turn

**Prerequisite:** Two Desert Wind maneuvers

*You move in a blur, your feet wreathed in flaming energy. As you run, you leave a trail of fire behind you. You encircle a foe, and the ring of fire you leave behind bursts into an inferno that engulfs your enemy and everything else in the area.*

As part of this maneuver, you can move up to two times your speed along the ground. You provoke attacks of opportunity as normal. All of your movement must be along continuous, solid ground. You leave a trail of flames in your wake. These flames have no effect unless they form a closed area. In this case, a raging inferno erupts within that area. All creatures within the area take 10d6 points of fire damage, with a Dexterity save for half damage.

The inferno erupts the first time you form a closed area. You cannot create multiple areas in one move.

This maneuver is a magical ability.

## RISING PHOENIX

8th-level Desert Wind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Three Desert Wind maneuvers

*Hot wind swirls about your feet, lifting you skyward as flames begin to flicker below.*

A column of superheated air lifts you into the air. While you are in this stance, you gain a fly speed equal to your walking speed, and you can hover.

While you are in this stance, as a bonus action you can deal fire damage equal to your Intelligence modifier to all creatures within 5 feet of you.

This stance is a magical ability.

## SALAMANDER CHARGE

7th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Special

**Duration:** Instantaneous and 1 minute; see text

**Prerequisite:** Three Desert Wind maneuvers

*You spin and tumble about the battlefield, a wall of raging flame marking your steps.*

You move up to your speed and make a single attack. Your movement need not be in a straight line and is not impeded by difficult terrain or even other creatures. You can change direction as much as you want during your movement, and if your DM agrees (see the Action Options section of Combat Options, DMG 271) you can Tumble avoid attacks of opportunity or to move through opponents' space during the charge.

When you initiate a salamander charge, a wall of shimmering, spectral fire appears in each five-foot square along the path you take. A creature standing in the wall takes 5d6 points of fire damage at the beginning of that creature's turn, or half with a successful Dexterity saving throw. Creatures that move into or through the wall also take 5d6 points of fire damage, or half with a successful Dexterity saving throw. The wall lasts up to 1 minute. You can automatically dispel the wall with a wave of your hand (a bonus action), and the wall is automatically dispelled if you initiate another salamander charge. The wall does not block line of sight.

This maneuver is a magical ability.

## SEARING BLADE

4th-level Desert Wind (Boost)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** Two Desert Wind maneuvers

*Your weapon transforms into a raging torrent of flame, causing those around you to recoil slightly from the tremendous heat.*

You convert your ki into fiery energy, allowing it to flow down your arms and across your weapon. Until the end of your turn, your melee weapon attacks deal an extra 2d8 points of fire damage.

This maneuver is a magical ability.

## SEARING CHARGE

4th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*You rush through the air toward your foe, fire streaming in your wake.*

As part of this maneuver, you move up to your speed and make a single weapon attack. While moving in this way, you can fly at your base speed, and you can hover. Resolve your attack normally. On a successful hit, you deal an extra 7d6 points of fire damage to the target of your charge.

This maneuver is a magical ability.

## WIND STRIDE

1st-level Desert Wind (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** None

*A warm breeze swirls about you as you move speedily away.*

The desert wind envelops you and carries you across the battlefield, giving you a burst of speed to move around and through your enemies. Until the end of your turn, your speed increases by 30 feet.

## WYRM'S FLAME

8th-level Desert Wind (Strike)

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

**Prerequisite:** Three Desert Wind maneuvers

*You spin your blade in a whirling arc. With each revolution, seething flames build upon its length. With a flourish, you bring your blade to a halt, point it at your foe, and unleash a roaring wall of flame.*

Masters of the Desert Wind can twirl and spin their blades with such power that they can evoke a great burst of fire. When you execute this maneuver, you blast forth a cone of fire that deals 7d10 points of fire damage to all in its area. Creatures in the area can attempt a Dexterity save for half damage.

This maneuver is a magical ability.

## ZEPHYR DANCE

3rd-level Desert Wind (Counter)

**Initiation Time:** 1 reaction, which you take in response to being targeted with an attack

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Desert Wind maneuver

*You spin gracefully away from a foe's attack, whirling like the desert zephyr racing across the sands. Your enemy's blade barely touches your cloak as you nimbly dodge aside.*

You add your Intelligence modifier to your AC against one attack. You can choose to use this maneuver after the DM tells you if an attack hits.

## DIAMOND MIND

Diamond Mind maneuvers allow a warrior to use their cunning, intellect, and feel for the battlefield against their enemies. Time seems to flow slower to a Diamond Mind initiate. The longsword (or katana) and rapier are this discipline's favored weapons. Intelligence (Investigation) is the Diamond Mind discipline's key skill.

## ACTION BEFORE THOUGHT

2nd-level Diamond Mind (Counter)

**Initiation Time:** 1 reaction, which you take when you would have to make a Strength or Dexterity saving throw

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*Your supreme sense of the battlefield, unmatched martial training, and simple, intuitive sense of danger allow you to act faster than the speed of thought. When a spell or other attack strikes you, you move a split second before you are even aware of the threat.*

Your mind is a keenly honed weapon. Other warriors rely on their physical talents. You know that a mix of mental acuity and martial training, along with a strong sword arm, is an unbeatable combination. This maneuver epitomizes your approach. Your mind, rather than your raw reflexes, dictates your defenses.

You can use this maneuver any time you would be required to make a Strength or Dexterity save. Roll an Intelligence (Investigation) check instead of the Strength or Dexterity saving throw and use the result of that check to determine the save's success. You must use this maneuver before you roll the Strength or Dexterity save.

## AVALANCHE OF BLADES

7th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Diamond Mind maneuvers

*In a flashing blur of steel, you unleash a devastating volley of deadly attacks against your enemy, striking it again and again.*

You lash at an opponent, making one melee weapon attack. If your attack hits, you repeat the same attack again and again at nearly superhuman speed, allowing you to score multiple hits in a blur of activity. Unfortunately, as soon as an attack misses, your tempo breaks, and this delicate maneuver crumbles into a flurry of wasted motion.

As part of this maneuver, you make a single melee weapon attack against an opponent. If that attack hits, resolve your damage as normal. You can then make another attack against that foe. If that attack hits, you can make another attack against that opponent. You continue to make additional attacks until you miss or your opponent is reduced to 0 hit points. You must direct all these attacks at a single foe.

## BALANCED CONCENTRATION

6th-level Diamond Mind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Diamond Mind maneuvers

*Focusing cautiously, you avoid a perilous mistake.*

This stance allows you to treat a potential d20 result as an 11. You must decide to use this ability immediately before rolling the d20. Using this ability does not take an action. You simply decide to invoke it before rolling a d20 for any reason, such as for an attack, save, or check. After you use this power, you can't use it again until the start of your next turn.

## BOUNDING ASSAULT

4th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Diamond Mind maneuvers

*You spring across the battlefield, using your focus and ability to act quickly to make an attack while moving.*

You combine speed and power into a deadly combination. With this maneuver, you move across the battlefield in a blur, pausing only to deliver a ferocious attack.

As part of this maneuver, move twice your speed. At any point along your move, you can deliver a single melee weapon attack. You gain advantage on this attack.

## DIAMOND DEFENSE

8th-level Diamond Mind (Counter)

**Initiation Time:** 1 reaction, which you take when forced to make a saving throw

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*You steel yourself against an opponent's spell, drawing on your focus and training to overcome its effect.*

You can initiate this maneuver any time you would be required to make a saving throw. You gain a bonus on that save equal to your Intelligence (Investigation) modifier. You must use this maneuver before you roll the saving throw.

## DIAMOND NIGHTMARE BLADE

8th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Diamond Mind maneuvers

*You spot a single fatal flaw in your opponent's defenses. With a single attack, you put all the force of your supreme focus into a single, crippling blow.*

You must make an Investigation check as part of this maneuver. The DC of this check is the target creature's AC. You then make a single melee weapon attack against your target, also as part of the maneuver. If your Investigation check succeeds, this attack deals four times your normal damage. If your check fails, your attack is made with disadvantage and doesn't deal any additional damage.

If your strike is a critical hit, you roll dice multiple times for the critical hit and then multiply the entire damage by four.

## DISRUPTING BLOW

5th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Two Diamond Mind maneuvers

*With a combination of brute force, keen timing, and exacting aim, you force your opponent into an awkward position that ruins their next action.*

As part of this maneuver, you make a melee weapon attack. If this attack hits, your target takes normal damage and must make a Wisdom save or be unable to take any actions or reactions until the end of its next turn. The target does not suffer any other drawbacks or penalties.

## EMERALD RAZOR

2nd-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One Diamond Mind maneuver

*You stare at your enemy, studying their every move. You mentally probe their defenses in search of a weakness. A lesser warrior could spend long minutes pondering this problem, but you see an opening and seize upon it in an instant.*

Your understanding of combat, your keenly honed mind, and your capability to read your opponents make you a deadly combatant. When you focus your mind, even the most elusive opponent becomes an easy target.

Choose one creature within your reach. Make an Intelligence (Investigation) check contested by your target's Charisma (Deception) check. On a success, you deal damage to that creature as if you had struck it with your weapon. If you roll a natural 20 on your check, your attack is a critical hit.

## HEARING THE AIR

5th-level Diamond Mind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Diamond Mind maneuvers

*Your perception becomes so fine that you can hear the tiniest flutter of air moving past you. Invisible foes and other hidden threats become as plain as day in the area of your heightened senses.*

Drawing on your combat training, sharpened senses, and capability to predict your enemy's moves, you become a faultless sentinel on the battlefield. Even the smallest detail or stealthiest enemy cannot hope to evade your notice.

While you are in this stance, you gain blindsight out to 30 feet and advantage on Perception checks based on hearing.

## INSIGHTFUL STRIKE

3rd-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You study your opponent and spot a weak point in their armor. With a quick, decisive strike, you take advantage of this weakness with a devastating attack.*

Your mind rather than your physical power allows you to deal grievous injuries to your foes. When you attack, your training and mental focus allow you to score a telling blow.

As part of this maneuver, make a melee weapon attack. If this attack hits, you do not deal normal damage. Instead, you make an Investigation check and deal damage equal to the check result. Your Strength or Dexterity modifier, your weapon's magical properties (if any), and any other extra damage you have is added to this check (including extra damage from class abilities, feats, or spells).

## MIND OVER BODY

3rd-level Diamond Mind (Counter)

**Initiation Time:** 1 reaction, which you take when you would have to make a Constitution saving throw

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*Your training and mental toughness allow you to use your focus to overcome physical threats. By focusing your mind, you ignore the effect of a deadly poison or debilitating sickness.*

Your diligent training and intense mental focus combine to allow you to overcome physical threats with the raw power of your mind.

You can use this maneuver any time you would be required to make a Constitution save. Make an Intelligence (Investigation) check instead of the Constitution save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Constitution save.

## MIND STRIKE

4th-level Diamond Mind (Strike)

**Initiation Action:** 1 action

**Range:** Melee attack

**Duration:** 1 minute

**Prerequisite:** Two Diamond Mind maneuvers

*You strike your opponent's head, rattling their senses and causing them to lose focus.*

As a warrior who fights with your mind as well as your brawn, you know that attacking a foe's senses is just as valuable as sapping their strength. With this attack, you leave an opponent befuddled and vulnerable.

As part of this maneuver, make a melee weapon attack. If this attack hits, your target must make a Wisdom save or suffer disadvantage on Intelligence, Wisdom, and Charisma checks for 1 minute. The target ignores the disadvantage on a successful save but still takes weapon damage normally.

## MOMENT OF ALACRITY

6th-level Diamond Mind (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Diamond Mind maneuvers

*You step into a space between heartbeats and act again while your enemies are still reacting to your last strike.*

You can improve your initiative count for the next round and all subsequent rounds of the current encounter. When you initiate this maneuver, your initiative count improves by 20, and your place in the initiative order changes accordingly. This modifier applies at the end of the round. Your place in the initiative order changes to reflect moment of alacrity's effect starting with the next round.

## MOMENT OF PERFECT MIND

1st-level Diamond Mind (Counter)

**Initiation Time:** 1 reaction, which you take when you would have to make an Intelligence, Wisdom, or Charisma saving throw

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*Your mental focus and martial study have rendered your will into an unbreakable iron wall. When someone targets you with a spell that seeks to erode your willpower, you steel yourself against the attack.*

Between your devoted study, iron will, and supreme focus, you have learned to resist attempts to subvert your mind. When you feel such an effect try to cloud your mind, you can draw on untapped reserves of energy to counter the attempt.

You can use this maneuver any time you would be required to make an Intelligence, Wisdom, or Charisma save. Make an Intelligence (Investigation) check instead of the Intelligence, Wisdom, or Charisma save and use the result of that check to determine the save's success. You must use this maneuver before you attempt the Intelligence, Wisdom, or Charisma save.

## PEARL OF BLACK DOUBT

3rd-level Diamond Mind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Diamond Mind maneuver

*With every miss, your opponents become more uncertain, their doubt growing like an irritating pearl in the mouth of a helpless oyster.*

You prey on your opponents' fear and lack of confidence. Each failed attack against you reminds them that their skill cannot hope to match yours.

When you enter this stance, you become more difficult to hit with each successive attack that misses you. Each time an opponent misses you with an attack, the next attack against you is made with disadvantage.

## QUICKSILVER MOTION

7th-level Diamond Mind (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Three Diamond Mind maneuvers

*In the blink of an eye, you make your move.*

Your speed, reflexes, and boundless confidence combine to allow you to make a fast, bold move that catches your foes off guard. With a burst of energy, you move forward to press an attack, draw an item from your backpack, or take some other action. Your training, mental acuity, and drive allow you to move with greater speed and confidence than other warriors.

This maneuver requires a bonus action to initiate. You can take any action other than the Cast a Spell, Attack, or Ready actions after you initiate this maneuver. You can then use the rest of your actions as normal. For example, you could use this maneuver to disengage from your foes, then take a normal Attack action.

## RAPID COUNTER

5th-level Diamond Mind (Counter)

**Initiation Time:** 1 reaction, which you take when you would take an attack of opportunity

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*You lash out, your weapon a blur, hammering at the slightest gap that appears in your foe's defenses.*

This maneuver allows you to make a free attack against a reckless enemy. When a foe provokes an attack of opportunity from you, you can initiate this maneuver. As part of this maneuver, you make two immediate melee weapon attacks against the foe that provoked the attack of opportunity. Both of these are attacks of opportunity. If you have another ability that lets you make attacks of opportunity without expending your reaction, that continues to work as normal.

## RUBY NIGHTMARE BLADE

4th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Diamond Mind maneuvers

*With a moment's thought, you instantly perceive the deadliest place to strike your enemy as you study their defenses, note gaps in their armor, and read subtle but important clues in how they carry themselves or maintains their fighting stance.*

The ruby nightmare blade is a favored finishing move of warriors who study the Diamond Mind discipline. By intently analyzing your foe's stance and moves, you find the precise spot that you must strike to end the fight with a decisive blow.

You attempt an Intelligence (Investigation) check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee weapon attack against your target. This attack is also made as part of this maneuver. If your Investigation check succeeds, this attack deals double normal damage. If your check fails, your attack is made with disadvantage and deals only normal melee damage.

If your strike is a critical hit, you roll dice multiple times for the critical hit and then multiply the entire damage by two.

## SAPPHIRE NIGHTMARE BLADE

1st-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*Your study your enemy for a brief moment, watching their defensive maneuvers and making a strike timed to take advantage of a lull in their vigilance.*

The sapphire nightmare blade is one of the most basic, but important, maneuvers that a Diamond Mind adept studies. It illustrates that a keen mind can pierce even the toughest defenses.

You attempt an Intelligence (Investigation) check as part of this maneuver, using the target creature's AC as the DC of the check. You then make a single melee weapon attack against your target. The attack is also part of this maneuver. If your Investigation check succeeds, you automatically can use sneak attack and similar abilities (even if you normally could not), and you deal an extra 1d6 points of damage. If your check fails, your attack is made with disadvantage and deals normal damage.

## STANCE OF ALACRITY

8th-level Diamond Mind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Three Diamond Mind maneuvers

*Your mind and body meld, granting you an edge in combat. You move slightly faster than normal due to a combination of confidence, training, and clarity of mind. This slight edge adds up with each action.*

Your mental swiftness translates to physical action on the battlefield. You are constantly on edge, allowing you to react to multiple attacks and threats. Most warriors can only manage a single counter move each round.

While you are in this stance, you can take two reactions before the start of your next turn.

## STANCE OF CLARITY

1st-level Diamond Mind (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*You focus your efforts on a single opponent, studying their moves and preparing an attack. Your other opponents fade from sight as your mind locks onto your target.*

This stance allows you to focus on a single opponent to the exclusion of all others. You read your foe's fighting stance, their favored attacks, and the methods they used to train. By combining these factors into a single analysis of their abilities, you see how to foil his attacks.

While you are in this stance, you must choose a single opponent as your target at the start of your turn. Your target has disadvantage on attack rolls against you until the start of your next turn. All other creatures have advantage on attack rolls against you while you use stance of clarity.

## TIME STANDS STILL

9th-level Diamond Mind (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Four Diamond Mind maneuvers

*The raindrops themselves stand still as you act at the speed of thought. You move like a blur, catching your enemies by surprise with a complex action carried out in a tiny fraction of the time normally needed to complete it.*

In an unmatched burst of speed, agility, and decisive action, you move more quickly than the eye can follow. You can lash out with your blade, striking your opponent so rapidly that observers can't keep track of your moves.

As part of this maneuver, your speed for this turn triples, and you can immediately take two actions.

## IRON HEART

The Iron Heart discipline focuses on pure weapon skill. Its students learn to complete fighting maneuvers that border on the supernatural. The Iron Heart's preferred weapons are the longsword, glaive, and greatsword. Its key skill is Strength (Athletics), because body control, good footing, and impeccable timing are important to completing Iron Heart maneuvers.

### ABSOLUTE STEEL

3rd-level Iron Heart (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Iron Heart maneuver

*You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face.*

The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks.

While you are in this stance, you gain a 10-foot bonus to your speed. If you move at least 10 feet during your turn, the first attack made against you before the start of your next turn is made with disadvantage.

### ADAMANTINE HURRICANE

8th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Iron Heart maneuvers

*In a blur of motion, you make a short, twisting leap in the air. As you turn, your weapon flashes through the enemies around you like a blazing comet. As you drop back to the ground in your fighting stance, your enemies crumple to the ground around you.*

You sweep your weapon in a circle around you, striking out at nearby enemies. You strike with the speed and ferocity of a lightning bolt, attacking them all at once.

You make two melee weapon attacks against each opponent within your reach when you initiate this maneuver.

### DANCING BLADE FORM

5th-level Iron Heart (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Iron Heart maneuvers

*You strike forward like a slithering snake, extending yourself almost beyond your ability to maintain your balance. Your foe stumbles backward, surprised that you could reach them from such a great distance.*

By carefully distributing your weight and establishing a steady, rugged posture, you can reach out and strike opponents with your melee attacks at a greater than normal distance. A warrior with less training and expertise would fall flat on their face attempting this maneuver. You, on the other hand, have the grace, focus, and skill needed to complete this complex move.

While you are in this stance, you gain a bonus to your reach during your turn. When you make a melee attack, your reach increases by 5 feet. Your reach is not improved when it is not your turn, such as when you make an attack of opportunity. You cannot improve your reach by more than 5 feet by using this ability in conjunction with other maneuvers.

### DAZING ATTACK

5th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee Attack

**Duration:** 1 round

**Prerequisite:** Two Iron Heart maneuvers

*Through focus, raw power, and expert aim, you make a mighty attack against your foe, leaving them temporarily knocked senseless by your attack.*

The proper application of force to just the right part of a foe's anatomy allows you to disrupt their actions. While they stumble back, senseless, you press the advantage.

You make a single melee weapon attack as part of this strike. If this attack hits, the target takes damage normally and must make a Constitution save or be incapacitated until the start of your next turn.

### DISARMING STRIKE

2nd-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You chop at your foe's hand, causing a grievous injury and forcing them to drop their weapon.*

This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee weapon attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (DMG 271). This attack still deals normal damage as well as disarming.

### DISARM ATTACK

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

## EXORCISM OF STEEL

3rd-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 minute

**Prerequisite:** One Iron Heart maneuver

*You attack, striking not your foe, but their weapon, sending a shockwave up their arm that leaves them unable to strike with full force.*

Your mastery of the Iron Heart style has taught you much about the power within a blade, and you can use this knowledge to not only enhance your own ability but also to deprive others of that power.

When you initiate this maneuver, you make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you succeed, your foe deals only half damage on melee damage rolls for 1 minute.

You can use this maneuver only against manufactured weapons. You cannot use it against natural weapons.

## FINISHING MOVE

7th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Iron Heart maneuvers

*You deliver a devastating strike against a wounded foe, aiming to finish them off once and for all.*

Iron Heart teaches that it is best to finish off a foe with as little effort as possible, the better to save your strength for your remaining enemies. When you use this maneuver, you throw yourself on the offensive with little thought to your defenses. If this attack strikes home, it might end a fight several crucial seconds early.

As part of this maneuver, you make a single melee weapon attack against a creature. This attack deals an extra 2d10 points of damage. If the target's current hit points are less than its full normal hit points, the attack instead deals an extra 4d10 points of damage. If its hit points are equal to or less than one-half its full normal hit points, the attack instead deals an extra 10d10 points of damage.

## IRON HEART ENDURANCE

6th-level Iron Heart (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*You push aside the pain of your injuries to fight on past mortal limits.*

If you have half or fewer of your full normal hit points remaining, you can initiate this maneuver to gain temporary hit points equal to twice your initiator level.

## IRON HEART FOCUS

5th-level Iron Heart (Counter)

**Initiation Time:** 1 reaction, which you take when you roll a saving throw

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*With a last-second burst of speed, you summon reserves of mental and physical will and throw off the effects of your enemy's attack.*

Your training in the Iron Heart discipline grants you excellent reflexes, mental toughness, and stamina. You can draw upon your training and focus to overcome a variety of deadly effects.

As a reaction, you can gain advantage on a saving throw you have just made.

## IRON HEART SURGE

3rd-level Iron Heart

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Iron Heart maneuver

*By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you.*

Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell or condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately.

You can take this action even when you normally wouldn't be able to.

## LIGHTNING RECOVERY

4th-level Iron Heart (Counter)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*Your foe twists out of the way of your initial attack, but your weapon becomes a blur as you reverse direction and strike at them again with lightning speed. In the blink of an eye, you complete your attack and resume your defensive posture.*

This maneuver embodies the ethos of speed and energy that the Iron Heart tradition teaches. If one of your melee weapon attacks misses, you can initiate this maneuver to reroll that attack roll.



## LIGHTNING THROW

8th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Self (30-foot line)

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*You throw your weapon through the air, sending it flying end over end to strike with uncanny accuracy and terrible force. It leaves in its wake a trail of battered enemies.*

The Iron Heart tradition's more esoteric teachings allow a student to transform any melee weapon into a thrown projectile. By focusing your concentration and attuning your senses to your weapon's balance, you can throw almost anything.

When you use this strike, you make a single melee weapon attack (even though you are throwing your weapon). You deal damage to each creature in the maneuver's area equal to your normal melee damage (including damage from your Strength or Dexterity modifier, feats, magical abilities on your weapon, and so forth), plus an extra 8d6 points of damage. Each creature in the attack's area can make a Dexterity save with a DC equal to the result of your attack roll. A successful save halves the damage dealt.

Your weapon automatically returns to your hand at the end of the round.

## MANTICORE PARRY

6th-level Iron Heart (Counter)

**Initiation Time:** 1 reaction

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.*

When you initiate this maneuver, you can attempt to block an enemy's melee weapon attack that targets you and redirect it to another target within 5 feet of you. Make a melee attack roll. If your result is greater than your foe's attack roll, you bat aside the strike and direct it against a target of your choice within 5 feet of you to you. You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits. If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against melee weapon attacks.

## MITHRAL TORNADO

4th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*Your weapon becomes a blur of motion as you swing it in a tight arc over your head. Once you build up enough speed, you explode into a sweeping attack that chops into the enemies around you.*

When you initiate this strike, you make a melee attack against every opponent within 5 feet of you. Resolve each attack separately.

## PUNISHING STANCE

1st-level Iron Heart (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks.

You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave themselves nearly helpless to resist an opponent's attacks.

While you are in this stance, you deal an extra 1d6 points of damage with all melee weapon attacks. All attackers have advantage on attack rolls against you, because this fighting stance emphasizes power over a defensive posture.

## SCYTHING BLADE

7th-level Iron Heart (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** Three Iron Heart maneuvers

*You strike at one foe with a long, high back-hand cut, then make a quick turn to continue the stroke against another nearby enemy.*

You swing your weapon in a wide, deadly arc. With your supreme skill and martial training, you aim your attack so that as you strike one opponent, you set yourself up perfectly to make a second attack against a different foe. As your weapon strikes one opponent, it cuts into them, then ricochets to your second target.

If the first melee attack you make during your turn hits, you can immediately make a free attack against a different enemy within your reach. You can only gain one free attack each time you initiate this maneuver, regardless of how many successful attacks you make in this round.

## STEEL WIND

1st-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You swing your weapon in a broad, deadly arc, striking two foes with a single, mighty blow.*

Through a combination of sheer power and unmatched talent, you make an attack that injures multiple opponents. As you initiate this strike, you make two melee weapon attacks, each against a different foe within your reach. Resolve each attack separately.

## STEELY STRIKE

1st-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You focus yourself for a single, accurate attack, shrugging off your opponent's blows and ignoring the need for defense as you make your assault.*

The Iron Heart discipline teaches focus, allowing you to engage and defeat one opponent at a time. Your other enemies mean nothing to you as you press your attack.

You make a single melee weapon attack as part of this strike. You gain advantage on the attack roll. All opponents other than the one you attacked gain advantage on attack rolls against you until the start of your next turn.

## STRIKE OF PERFECT CLARITY

9th-level Iron Heart (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Five Iron Heart maneuvers

*Your supreme focus and perfect fighting form allow you to make a single, devastating attack. You execute a flawless strike to drop your foe with a single attack.*

The ultimate Iron Heart maneuver teaches the precise, perfect cut necessary to slay almost any creature. Only the mightiest foes can withstand this attack. Adepts of the Iron Heart tradition seek to use this attack to end fights as quickly as possible. You might open a fight with a quick flurry of attacks, but once a foe is injured, you seek to end the battle with this decisive strike.

You make a single melee weapon attack as part of this strike. If your attack hits, it deals extra damage equal to the target's current missing hit points (in addition to your normal melee damage). If the target has legendary actions, it can make a Constitution saving throw to halve this damage.

## SUPREME BLADE PARRY

8th-level Iron Heart (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Three Iron Heart maneuvers

*You drop into a relaxed pose, allowing your defenses to flow naturally and easily. Your blade lashes out to absorb or deflect each attack you face, blunting the force of your enemies' blows.*

As a student of the Iron Heart discipline, you learn that a simple flick of the wrist or turn of the blade can transform a deadly strike into a wild miss. In battle, you enter a steady rhythm that makes you frustratingly difficult to fight. You disrupt each attack with a perfectly timed counter, leaving your foes' strikes weak and ineffectual.

While you are in this stance, you gain resistance to bludgeoning, piercing, and slashing damage when you aren't incapacitated or surprised and while you carry a weapon you are proficient with.

## WALL OF BLADES

2nd-level Iron Heart (Counter)

**Initiation Time:** 1 reaction, which you take when you are attacked

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** None

*Your weapon sways back and forth in your hand, ready to block incoming blows. With the speed of a thunderbolt, you clash your weapon against your foe's blade as he attempts to attack.*

Your weapon mastery transforms your blade into an extension of your arm, allowing you to wield it with the speed and timing needed to make a precise block.

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making an attack roll with any melee weapon you are holding. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can decide to use this ability after you learn the result of your opponent's attack.

## SETTING SUN

The Setting Sun discipline teaches its initiates to turn their opponents' strength against them. With a quick shift in stance and a carefully aimed attack, a Setting Sun warrior sends a charging enemy tumbling in a new direction. Setting Sun's preferred weapons are the quarterstaff, shortsword, flail, and unarmed strike. The discipline's key skill is Wisdom (Insight).

### BAFFLING DEFENSE

*2nd-level Setting Sun (Counter)*

**Initiation Time:**

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Setting Sun maneuver

*You crouch balanced on one foot, hands held high over your head. Your foe hesitates, unsure of how to attack you in this unlikely stance.*

When an enemy makes a melee or ranged attack against you, you can initiate this counter to oppose that attack by making a Wisdom (Insight) check. Use the higher of your AC or your attack roll as your effective AC against the incoming attack. You can decide to use this ability after you learn the result of your opponent's attack.

### BALLISTA THROW

*6th-level Setting Sun (Strike)*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Prerequisite:** Two Setting Sun maneuvers

*You grab your opponent and spin like a top, swinging them around before throwing them at your opponents like a bolt from a ballista.*

As part of this maneuver, you must succeed on a melee weapon attack against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed in tripping your foe, you throw them in a 60-foot line. The target and all creatures in this area take 6d8 points of damage, or half with a successful Dexterity saving throw. The thrown creature lands prone at the end of this line. You must place the target in an empty space. If the space at the end of the line is occupied, your opponent falls prone in the open space closest to the line's endpoint.

An enemy you throw with this maneuver does not provoke attacks of opportunity when thrown, and you can throw an enemy through occupied space.

### CLEVER POSITIONING

*2nd-level Setting Sun (Strike)*

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*With a swift flurry of motion, you knock your foe off balance, slip into their space, and force them into the spot you just occupied.*

You make a melee attack, and while your opponent is slightly off balance from your blow, you find the leverage needed to pull them into your space while moving into his space. As part of this maneuver, you make a single melee weapon attack against a target. If your attack hits, the target takes damage normally and you swap positions with the target.

If the target is larger than you (Large if you are Medium, for example), you can occupy any of the squares that make up its space. The target must in turn occupy the square, or one of the squares, you previously occupied. You cannot use this maneuver if you or the target would end up sharing the same space as another creature or an impassable terrain feature, such as a wall. If your target occupies a smaller space than you do, they choose their final position according to the guidelines given above.

### COMET THROW

*4th-level Setting Sun (Strike)*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Prerequisite:** None

*You use your foe's momentum against them, throwing them through the air to crash into a second enemy.*

As part of this maneuver, you must succeed on a melee weapon attack against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed at this check, you throw your target to a space within 10 feet. The target and any creature in its space takes 3d8 points of damage, or half with a successful Dexterity saving throw. The thrown creature lands prone in its space.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You can throw your opponent into a space occupied by a second foe.

An enemy you throw with this maneuver does not provoke attacks of opportunity when thrown, and you can throw an enemy through occupied space.

## COUNTER CHARGE

1st-level Setting Sun (Counter)

**Initiation Action:** 1 reaction, which you take when a creature would move adjacent to you

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*With a quick sidestep, you send a charging opponent sprawling.*

With this counter, you can attempt to redirect a creature that intends to charge you. The creature must first move at least 20 feet towards you. Immediately before the creature makes its attacks, make your choice of an opposed Strength (Athletics) or Dexterity (Acrobatics) check against it. The target makes its check using the same ability you chose for your check.

If you are of a larger size category than the attacking creature, you use your superior bulk to redirect your foe and gain advantage bonus on your Strength check (if you opt for a Strength check). If you are of a smaller size category, you use leverage, misdirection, and trickery to gain advantage bonus on your Dexterity check (if you use that option).

If you succeed on the Strength or Dexterity check, the creature does not get to attack you. You can then move it up to 10 feet in a direction of your choice away from you.

If you fail the Strength or Dexterity check, the creature can move towards you as normal, and gains advantage on its first attack this turn.

## DEVASTATING THROW

3rd-level Setting Sun (Strike)

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Prerequisite:** One Setting Sun maneuver

*Seizing your foe by the arm, you spin in a quick half-circle and hurl them headlong away from you.*

To set up a devastating throw, you must move at least 15 feet beforehand. As part of this maneuver, you must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check. On a success, you can throw your foe up to 10 feet away from you.

The target falls prone in the destination space and takes 2d8 points of damage. You choose where he lands. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance. For example, if you win by 10, you can place your foe in any space within 20 feet of you. You must place the target in an empty space. If you lack the distance to throw your target into a clear space, they falls prone in their current space.

## FEIGNED OPENING

3rd-level Setting Sun (Counter)

**Initiation Time:** 1 reaction, which you take when an opponent makes an attack of opportunity against you

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Setting Sun maneuver

*You show your opponent a seemingly fatal mistake in your defenses, but easily avoid the ensuing attack and simultaneously draw your foe into overextending. As they fight to regain their balance, you make a swift counterattack.*

You can use this maneuver when an opponent attempts an attack of opportunity against you. As you provoke the attack of opportunity, you position yourself in such a way as to force your opponent to throw themselves off balance to strike you. Even if they succeed in striking you, your foe might regret their attack as your allies leap in to finish them.

When your enemy makes an attack of opportunity against you, but before you know the result of the attack, you can initiate this maneuver. If their attack misses, you can immediately make an attack of opportunity back. If their attack hits you, all of your allies within reach of the target can make an attack of opportunity against them.

## FOOL'S STRIKE

8th-level Setting Sun (Counter)

**Initiation Time:** 1 reaction, which you take when an opponent makes a weapon attack against you

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Three Setting Sun maneuvers

*A creature strikes, but you turn the blow straight back at it.*

When an enemy makes a weapon attack against you on its turn, you can attempt to block the blow and send it back at that creature. You step into the attack and redirect it. This maneuver pits your skill against that of your foe.

If an opponent attacks you, you can initiate this maneuver to make a melee weapon attack with the weapon you are holding as a reaction. If your foe's result is higher, they attack you as normal. If your result is higher, your foe rolls damage as normal for the attack and takes that much damage. On a tie, neither of you take damage.

## GHOSTLY DEFENSE

8th-level Setting Sun (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Three Setting Sun maneuvers

*You see your opponent off-balance and carefully reposition to seem vulnerable. You lure your opponent into attacking you, only to dodge out of the way and direct your enemy's blow at an unwitting ally.*

You are a ghost in the mist, capable of turning a foe against their allies. By gauging your opponent's fighting stance, timing your dodge correctly, and placing yourself in the right position, you can lead them into attacking one of their allies rather than you. When your foe strikes, you duck out of the way. As they follow through with their attack, they inadvertently attack an ally.

You gain this stance's benefit when an opponent's attack against you is at disadvantage. Whenever an opponent's melee or ranged attack against you is at disadvantage and misses, you can choose to change the target of the attack from you to another eligible target (other than your attacker). For a melee attack, the new target must be within your opponent's reach and within 5 feet of you. For a ranged attack, the new target must be within 5 feet of you, to you, and your opponent must be able to draw a straight line to them, even if they cannot see the new target.

Use the result of the original attack to determine if it hits the new target. Your foe does not roll again, as you guide the attack directly to the new target. This ability applies only once per attack. If you use ghostly defense to redirect an attack against a foe using this stance, he does not have the option to redirect the attack again.

You must be aware of an opponent's attack to gain the benefit of this stance. You cannot use when you are surprised or unable to take reactions.

## GIANT KILLING STYLE

3rd-level Setting Sun (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Setting Sun maneuver

*You dart between a giant's legs, lashing at its inner ankles and other vulnerable areas while staying inside its reach where it cannot hope to parry your attacks.*

The Setting Sun school teaches a fighting style that emphasizes using an opponent's strength and momentum against them. The giant killing strike epitomizes this approach. By sizing up a larger opponent and studying their fighting stance and tendencies, you aim your strikes at vulnerable points on their lower body that they cannot defend effectively. You slice at tendons on your foe's feet, smash their knees, and cut into his hamstrings.

When you are in this stance, you deal an extra 1d4 damage with melee weapon attacks when attacking an opponent of a larger size category than yours. This bonus applies to all attacks you make on your turn.

## HYDRA SLAYING STRIKE

7th-level Setting Sun (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Three Setting Sun maneuvers

*You take stock of an opponent's fighting style and make a single, carefully aimed attack that leaves the creature unable to make all of its attacks.*

You take careful aim at an enemy creature, striking it with the precise amount of force needed to push it off guard and leave it unable to bring all of its attacks to bear. Your opponent must spend critical seconds adjusting its guard and reevaluating its surroundings.

As part of this maneuver, make a single melee weapon attack. If this attack hits, your target takes normal damage and cannot make more than one attack on its next turn. Otherwise, it can act normally.

## MIGHTY THROW

1st-level Setting Sun (Strike)

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Prerequisite:** None

*You use superior leverage and your Setting Sun training to send an opponent tumbling to the ground.*

As part of this maneuver, you must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check. On a success, you can throw your foe up to 10 feet away from you. You must place the target in an empty space. The target lands prone.

An enemy you throw with this maneuver does not provoke attacks of opportunity when thrown, and you can throw an enemy through occupied space.

## MIRRORED PURSUIT

5th-level Setting Sun (Counter)

**Initiation Time:** 1 reaction, which you take when an opponent within 5 feet of you moves

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Setting Sun maneuvers

*Your movements perfectly match your foe's, allowing you to move as they do. Try as they might to escape, you remain at their side.*

Your ability to study a foe and match her motions allows you to remain within arm's reach at all times. Your opponent cannot hope to escape you.

When an opponent within 5 feet of you moves, you can initiate this maneuver to immediately move to any place within 5 feet of them as soon as they stop moving, as long as the distance you cover is less than or equal to your speed. This movement does not provoke attacks of opportunity.

## SCORPION PARRY

6th-level Setting Sun (Counter)

**Initiation Time:** 1 reaction

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Iron Heart maneuvers

*You block an enemy's attack with a lightning-quick parry, then deflect it toward a different target. Your foe can barely control its momentum as its attack now slams into an ally.*

When you initiate this maneuver, you can attempt to block an enemy's weapon attack that targets you and redirect it to another target within 5 feet of you and within your opponent's reach. Make a melee attack roll. If your result is greater than your foe's attack roll, you bat aside the strike and direct it against a target of your choice within 5 feet of you to you. You must decide whether to initiate this maneuver after the enemy attacks, but before you know whether or not the attack you are attempting to deflect actually hits. If the attack misses, you can still attempt to deflect it.

If you succeed in deflecting the attack, use the result of your opponent's attack roll to determine if it strikes the new target.

This maneuver functions only against melee and ranged weapon attacks.

## SHIFTING DEFENSE

5th-level Setting Sun (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Setting Sun maneuvers

*You duck and move as you dodge your opponent's attacks. Slowly but surely, each attack gives you the opportunity to move across the battlefield.*

Your ability to read your opponents' moves and use their strength against them allows you to shift your position during a battle. Each failed attack gives you the split-second you need to move without drawing attacks.

While you are in this stance, you can move up to 5 feet each time an opponent misses you with an attack. Moving in this manner does not consume your reaction, but you cannot move in this way if something (such as *shocking grasp* or being incapacitated) would prevent you from taking a reaction. This movement does not provoke attacks of opportunity.

## SOARING THROW

5th-level Setting Sun (Strike)

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Prerequisite:** None

*You use your foe's momentum against them, throwing them through the air to crash into a second enemy.*

As part of this maneuver, you must succeed on a melee weapon attack against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed at this check, you throw your target to a space within 20 feet. The target and any creature in its space takes 4d8 points of damage, or half with a successful Dexterity saving throw. The thrown creature lands prone in its space.

For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw range. For example, if you win by 10, you can place your foe in any space within 30 feet of you. You can throw your opponent into a space occupied by a second foe.

An enemy you throw with this maneuver does not provoke attacks of opportunity when thrown, and you can throw an enemy through occupied space.

## STEP OF THE WIND

1st-level Setting Sun (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*You walk across rubble and other broken terrain with deceptive ease, allowing you to take advantage of your opponents as they struggle to move at full speed.*

You are so closely attuned to your environment that you easily pick out steady spots in rough terrain. While others struggle to move over broken ground, you slip across it with ease. When you fight on rough ground, you turn the uneven footing into an advantage. By gauging how an opponent distributes his weight, you strike at just the right moment and in the precise spot needed to send him tumbling to the ground.

While you are in this stance, you ignore penalties to speed, movement, or skill checks associated with movement incurred by moving through difficult terrain. If you must make a Strength (Athletics) or Dexterity (Acrobatics) check against an opponent standing on difficult terrain while you are in this stance, you gain advantage on the check against that opponent.

## STRIKE OF THE BROKEN SHIELD

4th-level Setting Sun (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Two Setting Sun

You study your opponent and deliver an attack precisely aimed to ruin their defenses and force him to scramble for his balance. While they struggles to ready themselves, he becomes more vulnerable to your attacks.

As part of this maneuver, make a single melee weapon attack. This attack deals an extra 4d8 points of damage. In addition, if the attack hits, the next attack against the target has advantage.

## TORNADO THROW

9th-level Setting Sun (Strike)

**Initiation time:** 1 action

**Range:** Touch

**Duration:** 1 round

**Prerequisite:** Five Setting Sun maneuvers

*Like a whirlwind, you twist and spin across the battlefield, tossing foes away left and right.*

As part of initiating this maneuver, you move up to your opponent, throw them aside, and move again. You must move at least 10 feet before making your throw. This movement and your movement after your throw provoke attacks of opportunity as normal. You can move up to double your speed as part of this maneuver. If you fail in your throw attempt, you can still move afterward. After every 10 feet you move, you can attempt another throw against the same opponent or a different foe.

To make your throw attempt, you must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your foe, opposed by their Strength (Athletics) or Dexterity (Acrobatics) check.

If you succeed on this check, you can throw the target up to 10 feet away from you. The target falls prone in the destination space and takes 2d6 points of damage. You choose where they land. For every 5 points by which you win the opposed check, you gain an additional 5 feet of throw distance and the target takes an additional 1d6 points of damage. For example, if you win by 10, you can place your foe in any space within 20 feet of you, and it takes a total of 4d6 points of damage.

You must place the target in an empty space. If you lack the distance to throw your target into a clear space, they fall prone in their current space.

An enemy you throw with this maneuver does not provoke attacks of opportunity when being thrown, and you can throw an enemy through occupied space.

## SHADOW HAND

The Shadow Hand discipline teaches the arts of stealth, deception, and ambush. Its maneuvers allow a warrior to take on a shadowy aspect or to channel dark energy to sap an enemy's strength. This discipline's preferred weapons are the dagger, shortsword, and spiked chain. Its key skill is Dexterity (Stealth).

### ASSASSIN'S STANCE

4th-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Shadow Hand maneuvers

*As your foe struggles to enter a defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force.*

A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent.

While you are in this stance, you gain advantage on melee weapon attacks against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score with a melee weapon against a creature that is surprised is a critical hit.

### BALANCE ON THE SKY

8th-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Three Shadow Hand maneuvers

*With arms spread wide, you step onto the air.*

You gain a fly speed equal to your normal walking speed, but you cannot hover—if you are knocked prone, you fall. You must keep at least one hand empty while using this stance. If for some reason your stance ends while you are in midair, you fall to the ground.

This stance is a magical ability.

### BLOODLETTING STRIKE

5th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 minute

**Prerequisite:** Two Shadow Hand maneuvers

*Spinning your blade in a butterflylike pattern, you administer a dozen precise cuts in an eyeblink. Blood flows from your foe's opened veins.*

As part of this maneuver, you make a single melee weapon attack. If this attack hits, your opponent takes normal damage from the strike, and also takes 1d6 points of piercing damage at the start of each its turns for 1 minute.

### CHILD OF SHADOW

1st-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*As you move, shadows flutter and swarm around you. Even under the bright desert sun, you are difficult to spot as long as you remain in motion.*

As an initiate of the Shadow Hand school, you learn to channel and control dark, shadowy energies. This energy flows around you like a concealing robe, hiding you from your opponents as they attempt to strike you.

When you move on your turn, you can make a Dexterity (Stealth) check. Until you stop moving, your effective AC is the higher of your normal AC and the Dexterity (Stealth) check's result.

This maneuver is a magical ability.

## CLINGING SHADOW STRIKE

1st-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** One round

**Prerequisite:** None

*Your weapon transforms into solid darkness. When it strikes home, it discharges in a swirling orb of shadow that engulfs your foe's eyes.*

As part of this maneuver, you make a single melee weapon attack. If it hits, you do normal damage, and your opponent must make a successful Constitution saving throw or be unable to see anything farther than 5 feet away until the end of its next turn.

This maneuver is a magical ability.

## CLOAK OF DECEPTION

2nd-level Shadow Hand (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** One Shadow Hand maneuver

*The shadows around you seem to surge forward and engulf you. For a brief moment, they render you invisible.*

When you initiate this maneuver, you turn invisible, as the *greater invisibility* spell (PH 245). You remain invisible until the end of your current turn, or until you lose concentration.

This maneuver is a magical ability.

## DANCE OF THE SPIDER

3rd-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*Black, shadowy energy covers your hands and feet, allowing you to scuttle across the walls and ceiling like a lurking spider.*

While you are in this stance, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

## DEATH IN THE DARK

7th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You catch your foe unaware, allowing you to deal a single, deadly strike that slays her instantly.*

This maneuver functions only when you are in dim light or darkness and you don't have disadvantage on an attack. As part of this maneuver, make a single melee weapon attack. If this attack hits, you deal normal damage and the target must make a Constitution save. If the target fails this save, it takes an extra 10d8 points of damage, or half on a successful save.

## DRAIN VITALITY

2nd-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

A faint nimbus of sickly gray shadow surrounds your weapon. When you attack, this shadowy aura flows into the wound you inflict, sapping your opponent's strength, vitality, and energy.

As part of this maneuver, make a single melee weapon attack. If this attack hits, you deal normal damage and the target must make a successful Constitution save or take 1 point of necrotic damage per hit die. A successful save negates the necrotic damage but not the normal damage.

## ENERVATING SHADOW STRIKE

8th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Shadow Hand maneuvers

*Your weapon becomes cloaked in an inky, black nimbus. As you strike your opponent, that energy flows into the wound and leaves them pale, weak, and shaking.*

As part of this maneuver, you make a single melee weapon attack. If this attack hits, you deal normal damage and the target must make a successful Constitution save. If the target fails this save, it takes an extra 10d8 points of necrotic damage, or half on a successful save. Also on a failed save, the target's maximum hit points are reduced by an amount equal to the necrotic damage dealt. You regain hit points equal to half the necrotic damage done.

This maneuver is a magical ability.



## FIVE-SHADOW CREEPING ICE ENERVATION

### STRIKE

9th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 minute

**Prerequisite:** Five Shadow Hand maneuvers

*With a single lunge, you pierce your enemy to the core. A shadow of ultimate cold falls over their heart and begins to worm through their veins to the five points of their body.*

As part of this maneuver, you make a single melee weapon attack. If you hit, you deal normal melee damage plus an extra 9d10 points of necrotic damage, and a shadow spreads out from your enemy's heart, freezing the blood in its veins. Roll a d20 and refer to the information below to determine toward which point of its body the freezing shadow spreads. This effect functions even if your opponent is not humanoid; once you have struck your foe's heart (or equivalent vital region), the shadow produces the same effects even in a creature with a different anatomy.

#### d20 roll Effect

1-7 Spreads out to legs. Reduces Dex by 2d6; this lasts until the target takes a short or long rest. Speed is reduced to 0 feet.

8- Spreads out to arms. Reduces Str by 2d6; this lasts until the target takes a short or long rest. Disadvantage on attack rolls.

14- Heart. Reduces Str, Dex, and Con by 2d6; this lasts until the target takes a short or long rest.

A foe struck by this attack must make a successful Constitution save to resist its effects. On a successful save, the target ignores any special effect from the attack and takes half the ability score reduction listed (but still takes normal melee damage as well as the extra 9d10 points of damage). Each of the special effects last for 1 minute.

This maneuver is a magical ability.

## GHOST BLADE

6th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Shadow Hand maneuvers

*A smile brightens your foe's eyes; they have dodged your blow. But that was merely the ghost blade. The real blade is cutting swiftly from underneath, and yet they still smile...*

As part of this maneuver, you make a melee weapon attack. As you strike at your opponent, you create an illusory double of your weapon. This double slashes at your opponent, tricking it into mistaking it for your attack. In truth, the illusion cloaks your real attack.

You make one melee weapon attack that automatically hits. It can still crit normally.

This maneuver is a magical ability.

## HAND OF DEATH

4th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** 1 round

**Prerequisite:** None

*You reach out and tap your foe with a single finger. Their look of puzzlement turns to fear as black energy spreads across their body, rendering them helpless.*

You draw upon the power of shadow to render a single foe helpless. By touching a specific nerve center and channeling your ki, you leave your enemy's muscles cold, locked, and useless.

This maneuver functions only against opponents who have disadvantage on attack rolls, or can't take reactions. As part of this maneuver, you touch your opponent. Your opponent must make a successful Constitution save or be paralyzed until the start of your next turn.

## OBSCURING SHADOW VEIL

4th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Two Shadow Hand maneuvers

*As you strike your opponent, you summon the fell energies of the Shadow Hand school to rob your foe of their sight. Inky, black energy burrows into their eyes, rendering them blind for a few critical moments.*

As a standard action, you can make a single melee weapon attack. If it hits, your opponent takes normal melee damage plus an extra 4d6 necrotic damage. They must also make a successful Constitution save or be blinded until the end of their turn. A successful save negates the blindness, but not the extra damage.

This maneuver is a magical ability.

## ONE WITH SHADOW

8th-level Shadow Hand (Counter)

**Initiation Time:** 1 reaction, which you take in response to being attacked or taking damage

**Range:** Self

**Duration:** 1 round

**Prerequisite:** Three Shadow Hand maneuvers

*You fade into the raw essence of shadow, turning transparent, then insubstantial.*

As a reaction action, you become incorporeal. You gain resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical effects. You gain the Incorporeal Movement trait. All of your gear becomes incorporeal, although you cannot grant this state to a living creature that you touch or carry. You remain incorporeal until the end of your next turn.

**Incorporeal Movement.** You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

## SHADOW BLADE TECHNIQUE

1st-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You weave your weapon in an elaborate pattern, creating an illusory double that glows with white energy. As you make your attack, both your true weapon and the illusion slash at your foe.*

This maneuver allows you to create a mystical double of your weapon. As you attack, your foe must decide which weapon to defend against. You gain advantage on the attack roll. In some cases, both attacks strike home. In this case, the shadow blade discharges its magic and imbues your attack with cold energy.

As part of this maneuver, you make a single melee weapon attack against an opponent. Unlike on a normal attack, you roll 2d20 and select which of the two die results to use. If you use the higher die result, resolve your attack as normal. (Your mystic double misses, but your true attack might hit.) If you use the lower die result, or if both die results are the same, your attack deals an extra 1d6 points of cold damage as both the mystic double's attack and your true weapon strike home.

This maneuver is a magical ability.

## SHADOW BLINK

7th-level Shadow Hand

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Instantaneous

**Prerequisite:** None

*In the blink of an eye, you disappear and emerge from a mote of shadow energy across the battlefield.*

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 60 feet away. You must have line of sight to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

## SHADOW GARROTE

3rd-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

**Prerequisite:** None

*With a subtle gesture, you carve a slice of shadow from the air around you and cast it toward your foe. It wraps around the creature's neck and squeezes the life from it.*

As part of this maneuver, you create a strand of shadow that you hurl at an opponent. The strand wraps around the target's throat and chokes it.

One creature of your choice within range must make a Constitution saving throw. On a failure, it takes 4d8 bludgeoning damage and the next attack against it has advantage. On a success, it takes half damage and suffers no other effects.

This maneuver has no effect against creatures that don't need to breathe.

This maneuver is a magical ability.

## SHADOW JAUNT

2nd-level Shadow Hand

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

**Prerequisite:** None

*A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you from it.*

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 60 feet away. You must have line of sight to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

## SHADOW NOOSE

6th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

**Prerequisite:** None

*As you foe struggles to ready their defenses, you make a subtle gesture in the air. A noose formed of shadow drops from above them, wraps around their throat, and hoists them aloft. Their limbs flail as they struggle to free themselves from the strangling noose.*

As part of this maneuver, you form a noose of shadow that wraps around your target and strangles it.

One creature of your choice within range must make a Constitution saving throw. On a failure, it takes 6d8 bludgeoning damage and is stunned until the start of your next turn. On a success, it takes half damage and suffers no other effects.

This maneuver has no effect on creatures that don't need to breathe.

This maneuver is a magical ability.

## SHADOW STRIDE

5th-level Shadow Hand

**Initiation Time:** 1 bonus action

**Range:** 60 ft.

**Duration:** Instantaneous

**Prerequisite:** None

*You dissipate into a puff of black shadow. A moment later, the shadow coalesces, and you appear sixty feet away.*

As part of this maneuver, you disappear in a cloud of darkness and teleport up to 60 feet away. You must have line of sight to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

After teleporting, the distance you teleported is subtracted from your move for that turn.

## STALKER IN THE NIGHT

6th-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You slide through the dark like a bird of prey, emerging only to strike down your foe before sliding back into shadow's welcoming embrace.*

As part of this maneuver, you move up to your speed and make a single melee weapon attack at any point during your movement. If you were hidden before initiating this maneuver, you can keep the results of your previous Stealth check even though you move and attack.

As long as you end your turn in a spot that allows you to hide, your foes must make Perception checks as normal to discern your presence. Your movement and this maneuver's attack have no effect on your Stealth result.

## STEP OF THE DANCING MOTH

5th-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Shadow Hand maneuvers

*You focus your inner reserve of ki energy to generate flowing shadows that lift you off the ground. You walk across the roughest ground, even water, with ease.*

While you are in this stance, you can walk up to 5 feet above the ground. Your speed becomes 20 feet while you are in this stance. You ignore any terrain feature that fails to project more than 5 feet above the ground, such as difficult terrain, burning lava, water, and so forth.

## STRENGTH DRAINING STRIKE

3rd-level Shadow Hand (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 minute

**Prerequisite:** One Shadow Hand maneuver

*Liquid, black energy covers your weapon. As you strike your opponent, this material flows into the wound, spreads along their veins, and leaves them weakened.*

As part of this maneuver, you make a single melee weapon attack against an opponent. In addition to dealing normal damage with the attack, your target must make a Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute.

This maneuver is a magical ability.

## WALK WITH THE SHADOWS

8th-level Shadow Hand (Stance)

**Initiation Time:** 1 bonus action

**Range:** Special

**Duration:** Stance

**Prerequisite:** 3 Shadow Hand maneuvers

*With the slightest effort, you teleport behind your foe.*

Your mastery of the Shadow Hand school enables you to teleport whenever you please. Whenever you would move, you can instead teleport. You can teleport once or several times in a turn. Your maximum distance to teleport on a turn is the same as your normal speed.

## STONE DRAGON

The Stone Dragon discipline focuses on strength, power, and toughness. Its teachings grant a blade prince/princess the ability to splinter steel with a single, focused blow. Stone Dragon's defensive abilities focus on tapping into the enduring power of stone to turn aside attacks. This discipline's favored weapons are the greatsword, greataxe, and maul. Its key skill is Strength (Athletics).

Unlike with other disciplines, adepts of this school rely on an external force—the power of the earth and stone—to help power their maneuvers. As a result, Stone Dragon maneuvers can be initiated only if you are in contact with the ground.

## ADAMANTINE BONES

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Three Stone Dragon maneuvers

*You are an impenetrable tower of defiance on the battlefield. Attacking you is as fruitless as striking a mountain with a walking stick.*

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver. When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock. Even the most ferocious attacks bounce off you without harm.

As part of this maneuver, you make a single melee weapon attack. If this attack hits, you gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't made of adamantine until the start of your next turn.

## ANCIENT MOUNTAIN HAMMER

7th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Stone Dragon maneuvers

*You put the weight of a great mountain behind your attack, pounding through armor and bone.*

As part of this maneuver, you make a single melee weapon attack. This attack deals an extra 10d6 points of damage and automatically overcomes damage resistances, immunities, and damage threshold.

## BONESPLITTING STRIKE

4th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Stone Dragon maneuvers

*Your attack slams home with a ferocious crack of shattered bones and pulped flesh. Your target reels backward, still alive but severely crippled.*

A Stone Dragon adept is an implacable foe. Your attacks smash through armor and turn bone into dust. By focusing your strength into a single, devastating attack, you smash an opponent to the core. Their very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee weapon attack. If your attack hits the target takes normal damage and has disadvantage on Constitution saves until the start of your next turn.

## BONECRUSHER

3rd-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Special

**Prerequisite:** None

*You deliver your attack, and your enemy's eyes jerk wide open in panic as their skeleton begins to fracture in hundreds of places.*

As part of this maneuver, you make a melee attack. If your attack hits, it deals an extra 3d6 points of damage. The creature struck must succeed on a Constitution save. On a failure, its skeletal structure becomes massively weakened, causing all attacks against it to crit on a roll of 19 or 20. A successful save does not negate the extra damage.

This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy are immune to this maneuver's special effect. The extra damage still applies against such targets.

## BOULDER ROLL

4th-level Stone Dragon (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 turn

**Prerequisite:** None

*Like a boulder tumbling down a mountainside, you slam through your enemies.*

You are an implacable foe once you gain enough momentum. As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

Until the end of your turn, you can attempt to move through a hostile creature's space. You must make a Strength (Athletics) check opposed by its Strength (Athletics) check or Dexterity (Acrobatics) check. You have advantage on your check.

On a success, you can move through its space, and it must make a Dexterity save or fall prone.

You do not provoke attacks of opportunity for the rest of your turn.

## CHARGING MINOTAUR

1st-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You charge at your foe, blasting them with such power that they stumble back.*

As you roar across the battlefield, your position yourself to deliver a devastating charge attack. When you slam into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you move up to your speed in a straight line towards a creature you can see. This movement does not provoke attacks of opportunity.

After moving, you make a single melee weapon attack. If your attack hits, make a Strength (Athletics) check, opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If you win the check, you can push your target up to 15 feet back, or knock it prone.

## COLOSSUS STRIKE

7th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Stone Dragon maneuvers

*Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.*

As part of this maneuver, you make a single melee weapon attack against your foe. This attack deals an extra 5d8 points of damage, and the creature struck must succeed on a Strength save or be hurled 20 feet away from you, falling prone in that square. The enemy's movement doesn't provoke attacks of opportunity. If an obstacle blocks the creature's movement, it instead stops at that obstacle.

## CRUSHING VISE

6th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*The overwhelming power behind your attack leaves your opponent unable to move. The punishing strike forces it to waste a few moments shrugging off the effects of your attack.*

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your attack forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a single melee weapon attack. This attack deals an extra 3d8 points of damage. If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) until the end of its next turn.

It can act normally in all other ways. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

## CRUSHING WEIGHT OF THE MOUNTAIN

3rd-level Stone Dragon (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Stone Dragon maneuver

*You crush your opponent beneath you, squeezing the life out of them as you pin them to the ground.*

Engaging in close combat against you is, at best, a foolish prospect. Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, whenever you start your turn with a creature grappled, that creature takes 1d4 + your Strength modifier bludgeoning damage.

## EARTHSTRIKE QUAKE

8th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Self (100-foot radius)

**Duration:** Instantaneous

**Prerequisite:** Three Stone Dragon maneuvers

*You swing your weapon in a wild arc, slamming it into the ground at your feet. Energy surges out from you, causing the ground to shudder with a sharp tremor.*

You channel ki into the earth with your mighty strike, causing the ground to rumble and shake briefly. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you initiate this maneuver, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

You are immune to the effect of your own earthstrike quake maneuver. Your allies must still save as normal against its effect.

Walls and similar barriers don't block an earthstrike quake.

## ELDER MOUNTAIN HAMMER

5th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Stone Dragon maneuvers

*You draw strength from the earth beneath your feet and transfer it into ruinous power. Your next attack drops like an avalanche upon your foe, hammering him into submission.*

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force. A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee weapon attack. That attack deals an extra 6d6 points of damage and automatically overcomes damage resistances, immunities, and damage threshold.

## GIANT'S STANCE

5th-level Stone Dragon (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Stone Dragon maneuvers

*You swing your weapon in a wide, deadly arc that slams into your foe with incredible force. Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.*

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force. You learn to set the full weight of your body into each of your attacks. A warrior with less skill would lose their balance and fall to the ground when using this fighting style.

While you are in this stance, you deal one more die of damage whenever you hit with a melee weapon attack.

This stance immediately ends if you move more than 5 feet for any reason, such as from being pushed, a *telekinesis* spell, and so forth.

## IRON BONES

6th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Two Stone Dragon maneuvers

As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm. For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood. This maneuver is an evolution of the techniques and abilities covered by the *stone bones* maneuver. Your meditative focus, ki, and training allow your mind to overcome matter. Weapons bounce from your skin and barely injure you.

When you use this maneuver, you make a single melee weapon attack. If you hit, whenever you take bludgeoning, piercing, or slashing damage from a nonmagical attack that isn't made of adamantine, roll a d20. On a roll of 11 or higher, you have immunity to that damage. On a roll of 10 or lower, you have resistance to that damage.

## IRRESISTIBLE MOUNTAIN STRIKE

6th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You slam your weapon into your foe with irresistible force. He can barely move as he struggles to marshal his defenses against you. Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.*

You make a single melee weapon attack as part of this strike. If this attack hits, the target takes 4d4 additional damage and must make a Constitution save or be incapacitated until the start of your next turn.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the incapacitation, but still takes the damage.

## MOUNTAIN AVALANCHE

5th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** End of turn

**Prerequisite:** Two Stone Dragon maneuvers

*You wade through your enemies like a stone giant rampaging through a mob of orcs. You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.*

When you initiate this maneuver, for the rest of the turn you can move through the spaces of your opponents, trampling them in the process. You can enter the space of any creature of your size category or smaller. If you enter and occupy all of the space occupied by such a creature, it takes bludgeoning damage equal to 2d6 + your Strength bonus (minimum +0).

You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space. You must move into every square a creature occupies to trample it. If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either make an attack of opportunity against you or it can attempt a Dexterity save. On a successful saving throw, it takes half damage.

## MOUNTAIN HAMMER

2nd-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*Like a falling avalanche, you strike with the weight and fury of the mountain.*

As part of this maneuver, you make a single melee weapon attack. This attack deals an extra 2d6 points of damage and automatically overcomes damage resistances, immunities, and damage threshold.

## MOUNTAIN TOMBSTONE STRIKE

9th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You slam into your foe, turning bones into dust and muscle into bloody pulp. Your foe's body is left a crippled, twisted mockery.*

Your attack causes damage to the structure of your foe's body. As part of this maneuver, you make a single melee weapon attack. If this attack hits, your foe's Constitution score is reduced by 2d6. This reduction lasts until the target takes a short or long rest.

## OVERWHELMING MOUNTAIN STRIKE

4th-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*Your mighty strike temporarily disorients your opponent, costing them precious seconds as they shake off the attack.*

You slam your foe with a mighty strike, almost knocking it from its feet and forcing it to find its footing and steady itself before it can react.

As part of this maneuver, you make a melee attack. This attack deals an extra 2d6 points of damage. The target must make a Constitution saving throw if it is standing on the ground. On a failure, its speed is 0 until the start of your next turn. It can otherwise act normally.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the speed reduction, but still takes the extra damage.

## ROOTS OF THE MOUNTAIN

3rd-level Stone Dragon (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*You crouch and set your feet flat on the ground, rooting yourself to the spot you stand. Nothing can move you from this place.*

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth. With your spot chosen on the field, you cannot be shifted from your position.

While you are in this stance, you gain advantage on ability checks or saving throws made to resist being knocked prone, grappled, or moved against your will.

Any creature that attempts to Tumble through your space suffers disadvantage.

This stance immediately ends if you move more than 5 feet for any reason, such as from being pushed, a *telekinesis* spell, and so forth.

## STONE BONES

1st-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.*

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience. When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you. Lesser armaments cause mere bruises and minor cuts.

As part of this maneuver, you make a single melee weapon attack. If this attack hits, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't made of adamantite until the start of your next turn.

## STONE DRAGON'S FURY

3rd-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One Stone Dragon maneuver

*With a mighty war cry, you slam your weapon into a slight crack or other fault in an object. The object shudders for a moment before it collapses into broken shards.*

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision. You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs.

As part of this maneuver, you make a single melee weapon attack. If your attack hits a construct or an object, you deal an extra 4d10 points of damage and automatically overcome damage resistances, immunities, and damage threshold. Against other targets, you gain no special benefit from this maneuver.

## STONE VISE

2nd-level Stone Dragon (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You make a crushing blow that staggers your opponent, leaving it unable to move.*

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your blow forces it to waste a precious moment regaining its footing.

As part of this maneuver, you make a single melee weapon attack, dealing normal damage. If the creature hit is standing on the ground, it must make a Constitution saving throw attack. On a failure, you also drop the target's speed to 0 feet until the start of your next turn. It can otherwise act normally.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the speed reduction effect, but still takes the normal damage.

## STONEFOOT STANCE

1st-level Stone Dragon (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.*

The students of the Stone Dragon discipline model their defenses after the earth itself. The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain advantage on Strength checks.

This stance immediately ends if you move more than 5 feet for any reason, such as from being pushed, a *telekinesis* spell, and so forth.

## STRENGTH OF STONE

8th-level Stone Dragon (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** None

*You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.*

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses. Any critical hit against you becomes a normal hit while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from being pushed, a *telekinesis* spell, and so forth.

## TIGER CLAW

The Tiger Claw discipline embraces a feral rage that lurks within the heart of its initiates. In battle, such warriors growl like wild animals, attack with a fury similar to that of a barbarian, and rely on overwhelming, vicious assaults to defeat their enemies. The Tiger Claw discipline's favored weapons are the handaxe, claw, greataxe, and unarmed strike. Its key skill is Strength (Athletics).

### BLOOD IN THE WATER

1st-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Tiger Claw

*The smell of blood drives you into a fury. As you slash into your foe, each fresh wound you inflict spurs you onward.*

While you are in this stance, you whip yourself into a terrible rage. When you score a critical hit against a creature with a melee weapon attack, you enter a near frenzied state from the sight and smell of blood. The range of rolls you score critical hits on increases by 1 (from 20 to 19-20, for example). This stacks with itself.

If you go more than 1 minute without achieving a critical hit, you no longer gain the benefit of the stance.

### CLAW AT THE MOON

2nd-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You leap into the air, catching your foe off guard as you slice down into them.*

You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction.

To use this maneuver, you must be within 5 feet of your intended target. As part of this maneuver, you attempt a Strength (Athletics) check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Strength (Athletics) check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage.

If your check fails, you can still attack, but you do not deal extra damage. The maneuver is still considered expended.

### DANCING MONGOOSE

5th-level Tiger Claw (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** End of turn

**Prerequisite:** Two Tiger Claw maneuvers

*You swing your weapons about you in a blur of speed, making a series of devastating attacks in the space of a single breath.*

You make a flurry of deadly attacks. You must be wielding two or more weapons to initiate this maneuver, and you can only initiate it after taking the Attack action on the same turn. As part of this maneuver, you make two offhand attacks. You do not add your ability score to the attacks' damage, unless you already would (due to Two Weapon Fighting style or something similar). All of these attacks must be directed against the same opponent.

### DEATH FROM ABOVE

4th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One Tiger Claw maneuver

*With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bone-crushing force to your attack.*

Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive it into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit.

To use this maneuver, you must be within 5 feet of your intended target. As part of this maneuver, you attempt a Strength (Athletics) check, against your target's AC. If this check succeeds, you can make a single melee attack against an opponent that you had within your reach when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver.

Your attack deals an extra 4d6 points of damage. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position. If your Strength (Athletics) check fails, you remain in the space you occupied before the Strength (Athletics) check and can make a single attack normally. The maneuver is still considered expended.



## FERAL DEATH BLOW

9th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Four Tiger Claw maneuvers

*With a primal howl, you leap into the air and land on your opponent, hacking and clawing at their neck.*

You leap upon your opponent, rending and tearing with your weapons in an attempt to kill it with a brutally overwhelming assault. You grab onto your foe as you slash and hack at its neck, face, and other vulnerable areas.

To use this maneuver, you must be within 5 feet of your intended target. As part of this maneuver, make a Strength (Athletics) check with a DC equal to your opponent's AC. If the check succeeds, you can then make a single melee attack against your foe, also as part of this maneuver. If your attack deals damage, your target must make a Constitution save. On a failure, your target drops to 0 hit points. On a success, it takes 10d10 more damage, in addition to the normal damage.

If your Strength (Athletics) check fails, you can make a single attack normally. The maneuver is still considered expended.

## FLESH RIPPER

3rd-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Two Tiger Claw maneuvers

*With a mixture of careful precision and animal savagery, you tear into a foe to produce jagged wounds that overwhelm them with pain.*

As part of this maneuver, you make a melee weapon attack against a single opponent. If this attack hits, the target must make a successful Constitution save or take disadvantage on attack rolls and ability checks for one round. Your target takes normal damage from your attack regardless of the result of the save.

This maneuver functions only against creatures that are vulnerable to pain. Spells such as *ease pain* end it.

## FOUNTAIN OF BLOOD

4th-level Tiger Claw (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self (30-foot radius)

**Duration:** 1 minute

**Prerequisite:** Two Tiger Claw maneuvers

*As your foe dies on your blade, you twist and turn your weapon to send blood spraying across the battlefield. Your enemies shriek in fear at their ally's grisly demise.*

If you reduce an opponent to 0 hit points during your turn, you can initiate this maneuver. Your weapon rips into your foe as it drops, adding a failed death save and forcing all the target's allies within a 30-foot radius to make successful Wisdom saves or become frightened for 1 minute. If you drop multiple creatures in one turn, all creatures you affect with this maneuver have disadvantage on their saving throws.

A creature can repeat the saving throw at the end of its turns, ending the effect on a success.

## GIRALLON WINDMILL FLESH RIP

8th-level Tiger Claw (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** End of turn

**Prerequisite:** Three Tiger Claw maneuvers

*Windmilling your arms in a furious blur, you strike your perplexed enemy from two directions at once, rending their flesh with each strike.*

Each of your attacks is precisely timed to maximize the carnage it inflicts. You must be wielding two or more weapons to initiate this maneuver. As you hack into your opponent, you use your weapons together to murderous effect. With a cruel twist of your blade, you widen the wounds you cause with each successive strike.

You must initiate this maneuver before making any attacks in the current turn. If you strike an opponent multiple times during your turn, you also deal rend damage. This damage is based on the number of times you strike your opponent during your turn (see the table below). Determine the rend damage dealt immediately after you make your last attack for your turn.

If you attack multiple opponents during your turn, you gain this extra damage against each of them. A creature takes rend damage based on the number of attacks that hit it, not the number of successful attacks you make. For example, if you hit a fire giant three times and an evil cleric twice during your turn, the fire giant takes rend damage for three attacks and the cleric takes rend damage for two attacks.

Successful Attacks	Rend Damage
2	2d6 + Str or Dex
3	3d6 + Str or Dex
4	4d6 + Str or Dex
5+	+1d6 for each additional hit

## HAMSTRING ATTACK

7th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** See text

**Prerequisite:** Three Tiger Claw maneuvers

*You slice into your opponent's legs, leaving them hobbled and stumbling about.*

As part of this maneuver, you make a single melee weapon attack. If this attack hits, it deals damage as normal. The target suffers disadvantage on Dexterity checks until its next short or long rest. In addition, the target must make a Constitution save. On a failure, the target suffers disadvantage on Dexterity saves until it finishes a short or long rest. Also on a failure, its speed is halved for 1 minute.

## HUNTER'S SENSE

1st-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Tiger Claw maneuver

*You sniff at the air like a hunting animal. After you focus your mind, an array of scents that normally eludes your awareness become clear to you.*

Your mastery of the Tiger Claw discipline allows you to become attuned to the feral side of your personality. On a fundamental level, you begin to think more like a wild beast and less like a civilized creature. Your enemies are prey to be hunted down and slain. Your allies are packmates. This shift in view spreads to your physical senses.

As long as you are in this stance, you gain advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on smell.

## LEAPING DRAGON STANCE

3rd-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Tiger Claw maneuver

*Even when you are trapped in tight quarters and seemingly unable to move, a leap can send you flying gracefully through the air.*

The Tiger Claw discipline teaches you to assume a stance that allows you to sail through the air when jumping. You spring from the ground with an unmatched burst of speed and strength.

While you are in this stance, your jump distance is tripled.

## POUNGING CHARGE

5th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Two Tiger Claw maneuvers

*With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed.*

With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks.

As part of initiating this maneuver, you move up to your speed in a straight line towards a target and can then take an Attack action. If you move at least 20 feet in this way and then hit your target with a melee weapon attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

## PREY ON THE WEAK

7th-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Tiger Claw maneuvers

*You scythe through weaker foes like a mighty predator turned loose among a herd of prey.*

With each foe you strike, your bloodlust and battle fury rises ever higher. After a brief moment of explosive rage, the foes around you are left bloodied, torn, and moaning.

Whenever an opponent within 10 feet of you drops to 0 hit points, whether from your attack, an ally's strike, or some other cause, you can immediately make a melee weapon attack against any opponent within your reach as a reaction.

## RABID BEAR STRIKE

6th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Tiger Claw maneuvers

*With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into them with a madman's fury.*

You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee weapon attack. You gain advantage on this attack roll and deal an extra 10d6 points of damage on a hit. After completing this maneuver, all attacks against you have advantage until the start of your next turn.

## RABID WOLF STRIKE

2nd-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You foam at the mouth and scream in rage as you make a powerful attack against your enemy. You set aside all thoughts of defense as you lunge forward.*

For a split-second, you unleash the barely controlled, primal rage that surges within you. As part of this maneuver, you make a single melee attack. You gain advantage on this attack roll and deal an extra 2d6 points of damage on a hit. After completing this maneuver, all attacks against you have advantage until the start of your next turn, as this wild strike sends you off balance and hinders your defenses.

## RAGING MONGOOSE

8th-level Tiger Claw (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** Three Tiger Claw maneuvers

*You unleash a ferocious volley of attacks, setting aside all thoughts of caution and self-control.*

You make a flurry of deadly attacks. You must be wielding two or more weapons to initiate this maneuver, and you can only initiate it after taking the Attack action on the same turn. As part of this maneuver, you make two offhand attacks. You do not add your ability score to the attacks' damage, unless you already would (due to Two Weapon Fighting style or something similar). You can spread these attacks out among as many foes as you wish.

## SOARING RAPTOR STRIKE

3rd-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One Tiger Claw maneuver

*You leap into the air, catching a larger opponent by surprise as you jump over its defenses to plunge your weapon into the crown of its head.*

With a carefully timed leap, you jump over the target's defenses and attack it from an unexpected angle. You can use this maneuver only against a foe of a larger size category than yours.

As part of this maneuver, you make a Strength (Athletics) check with a DC equal to your foe's AC. If this check succeeds, you also make a melee attack as part of this maneuver. If the check fails, you cannot make this attack and the maneuver is still considered expended. If you succeed on the check, you gain advantage on the attack roll and deal an extra 6d6 points of damage if your attack hits.

## SUDDEN LEAP

1st-level Tiger Claw (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Instantaneous

**Prerequisite:** One Tiger Claw maneuver

*You leap to a new position in the blink of an eye, leaving your opponents baffled.*

You can make a Strength (Athletics) check as a bonus action. The numerical result of your check is the number of feet you move. You provoke attacks of opportunity with this movement, and you must move in a straight line. You can't move through enemies.

## SWOOPING DRAGON STRIKE

7th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three Tiger Claw maneuvers

*Like a dragon, you swoop down upon your foe and let loose with a devastating attack. You leap over them and, as you soar through the air, unleash a devastating volley of attacks.*

You leap over an opponent and chop down at them, ruining their defenses and striking with a critical blow. As part of this maneuver, you attempt a Strength (Athletics) check to leap over your target, with a DC of your target's AC. On a success, you can leap over your opponent and do not provoke attacks of opportunity when moving in this way.

If you fail, you can make a single melee weapon attack against your foe with no special benefits or penalties, as long as your target is within reach.

If the check succeeds, your attack deals an extra 8d8 points of damage, and the target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

## TEETH OF THE HYDRA

6th-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Tiger Claw maneuvers

*Your blades become your claws and teeth, your deepest cuts cutting even deeper.*

While you are in this stance, your attacks have the potential to be utterly devastating. When rolling damage for a melee attack, you gain a special benefit from any damage die that rolls its maximum amount (such as a result of 6 on a d6). When one or more of your damage dice show a maximum possible result, reroll each such die and add its result to the original damage total. You can continue to reroll as long as a die shows its maximum possible result, adding each new number to the damage total until each die has shown less than a maximum result.

## WOLF CLIMBS THE MOUNTAIN

6th-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two Tiger Claw maneuvers

*You slip between a larger foe's legs and strike its exposed side. You then find cover in the shadow of your enemy's bulk.*

You can use this maneuver only against an opponent of a size category larger than yours. As part of this maneuver, you enter your target's space. You can then make a single melee weapon attack against your target as part of this maneuver. Your attack deals an extra 5d6 points of damage. You remain within your opponent's space after you complete this maneuver. You gain half cover against all attacks as long as you remain in its space, including those made by the target. If the target moves, it leaves you behind.

## WOLF FANG STRIKE

1st-level Tiger Claw (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** None

*You lash out in a blur of movement with two weapons, hacking into your foe with a combination of feral strength and speed.*

You tap into the speed and strength embodied within your feral spirit. You must fight with two or more weapons to use this maneuver. If you carry only one weapon, you can choose to make an unarmed strike with your off hand (as an unarmed attack) if you so wish. As part of this maneuver, you make an attack with each weapon you wield against one opponent. Both attacks must target the same creature.

## WOLF PACK TACTICS

8th-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two Tiger Claw maneuvers

*With each stinging attack that connects against a foe, you slip around them, using the distraction provided by your attacks to prevent them from hindering your movement.*

You prowl the battlefield like a mighty hunter. You pick your spots to attack, striking foes when they are most vulnerable before moving on to attack elsewhere. Each attack allows you to move forward and press your advantage.

While you are in this stance, each successful strike allows you to slowly work your way around an opponent. Each time you make a successful melee weapon attack, you can move 5 feet. This movement does not provoke attacks of opportunity from the creature you struck.

## WOLVERINE STANCE

3rd-level Tiger Claw (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One Tiger Claw maneuver

*Like a cornered wolverine, you fight with unmatched ferocity and rage when your opponents force you into close quarters.*

When an opponent has you in its grasp, you transform into a snarling, frothing, raging beast. You hack with your weapon at your foe's arms or tentacles, your wild frenzy allowing you to fight even with a large, awkward weapon. When you are in the grasp of a larger foe, your frenzy ignites into an inferno as you desperately attempt to break free.

While you are in this stance, you can attack a foe within 5 feet of you restraining you with a melee weapon attack without suffering disadvantage.

If your foe is of a larger size category than yours, your feral rage ignites and grants you a +4 bonus on damage rolls made with melee weapon attacks against that creature while it continues to grapple or restrain you.

## WHITE RAVEN

The White Raven discipline teaches that the combined effort of several warriors working together far exceeds the efforts of those same warriors working individually. Adherents of this tradition serve as leaders and inspiring figures on the battlefield. This discipline's favored weapons are the glaive, greatsword, halberd, and warhammer. Its key skill is Charisma (Persuasion).

### BATTLE LEADER'S CHARGE

*2nd-level White Raven (Strike)*

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One White Raven maneuver

*You lead from the front, charging your enemies so that your allies can follow in your wake.*

The White Raven discipline teaches that the one who seizes the initiative also seizes victory. You have learned to lead an attack with a mighty charge, the better to disrupt the enemy and inspire your allies in battle.

As part of this maneuver, you move up to your speed towards an opponent. You must move in a straight line. You do not provoke attacks of opportunity for moving in this way. After moving, you can make a single melee weapon attack hits. If this attack hits and you moved at least 20 feet, you deal an extra 5 (2d4) damage and the target must make a Strength saving throw or be knocked prone.

### BOLSTERING VOICE

*1st-level White Raven (Stance)*

**Initiation Time:** 1 bonus action

**Range:** Self (60-foot radius)

**Duration:** Stance

**Prerequisite:** None

Your clarion voice strengthens the will of your comrades. So long as you remain on the field of battle, your allies are strengthened against attacks and effects that seek to subvert their willpower.

The discipline of the White Raven stresses that an army is effective only when its members are motivated to fight. In the face of a daunting enemy or unexpected hardship, the most skilled warrior is worthless if it lacks strength of will. When you adopt the bolstering voice stance, you shout encouragement to your allies, disparage your foes, and lend much-needed support to raise your allies' spirits. By drawing on the example you set, your allies harden their will to fight and battle on despite your enemies' attempts to turn them aside.

While you are in this stance, all allies within range who can hear you gain advantage on saves against being frightened.

### CLARION CALL

*7th-level White Raven (Boost)*

**Initiation Time:** 1 bonus action

**Range:** Self (60-foot radius)

**Duration:** Instantaneous

**Prerequisite:** Three White Raven maneuvers

*As you defeat an opponent, you shout a battle cry that inspires one of your allies to renew their efforts.*

You are an inspiring figure on the battlefield. Your personal victories are shared by your allies, allowing them to draw courage and vigor from your actions.

If during your turn a melee weapon attack you make reduces an opponent to 0 hit points, you can initiate this maneuver. Once it is initiated, all allies within range can take a reaction to either make one melee weapon attack or move up to their speed. These allies must be able to see and hear you.

### COVERING STRIKE

*4th-level White Raven (Boost)*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** 1 round

**Prerequisite:** One White Raven maneuver

*You make a ferocious series of attacks at your enemies, forcing them on the defensive and buying your allies critical seconds needed to slip past them unharmed.*

By drawing on your combat experience and knowledge of how a warrior must carry themself in battle, you make an attack that disrupts your opponents and keeps them from taking advantage of your allies' lapses.

All melee weapon attacks you make successfully on this turn cause your opponents to be unable to take reactions for the next minute. An affected creature can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

## DOUSE THE FLAMES

1st-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You strike your enemy with a resounding blow, capturing their attention. As they turn to look, you let loose with a string of oaths, challenges, and taunts that force them to focus their attention on you.*

As a White Raven adept, you are as much a tactician as you are a war leader. You learn to create openings for your allies to maximize the teamwork and esprit de corps that you foster. You know that for a group to succeed, it must work together, and that individual glory must be set aside so that the group can achieve victory.

As part of this maneuver, you make a single melee weapon attack against a target within your reach. If your attack hits, you deal normal melee damage, and the target creature can't take reactions until the start of your next turn.

## FLANKING MANEUVER

5th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two White Raven maneuvers

*Your keen leadership grants you and your allies a sudden advantage in combat. When you flank an opponent, you attack in such a way as to maximize your allies' openings. By the same token, your friends' ferocious, accurate attacks give you multiple opportunities to pierce your foe's defenses.*

When you have an ally beside an enemy, and the ally can see and hear your directions, the two of you form a potent combination. Your attacks complement each other, leaving the flanked opponent in a tenuous position.

You can use this strike when you and any number of allies are adjacent to an opponent you designate. As part of this maneuver, you make a melee attack against the flanked opponent. If your attack hits, any ally adjacent to your foe can immediately make a single melee weapon attack against that creature as a reaction. These extra attacks are not attacks of opportunity.

Your allies must be able to see and hear you to gain this benefit. The coordination needed between you and your companions demands that you watch each other's attacks and communicate on your actions.

## LEADING THE ATTACK

1st-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** None

*You boldly strike at your enemy. As you attack, you shout a war cry to demonstrate that victory is at hand. This attack inspires nearby allies to join the fray with renewed vigor.*

When you make an attack, your allies take heart in your example and fight with renewed purpose. By stoking the fire of battle in your allies' hearts, you inspire them to greater heroics.

As part of this maneuver, you make a single melee weapon attack. If your attack is successful, the next attack against the target gains advantage, as long as it is made before the start of your next turn.

## LEADING THE CHARGE

1st-level White Raven (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self (60-foot radius)

**Duration:** Stance

**Prerequisite:** None

*You fire the confidence and martial spirit of your allies, giving them the energy and bravery needed to make a devastating charge against your enemies.*

The White Raven discipline teaches that tactics, leadership, and planning can overcome an opponent's superior individual abilities. This stance embodies that teaching, allowing you to spur your allies on to greater feats of martial skill.

While you are in this stance, all creatures of your choice other than you within its range have their speed increase by 10 feet while they can hear and see you, as long as a hostile creature is within 60 feet of them.

## LION'S ROAR

3rd-level White Raven (Boost)

**Initiation Time:** 1 bonus action

**Range:** Self (60-foot radius)

**Duration:** 1 round

**Prerequisite:** One White Raven maneuver

*You unleash a sudden battle roar as your mighty blow fells your enemy. Inspired by your example, your allies fight with renewed energy and determination.*

When you defeat an enemy, you call out to your allies to press the attack. They respond by putting tremendous pressure on the enemy as their attacks strike with greater force.

As a bonus action, you initiate this boost after you have reduced an opponent to 0 hit points. Creatures of your choice within range other than yourself do an extra 1d6 points of damage on all damage rolls until the start of your next turn.

## ORDER FORGED FROM CHAOS

6th-level White Raven

**Initiation Time:** 1 bonus action

**Range:** Self (30-foot radius)

**Duration:** Instantaneous

**Prerequisite:** Two White Raven maneuvers

*You bark a series of stern orders, directing your comrades to shift formation. The power of your presence is such that they obey without consciously thinking about it.*

You excel at using your commanding presence to direct your allies on the battlefield. After a few short, barked orders from you, your allies switch positions and assume a tactically advantageous position.

When you initiate this maneuver, all allies within 30 feet of you can immediately take a reaction to move up to their speed. This movement provokes attacks of opportunity as normal.

## PRESS THE ADVANTAGE

5th-level White Raven (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** Two White Raven maneuvers

*You shift across the battlefield, timing your movements precisely to avoid any attacks from your foes.*

Your sense of the battlefield and intuitive understanding of the ebb and flow of combat allow you to move without dropping your defenses. While others must slowly work through a melee, you seize gaps in a foe's defenses and move with great speed and confidence.

While you are in this stance, you do not provoke attacks of opportunity during your turn.

## SWARM TACTICS

8th-level White Raven (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self (5-foot radius)

**Duration:** Stance

**Prerequisite:** Three White Raven maneuvers

*Your quick directions enable close teamwork between yourself and an ally. At your urging, your allies seize the initiative and work in close coordination with you to defeat an enemy.*

While you are in this stance, you use your tactical knowledge and mastery to improve your allies' teamwork. If you are within 5 feet of one or more opponents and you aren't incapacitated, your allies gain advantage on attack rolls made against any of those opponents.

## SWARMING ASSAULT

7th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Three White Raven maneuvers

*You attack an opponent with brutal force, ruining their defenses. As you strike, you call out sharp commands to your allies, spurring them to action and allowing them to take advantage of the opening.*

You inspire your allies with a rousing speech, a war cry, a challenge to the enemy, or some other defiant gesture.

Combining this shout with a canny attack, you strip away a foe's defenses, allowing your allies to make potentially devastating attacks.

As part of this maneuver, you make a single melee weapon attack against an opponent. If this attack hits, you deal normal melee damage, and any ally who has your target in their reach can immediately take a reaction to make an attack against your target. You choose the order in which your allies' attacks resolve.

## TACTICAL STRIKE

2nd-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** One White Raven maneuver

*Your skill at arms and overwhelming power force your opponent to falter at a fatal moment. As the foe attempts to recover from your devastating strike, your allies rush in to finish what you have started.*

You make a mighty attack that knocks your opponent into a defenseless position, granting your allies a moment to move into a better position. If your attack lands true, it leaves your enemy momentarily shaken by its tremendous impact.

As part of this maneuver, you make a single melee attack. If your attack hits, you deal normal melee damage. In addition, each ally within 5 feet of the target can take a reaction to move up to half its speed. This movement does not provoke attacks of opportunity.

## TACTICS OF THE WOLF

3rd-level White Raven (Stance)

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Stance

**Prerequisite:** One White Raven maneuver

*You shout orders that help coordinate your allies' efforts. They harass their enemies, shield each other from attacks, and otherwise maximize the support they lend to each other.*

This stance allows you and your allies to gain additional benefits against a flanked opponent. Under your direction, your allies coordinate their actions to a much greater degree than normal. Your advice and shouted orders make them an unstoppable team. Like a wolf pack, your allies fight together to devastating effect.

When you and an ally within range are within 5 feet of the same enemy, your ally does an extra 1d4 damage on melee weapon attacks against that enemy. If either of you are incapacitated, your ally does not gain this benefit.

## WAR LEADER'S CHARGE

7th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Two White Raven maneuvers

*You summon a great fury within your lungs, releasing it with a titanic shout as you charge forward. Your reckless move startles your foes and puts greater force behind your attack.*

As a student of the White Raven, you learn to focus the energy within you into an overwhelming charge. In battle, you must lead from the front.

As part of this maneuver, you move up to your speed towards an opponent. You must move in a straight line. You do not provoke attacks of opportunity for moving in this way. After moving, you can make a single melee weapon attack. If this attack hits and you moved at least 20 feet, you deal an extra 33 (6d10) damage and the target must make a Strength saving throw or be knocked prone.

## WAR MASTER'S CHARGE

9th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** Instantaneous

**Prerequisite:** Four White Raven maneuvers

*With a great battle cry, you lead your allies in a devastating charge. Fired by your commanding presence and deftly led by your supreme grasp of tactics, you and your allies form an unstoppable wedge.*

You are an inspiring figure on the battlefield, allowing you to lead others on attacks that would strike fear and doubt into even the stoutest warrior's heart. Under your leadership, the group becomes much more than the sum of its parts.

As part of this maneuver, you move up to your speed towards an opponent. You must move in a straight line. You do not provoke attacks of opportunity for moving in this way. After moving, you can make a single melee weapon attack.

In addition, all allies within 30 feet of you when you initiate this maneuver can also move towards and attack this target as a reaction. Your charge attack deals an extra 22 (4d10) points of damage, and those of your allies each deal an extra 11 (2d10) points of damage. An opponent struck by any charger must make a Strength saving throw or be knocked prone. An opponent struck by you and at least one other ally is stunned until the end of its next turn. If it has legendary actions, it can attempt a Constitution save to negate the stunning.

## WHITE RAVEN HAMMER

8th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** Three White Raven maneuvers

*You slam your opponent with a mighty attack to disrupt their senses and leave them unable to defend themselves while your allies close to finish them off.*

As part of this maneuver, you make a single, devastating strike against an opponent. The raw force of this blow knocks them senseless.

Make a single melee weapon attack. Your attack deals an extra 6d6 points of damage, and your opponent must make a Constitution saving throw. On a failure, it is stunned until the start of your next turn; on a success, it is incapacitated until the start of your next turn.

## WHITE RAVEN STRIKE

4th-level White Raven (Strike)

**Initiation Time:** 1 action

**Range:** Melee attack

**Duration:** 1 round

**Prerequisite:** One White Raven maneuver

*Your eye for tactics allows you to notice an enemy's weak points and attack them with a mighty blow.*

The White Raven discipline focuses on tactics, teamwork, and the ability to make an attack that improves your allies' abilities. This strike ruins a foe's defenses.

As part of this maneuver, you make a single melee weapon attack. Your attack deals an extra 3d6 points of damage, and if your attack is successful, your allies gain advantage on all attack rolls against the target you hit until the start of your next turn.

## WHITE RAVEN TACTICS

3rd-level White Raven (Boost)

**Initiation Time:** 1 bonus action

**Range:** 10 feet

**Duration:** Instantaneous

**Prerequisite:** One White Raven maneuver

*You can inspire your allies to astounding feats of martial prowess. With a few short orders, you cajole them into seizing the initiative and driving back the enemy.*

Your knowledge of tactics can aid your allies' attacks, and it also allows you to spot, predict, and counter your enemies' actions. In the chaos of battle, you impose the order needed for tight, effective group tactics.

When you use this maneuver, select an ally within range who has not taken a turn yet. Their initiative count immediately equals your initiative count -1. They then act on their new initiative count as normal. If this maneuver would not change your ally's initiative count, it has no effect.