

Incarinate

THE LAST OF THE LACERS



Tanner

INCARNATE: THE LAST OF THE LACERS

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PREFACE

This has been an incredibly long journey. This book has been over five years in the making, moving through many different iterations and (pardon the pun) incarnations. It began as a supplement to the Dungeons and Dragons 3.5 ruleset, before I began adapting it for Paizo's Pathfinder instead. After working with it for a while there, I began to scale it down until it worked within the Pathfinder ruleset, but the maximum level was only level 6.

Each of these incarnations had their own strengths and weaknesses, but it never came together in a way where every piece felt cohesive; felt like it worked properly all together.

Finally, with the release of Dungeons and Dragons 5th edition, a ruleset was released that I felt would be able to truly capture the spirit and tone of the world of Incarnate. This version of the supplement has gone through over a year of work on its own. It's been through literally countless iterations, and has been playtested as extensively as it was possible to have a fan-made supplement playtested by many players around the world. Their feedback has been invaluable, and has helped to shape the product to ensure that it is balanced, and most of all, fun.

I have to thank my wife above all else. She has stood by my side, listened to me talk endlessly about this world, about the rules I might use, and she has been extremely patient while I worked on this product. She is my *tako*, and I can never convey to her how important she has been in my life, and how much I value being with her every single day.

I won't take up any more page length talking about the history of this product. If you're interested or you have any questions, my contact information will be included at the end of this book. For now, go on and just have some fun!

Alex Tanner
July 2016

INTRODUCTION

The magic of Dungeons and Dragons has existed for decades now, with thousands of people creating new worlds and adventures to play and explore. The magic of lacing is a new addition to the Forgotten Realms. It takes cues from many different sources, combining magic and mysticism to create a world of mystery and wonder.

This book seeks to add a new niche to the options players might want to add to their D&D campaigns. The Incarnate and the power of lacing stands apart from normal magic, and and is different from many of the options offered in the Player's Handbook. Nevertheless, every option presented in this book can stand alongside those races, classes, and other options presented in the Player's Handbook (and other sources), allowing you to use as much or as little of the content provided herein as you wish.

This book presents information encompassing the entirety of lacing magic, and how it ties into the Forgotten Realms. It is a bit like a Player's Handbook, Dungeon Master's Guide, and Monster Manual all rolled into one. To play a lacing character in the Forgotten Realms, you should need to look no further than this book.

In some areas of this book, you are referred to other books (typically the Player's Handbook, but occasionally the Monster Manual as well). As an expansion of sorts to D&D 5th edition, it is assumed that you have access to these texts already, and are simply expanding your options within that ruleset.

CHAPTERS

This book is split into four parts.

Part 1 is all about character creation. This section presents options for races and classes that would appear in Incarnate. This section also contains subclasses for classes that appear in the Player's Handbook (typically non-magical classes), to grant those classes some measure of lacing ability. Also presented are feats that can be added to any character, often granting them lacing powers of their own.

Part 2 covers lacing abilities and forms. Those who can wield the elements are called lacers, and every lacer (aside from the Incarnate) can control a single element. This section details the rules of lacing, as well as the many different types of forms a lacer can learn.

Part 3 is an overview of how lacing ties into the Forgotten Realms. It comes with rules on how the environment can affect lacing abilities, as well as the kinds of challenges that can be put against a party of adventurers that can wield the elements, as they require different kinds of trials from other adventurers. This section also covers rules regarding the Incarnate itself, an extremely powerful entity that can unlock vast resources of knowledge and might.

This section also outlines how lacers and their people interact with the world of Toril, including how they feel about the mysterious Spirit World, how a character might make their way to the Spirit World, and what kinds of creatures and environments one might encounter there.

Part 4 includes statistics for many different types of monsters and creatures in the Forgotten Realms encountered by lacers and their communities. Many are spiritual in nature, and the monsters of the Spirit World are not to be trifled with, with many having powerful abilities that no lesser beings could hope to stand against.

CHAPTER 1: RACES

The races of Toril affected by lacing have set themselves far apart from most humans. In a campaign featuring lacing, the four elemental human races presented in this chapter (along with obake) would have their own societies, living on the fringes of other kingdoms. Communities including obake and non-obake peoples would be incredibly rare, if not unheard of.

Living apart, each race has its own customs and traditions that are followed, which they carry with them even if they leave their home. Fire folk are boisterous and loud, exerting pure force of will in both welcoming and shunning others. Air monks live quiet lives of solitude, or else take their wisdom on the road as they travel, sharing their spiritualism with others. The water clan hails from the northmost points of the world, living in harsh, unforgiving environments, but they've learned to make these icy places home. The earth kin are the most widespread people, making their homes on vast plains and among mountains, using earthlacing to make the land work for them. The obake are the most mysterious and unknown of races, rarely if ever coming into contact with humans, keeping their societies secret and safe.

The days of a thriving and bustling elemental society have declined until only sparse populations of lacers remain. Other races and magic wielders have overtaken much of the world, with lacers retreating further and further into hiding. Only a few lacing cities remain standing, and those that do are mostly populated by non-lacers.

For the most part, lacers exist in tiny populations, keeping their abilities to themselves. After seeing most of their societies crumble, most lacers don't want to take the chance that starting anew could lead to further disaster.

ELEMENTAL LANGUAGES

Each elemental race listed in this chapter (the fire folk, air monks, water clan, and earth kin) have their own language which is exclusive to their society, along with having the ability to speak Common. As descendents of the union between humans and genasi, the elemental languages would sound similar to Primordial, albeit an evolution of the language over thousands of years since the elemental races separated from their forebears.

In a campaign not set in the Forgotten Realms, or where these languages don't fit well, the elemental races can instead use Primordial, with dialects based on their element.

PRIMORDIAL DIALECTS

Race	Language
Fire Folk	Primordial (Ignan)
Air Monk	Primordial (Auran)
Water Clan	Primordial (Aquan)
Earth Kin	Primordial (Terran)

FIRE FOLK

"Fire is the element of power. The fire folk have desire and will, and the energy and drive to achieve what they want."

- General Ichiro, *The Division of the Elements*

The fire folk were seen as the warmongers of the world. While their personalities and convictions can be vibrant and passionate, this view of them is mostly unearned. Fire folk do have passion, but channel it into the pursuits shared by other races. Love, respect, community, family. Having a zest for life is a hallmark of the fire folk, and it manifests in their daily lives.

BRASH AND BOLD

The fire folk empire once existed over a vast expanse, covering the volcanic islands of Wa in the east. That empire has since fallen, and even their largest city, Huo Cheng, was destroyed by a volcano. Most remaining fire folk can be found in Gongheguo City. Small populations also remain in tiny communities, hiding from larger nations.

Fire folk usually stand between 5 and 6 feet tall. Their skin is typically fair compared to other human races. Hairstyles can say a lot about a fire folk as well. There are certain hairstyles and ceremonial top knots and ponytails that are reserved for royalty, and various hairstyles for other stations in life. Fire folk like to wear bold colors like reds and yellows.

VOLATILE THRONE, STEADY COMMUNITY

The fire folk typically live for less than a century. Of all the societies, fire folk could be considered the most changing. The rulers of the empire succeeded rapidly, and while the succession of the throne was typically handed down along familial lines, it was not uncommon for others to take over the throne for their own families. In recent times, the empire has fallen to the point where many families claim kinship with royal lines, but none have authority over other fire folk.

Firelacing comes from the fire folk, and tradition dictates that the ability was originally learned from dragons. Dragons are seen as the original firelacers, and fire folk revere these powerful creatures in daily life. Firelacing masters spend years learning control over their abilities. Amateur firelacers might use their abilities indiscriminately, but only a master will be able to exert true control over their fire, using it not only for its power, but for its soothing light.

FERVOR FOR LIFE

Of all the races, fire folk have the most zest. Fire folk have dozens of festivals, and find any excuse they can to throw a party. Festivals are held almost weekly, if not more so, with multiple reasons to celebrate life and love.

The fire folk of Gongheguo City also have the most advanced industry, and are the crafters of many different kinds of trinkets and treasures. Fire folk are also the biggest crafters of weapons and armor. In antiquity they were used for war or palace coups, but now they are only used for practice or ceremonial decoration.

FEARLESS AND RESOLUTE

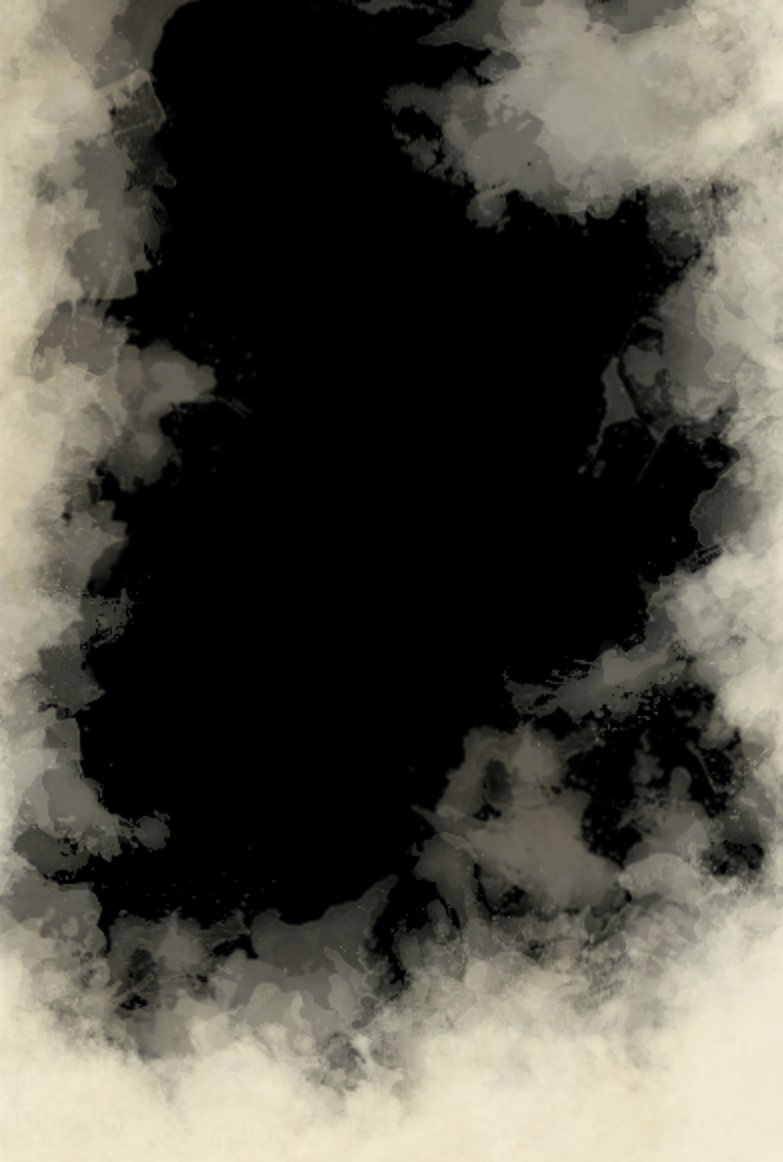
While the fire folk can be seen as intimidating by other societies, the truth is that fire folk will be incredibly quick to trust someone and decide that they're a friend, and invite them along to festivals, or open their home to them.

Air Monks. "Once you get to know them, the air monks can be really fun! They do their meditations, and that's great, but there's nothing more entertaining than getting an air monk to loosen up and tell you their stories."

Water Clan. "I don't understand how the water clan can live in places that are so cold. And it's kind of strange that they don't have more contact with other people. Are they being secretive, or is it just because no one else goes there? They can be a little hard to trust."

Earth Kin. "The earth kin are so structured, it can be a little infuriating. Even their festivals fall on such a strict schedule with specific rules on how to have fun. It's pretty rare to see an earth kin just cut loose and be unrestrained for once."

Obake. "I'd love to meet an obake. People say they look like animals, and they love to play tricks. I wonder if that's true? If they do exist, they must keep to themselves, but I wouldn't hesitate to meet one as long as they're trustworthy!"



ON THE ROAD

Fire folk might be the people most suited for life on the road. Quick to make friends and sate others who might distrust them of their nature, a fire folk doesn't take another creature's reaction to them personally. They know of their own reputation, and find it's more prudent to simply lead by example and show why they would be great friends.

Fire folk may become adventurers just for the love of travel, to make new friends, see strange lands, encounter weird new creatures, or test their might against dangerous spirits.

FIRE FOLK NAMES

Fire folk names are granted at birth. Typically a fire folk will only have a single name, with distinguishing family names reserved only for high society. Fire folk names often flow together, using softer consonants such as "z."

Male Names: Azata, Azumu, Daichi, Daizuke, Goro, Hachiro, Haruto, Haruzi, Hayato, Hideyoshi, Hinaza, Izuki, Jiro, Kaede, Katashi, Kazuo, Mazaru, Minoru, Noboru, Nori, Ozamu, Ryo, Shiro, Taro, Yazu, Yoshi, Zaburo, Zota

Female Names: Aizo, Aimi, Azuko, Chizako, Chinatsu, Etsuko, Haruna, Hina, Hiroko, Izumi, Kazue, Kazuko, Kazumi, Mei, Midori, Mizuki, Natsuko, Rei, Satomi, Sayuri, Shizuka, Suzu, Suzume, Tomiko, Yoko, Yumi, Yuzuki

FIRE FOLK

Fire folk all have some things in common due to their shared heritage.

Ability Score Increase. Your Charisma score increases by 2.

Age. Fire folk reach adulthood at the age of 18 and typically live for less than a century.

Alignment. Fire folk represent a widely diverse group of people. Some lean towards being lawful and following traditions, yet the spirit of firelacing leans towards chaos.

Size. Fire folk are typically between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Positive Jing. When you roll a 1 on the d20 for an attack roll, you can reroll the die and must use the new roll.

Overcoming Prejudice. You gain proficiency in the Persuasion skill.

Savage Elements. When you score a critical hit with an elemental attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

Subraces. While all fire folk share some qualities, a division in the use of firelacing caused a rift to appear, and eventually two separate groups emerged.

DRAGON

As a dragon folk, you see dragons as the mightiest and most powerful of creatures. Many dragon folk communities spring up around true dragons, which they revere and worship as the original firelacers. Dragon folk are rare, typically hiding their presence from other races in order to live in devotion to the true firelacing masters.

Ability Score Increase. Your Dexterity score increases by 1.

Dragon Worshiper. You gain proficiency in the Religion skill.

Dragon Masters. You have advantage on Wisdom saving throws made against effects that would cause you to become frightened.

QILIN

Qilin folk are by far the more prosperous and numerous. Qilin emerged as the more prominent of the two groups of fire folk, and many don't believe that any dragon folk still exist. Qilin royalty advanced industry in an attempt to have a forceful military power, but most qilin folk have distanced themselves from this, and lead simple and prosperous lives.

Ability Score Increase. Your Strength score increases by 1.

Qilin Weapon Training. You have proficiency with the crossbow, halberd, longsword, shortsword, and spear.

Qilin Armor Training. You have proficiency with light and medium armor, and shields.

AIR MONK

"Air is the element of freedom. The air monks detached themselves from worldly concerns and found peace and freedom. Also, they apparently had pretty good senses of humor!"

- General Ichiro, *The Division of the Elements*

Of all people, air monks are most likely to have their true selves be hidden behind their culture. The society of the air monks is one of calm solitude high in the mountains of the world. A life of meditation, peace, and enlightenment.

The truth is that the air monks are great lovers of fun and games. To one who simply visited an air monk sanctuary, and who saw the monks on their best behavior, they might suspect that the life of an air monk would be quite boring. Quite the opposite, the visitor would likely be missing pranks being pulled, variations in traditional songs made only to cause others to giggle, and the true passion for life that all air monks share. As the element of freedom, the air monks don't allow themselves to become too restricted by their traditions and culture, even as they try to adhere to it.

SMALL STATURE, BIG PERSONALITY

Air monks typically appear to be physically weak. Air monks are shorter and thinner than most other races, having the appearance of physical vulnerability. Quite the opposite, however, air monks live in some of the most inhospitable places in the world, and are well-equipped to deal with such adversity, where others might suffer.

Air monks are usually around 5 feet tall, and have skin that ranges from fair to dark. Air monks have varying hairstyles, but very important to their culture is the bald heads of airlacing masters. To form a closer connection with the air, master lacers will shave their heads, often tattooing culturally important symbols onto their skin. Airlacers like to wear light orange and yellow robes, and don't typically have more than a single type of outfit that they wear.

LONG TRADITIONS

Of the human races, air monks are the most likely to be long lived. A simple life of asceticism and spiritualism allows an air monk to live for a century or even longer. While air is the element of freedom, air monks do have many traditions that help to dictate the way they live their lives. The monks typically live in solitude, meditating on the balance of the world and the nature of the Spirit World.

Almost all air monks hail from the great air sanctuaries, which are scattered in the tallest mountains of the world. Airlacing temples are usually separated by gender, each temple only having males or females present. Several festivals take place each year where the temples come together to make new friends, rekindle relationships, and move those young air monks who are ready for a new home.

LOST CIVILIZATION

While the air monks are known and encountered occasionally by others, they are the most secluded of the human races. As an entire society made up of simple monks and monastic life, there is almost no industry to speak of amongst the air monks. The only things created by air monks are those that are needed for daily life (ceramics, bowls and utensils, etc.), and simple trinkets that have spiritual significance to the monks. It would be very rare to encounter an air monk curio anywhere aside from the temple where it was made, or on the person of the monk who created it.

TRADITIONS ON THE ROAD

All air monks are trained in their temples in simple ascetic life, but any air monk can choose to hit the road. Not abandoning their temple life, but taking its teachings and traditions on the road, spreading knowledge and culture with them. Air monks who choose to leave are not shunned by their society. Quite the opposite, air monks who choose to leave are seen as important messengers, bringing the customs and culture of the air monks to other peoples who have no other way to learn about them.

AIR MONK NAMES

Air monks receive their names at birth. These names are usually taken from oral tradition and history, and each name has an important meaning. Some are the names of spirits in creation stories or other lore, while others are more recent inventions. Many air monk names also feature repeating vowels, often called an "extra bit of love" from the monk's mother.

Male Names: Agni, Ajeet, Amar, Anaand, Anik, Anuj, Ashok, Baldev, Basu, Brahma, Chander, Deepak, Deo, Girish, Gopinath, Hari, Isha, Jai, Kailash, Kamaal, Mahavir, Navin, Oom, Rajiv, Rama, Rohan, Saral, Shyam, Sumaan, Vikram

Female Names: Abha, Abilasha, Amaala, Anandi, Anima, Ashiwarya, Avani, Chanda, Damayanti, Darshanaa, Devika, Drishti, Gauri, Ila, Jayanti, Jyothi, Kali, Lakshmi, Lila, Malini, Minali, Pallaavi, Priya, Reshmi, Srii, Vimala, Yamii

THE GREAT AIR SANCTUARIES

Temple	Location
Northern	Mountains of Amara
Eastern	Paikai Island
Southern	Himasla Mountains
Western	Storm Horns

ASCETICISM AND HEDONISM

While air monks practice simple life in their temples, they are no strangers to life's pleasures, and think that one must experience life fully to be able to pass on to the Spirit World in a state of enlightenment. How they deal with other races depends on the reactions they get upon meeting.

Fire Folk. "Everyone says the fire folk are always fighting, but I've never seen it. All the fire folk I've met have been warm and inviting. And their festivals are the best! Honestly we should start having some of those festivals back at the temple!"

Water Clan. "People from the water clan can be initially frosty, and not just because they're from the north pole! They can be a little closed off and untrusting. But once you really get to know them, they'll come to regard you as closely as they do their own families."

Earth Kin. "Everyone says the earth kin don't know how to have fun, but that's just not true. It's just that they need structure, but coming from temple life, structure can add a lot to fun. Rules help *control* the fun!"

Obake. "I think it would be amazing to meet an obake. Between you and me, I think I did meet one once. There was a new guy in town, coming in with all of these stories of his travels and adventures. The weird part is that the tanuki statue that used to stand in the middle of town disappeared the very same day he appeared..."

AIR MONK TRAITS

As an air monk, you share some similarities with other monks.

Ability Score Increase. Your Dexterity score increases by 2.

Age. An air monk reaches adulthood at the age of 18 and typically live for about a century.

Alignment. While the air monks live in ritualistic peace in their temples, the spirit of the air monks is largely chaotic.

Size. Air monks are typically shorter than other human races. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Swift. When you roll for initiative, a roll of 4 or lower counts as a 5 for you.

Hard to Find. You gain proficiency in the Stealth skill.

Sky Legs. You can travel normally in altitudes up to 10,000 feet, and are not disadvantaged by strong winds.

Light Foot. Any distance you fall counts as though the fall were 20 feet shorter than it actually is.

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

Subraces. While the air monks are one people, two distinct types of personalities emerge. The cenobites are happy to live peaceful, simple lives, high in the air temples of the world, away from others. The nomads are the opposite, completely susceptible to wanderlust, wanting to see and discover the world. Cenobites can travel as well, but typically only travel to other air temples to share knowledge and wisdom, while nomads scour the world in search of friendship and fun.

CENOBITE

Cenobites are known for their asceticism, living peacefully, high in the tallest mountains of the world, where secret air temples exist that almost cannot be found, except by those who already know they are there. Cenobites practice a life of simply joy and frivolity, while adhering to airlacing traditions dating back thousands of years.

Ability Score Increase. Your Wisdom score increases by 1.

History of Tradition. You gain proficiency in the History skill.

Deep Meditation. You only need 4 hours of sleep in order to gain the benefit of a long rest.

Nonviolence. You can cast the *protection from evil and good* spell once with this trait, and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell.

NOMAD

Most air nomads are born to cenobite parents, but the spirit of airlacing takes hold. This is a known phenomena, and is seen as a rite of passage for those who were born as nomads. Nomads take their monastic lifestyle on the road, traveling far and wide, and making acquaintances and allies all over the world.

Ability Score Increase. Your Charisma score increases by 1.

Ascetic Diet. You only need half as much food and water as a creature your size would normally need.

Well-Traveled. You gain proficiency in the Performance skill.

Charming Personality. You can cast the *charm person* spell as a 1st-level spell once with this trait, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

WATER CLAN

"Water is the element of change. The people of the water clan are capable of adapting to many things. They have a deep sense of community and love that holds them together through anything."

- General Ichiro, *The Division of the Elements*

Adaptable and proud, with a long tradition of enduring the harshest climates imaginable. Perched on the edge of the world, making the land and seas work for them. Welcoming of change and of outsiders, known for sharing hospitality with those who may end up on their shores. These are the things that tie the water clan together across the entire world.

HALE AND HAIL

Known for their versatility and malleability, the water clan includes members in many corners of the world. From the frigid north pole to muggy swamps, the water clan has settled in climates that would be inaccessible to other races, by learning to make their environments work for them.

Most members of the water clan stand between 5 and 6 feet tall. Their skin is typically darker than that of other human races, ranging from dark brown to a deep tan. Both men and women alike typically wear their hair in longer styles, pulling it into traditional ponytails or knots. The water clan can typically be found wearing shades of blue, adopting the color in connection with their affinity for waterlacing.

TIDES AND TRADITIONS

Like most human races, a water clan member's individual lifespan is typically less than a century. However, the traditions and ideals of the water clan have stood the test of time, flowing and changing as society changes. With a long oral tradition of story-telling, tales of the water clan are passed down through generations, imparting wisdom and guidance as the clan continues to evolve.

Most waterlacers hail from the water clan. Waterlacing is seen as an exclusive ability of the water clan, and its practices and forms are seen as paramount to the continuation of the water clan. Many waterlacing masters travel around the world, visiting as many water clan tribes as they can, learning as much about the various applications of waterlacing as they can. While non-lacing water clan warriors dress in polar animal motifs and use makeup to intimidate their enemies, waterlacing fighters are typically more subdued, dressing in simple clothes and allowing their abilities to speak for them.

FRINGES OF SOCIETY

The people of the water clan are the most likely to be those who live in the harshest of environments. The largest groups of peoples from the water clan currently reside on what remains of the Great Glacier after its retreat, in the Vast Swamp, and in Gongheguo City. The people of the water clan call these places home, and rarely encounter others. Only those members who seek out adventure and travel are likely to have many meaningful interactions with other peoples. This makes the trinkets, weapons, and crafts of the water clan exceedingly rare in other areas of the world, and highly sought-after prizes.

TRUSTING AND PROUD

The water clan does try to be welcoming and inclusive to others, while still setting themselves apart from other groups of people. The water clan trusts easily because they can endure the sting of betrayal more easily than others, and are often pleasantly surprised by those who genuinely deserve their faith.

Fire Folk. "The fire folk have a bad reputation, but only some of it is deserved. They can be gruff and quick to anger, but they're also just naturally boisterous and a lot warmer than people might expect."

Air Monks. "Air monks are great fun and fast friends. They've always got a great quip or interesting story to tell. Not being able to eat meat, though? I'm not sure about that."

Earth Kin. "The earth kin are so warm and welcoming. They don't have as much of a warrior tradition as we have, but not everyone needs to be a warrior."

Obake. "The obake are seldom heard from and seen even less. There are stories about obake who can waterlace as well, and who live under the ocean or under rivers. Are they lost tribes of the water clan, transformed into animal shapes?"

TRAVEL AND ADVENTURE

The people of the water clan usually form tight-knit communities that rarely venture beyond their own borders. The people of the water clan who do choose to travel are typically warriors, artisans, or traders. These members of the water clan still stick to the oceans and seas, keeping a connection with the water whether they are waterlacers or not. Warriors may be attempting to keep peace between different factions of the water clan, or amongst different nations. Artisans and traders know the value of quality water clan goods, and know what it takes to make a profit from them.

WATER CLAN NAMES

Water clan names are bestowed on a child by its parents at birth. Due to the water clan's long oral history, many names are reused through the generations. Children are often named after famous warriors, hunters, or spirits in water clan lore. Water clan names favor hard consonants, especially "k" and "q" sounds.

Most members of the water clan do not have family names, relying only on a single name to identify themselves. Most communities in the water clan are small enough that no members in a single area share the same name.

Male Names: Aariak, Aassanaaq, Aippaq, Aklaq, Aklark, Amaruq, Anik, Ilannaq, Inuksuk, Irniq, Kanguq, Kumaglak, Nasak, Natsiq, Oki, Pakak, Petuwaq, Qajak, Qimmiq, Siluk, Taktuq, Toklo, Tulimak, Ugalik, Ukiuk, Unnuq

Female Names: Aluki, Anniagruk, Anyu, Apaay, Aputi, Availuk, Chikuk, Etsuuya, Higalik, Iqaluk, Kallik, Kunik, Naaqtuun, Nirliq, Nuniq, Nuvuk, Opik, Pikatti, Pimniq, Qaaynak, Ticasuk, Tikaani, Tupiq, Tuuq, Uki, Yakone

WATER CLAN TRAITS

Water clan members can usually be found near natural sources of water, and share some common traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. A water clan member reaches adulthood at the age of 18 and typically lives for less than a century.

Alignment. Water clan members are adaptable, and capable of change. Water clan members tend towards neutrality.

Size. Water clan members are typically between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Healer. If you roll a 1 when healing hit points (such as when resting or initiating a form that heals hit points), you can reroll the die and must use the new roll.

Soothing Presence. You gain proficiency in the Medicine skill.

Waterborne. You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made while underwater.

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

Subrace. The two main groups of the water clan, the polar clan and the swamp people, are mainly separated by geography. The polar clan is used to enduring harsh and biting winters, while the swamp people are more familiar with muggy, humid bayous.

POLAR CLAN

While water is seen as the element of adaptability, polar water clan members have rituals and traditions that they strictly adhere to. The northern polar clan typically separates the division of labor along gender lines, with men working as hunters, fishermen, and warriors, and women serving as homemakers, healers, or teachers. As the Great Glacier continues to retreat, the polar clan clings to these traditions in an attempt to keep their culture from disappearing as quickly as their home does. Both groups are still accepting of change, however, and do share common characteristics with one another.

Ability Score Increase. Your Strength score increases by 1.

Cold Endurance. You gain resistance to cold damage.

Extreme Environment. You gain proficiency in the Survival skill.

SWAMP PEOPLE

The swamp people don't have much contact with their polar brethren, but still see them as family just the same. Members of the water clan always have a friend in the swamps and bayous of the world, anywhere they can find a swamp person. The largest concentration of swamp people live in the Vast Swamp. Naturally gregarious, the swamp people have learned to use the swamp's flora and fauna to serve their needs, and don't usually venture beyond their home unless spurred to do so by some outside force.

Ability Score Increase. Your Wisdom score increases by 1.

Plant Familiarity. You have advantage on Intelligence (Nature) checks made to identify and understand the properties of plants and plant creatures.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

EARTH KIN

"Earth is the element of substance. The earth kin are diverse and strong. They are persistent and enduring."

- General Ichiro, *The Division of the Elements*

The earth kin are widespread and rooted in the world. No matter where you go, you'll usually be able to find an earth kin community taking hold and building traditions. Earth kin are the most likely to quickly build tight-knit societies that can be initially distrustful of others. But once an earth kin chooses to place their roots somewhere, it becomes a powerful community of families built on the strength of those who founded it.

HARDY AND TOUGH

Of all the races, earth kin are the most physically powerful. Even female earth kin can be found with musculature and strength not found in other races. Earth kin use earthlacing to build communities out of stone, and must learn to physically work the earth to make their way in the world.

Earth kin skin tends to be fair in color, with more facial hair than other races. Most earth kin stand close to 6 feet tall, if not taller. As the widest-spread race, different kinds of clothing and hairstyles have appeared across the vast expanse of former earth kingdoms. In general, earth kin tend to favor greens and browns in their clothing, with bits of gold. Symbols are important to the earth kin, and are often found adorning their clothing to signify wealth, status, tradition, or family.

DEEP ROOTS

While the air monks can trace their traditions back for thousands of years, and the obake for even longer, earth kin are the people most likely to adhere strictly to those traditions. The earth kin like structure, and a tradition gives semblance to how an earth kin may live their life. They aren't total slaves to tradition, and may find ways around rules that they do not agree with. Earth kin are not completely conformist, but do enjoy a life of fulfilled expectations, where others act in a way that doesn't surprise them, allowing them to temper their assumptions on how the world works.

EXPANSIVE KINGDOM

The earth kin had several expansive kingdoms, all centralized under the city of Qiang Shi. These other kingdoms, Chongtu and Dan, have since fallen and lie abandoned. Qiang Shi still stands, but is a shadow of its former glory. A great wall still surrounds the city, protecting those who make a living within it.

Several existing earth kin families can trace lineage back to one of the earth royal families. In recent times, the largest concentrations of earth kin can be found in Qiang Shi, and in Gongheguo City.

MAKING HOME ON THE ROAD

Earth kin are not ones typically up for adventuring and seeing the world. While some earth kin do travel, these are typically merchants and artisans, whose lot in life includes moving around Kara-Tur. Earth kin leaving their homes entirely to see new lands are much more rare. While on the road, an earth kin is the most likely to want to make it feel like home. They may perform morning rituals, or say traditional words before each meal, or look for homely amenities in new towns.

DEEP TIES, DEEP TRUST

While earth kin can be seen as untrustworthy, it is more that an earth kin has a long history that a new person is not a part of, and it can take longer to regard that person as a friend. But to someone an earth kin deems a friend, there is no better source of love and trust.

Fire Folk. "I don't understand how fire folk society even functions. It seems like they change who the fire king or queen is constantly. I've met fire folk and they seem alright, but it's a strange culture."

Air Monk. "Air monks seem very structured in their tradition, but have you ever actually met one? They were a lot different than I was expecting. Constantly telling jokes, playing games, pulling pranks. Not what I expected from a monk."

Water Clan. "I have a lot of respect for the water clan. They live in the worst places in the world, and have made it work for them. They live off the land and have to use the environment for themselves, but they don't use it selfishly or just take from the land."

Obake. "There are tons of stories of obake joining our communities as we've spread out, but I don't know how much faith I put in those. We live all over the place, and there's not a single established obake community anywhere that we've been able to find? Something's fishy about that."

EARTH KIN NAMES

Earth kin names are given at birth, and are usually passed down along family lines. An earth kin will almost always be named after a family member, but almost never a family member who is still alive. These names, while not "family names" in the traditional sense, are seen as family names in the sense that certain families see some given names as belonging to their families.

Earth kin in high society may have family names as well, and are some of the only people who might have two names. These family names can typically be traced back hundreds of years, and the history of each holder of that name is often well-documented.

Male Names: Bai, Chang, Chao, Da, Eun, Fu, Guo, Gyeong, Heng, Hong, Huang, Hwan, Jia, Jiang, Jin, Kun, Kyung, Lim, Min, Mu, Myung, Qiang, Qiu, Ru, Seok, Shi, Su, Tai, Tu, Wei, Wen, Wu, Xiang, Xun, Yong, Zheng, Zhi, Zhong

Female Names: Ai, Bao, Bolorma, Bora, Cheng, Chun, Fen, Hai, Hua, Hye, Jian, Jing, Jong, Ju, Jun, Lan, Li, Lin, Ling, Mei, Ming, Ning, Nuan, Nuo, Ping, Qing, Rong, Shu, Shui, Shun, Sung, Xiu, Xue, Ya, Yeong, Yin, Yun, Zan, Zhou

EARTH KIN TRAITS

Your earth kin character has a number of qualities in common with all other earth kin.

Ability Score Increase. Your Strength score increases by 2.

Age. An earth kin reaches adulthood at the age of 18 and typically lives for less than a century.

Alignment. Earth kin lean towards being lawful.

Size. Earth kin are typically taller than other human races. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Protection of Earth. You can reroll a saving throw once with this trait, and regain the ability to do so when you complete a short or long rest. You must keep the new roll.

Stance of the Mountain. You have advantage on checks and saving throws against being knocked prone.

Observant. You gain proficiency in the Perception skill.

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

Subraces. Two groups of earth kin have emerged, although both would still see kinship in the other. The city dwellers have formed communities and live near mountains and along plains, forming their villages (or sometimes even great cities) through earthlacing, creating simple abodes and banding together. Desert dwellers live a more monastic lifestyle, never settling in one place for very long, using earthlacing to survive the harsh desert environments.

CITY DWELLER

City dwellers form tight-knit communities which can seem unwelcoming to outsiders. These city kin are the essence of earth, strong and proud, unabashed and unyielding. But to those who are welcomed into their ranks, city kin can be the kindest, most gregarious people a creature can meet. Most city kin can be found in Qiang Shi or in Gongheguo City.

Ability Score Increase. Your Charisma score increases by 1.

Tough People. Without armor or a shield, your character's AC equals 12 + your Dexterity modifier.

Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

DESERT DWELLER

Most desert kin live in the Quoya Desert, able to withstand the blazing heat and whirling sand that make up the environment. While most would not choose to live in such a location, desert kin live nomadic, wandering lifestyles, roaming the desert wastes and making use of what little resources reside there.

Ability Score Increase. Your Constitution score increases by 1.

Outsider. You gain proficiency in the Survival skill.

Harsh Environment. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.



OBAKE

"She's a part of our town's lore. They say she's a river spirit who watches over our town in times of need. I always thought she was just a legend. Until now..."

Secluded and secretive, the obake make many appearances in the folklore and stories of other races, yet few have truly been encountered. Even those who do meet an obake may never know it, as they can take on human forms and live amongst other races, with their true nature never being uncovered.

EMERGING FROM TWILIGHT

Obake hail from the Spirit World, the swirling etherealness that surrounds the Material Plane. All obake come from the **Feywild** or the **Shadowfell**, and its influence can always be seen in their forms, even when they make an attempt to hide it. Obake from the Feywild typically have colors that mimic the rising sun, vibrant oranges and yellows, eye-catching and inviting. Obake from the Shadowfell, on the other hand, are usually very dark, appearing in blacks and other dim hues.

Obake also vary wildly in size. There is large variation, even amongst the same type of obake. Some theorize that this is due to their inherent shapeshifting powers, that obake simply do not have a base form to call their own anymore. The validity of this statement is unknown, but it is true that obake run the gamut from short and stout at 3 feet, to taller (although still typically stout) at closer to 5 feet.

Most obake hide what they are, but leave clues on their person or wear clues on their clothing to signal to other obake what they truly are. This can come in the form ancient spiritual symbols or significant colors.

THE BIRTH OF TRADITION

Many obake are incredibly long-lived, and it is unknown if they ever truly die. It is known that obake who live on the Material Plane do age, and yet their lives are still centuries long. It is rumored that some obake can live for over a millenia, watching nations rise and fall, traditions form and die. These incredibly long lifespans allow obake a unique view into culture and folklore. Some obake have said that they have seen the rise of folklore about themselves, as stories of their younger exploits are passed around a single community in which they live.

Obake are lovers of games and fun, and have laid claim to having invented many of the world's games that have been passed down through the ages. The truth of such statements is difficult to verify, as although obake are not untruthful, they are lovers of tricks and secrets, and what may seem to be a lie to someone less long-lived may simply be jesting fun for an obake.

HIDDEN SOCIETIES

While they have been known to live among others, most obake who choose to live on the Material Plane are very secretive, forming tight-knit communities amongst themselves. Obake form small towns and communities deep in the wilderness, far away from prying eyes. There are some who have reported stumbling upon a small town in the middle of a dense, deep forest, with no inhabitants. A town that looks as though it was lived in recently, but with no one there. These are obake villages, whose members have disguised themselves as woodland creatures until the intruder passes on.

WANDERLUST

While obake are generally secretive and secluded, it is quite common, in the grand scheme of the world, for obake to be included among other communities, although rarely do they reveal their secret identities. As incredibly long-lived entities, it can be difficult to pinpoint exactly why obake choose to do anything, especially leave their communities behind and travel the world. The inner workings of an obake's mind can be a mystery, even to the obake themselves, and are rarely understood well.

OBAKE NAMES

Obake are generally referred to by two names throughout their life. When an obake is born, it is given a name by its family. These names are often ancient, and their true origins are unknown. Obake who still go by their family's given name are considered children, even those who are hundreds of years old. The concept of young or old in regards to the term child is not well understood by obake.

An obake becomes an adult when it is given a name by another creature. The other creature may be another obake who has referred to it by its family name for years. Or it may be a member of another community or race, who has never heard of the obake's true name and so calls it something else. While an obake is never to explicitly encourage another creature to give it its adult name, the moment when an obake becomes an adult is one that is rarely forgotten.

Male Names: Akaname, Ebisu, Fujin, Futsunushi, Hachi, Inari, Izanagi, Jimmu, Kagutsuchi, Koyane, Mikaboshi, Momonjii, Niniji, Oyamatsumi, Raijin, Ryujin, Sarutahiko, Suijin, Tajimamori, Tenjin, Tsukiyomi, Yamatsumi

Female Names: Ama, Benzaiten, Byakko, Chimi, Hashihime, Iwanaga, Izanami, Kejoro, Kijo, Kuebiko, Kuraokami, Momiji, Myobu, Okami, Omoikane, Sakuya, Shirayama, Sukuna, Terasu, Toyotama, Tsuki, Ukemochi, Uzume, Yurei

THE ENIGMA

Obake are great lovers of jokes, tricks, and pranks. They can be quick to welcome others into their secretive societies, or can be just as quick to exclude them. How obake feel about individuals can change rapidly, but how obake feel about other races as a whole are often more grounded.

Fire Folk. "I love fire folk festivals! Of all the people in the world, the fire folk are most likely to be holding some kind of party at any given moment! Of course, I can never tell them where I live, spirits know what they might do. But it's the best place to disguise yourself as a human and just have a good time!"

Air Monks. "I don't think many understand the air monks quite like we do. Sure they appear boring and ordinary on the outside, but they actually love pranks. There's nothing like a prank war with an air monk, especially one who doesn't know what you really are."

Water Clan. "People from the water clan are malleable, that's what I like about them. They can roll with the punches, never getting too hung up on tradition and whatnot. Sure they have their history, and some of their ideas can be a little wacky, but spend enough time with someone from the water clan, and you might see real change in them. That's not something you see often."

Earth Kin. "Out of everyone, the earth kin can be the most stubborn. This isn't always a bad thing, but their unwillingness to budge isn't exactly fun. Lighten up, right?"

OBAKE TRAITS

Due to the wide variety of subraces there are amongst obake, they differ greatly from one another, but do share some qualities.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Each obake is unique, but as a rule, are incredibly long-lived. An obake may reach what equates to adulthood after a decade, or not until after a century or more. It is unknown whether it is possible for obake to die of old age. While living in the Spirit World, obake are effectively immortal, being reincarnated into a new form when they would die, although they lose this immortality if they choose to live on the Material Plane.

Alignment. Obake seek balance, and tend towards being neutral.

Size. Humanoid spirits come in varying sizes, but are typically shorter than humans overall. You have a choice of being Small or Medium size. Small spirits are typically between 3 and 4 feet tall and average around 40 pounds, while Medium spirits are typically between 4 and 5 feet tall, and average around 90 pounds.

Speed. Your base walking speed is 25 feet.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Spirit Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *alter self* spell once with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *polymorph* spell once with this trait, and regain the ability to do so when you finish a long rest. You can only target yourself with *polymorph*, and can only take the shape of a creature with a CR of 1/4 or lower. Wisdom is your spellcasting ability for these spells.

Statue Form. You can use your action to become a stone statue of yourself in your current form. This form lasts until you choose to end it as an action. You are considered petrified for the duration, although you are still aware of your surroundings. This trait does not make you immune to poison or disease. You can end the effect as an action.

Darkvision. Thanks to your fey ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Subrace. There are nine distinct subraces among obake. Each one resembles a different kind of animal, although all obake, even those of different animal types, regard one-another as kin.

BAKE-DANUKI

Bake-danuki are obake that resemble tanuki, or raccoon dogs. Unlike some other obake that avoid other creatures, bake-danuki enjoy being part of a community and forming bonds with humans. Mischievous and jolly, bake-danuki can be somewhat naive and absentminded. However, those who form true friendships with bake-danuki will instead be invited to join in the fun of playing harmless pranks and tricks on others.

Ability Score Increase. Your Constitution score increases by 1.

Speak with Tanuki. Through sounds and gestures, you can communicate simple ideas to Small or smaller tanuki and other canines.

Trickster. You gain proficiency in the Deception skill.

HEBI

Hebi are snake-like obake, with thin, sinuous bodies and forked tongues. Despite their fearsome appearance, Hebi are gentle, secretive spirits. Hebi typically keep off the beaten path, and avoid other creatures if possible, living simple lives deep in the wilderness.

Ability Score Increase. Your Intelligence score increases by 1.

Speak with Snakes. Through sounds and gestures, you can communicate simple ideas to Small or smaller snakes and other serpents.

Camouflage. If you have made a Dexterity (Stealth) check to hide yourself, creatures have disadvantage on Wisdom (Perception) checks they make to see you if you remain motionless. You can still be detected through other means normally.

INUGAMI

Inugami are obake that resemble dogs, not only in appearance, but also in temperament. Inugami love to play, and are the most likely to live in large communities with other types of creatures. Inugami are fiercely loyal to their companions, and would never abandon a friend in need.

Ability Score Increase. Your Charisma score increases by 1.

Speak with Dogs. Through sounds and gestures, you can communicate simple ideas to Small or smaller dogs and other canines.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

JOROGUMO

The Jorogumo obake are those that most often stay out of the limelight. While most other obake can pass for friendly, familiar creatures, the jorogumo's true form is that of a spider. While jorogumo are no more sinister or evil than other obake, they must go through the most extreme measures in order to hide their true form.

Ability Score Increase. Your Dexterity score increases by 1.

Speak with Spiders. Through sounds and gestures, you can communicate simple ideas to Small or smaller spiders and other arachnids.

Skittering Climber. You gain a climb speed of 10 feet which allows you to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

KAWAUSO

The kauso are otter-like obake, living on the shores of rivers and lakes. Playful and gregarious, the kauso are always open to sharing their lives and homes with friendly travelers. Kauso are trusting by nature, but those who cross a kauso may find that they never encounter another, as news travels fast amongst a kauso community, and memories are long.

Ability Score Increase. Your Dexterity score increases by 1.

Speak with Otters. Through sounds and gestures, you can communicate simple ideas to Small or smaller otters and other mustelids.

Swift Swim. You gain a swim speed of 30 feet.

KITSUNE

Many stories have been written about the sly and cunning kitsune. Obake that resemble foxes, kitsune love to play tricks on others. Stories abound that kitsune get wiser as they grow older, and that they make faithful guardians and friends. There is probably truth to these stories, as kitsune have no problem living amongst other types of creatures, using their shapeshifting abilities to hide their true nature as an obake, and rarely being caught in the act of shapeshifting.

Ability Score Increase. Your Intelligence score increases by 1.

Speak with Foxes. Through sounds and gestures, you can communicate simple ideas to Small or smaller foxes and other canines.

Cunning Trickster. You gain proficiency in the Persuasion skill.

MUJINA

Mujina are obake that resemble badgers, and have all the dogged determination and seriousness of their animal brethren. Stories exist of mujina that have no faces, or who shapeshift into alluring women to seduce travelers and steal from or harm them. In truth, mujina form tight-knit communities amongst themselves and rarely reveal themselves to outsiders, living peacefully underneath the ground.

Ability Score Increase. Your Strength score increases by 1.

Speak with Badgers. Through sounds and gestures, you can communicate simple ideas to Small or smaller badgers and other mustelids.

Earth Walk. You gain a burrow speed of 10 feet, allowing you to move through sand, earth, mud, or ice.

NEKOMATA

Nekomata are obake that resemble cats, and typically live amongst other types of creatures. Nekomata have no qualms about shapeshifting into cat form for a free meal or affection when they want it. While many other obake keep away from other kinds of creatures, nekomata exude a calm confidence that allows them to go where they want, and to do what they please. Nekomata rarely fear repercussions for their actions, instead acting with impunity and authority.

Ability Score Increase. Your Charisma score increases by 1.

Speak with Cats. Through sounds and gestures, you can communicate simple ideas to Small or smaller cats and other felines.

Agile Climber. You do not need to spend any extra movement in order to climb surfaces.

NINGYO

The ningyo are probably the most reclusive and most misunderstood of all the obake, resembling fish living deep beneath the waves. Many describe the ningyo as malevolent beings, cursing land-dwellers and pulling them beneath the waves to drown them if given half a chance. The truth is that most ningyo live so far from land that they never encounter other land-dwelling creatures at all.

Ability Score Increase. Your Constitution score increases by 1.

Speak with Koi. Through sounds and gestures, you can communicate simple ideas to Small or smaller koi and other fishes.

Water Breathing. You can breathe both underwater and on land. You gain a swim speed of 15 feet.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throws Proficiencies	Armor and Weapon Proficiencies
Lacer	A fighter who uses the strength of lacing to overpower and demolish opponents	d8	Strength or Dexterity	Strength and Dexterity	Light and medium armor, Special
Samsari	A person who seeks wisdom by looking within and gaining help from the spirit world	d6	Wisdom or Charisma	Wisdom & Charisma	Mace, quarterstaff, shanzi, spear

CHAPTER 2: CLASSES

Adventurers are those most driven to excitement and heroism. Some adventurers are sly and sneaky, while others are loud and brash. All adventurers, however, share the drive to forge on in the face of danger and risky prospects, staring down certain doom and daring it to give them its best shot.

Class is the primary definition of what your character can do. It's a calling in life, especially for lacers. Those who are born with or discover lacing abilities in their life begin to take on shades of their element, even as they learn to control it. Lacers are those who might view the world in logical terms, and always have in their mind what their lacing can do to advance their lot in life. Samsari, in contrast, may see themselves as attendants to others, furthering the spiritual journeys and enlightenment of those around them.

Your choice of class grants you a variety of special features that set you apart from other classes. In Toril, the ability to lace and how you use it may be your defining feature. At lower levels, your class only gives you two or three features, but as you gain experience and advance in levels, you gain more and the features that you do have improve dramatically. Each class entry in this chapter includes a table which summarizes the benefits you gain at every level, and a detailed explanation of each one.

Adventurers sometimes advance beyond their original aspirations, or choose to seek knowledge elsewhere. A firelacer might choose to seek true enlightenment and decide to become a samsari. An airlacing samsari might decide to learn about how to fight more effectively, and begin following the path of the lacer. Optional rules for combining classes in this way, called multiclassing, appear in Chapter 6 of this book. Any classes presented in this book can also multiclass with classes from the Player's Handbook.

Lacers are fairly uncommon in Toril, and true samsari even more so. Lacers typically appear amongst the elemental races (outlined in Chapter 1), but it is possible for lacers to appear amongst genasi, elves, or any other race as well.

NON-LACING CLASSES

In Toril, encountering a person of an elemental race, and especially a lacer, is very rare. The elemental races have gone into a steep decline in recent years, so much that their cities are shadows of their former glory. Oftentimes, lacers are mistaken for arcane magic users which are simply specializing in a single elemental magic type.

THE LACING SPECTRUM

All lacers exist somewhere on the spectrum of spirituality. Those who are more pragmatic will probably find themselves leaning towards becoming a lacer. Those who seek to enlighten both themselves and others and see themselves as simply a vessel of the spirits' will may find they are better suited for the samsari class.

LACER

"Power in firelacing comes from the breath, not the muscles. The breath becomes energy in the body. The energy extends past your limbs and becomes fire!"

- General Ichiroh

Flames erupt as a female fire folk blasts onto the scene. Enemies flee from the out-of-control blaze, shielding their eyes to protect from the intense heat. There is a swell of fire, catching onto clothing, objects, structures. Creatures scatter to escape, making a desperate attempt to make it out alive. And then, when one stands alone, the fires dissipate instantly. She smirks, and dusts herself off.

A roar of rushing wind fills the battlefield as a small, lightly-robed air monk leaps amongst his enemies. He's a blur of motion amongst easily-deflected blows, as the power of a gale-force hurricane blasts his adversaries in every direction. One opponent remains standing, but finds that it cannot touch this new fighter, as he flits about the battlefield with supreme ease, never fearing danger, laughing in its face.

A sound of rushing water fills the room, as cool liquid quickly floods the floor. The water seems to move this way and that, not according to natural laws, but having a mind of its own. It grows hostile, seeking out enemies, slamming them into walls and then freezing them in place. Those who try to run are pummeled, and then pulled back. Creatures who are already frozen struggle to move, but it's useless. The water forms a large wave, and all creatures are unfrozen from their prisons just as the tidal wave crashes down, crushing them under its power. Only then does a blue-robed water clan member confidently enter the room.

The earth rumbles as stone and rock are burst asunder. Shockwaves fill the air as earthquakes shake enemies in their boots. An earth kin stands, cutting through the onslaught with nothing but the power of the stone. It obeys his commands, and moves as an extension of his own body. The earthlacer never stands aside against an enemy. The lacer is as powerful and enduring as the mountain.

ELEMENTAL INSTINCT

Lacers usually find themselves infused with abilities that they themselves do not understand. No one knows where these abilities come from. Some believe that lacers are the reincarnations of lacers who have passed on to the Spirit World. Others think that the power comes from spirits of the elements bonding to a person at birth. Whatever the source, lacers sometimes find themselves bonding more closely with other lacers, even those of other elements, than with their own people.

MARTIAL ARTS AND MAGIC

Most lacers learn to train in their abilities as best they can. Many seek out teachers, learning many different styles and forms, becoming versatile elemental warriors. Others live in more isolated societies, and have to learn to lace on their own. Whatever the case, lacers must learn patience as well as confidence in wielding their element abilities. Many lacers are at home on the road, using their elemental abilities to enhance their journey, making friends or foes along the way.

CREATING A LACER

As you create your lacer character, consider firstly your element. Some stereotypes exist for a reason, and your character can embrace or shun these conventions.

Firelacers are often seen as hot-headed. Are you impulsive and intimidating, or do you embrace the natural beauty and calmness of a soothing fire?

Airlacers can be flighty and aloof. Do earthly things concern you at all, or do you instead form tight bonds with those around you?

Waterlacers are supposed to be adaptable and resilient. Are you versatile, or do you hold a strong set of beliefs that you never waver from?

Earthlacers are seen as unmoving and strong. Do you stand resolute against obstacles and foes, or do you try to find the alternate solution?

QUICK BUILD

You can make a lacer quickly by following these suggestions. First, choose your ability scores according to your element. Make Strength or Dexterity your highest ability score, followed by Wisdom (for airlacers and waterlacers) or Charisma (for firelacers and earthlacers). Second, choose the urchin background.

THE LACER

Level	Proficiency Bonus	Elemental Strike	Ki Points	Features	Forms Known	Maximum Form Level
1st	+2	1d4	1	Chosen Element, Ki	—	—
2nd	+2	1d4	2	Fighting Style, Lacing, Prana Burst	2	Shu
3rd	+2	1d4	3	Elemental Arts, Matter Skandha	3	Shu
4th	+2	1d4	4	Ability Score Improvement	3	Shu
5th	+3	1d4	5	Extra Attack	4	Shu
6th	+3	1d4	6	Elemental Arts feature	4	Shu
7th	+3	1d6	7	Push It, Sensation Skandha	5	Shu
8th	+3	1d6	8	Ability Score Improvement	5	Shu
9th	+4	1d6	9	—	6	Ha
10th	+4	1d6	10	Elemental Arts feature	6	Ha
11th	+4	1d6	11	Cognition Skandha, Improved Prana Burst	7	Ha
12th	+4	1d6	12	Ability Score Improvement	7	Ha
13th	+5	1d6	13	Improved Push It	8	Ha
14th	+5	1d8	14	Elemental Arts feature	8	Ha
15th	+5	1d8	15	Volition Skandha	9	Ha
16th	+5	1d8	16	Ability Score Improvement	9	Ha
17th	+6	1d8	17	—	10	Ri
18th	+6	1d8	18	Elemental Arts feature	10	Ri
19th	+6	1d8	19	Ability Score Improvement	11	Ri
20th	+6	1d8	20	Discernment Skandha	11	Ri

CLASS FEATURES

As a lacer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per lacer level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per lacer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Special (see below)

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Medicine, Perception, and Survival

EQUIPMENT

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

- (a) leather armor or (b) scale mail
- (a) a scimitar, (b) a quarterstaff, (c) a mace or (d) a rapier
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternately, you can purchase your own starting equipment. At level 1, a lacer begins with 4d4 x 10 gp.

CHOSEN ELEMENT

As a lacer, you have the supernatural ability to manipulate your element. When you take your 1st level in this class, you must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can never take another element, even if you later get to choose again.

BONUS PROFICIENCIES

You gain several bonus proficiencies, which vary depending on your element:

LACER BONUS PROFICIENCIES

Element	Weapons	Skills
Fire	scimitar, shortsword	Intimidation
Air	shanzi, quarterstaff	Acrobatics
Water	rapier, whip	Insight
Earth	light hammer, mace	Athletics

BASIC LACING

You gain your element's basic lacing abilities. If you lose access to your ki, you cannot initiate any lacing features.

ELEMENTAL STRIKE

At 1st level, your practice with lacing allows you to blast an opponent with an elemental strike. You can attack with your elemental strike when you take the Attack action. Your elemental strike has the following properties:

- You roll a d4 for the damage of your elemental strike. This die changes as you gain lacer levels, as shown in the Elemental Strike column of the Lacer table. Your elemental strike deals bludgeoning damage.
- Your elemental strike is a ranged weapon, with a normal range of 20 feet, or a long range of 60 feet. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the strike's long range.

As a ranged weapon, you have disadvantage on attack rolls with your elemental strike when a hostile creature is within 5 feet of you. However, you do not have disadvantage when attacking a creature that is prone within 20 feet of you with your elemental strike.
- When you reduce a creature to 0 hit points, you can choose to avoid killing them with your elemental strike, leaving them unconscious.
- You can use Strength instead of Dexterity for the attack and damage rolls of your elemental strike.
- When you take the Attack action with a weapon with which you have proficiency on your turn (including your elemental strike), you can make one elemental strike as a bonus action.
- You must have at least one hand free to initiate an elemental strike, but you have disadvantage on the attack roll if both of your hands are not free.

KI

Ki points represent the mystical energy that affords you power over your element. Your lacer level determines the number of ki points you have, as shown in the Ki Points column of the Lacer table.

You can spend these points to fuel various ki features. You start knowing three such features: Deflection, Power Blow, and Surprising Angle. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest quietly meditating to regain your ki points.

Some of your ki features require an attack modifier, or require your target to make a saving throw to resist the feature's effects. The ability modifier you use is different depending on your element. Firelacers and earthlacers use their Charisma, since their ki is powered by their strength of spirit and force of will. Airlacers and waterlacers use Wisdom, as their power comes from intuition and insight.

FIRELACERS AND EARTHLACERS

Ki save DC = 8 + your proficiency bonus + your Charisma modifier

Ki attack modifier = your proficiency bonus + your Charisma modifier

AIRLACERS AND WATERLACERS

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Ki attack modifier = your proficiency bonus + your Wisdom modifier

DEFLECTION

You can spend 1 ki point as a reaction to deflect or dissipate an elemental strike or cantrip that would deal damage to you. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your lacer level.

POWER BLOW

When you hit an enemy with an elemental strike, you can spend 1 ki point to force the enemy to make a Strength saving throw. On a failed save, the enemy is pushed 10 feet away from you.

SURPRISING ANGLE

When you hit a creature with an elemental strike, you can spend 1 ki point to hit the target from any angle, not simply in a straight line. This allows you to ignore the effects of any amount of cover except for total cover.

FIGHTING STYLE

At 2nd level, you begin to develop your own fighting style. 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.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

COMBAT HARMONY

An enemy's presence within 5 feet of you does not impose disadvantage on your elemental strike attacks, and you can make elemental strike attacks and initiate forms even when wielding other weapons in your hands.

DEFENSE

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

POWER STRIKES

You gain a +2 bonus to damage rolls you make with your elemental strike when both of your hands are free.

LACING

At 2nd level, you begin to wield absolute control and authority over your element. In addition to basic effects, you learn amazing powers to drive your foes before you.

FORM LEVELS

Form Level	Ki Cost	Meaning
Shu	2	Novice level forms
Ha	4	Advanced level forms
Ri	6	Mastery level forms

FORMS KNOWN

You know two Shu-level forms of your choice from your element's form list.

The Forms Known column of the Lacer table shows when you learn more forms of your choice. Each of these forms must be of a level that you know. For instance, when you reach 9th level in this class, you can learn one new form of Shu or Ha level.

Additionally, when you gain a level in this class, you can choose one of the forms you know and replace it with another form from your element's form list, which also must be no higher than your maximum form level.

INITIATING FORMS

Your forms are ki features, and so you must spend ki points to initiate these forms. You spend the number of ki points shown on the Form Levels table in order to initiate a form.

All forms have an enhanced effect, which you can initiate by spending 2 additional ki points when you initiate the form.

PRANA BURST

Starting at 2nd level, when you hit a creature with an elemental strike, you can expend 1 ki point to deal an additional 1d8 damage to the target.

You can spend 1 additional ki point on this ability at 5th, 9th, 13th, and 17th level. For each ki point you spend, you deal an additional 1d8 damage on the attack.

ELEMENTAL ARTS

At 3rd level, you begin to follow a style of lacing, mastering the forms of those who have come before you. Many lacers choose Ten Animal style, mimicking animal movements with their lacing forms. Lacers of each element have also studied styles unique to their element. Eastern Shaolin (fire), Eight Palms (air), Moon (water), and Western Mantis (earth) style are available to lacers of the appropriate element. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

MATTER SKANDHA

As you gain levels, you begin to unlock features that vary depending on your element. These features follow the skandha, the five aspects that constitute a person's being. At 3rd level you gain the first of these, the skandha of matter.

Fire. When you successfully attack an enemy, you can spend 1 ki point to force the enemy to make a Dexterity saving throw. On a failed save, the enemy is knocked prone.

Additionally, whenever you knock a target prone, the target has disadvantage on the first attack it makes before the end of its next turn.

Air. You can spend 1 ki point as a reaction whenever you are subject to a melee attack to take the Disengage action and move up to half your speed, avoiding the attack.

Additionally, your movement speed increases by 5 feet.

Water. You can spend 1 ki point to use waterlacing to perform a grapple against a target within 20 feet of you so long as you have at least one hand free.. You may substitute Wisdom (Insight) for your Strength (Athletics) rolls to grapple until the grapple ends.

While grappling a target in this way, you can substitute any amount of your own movement to move your target anywhere within range on your turn. You are still limited to half of your normal movement for grappling a creature.

Earth. You can spend 1 ki point as a bonus action to gain a number of temporary hit points equal to your lacer level plus your Constitution modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

PUSH IT

Starting at 7th level, you are able to push yourself past your normal limits. As a bonus action, you can regain 2 ki points, up to your maximum number of ki points. When you use this feature, you must make a DC 10 Constitution saving throw. On a failed save, you suffer one level of exhaustion.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

SENSATION SKANDHA

At 7th level you gain the skandha of sensation for your element.

Fire. As a bonus action on your turn, you can choose a target. Until you choose to end the effect as a bonus action, you have advantage on attack rolls against the target, but attack rolls against you have advantage.

Air. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Additionally, your movement speed increases by 5 feet.

Water. You gain a swim speed of 30 feet, and have advantage on all Athletics (Swim) checks made to swim. Ice and snow are no longer difficult terrain for you.

In addition, you have advantage on elemental strike attacks made while both you and your target are underwater.

Earth. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

COGNITION SKANDHA

At 11th level, you gain the skandha of cognition for your element.

Fire. You have advantage on saving throws against the effects of extremely hot environments.

Air. You are acclimated to altitudes up to 20,000 feet.

Additionally, your movement speed increases by 5 feet.

Water. You have advantage on saving throws against the effects of extremely cold environments.

Earth. You are unaffected by heavy precipitation, and can make Wisdom (Perception) checks normally.

IMPROVED PRANA BURST

By 11th level, your body has such an infusion of ki that all of your elemental strikes carry its power with them. Whenever you hit a creature with an elemental strike, the creature takes an extra 1d8 damage. If you also use your Prana Burst with an elemental strike, you add this damage to the extra damage of your Prana Burst.

IMPROVED PUSH IT

Beginning at 13th level, the Constitution saving throw required for your Push It ability begins at DC 5.

VOLITION SKANDHA

At 15th level, you gain the skandha of volition for your element.

Fire. When you are prone, you can stand up using only 5 feet of movement.

Air. Your ki sustains your body so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however.

Additionally, your movement speed increases by 5 feet.

Water. Your knowledge of how to read people allows you to use Wisdom in place of Charisma when making Deception, Intimidation, Performance, and Persuasion checks.

Earth. Whenever you make an Arcana, History, Nature, or Religion check related to the origin of stonework or earthlacing effects, you are considered proficient in the skill and add double your proficiency bonus to the check.

DISCERNMENT SKANDHA

At 20th level, you gain the skandha of discernment for your element.

Fire. You can use your reaction to make an opportunity attack against any creature that strikes an ally within 20 feet of you.

Air. If you are able to hear, you are aware of the location of any hidden or invisible creature within 60 feet of you.

Additionally, your movement speed increases by 5 feet.

Water. You can spend 1 ki point as a reaction to force a target within 30 feet to reroll an attack roll or saving throw.

Earth. You cannot be surprised by creatures which are touching the ground within 60 feet of you.

ELEMENTAL ARTS

Many lacing styles arose in various combative sporting arenas around the world. Different lacers began to develop their own styles, and then copy one another, until some similar fighting styles emerged. The most popular style is called the Ten Animals, so named because practitioners of this style learn various powers that mimic animal movements and abilities.

Other styles have been developed by those who follow only certain elements. Firelacers developed the Eastern Shaolin style, modeled on draconic might and power. Airlacers formed the Eight Palms style, meant to keep those who practice it out of harm's way. Waterlacers created Moon style, which follows the push and pull of battle. Earthlacers developed Western Mantis, which is all about waiting and listening to one's opponents.

TEN ANIMAL STYLE

Ten Animal style lacing shares a long history of tradition and practice, and is the most common form of lacing taught to new students. The style copies the powers of animals, mimicking their dangerous and impressive abilities and turning them into power for the lacer.

ANIMAL STYLE

At 3rd level, you gain one of the following features of your choice.

Pigmonkey Swing. You can move through the spaces of hostile creatures, regardless of size.

Tapirat in the Grass. You can use the Hide action as a bonus action on your turn.

Turtleduck Shell. Your base AC becomes 13 + your Dexterity modifier if you are not wearing armor.

Wing of the Peacrine. You can use your Deflection ki feature without needing to spend ki points.

ANIMAL STRIKE

At 6th level, you gain one of the following features of your choice.

Dragon Breath. You can spend 1 ki point on your turn when you make a successful elemental strike. Each other creature within 10 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half of the damage from the elemental strike.

Fangs of the Snakamander. You can spend 1 ki point on your turn when you make a successful elemental strike. The target must make a Constitution saving throw. On a failed save, the target takes the strike's damage again at the beginning of its next turn.

Talpatian Venom. You can spend 1 ki point when you make a successful elemental strike. The target must make a Constitution saving throw. On a failed save, the creature is incapacitated until the beginning of your next turn.

ANIMAL ARTS

At 10th level, you learn to focus, allowing you to perform incredible feats. Whenever you make an ability check that lets you add your proficiency bonus, you can spend 1 ki point as a reaction to treat a d20 roll of 9 or lower as a 10.

ANIMAL FIGHTING

At 14th level, you can choose a second option from the Fighting Style class feature.

ANIMAL MASTERY

At 18th level, you gain one of the following features of your choice.

Armor of the Liondillo. You can spend 1 ki point as a reaction whenever you are attacked. Until the beginning of your next turn, you have resistance against the type of damage that harmed you, including against the triggering attack.

If the triggering attack deals more than one damage type, you gain resistance to both types of damage until the beginning of your next turn.

Jaws of the Whiskergator. You can spend 1 ki point on your turn. Until the beginning of your next turn, your elemental strikes deal maximum damage.

Rise of the Phoenix. You can spend 1 ki point any time you are reduced to 0 hit points but not killed outright to drop to 1 hit point instead.

Each time you use this ability, it costs 1 additional ki point. When you complete a long rest, the ki point cost resets to 1.

EASTERN SHAOLIN STYLE

Eastern Shaolin is a style exclusive to firelacers. The style looks to dragons for form and function, but also seeks to evoke the mighty presence and powerful awe of being in draconic presence. Eastern Shaolin practitioners move quickly between stances, keeping one step ahead of their enemies, and taking advantage of any momentary weakness.

THE DANCING DRAGON

Eastern Shaolin Style firelacers study the forms of mighty dragons. Beginning when you choose this style at 3rd level, you learn a new ability called the Dancing Dragon. The Dancing Dragon is composed of three kinds of stances. You can enter a stance as a bonus action on your turn, and you must concentrate each turn to remain in the stance.

Each time you enter a new stance, the next attack made against you is done so with disadvantage, as you switch between forms to throw enemies off track. Each stance also empowers your fighting ability in some way, as listed below.

Low Stance. In low stance, any time you attempt to knock a target prone, it makes its opposed check or saving throw with disadvantage.

High Stance. In high stance, you make Dexterity saving throws with advantage.

Power Stance. In power stance, any time you attempt to shove or push a target, it makes its opposed check or saving throw with disadvantage.

DRAGONIC POWER

Starting at 6th level, you can spend 1 ki point on your turn to add your Charisma modifier to all elemental strike attack rolls you make until the beginning of your next turn.

DRAGONIC PRESENCE

Beginning at 10th level, you add double your proficiency bonus to all Intimidation checks.

FIERY FOCUS

Starting at 14th level, you have advantage on Wisdom saving throws against being charmed or frightened.

TRUE FIRE

At 18th level, you unlock the true meaning of firelacing. Your firelacing deals full damage to any creature that possesses fire resistance, and half damage to any creature with fire immunity.

EIGHT PALMS STYLE

Eight Palms is a style exclusive to aircracers. The style seeks to remain safely away from danger, even in the middle of combat. Circle walking is a fundamental technique of eight palms, as the aircracer attempts to remain in range of a combatant, and at the same time, completely out of reach.

FANCY DANCER

Starting when you choose this style at 3rd level, you can keep out of harm's way with a technique known as circle walking. Whenever an enemy makes a melee attack against you, you can use your reaction to circle walk, imposing disadvantage on the creature's attack roll.

You can continue to circle walk around the target as a bonus action on your turn. As long as you continue to circle walk around a target, it has disadvantage on its attack rolls against you, and you have advantage on saving throws that you are subject to from the target. This effect ends immediately if you are not adjacent to the target for any reason.

LEAF IN THE WIND

Beginning at 6th level, you can spend 1 ki point to take the Dodge, Disengage, or Hide action as a bonus action on your turn.

RESTING STORM

Starting at 10th level, areas of high wind and tempest calm and cool you, clearing your focus. You automatically succeed on the first skill check you make once you complete a short or long rest in an area that is subject to at least moderate winds (at least 10 miles per hour) or is at a high altitude (at least 10,000 feet above sea level).

BLIND MONK

Beginning at 14th level, whenever you are blinded, attack rolls against you don't have advantage, and your attack rolls don't have disadvantage.

TWINKLE TOES

Starting at 18th level, you have advantage on all initiative rolls.

Additionally, your speed increases by 10 feet, and your jump distance is doubled.

MOON STYLE

This style is exclusive to waterlacers. Moon style waterlacing focuses less on direct combat than many other lacing styles, instead focusing on reacting to what others do. The moon is the original waterlacer, pushing and pulling the tides. A moon style waterlacer attempts to emulate the moon, pushing enemies down, and pulling allies up to achieve victory.

PUSH AND PULL

Beginning when you choose this style at 3rd level, you can spend 1 ki point as a reaction when you or an ally within 5 feet are targeted with a melee weapon attack. The attacking creature must succeed on a Dexterity saving throw. On a failed save, you choose a target within 5 feet of the attacking creature as the new target of its attack. The creature resolves its attack normally against the new target. You can choose to have the attack target no creatures.

SINK AND FLOAT

Starting at 6th level, you have the ability to make two reactions each round.

LIFE AND DEATH

Beginning at 10th level, any healing you are subject to while in the presence of a body of water large enough to swim in (such as a river, lake, or sea) is automatically maximized. For example, if you took a short rest and used a d8 Hit Die to heal and had a Constitution of 16, you would regain 11 hit points (1d8 + 3), without needing to roll.

MOON AND OCEAN

Starting at 14th level, whenever you initiate a form or cast a spell on your turn, you can protect some creatures in the area. To do so, you spend 1 ki point and choose a number of creatures up to your Wisdom modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the form or spell.

ETERNAL DANCE

Beginning at 18th level, choose two Shu-level forms or one Ha-level form that you know. Whenever you initiate these forms you do not need to spend additional ki in order to initiate them with their enhanced effects.

WESTERN MANTIS STYLE

Western Mantis is a style exclusive to earthlacers. This style focuses on precise steps, hearing, and listening to opponents. Western Mantis style seeks to “read” the slight movements and variations in an enemy’s form in order to detect where an attack may be coming from, in order to avoid, neutralize, or counter it.

NEUTRAL JING

Western Mantis style places emphasis on waiting, and listening. Beginning when you choose this style at 3rd level, whenever you use the Ready action you can spend 1 ki point to designate one creature’s hostile action as your trigger. Until the beginning of your next turn, the target has disadvantage on attack rolls against you, and you have advantage on saving throws against effects initiated by the target.

SURE-FOOTED

Starting at 6th level, you can give up all of your movement on your turn. If you do so, you have advantage on all checks and saving throws against effects that would move you from your space until the beginning of your next turn. This effect ends if you move from your space for any reason.

EARTH’S EMBRACE

Your experience in being connected with the earth heightens your senses. Beginning at 10th level, you have advantage on all Investigation, Nature, Perception, and Survival checks made while underground.

BADGER GLIDE

By 14th level, your connection with the earth is unparalleled. You can spend 1 ki point to gain a burrow speed equal to your movement speed. You can burrow through solid rock at this speed. This burrowing ability lasts for 1 minute.

Additionally, you gain tremorsense to a range of 20 feet.

PRECISE STEP

Starting at 18th level, you are immune to the effects of critical hits. Any critical hit against you is treated as a normal attack.

This feature doesn’t work if you are grappled, incapacitated, stunned, or otherwise prevented from moving normally.



SAMSARI

"The water flows through this creek, much like the energy flows through your body. As you see, there are several pools where the water swirls around before flowing on. These pools are like our chakras..."

- Guru Rajiv, samsari

A fire folk sits with his legs in a cross, meditating deeply. Behind him, a group of students and gathers-on sit similarly, attempting to emulate his breathing. The man is unaware of them, his perception transcending far beyond the limited physicality of what is around him, ascending to the Spirit World and beyond, conversing with spiritual entities others aren't even sure exist.

A female air monk focuses on the path of energy in her body, before looking to see a battalion approaching her. Without emotion, she spins in a circle before whirling her hand, as a battering force of wind bowls over her enemies and begins to push them away. They attempt to hang on, but with no anchor, they are blown away without incident.

A member of the water clan sits calmly on the bow of a ship caught in a hurricane. The crew panics, rushing around and attempting to save the ship. The water clan member exudes a calming influence on the others before standing and raising his hands. The sea begins to calm, and the crew looks to the man from the water clan for strength and guidance.

A powerful earthquake shakes a great city to its core. The people panic, but one earth kin stands calmly, seemingly unaffected. He extends his arms, and the buildings threatening to crumble are instantly quieted.

For many, lacing is a fighting style, a martial art. A way to hurt one's enemies and exert power over others. But for a samsari, lacing is a mystical art, to be held in awe, and reverence. Some take the art of lacing and look inward, not seeking power, but seeking resolve and enlightenment. A samsari is a lacer who holds in high regard the power that has been entrusted to them, and sees across artificial lines drawn in the sand. A samsari sees that all creatures, all life, is connected, and seeks to preserve the balance between being true to themselves, and being truly enlightened.

THE FLOW OF KI

While all lacers use the flow of ki to enable their abilities, samsari take it further, studying the paths of ki in the body, seeing how they connect like a river. Through focus and meditation, a samsari is able to direct the ki flow to not only enable their elemental abilities, but to gain spiritual powers unknown to other lacers.

BALANCE OF NATURE

Despite their magical abilities, samsari see themselves as divine agents. While samsari do not directly do the work of the Incarnate, samsari do believe that the balance between nature and mankind should be preserved.

Above all else, samsari gain intimate knowledge of the spirits, otherworldly entities from the Spirit World that command respect and reverence. Samsari see and interact with spirits that most people go their entire lives without ever encountering directly.

A samsari who takes up an adventuring life usually does so to fulfill a spiritual need to learn and grow. Samsari are compelled to understand the spirits and nature, and try to spread the wisdom they gain to others along the way.

THE SAMSARI

Level	Proficiency Bonus	Ki Points	Features	Forms Known	Maximum Form Level
1st	+2	2	Chosen Element, Ki, Lacing	2	Shu
2nd	+2	3	Spirit Guide, Synergy	3	Shu
3rd	+2	4	Spiritual Empathy, Path to Enlightenment	4	Shu
4th	+2	5	Ability Score Improvement	5	Shu
5th	+3	6	Open Chakra (Root)	6	Ha
6th	+3	7	Path to Enlightenment feature	7	Ha
7th	+3	8	Moment of Clarity, Open Chakra (Sacral)	8	Ha
8th	+3	9	Ability Score Improvement	9	Ha
9th	+4	11	Open Chakra (Navel)	10	Ri
10th	+4	12	Path to Enlightenment feature	10	Ri
11th	+4	13	Open Chakra (Heart)	11	Ri
12th	+4	14	Ability Score Improvement	11	Ri
13th	+5	16	Open Chakra (Throat)	12	Ri
14th	+5	17	Path to Enlightenment feature	12	Ri
15th	+5	18	Open Chakra (Third-Eye)	13	Ri
16th	+5	19	Ability Score Improvement	13	Ri
17th	+6	21	Open Chakra (Crown)	14	Ri
18th	+6	22	Form Mastery	14	Ri
19th	+6	23	Ability Score Improvement	15	Ri
20th	+6	24	Reincarnate	15	Ri

CREATING A SAMSARI

Samsari try to be at peace with nature. Keep in mind their search for enlightenment and peace as you create your character. What type of lacer are you? What led you down a path of spirituality, as opposed to using lacing for fighting? Are you a protector of a community? Are you a loner, seeking your own answers to life's questions? Do you have a mentor who is guiding you, or are you alone in your journey?

The biggest question for a samsari is typically how you will spread your knowledge and insight to others. Will you attempt to teach as you learn? Will you lead by example? Or will you put the needs of others before yourself to attempt to find enlightenment through service.

QUICK BUILD

You can make a samsari quickly by following these suggestions. First, choose your ability scores according to your element. Make Wisdom (for waterlacers or airlacers) or Charisma (for firelacers or earthlacers) your highest ability score, followed by Constitution. Second, choose the hermit background.

Your forms known will depend on what kind of lacer you choose to be. If you are a firelancer, choose the Shu-level forms *flametongue shield* and *scorching bolts*. If you are an airlancer, choose the Shu-level forms *whiff* and *wind bolts*. If you are a waterlancer, choose the Shu-level forms *healing waters* and *water jet*. If you are an earthlancer, choose the Shu-level forms *gravel shot* and *sudden pillar*.

CLASS FEATURES

As a samsari, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per samsari level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per samsari level after 1st

PROFICIENCIES

Armor: None

Weapons: Mace, quarterstaff, shanzi, spear

Tools: One type of artisan's tools of your choice, one musical instrument of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- (a) a quarterstaff, or (b) a shanzi
- (a) an explorer's pack or (b) a scholar's pack
- a musical instrument of your choice

Alternately, you can purchase your own starting equipment. At level 1, a samsari begins with 2d4 x 10 gp.

CHOSEN ELEMENT

When you take your 1st level in this class, you must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can never take another element, even if you later get to choose again.

BASIC LACING

You gain your element's basic lacing abilities. If you lose access to your ki, you cannot initiate any lacing features.

ELEMENTAL BOLT

You learn *elemental bolt* as a basic lacing effect. This bolt might take the form of a burst of air, or hurled stone, or other form depending on your element, but the effect is the same. When you reduce a creature to 0 hit points, you can choose to avoid killing them with your *elemental bolt*, leaving them unconscious.

ELEMENTAL BOLT

basic lacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You hurl a bolt of your element. Make a ranged ki attack against one creature within range, or against two creatures within range that are within 5 feet of each other. On a hit, a target takes 1d6 bludgeoning damage.

This form's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

KI

Ki points represent the mystical energy that affords you power over your element. Your samsari level determines the number of ki points you have, as shown in the Ki Points column of the Samsari table.

You can spend these points to fuel various ki features. Your lacing forms are ki features, and as you gain levels in this class, you learn others.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest quietly meditating to regain your ki points.

Some of your ki features require an attack modifier, or require your target to make a saving throw to resist the feature's effects. The ability modifier you use is different depending on your element. Firelacers and earthlacers use their Charisma, since their ki is powered by their strength of spirit and force of will. Airlacers and waterlacers use Wisdom, as their power comes from intuition and insight.

FIRELACERS AND EARTHLACERS

Ki save DC = 8 + your proficiency bonus + your Charisma modifier

Ki attack modifier = your proficiency bonus + your Charisma modifier

AIRLACERS AND WATERLACERS

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Ki attack modifier = your proficiency bonus + your Wisdom modifier

LACING

When you begin your journey, you learn to wield control and authority over your element beyond simple moves. In addition to basic effects, you learn more powerful forms.

FORM LEVELS

Form Level	Ki Cost	Meaning
Shu	2	Novice level forms
Ha	4	Advanced level forms
Ri	6	Mastery level forms

FORMS KNOWN

You know two Shu-level forms of your choice from your element's form list.

The Forms Known column of the Samsari table shows when you learn more forms of your choice. Each of these forms must be of a level that you know. For instance, when you reach 5th level in this class, you can learn one new form of Shu or Ha level.

Additionally, when you gain a level in this class, you can choose one of the forms you know and replace it with another form from your element's form list, which also must be no higher than your maximum form level.

INITIATING FORMS

Your forms are ki features, and so you must spend ki points to initiate these forms. You spend the number of ki points shown on the Form Levels table in order to initiate a form.

All forms have an enhanced effect, which you can initiate by spending 2 additional ki points when you initiate the form.



SPIRIT GUIDE

Beginning at 2nd level, you learn to feel the pull of spiritual energy around you, and can call for aid when necessary, as well as send these forces out to help others. Any time you take the Help action, you grant an ally advantage on the first attack roll it makes against a target that you can see. You can spend 1 ki point to take the Help action as a bonus action on your turn.

Additionally, you can spend 1 ki point to gain the benefits of the Help action yourself as a bonus action on your turn, even if you are alone.

SYNERGY

At 2nd level, you begin to unlock the secret of working in tandem with fellow lacers. Whenever an ally initiates a lacing form of your element within 30 feet of you, you can spend 2 ki points as a reaction to enhance their form, exactly as you would spend ki points to enhance your own form. The ally still initiates the form as they normally would, but with its enhanced effect.

SPIRITUAL EMPATHY

You know the ways of natural spirits and creatures, and can walk amongst them without worry. At 3rd level, you gain proficiency in Wisdom (Animal Handling) skill checks, and can use Animal Handling to influence fey creatures as well as normal animals. You can use Charisma in place of Wisdom to make Animal Handling skill checks.

If you already have proficiency in Animal Handling, your proficiency bonus is doubled when you make such a check.

PATH TO ENLIGHTENMENT

At 3rd level, you begin to travel along a path to true enlightenment, in the hopes of bringing about a spiritual awakening in others as well as yourself. Samsari can choose the path of the Boatman, King, or Shepherd. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

OPEN CHAKRA

As you gain experience as a samsari, you begin to open your chakras to let the pure cosmic energy flow through you. At 5th level you unlock your root chakra and learn a spell, chosen from the samsari chakra spell list. As you gain levels, you unlock further chakras, learning a new spell for each one. You can cast each of your chakra spells once without needing to spend ki points. You regain any expended chakra spells when you complete a long rest.

You can spend a number of ki points to cast a chakra spell again. You do not need to provide material components for any spell that you cast from your chakras. You can cast a spell as a ritual without spending ki points if it has the ritual tag.

OPEN CHAKRA

Level	Chakra Opened	Ki Cost
5th	Root	2
7th	Sacral	3
9th	Navel	4
11th	Heart	5
13th	Throat	6
15th	Third-Eye	—
17th	Crown	—

MOMENT OF CLARITY

At 7th level, you learn to focus your mind even in the midst of battle. You can take an action to recover a number of ki points equal to your ki ability modifier, up to your maximum number of ki points. Once you use this feature, you must finish a long rest before you can use it again.

FORM MASTERY

At 18th level, you have become so practiced with certain forms that you can initiate them at will. Choose three Shu-level forms that you know. You can initiate those forms without enhancement without spending ki points. If you want to enhance any of them, you must expend ki points as normal.

REINCARNATE

Beginning at 20th level, you've learned the secrets of the Spirit World. Any time you would be killed, you do not actually die. Instead, your spirit leaves your body as through *astral projection* and is sent hurtling to a random place in the Spirit World (the **Feywild** or **Shadowfell**, left to the DM's discretion). Unlike the normal use of *astral projection*, your body does not follow you to the new plane, but remains where it is. The silver cord that would normally lead you back to your body still exists but is imperceptible to you.

A creature must succeed on a DC 20 Medicine check to realize that you are not actually dead. You can use any means at your disposal to attempt to return to your body, and if you find it, you can reenter your body as an action and return to life with 1 hit point.

If you die of old age, this feature still activates, but you cannot reenter your body anymore. Your spirit remains, free to do as you wish.



SAMSARI PATHS TO ENLIGHTENMENT

The samsari paths to enlightenment arose not out of combat or a desire to use magic for fighting, but rather through spiritual connections and the divine teachings of those who had come before them. Samsari seek to find true enlightenment before they pass on to the Spirit World, and to pass that enlightenment on to others. Each path to enlightenment favors a different strategy, but they all seek the same end.

PATH OF THE BOATMAN

Boatman samsari practice their art in tandem with others. They attempt to lead both by example, and by learning as well. A boatman accepts all teachings, and does what they can to bring others along on their own spiritual journey together, as equals.

SAMSARI CHAKRA SPELLS

The following spells can be learned whenever you gain a chakra spell of the listed level.

ROOT

animal friendship
detect evil and good
detect poison and disease
find familiar
identify
speak with animals

SACRAL

animal messenger
augur
locate animals and plants
locate object
pass without trace

NAVEL

phantom steed
see invisibility
speak with plants
tongues

HEART

divination
locate creature

THROAT

commune with nature
dream

THIRD EYE

antipathy/sympathy
*plane shift**

CROWN

astral projection
awaken

*You can only shift to the Spirit World (the **Feywild** or the **Shadowfell**).

EXPANDED SPELL LIST

Those who follow the path of the boatman can choose from an expanded list of spells when choosing a chakra spell. The following spells are added to the chakra spell list for you.

BOATMAN EXPANDED SPELLS

Chakra Level	Spells
Root	<i>bless</i>
Sacral	<i>aid</i>
Navel	<i>protection from energy</i>
Heart	<i>feign death</i>
Throat	<i>telepathic bond</i>
Third Eye	<i>true seeing</i>
Crown	<i>foresight</i>

DIVINE BLESSING

When you choose this path at 3rd level, you can spend 2 ki points as a bonus action on your turn to protect yourself and those around you. Until the beginning of your next turn, you and all willing creatures you target within 30 feet of you have advantage on saving throws. Enemies have disadvantage on attack rolls against all targets.

SPIRITUAL CONNECTION

Beginning at 6th level, you can spend 1 additional ki point when you use your Spirit Guide feature to grant all allies advantage on their first attack roll against the targeted creature until the beginning of your next turn.

AURA OF SERENITY

Starting at 10th level, you and friendly creatures within 30 feet of you can't be charmed while you are conscious.

INSPIRING PRESENCE

Beginning at 14th level, you can spend 2 ki points to cast *beacon of hope*.

Additionally, all friendly creatures within 30 feet of you gain the benefits of *beacon of hope* during a long rest.

PATH OF THE KING

King samsari seek their own enlightenment before that of others. A king's philosophy is that one cannot truly teach others until one knows the intricacies of power firsthand, and can only then guide others through their example and protect them with their power.

EXPANDED SPELL LIST

Those who follow the path of the king can choose from an expanded list of spells when choosing a chakra spell. The following spells are added to the chakra spell list for you.

KING EXPANDED SPELLS

Chakra Level	Spells
Root	<i>bane</i>
Sacral	<i>darkvision</i>
Navel	<i>fear</i>
Heart	<i>spirit guardians</i>
Throat	<i>dispel evil and good</i>
Third Eye	<i>eyebite</i>
Crown	<i>weird</i>

UNARMORED DEFENSE

Beginning at 3rd level when you choose this path, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your ki ability modifier.

STRIKE OF THE HEAVENS

Beginning at 6th level, whenever you use your Spirit Guide feature for yourself, you add your ki ability modifier to the damage roll of the first successful attack you make before the beginning of your next turn.

AURA OF POWER

Starting at 10th level, you and friendly creatures within 30 feet of you can't be frightened while you are conscious.

BURST OF POWER

Beginning at 14th level, you can spend 2 ki points to cast *enhance ability* on yourself without needing material components.

PATH OF THE SHEPHERD

Shepherd samsari place the needs and spiritual journeys of others before themselves. A shepherd aspires to delay their own enlightenment and acquisition of power until other beings have begun their own spiritual journeys, counseling and protecting those that falter.

EXPANDED SPELL LIST

Those who follow the path of the shepherd can choose from an expanded list of spells when choosing a chakra spell. The following spells are added to the chakra spell list for you.

SHEPHERD EXPANDED SPELLS

Chakra Level	Spells
Root	<i>charm person</i>
Sacral	<i>calm emotions</i>
Navel	<i>magic circle</i>
Heart	<i>death ward</i>
Throat	<i>legend lore</i>
Third Eye	<i>mass suggestion</i>
Crown	<i>reincarnate</i>

INSPIRING PRESENCE

Starting when you choose this path at 3rd level, you can spend 1 ki point as a bonus action on your turn to protect your allies. Until the beginning of your next turn, other friendly creatures within 30 feet of you have advantage on saving throws. Enemies have disadvantage on attack rolls against such creatures. You do not gain the benefits of this ability.

SPIRITUAL GUIDANCE

Beginning at 6th level, any time you use your Spirit Guide feature to assist another creature in combat, the creature adds your ki ability modifier to its AC against the first attack made against it until the beginning of your next turn.

AURA OF VIRILITY

Starting at 10th level, you and friendly creatures within 30 feet of you can't be incapacitated while you are conscious.

SHARED BURDEN

Beginning at 14th level, you can spend 2 ki points to cast *warding bond* without needing material components. The duration of the spell lasts until the next time you complete a long rest, unless you choose to end it as an action.

CHAPTER 3: PHB SUBCLASSES

The following subclasses are available to classes from the Player's Handbook. Many of these subclasses add lacing abilities, as well as the ideals and traditions of the elemental races to non-spellcasting classes. The following subclasses would be appropriate in any campaign which includes lacing, but like the lacing classes presented above, each can stand side-by-side with any other character created solely from the Player's Handbook.

BARBARIAN PRIMAL PATHS

The following primal path is available to barbarians.

PATH OF ELEMENTAL FURY

"Maybe your firelacing comes from rage and you just don't have enough anger to fuel it the way you used to."

The path of elemental fury is one of contrast. Rage and serenity. Light and dark. Yin and yang. Those who follow this path learn to unlock their own lacing potential, expertly interspersing weapon attacks with elemental might.

Most barbarian tribes become affiliated with a single element, and lacers of its type appear in their number. No one can really explain this exclusivity, but tribes become fiercely territorial of their elemental powers. Lacing is seen as a divine gift, passed down from fallen comrades who have gone on to the Spirit World.

CHOSEN ELEMENT

As a lacer, you have the supernatural ability to manipulate your element. When you choose this path at 3rd level, you must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can never take another element, even if you later get to choose again.

Basic Lacing. You gain your element's basic lacing abilities. You cannot use these abilities while raging.

ELEMENTAL RAGE

Starting when you choose this path at 3rd level, your rage unleashes elemental fury in you. For the duration of your rage your melee weapon attacks are infused with the power of your element and become elemental attacks. Your melee weapon attacks have an additional 5 feet of reach, and deal an additional 1d4 damage.

BOON OF THE ELEMENTS

Beginning at 6th level, you gain a boon that activates any time you rage. These boons are different, depending on your element.

Fire. A creature that moves within 5 feet of you or ends its turn there takes 1d4 fire damage.

Air. Your jump distance is tripled, and falling damage is reduced by an amount equal to five times your barbarian level.

Water. You gain a number of temporary hit points equal to 2d10 + your barbarian level. These temporary hit points are lost when your rage ends.

Earth. You are unaffected by nonmagical difficult terrain, and gain tremorsense to a range of 10 feet.

ONE WITH NATURE

At 10th level, you can cast the *commune with nature* spell, but only as a ritual. When you do so, a spiritual creature appears to you to convey the information you seek.

SPIRITUAL MIGHT

Starting at 14th level, you gain a number of abilities any time you rage.

Fire. You are immune to fire damage and have resistance to cold damage. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee attack against that creature.

Air. Your speed is increased by 20 feet. When you successfully attack a creature, you can push that creature 10 feet away from you as part of the attack.

Water. You are immune to cold damage and have resistance to fire damage. You gain a swim speed of 30 feet.

In addition, if you miss a creature with an attack, you can use your reaction to make an attack against the same creature.

Earth. You gain a burrow speed of 20 feet, and your tremorsense increases to a range of 30 feet.

In addition, the ground in a 10-foot radius around you ruptures and is difficult terrain for creatures other than you. The radius moves with you.

MONASTIC TRADITIONS

The following monastic traditions are available to monks.

KI BLOCKER

"Are you kidding? The crazy blue firelacing and the flying daggers are bad enough, but last time we saw them, one of those girls did something that took my lacing away. That's scary."

Monks that practice the way of the ki blocker prime their bodies and minds to align with the cosmic energy of the universe. A ki blocker feels ki supernaturally as it flows through every living thing, and can hit pressure points on an opponent to sever that enemy's connection with its own ki flow. This ability makes ki blockers highly dangerous opponents to lacers of any element.

PRESSURE POINTS

When you choose this tradition at 3rd level, you begin to learn the secrets of hitting pressure points in your enemies, disabling them. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, it must make a Constitution saving throw. On a failed save, you can impose one of the following effects on that target, which lasts until the beginning of your next turn.

If you make multiple attacks against the same target, it must make a Constitution saving throw against each successful hit. If it fails multiple saving throws, you can choose one of the following effects for each attack (you cannot choose the same effect more than once).

- **Attack.** If the creature makes an attack roll, it does so with disadvantage.
- **Forms and Spells.** If the creature initiates a lacing form or casts a spell that requires its targets to make a saving throw, all targets make the saving throw with advantage.
- **Saving Throws.** If the creature is subject to a Strength or Dexterity saving throw, it has disadvantage on the roll.

KI BLOCKING

By 6th level, you've begun to learn about how to block the ki flow in creatures. When you hit another creature which is not wearing heavy armor with an unarmed attack, you can spend 2 ki points to attempt to ki block it. The target must make a Constitution saving throw. On a failed save, the target suffers the following penalties for a number of rounds equal to your Wisdom modifier:

Ki Pool. If the target has a pool of ki, it is blocked from its ki pool. The target cannot use ki points and has no access to any abilities that require ki.

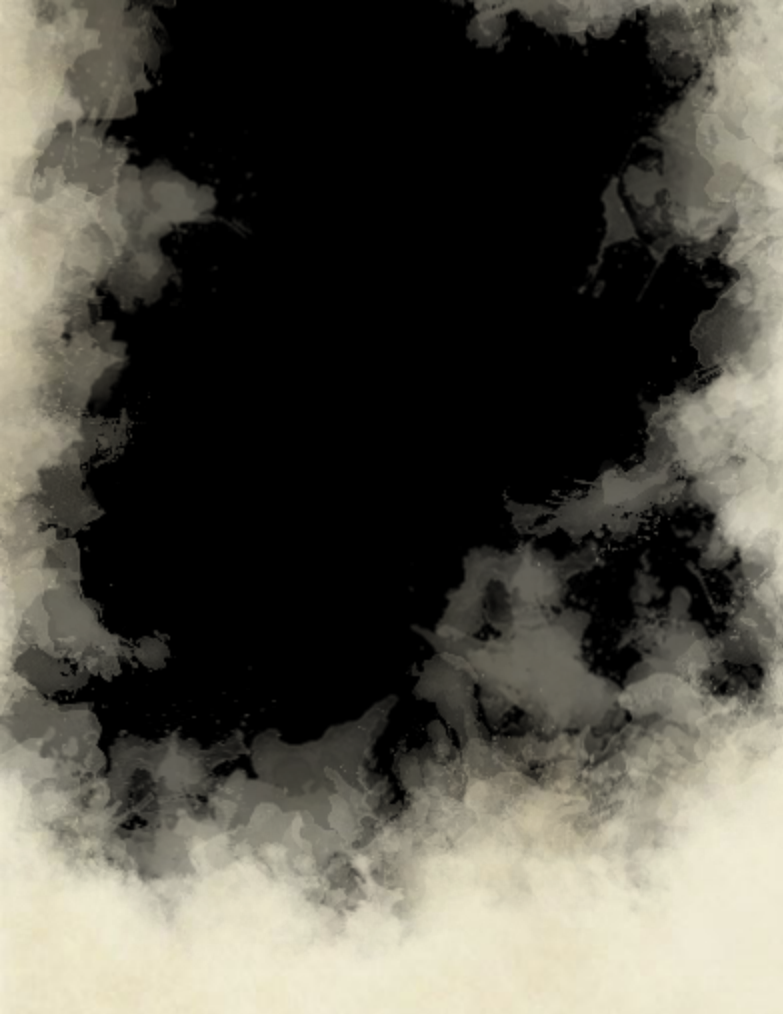
Spells. If the target casts spells, it loses access to all of its spell slots for the duration.

KEEN AGILITY

At 11th level, you gain proficiency in Strength (Athletics) and Dexterity (Acrobatics) skill checks. If you already have proficiency in either of these skills, you instead add double your proficiency bonus when you make such a check.

PARALYZING STRIKE

Beginning at 17th level, you can strike an opponent's vital spots to put them out of commission. When you hit a creature which is not wearing heavy armor with an unarmed attack, you can spend 3 ki points to attempt a paralyzing strike. The target must succeed on a Constitution saving throw or become paralyzed for 1d4 rounds and knocked prone.



SHIHAN WARRIOR

"It's not about strength. Our technique is about using your opponent's force against them. Loosen up. Think of the weapon as an extension of your arm. Wait for an opening and then... strike!"

- Shu Ki, shihan warrior

Shihan warriors are immediately identifiable, due to the brightly-colored white and red face paint and almost identical armor that they wear. Shihan warriors began as a female-only fighting force to deal with drunkards and other ne'er-do-wells who acted in an unsavory or lecherous manner towards the female populations of small towns, who had no means to defend themselves. Even today, the way of the shihan warrior is almost exclusively taught to females. A male being granted permission to learn their ways is almost unheard of, and highly irregular.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency with light armor, shields, spring shields, katanas, and shanzi.

SILK THREADS

At 3rd level, you begin to hone your abilities while wearing your traditional shihan armor and wielding a shield. Your Martial Arts features apply even when you wear light armor and wield a shield, though you lose the benefits of Unarmored Defense when you do so.

In addition, katanas and shanzi are considered monk weapons for the purposes of your Martial Arts abilities.

GOLD INSIGNIA

Your practice of the shihan tradition allows you to take better advantage of traditional shihan weapons and armor. Starting at 6th level, you choose one of the following Fighting Styles. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

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.

TESSENJUTSU

When you wield a shanzi in one hand, you gain a +1 bonus to AC. You can gain this benefit twice, if you wield a shanzi in each hand.

BRAVE BLOOD

Your bravery allows you to stand up to even the most terrifying of foes. Beginning at 11th level, you are immune to being frightened.

Additionally, you can spend 1 ki point as a reaction whenever you would be charmed to activate your Stillness of Mind feature immediately, negating the effect.

WARRIOR'S HEART

As a true shihan warrior, your honor shines true like a beacon of purity. Starting at 17th level, whenever you would reduce an enemy to 0 hit points, you can instead choose to reduce that enemy to 1 hit point by spending 3 ki points. The target must make a Wisdom saving throw. On a failed save, the target is charmed by you, and acts as though under the effects of both a *charm person* and *command* spell. This effect lasts for a number of days equal to your monk level. On a successful save, the creature is immune to this effect for 24 hours.

The target creature will do as you instruct as though regarding an old friend whom they've grown apart from. For the duration of the effect, the creature will feel as though it was in the wrong for any misdeeds it has performed against you or anyone you regard as an ally. This effect allows you to convince the creature that it should give itself up for sentencing in a fair trial, banish itself from the area, or other similar actions. This effect cannot be used to command a creature to perform any action that would put its life in direct peril. If you or an ally attacks the creature, this effect ends.

You can have only one creature under the effect of this feature at a time. You can choose to end the effect at any time without using an action. Once the effect ends, the creature will revert to its true nature and can make a Wisdom check against your saving throw DC. On a failed check, the creature assumes the actions it took while under the effect of this feature were its own choices, and may regard you as a kind of adversarial ally, whom they respected enough to listen to. On a successful save, the creature knows that it was charmed by you.

WAY OF THE LACER

"You think you're any different from me, or your friends, or this tree? If you listen hard enough, you can hear every living thing breathing together. You can feel everything growing. We're all livin' together, even if most folks don't act like it. We all have the same roots, and we are all branches of the same tree."

- Hugues, waterlacer

Monks who follow the way of the lacer are those who seek to find an elemental power within themselves. As creatures cannot become lacers of more than one element, monasteries that teach lacing are dedicated to a single element. It is not uncommon for a creature to devote themselves to a monastery of a particular element, only to unlock their elemental abilities and discover that they are a lacer of a different element. There are many theories by the most learned of monk scholars as to why this happens, with the consensus generally being that lacing abilities lie locked away in all creatures from birth, without a choice involved.

WAY OF THE LACER

Monk Level	Forms Known	Maximum Form Level
3rd-5th	2	Shu
6th-10th	3	Shu
11th-16th	4	Ha
17th-20th	5	Ha

CHOSEN ELEMENT

As a lacer, you have the supernatural ability to manipulate your element. When you choose this tradition at 3rd level, you must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can never take another element, even if you later get to choose again.

Elemental Attack. Whenever you initiate a Flurry of Blows, your strikes are infused with the power of your element. Until the beginning of your next turn, your monk weapons (including your unarmed strike) have an additional 5 feet of reach, and deal an additional 1d4 damage.

Basic Lacing. You learn to manipulate and control your element. You gain your element's basic lacing abilities.

LACING

In addition to basic lacing, you learn more powerful abilities.

FORM LEVELS

Form Level	Ki Cost	Meaning
Shu	2	Novice level forms
Ha	4	Advanced level forms

Forms Known. You know two Shu-level forms of your choice from your element's form list.

The Forms Known column of the Way of the Lacer table shows when you learn more forms of your choice. Each of these forms must be of a level that you know.

Additionally, when you gain a level in this class, you can choose one of the forms you know and replace it with another form from your element's form list, which also must be no higher than your maximum form level.

Initiating Forms. Your forms are ki features, and so you must spend ki points to initiate these forms. You spend the number of ki points shown on the Form Levels table in order to initiate a form.

All forms have an enhanced effect, which you can initiate by spending 2 additional ki points when you initiate the form.

Additionally, some forms require you to make a ki attack roll. Your ki attack is:

Ki attack modifier = your proficiency bonus + your Wisdom modifier

CHAPTER 4: BACKGROUND

The following additional backgrounds are available to characters in the world of Incarnate. These backgrounds can also be adapted for any character from the Player's Handbook without issue. While the people of Incarnate have some unique drives and ambitions in life, many follow similar paths to characters from the Player's Handbook. These backgrounds can be applied to any character in the game.

AIR SANCTUARY

You lived with the air monks in one of their sanctuaries spread in the corners of the world. High in the mountains, you learned a simple, ascetic lifestyle, and the traditions of the monks. At the same time, you learned important airlacer tenets of improvisation, fun, and spirit (whether you are an airlacer or not).

Skill Proficiencies: History, Religion

Tool Proficiencies: One type of musical instrument

Equipment: A holy symbol, an air glider, a signal whistle, a set of common clothes, and a pouch containing 10 gp

FEATURE: GREGARIOUS

You make friends quickly and easily, even those who others might shy away from. You are not as easily intimidated as others by creatures with whom you can speak, and those creatures are more likely to be friendly toward you.

SUGGESTED CHARACTERISTICS

Some who grow up at an air temple are well-suited to a traditional, rustic lifestyle. Others seek adventure and excitement, and long to break the bonds of tradition. Whether they embrace a monastic lifestyle or long to escape it, this simple life shapes their ideals and personality.

d8 Personality Trait

- 1 My people are regarded as humble, but I like to show off my skills.
- 2 I am cool even under great stress.
- 3 The monk leader at my temple was incredibly wise, and I am eager to share that wisdom with others.
- 4 Etiquette and social expectations of other nations confuse me.
- 5 Everything that happens is due to the influence of the spirits on our lives.
- 6 Nothing can shake my optimistic attitude.
- 7 I am a strict vegetarian, and view all life as sacred.
- 8 Being well-traveled, I can blend into any culture.

d6 Ideal

- 1 **Tradition.** We must preserve the customs that have been passed down through the generations. (Lawful)
- 2 **Generosity.** Nothing I own is worth more than making a new friend. (Good)
- 3 **Live and Let Live.** We keep to ourselves, and we expect the same from others. (Neutral)
- 4 **Power.** We are the chosen people of air. Everyone else should know of our abilities. (Evil)
- 5 **Freedom.** Life isn't worth living if you aren't having fun. (Chaotic)
- 6 **Self-Improvement.** My mission is to turn myself into the best person I can be. (Any)

d6 Bond

- 1 I would do anything to recover a spiritual relic that was stolen from my temple long ago.
- 2 I owe my life to the monks who took me in when my parents died.
- 3 Everything I do is to serve others.
- 4 I would do anything to protect the temple where I grew up.
- 5 Our temple has so much wisdom to share, it is my mission to spread that message to others.
- 6 The spirits sent me a message in a dream to warn others of an impending disaster.

d6 Flaw

- 1 I shy away from conflict, and have difficulty standing up for myself.
- 2 I put too much trust in those with authority.
- 3 I act before I think, not considering the consequences of my actions.
- 4 I am suspicious of strangers, and refuse to reveal the location of my temple.
- 5 Once I set my sights on a goal, I become obsessed with seeing it completed.
- 6 I can't resist showing off my abilities.

BOUNTY HUNTER

For as long as you can remember, you've found that you had a propensity for reading others. Understanding their motives, watching their emotions change as you pull the truth out of them; you've always had a knack for getting just what you want out of people.

As you grew, you found that finding those that didn't want to be found came naturally to you. No matter where they hid, no matter who they paid to conceal them, you always found your mark. Your talents came in handy for finding those running from the consequences of their own actions.

When you choose this background, discuss the kinds of bounties you may have taken in the past with your DM. Did you only take ones officially issued by a governing force? Or did you offer your services to anyone who had a desire to find someone and a willingness to pay for your services? Would anyone you've had contact with hold a grudge? Are you hunting someone now?

Skill Proficiencies: Intimidation, Investigation

Tool Proficiencies: Disguise kit, forgery kit

Languages: One of your choice

Equipment: A portable ram, a set of manacles, 50 feet of hempen rope, a parchment with the drawn face of a current or past mark, and a belt pouch containing 15 gp

FEATURE: FIND THE MARK

Due to your intimidating nature, people are inclined to give you the information you want to know. You are allowed in places that common folk would be barred from (such as prison cells or guard towers) in order to ask questions or interrogate others. When questioned, common folk are more likely to answer your questions and tell you the information you want to know, if they have it.

SUGGESTED CHARACTERISTICS

Bounty hunters are intimidating people who often make others feel like they're being shaken down for information, even when they're not. Their true selves are often much more complex, but rarely are others allowed close enough to see it.

d8 Personality Trait

- 1 I always have a backup plan for when things go wrong.
- 2 I exude an aura of calmness, even when I'm angry.
- 3 The first thing I do when I'm in a new place is locate every possible exit, in case of trouble.
- 4 It's easier to make an enemy than a friend, but a friend is much more useful.
- 5 The best way to get me to do something is to tell me I can't do it.
- 6 I am set off at the slightest insult.
- 7 I am excellent at remembering faces.
- 8 I hate being the center of attention.

d6 Ideal

- 1 **Fairness.** These people run from the law, and should be brought to justice. (Lawful)
- 2 **Community.** Those who hide are a danger to themselves and others. (Good)
- 3 **Honesty.** I have the talents to find these people, I might as well make use of it. (Neutral)
- 4 **Greed.** I don't care who I bring in, as long as I get paid. (Evil)
- 5 **No Limits.** I get to go where I want and shake people down until I find what I'm looking for. (Chaotic)
- 6 **Honor.** It is a respectable profession to find those who would run from the law. (Any)

d6 Bond

- 1 I bring in marks because a criminal once took something from me that I can never recover.
- 2 I'm trying to pay off an old debt I owe to an untrustworthy benefactor.
- 3 Someone I loved died because of a mistake I made. That will never happen again.
- 4 I am guilty of a crime, but have started a new life to escape it.
- 5 I pursued this lifestyle to fuel my love of conflict.
- 6 I will do anything to prove myself superior to everyone I am tasked with recovering.

d6 Flaw

- 1 When faced with a choice between money and my friends, I usually choose the money.
- 2 I make plans, and am inflexible in changing them, even when things go wrong.
- 3 I once accused a noble of being my mark, and he still wants my head.
- 4 I am so stoic that I often seem troubled or upset.
- 5 I have a weakness for the vices of the city, especially hard drink.
- 6 I have trouble trusting in my allies.

POLAR CLAN

The people of the water clan who live at the Great Glacier follow strict tradition in their lives. The ways and customs of the clan come before everything else. Of all the nations, gender roles are more likely to be enforced at on the Great Glacier, with men being hunters, gatherers, fishermen, and warriors, and women typically becoming homemakers and healers.

In recent times, a rift of sorts has begun to form among the water clan, with younger members engaging in more revelry and fun, forgetting the proud traditions and spiritual customs of their forebears. But a member of the water clan is always recognized as kin by another, except in very extreme cases. The people of the Great Glacier must be able to rely on each other above all else, due to the extremity of the environment they live in.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Leatherworker's tools, vehicles (water)

Equipment: A hunting trap, a grappling hook, 50 feet of hempen rope, a trophy from your most memorable hunt (such as a fang or claw), a set of winter's clothes, and a belt pouch containing 10 gp

FEATURE: SURVIVOR

Being from a violently cold and harsh environment, others look to you for strength in times of crisis. You can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth. You can find food and water for yourself and one other person each day even in the most extreme of environments.

SUGGESTED CHARACTERISTICS

Those water clan members who live at the poles take pride in their ability to live in the most extreme environments in the world. They are a proud people, but with a strong sense of community and family that binds them together.

d8 Personality Trait

- 1 My ability to survive at the poles makes me stronger than others.
- 2 I put on a brave face when confronted with danger.
- 3 I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
- 4 I believe that anything worth doing is worth doing right.
- 5 I like to talk at length about surviving in the frozen wilderness.
- 6 I judge people by their actions, not their words.
- 7 If someone is in trouble, I'm always ready to lend help.
- 8 I'm confident in my own abilities, and do what I can to instill confidence in others.

d6 Ideal

- 1 **Community.** The clan and its welfare is my highest priority. (Lawful)
- 2 **Family.** Anyone I consider family, through blood or through friendship, is a member of the clan. (Good)
- 3 **Honor.** The water clan is the most noble of peoples, and our traditions are important to uphold. (Neutral)
- 4 **Might.** We are the most powerful nation in the world, and everyone should know it. (Evil)
- 5 **Independence.** The traditions of the water clan aren't more important than personal freedom. (Chaotic)
- 6 **Destiny.** There must be more than this provincial life. (Any)

d6 Bond

- 1 I've lived off the land, I respect the land, and I will protect the land.
- 2 A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
- 3 I wish my childhood sweetheart had come with me to pursue my destiny.
- 4 A monster killed a family member, so now I will take revenge on any threatening beast.
- 5 I idolize a hero of the old tales and measure my deeds against theirs.
- 6 I would do anything for the other members of the water clan.

d6 Flaw

- 1 I don't much care for nobility, sometimes making people above my station angry.
- 2 I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
- 3 I would hurl myself into danger to protect others, even when they wouldn't do the same for me.
- 4 I am too beholden to my customs.
- 5 I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
- 6 I would kill to acquire a noble title.

TOWN GUARD

You are a member of the town guard, one of those chosen to protect the simple folk from petty theft, common criminals, and danger of all sorts. People look up to you and respect you, although it's up to you whether you deserve that respect or take advantage of it.

Skill Proficiencies: Insight, Investigation

Tool Proficiencies: One type of gaming set, one type of musical instrument

Equipment: A headband that you have personalized but which identifies you as a guard, a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

TRUE STORY

Each town guard has a story that is their own, the time where they single-handedly saved the town or just one innocent from a threat when no one else could. These stories aren't always completely true (in fact, oftentimes they aren't), but every guard has one. Roll 2d10 on the table below or choose your favorites to craft your story.

d10 Threat	d10 Innocent
1 A burglar	1 A missing child
2 Triads	2 A young boy
3 A fire	3 A young girl
4 A monster	4 An old man
5 Bounty hunters	5 An old woman
6 Firelacers	6 Cabbage
7 A rampaging beast	7 An innocent family
8 A band of thieves	8 The mayor
9 A hoard of zombies	9 A congregation
10 Evil spirits	10 The entire town

FEATURE: RECOGNIZED AUTHORITY

Your time as a town guard is recognized outside of your own town, and you can usually find people who are willing to help you or lend you the things you need, such as a place to stay, or a horse. Your authority is recognized in other towns as well, and you are generally allowed to have access to things the guards of a town have access to (such as a jail or guard tower).

SUGGESTED CHARACTERISTICS

Town guards are typically above the petty squabbles of others, but can sometimes turn their position of authority to their advantage. For the most part though, guards are seen as heroes of the common folk, protecting those who can't protect themselves.

d8 Personality Trait

- 1 Thinking is for other people. I prefer action.
- 2 If someone is in trouble, I'm always ready to lend help.
- 3 When I set my mind to something, I follow through no matter what gets in my way.
- 4 I have a strong sense of fair play and always try to find the most equitable solution to arguments.
- 5 I misuse long words in an attempt to sound smarter.
- 6 I get bored easily. When am I going to get on with my destiny?
- 7 I feel tremendous empathy for all who suffer.
- 8 The common folk love me for being a protector.

d6 Ideal

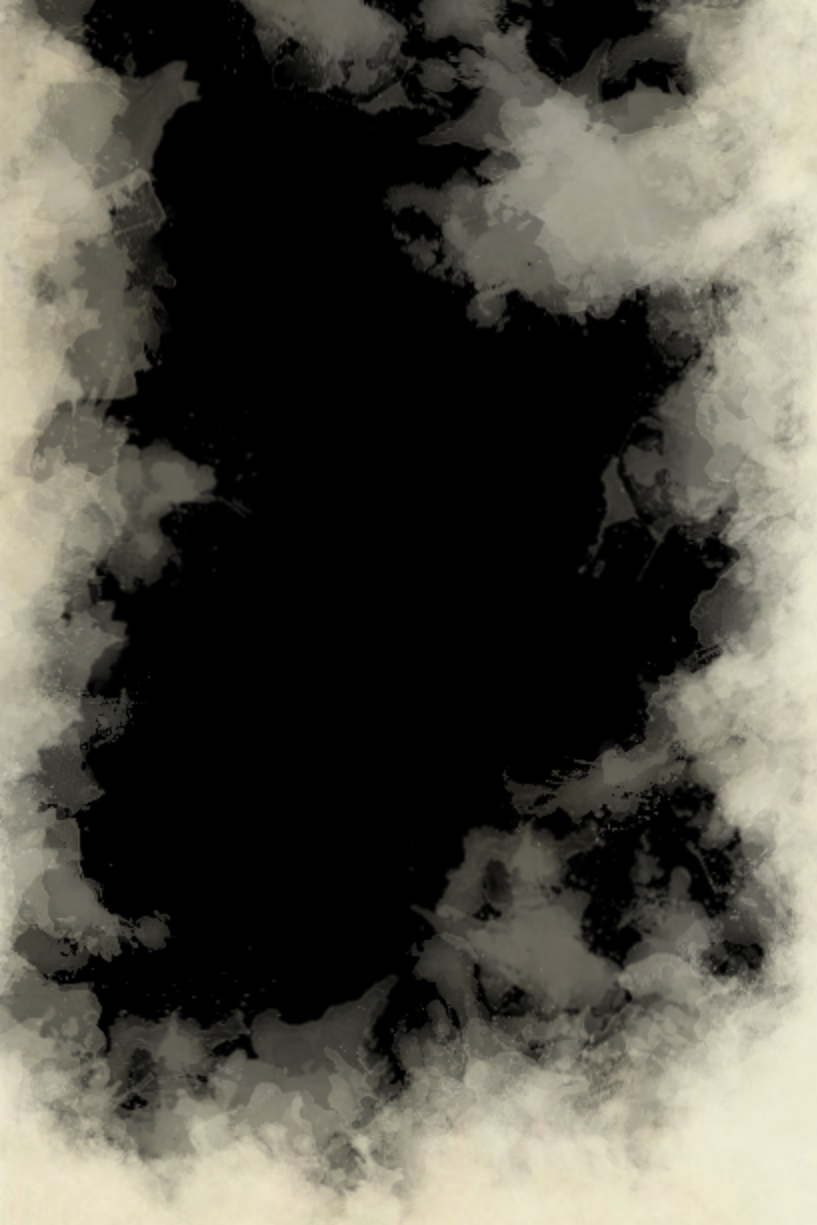
- 1 **Responsibility.** I have the power to help others, and so have the responsibility to do so. (Lawful)
- 2 **Community.** Those around me need my help. (Good)
- 3 **Logic.** A community without crime and strife benefits everyone. (Neutral)
- 4 **Respect.** I am a force to be reckoned with, and others would do well not to get on my bad side. (Evil)
- 5 **Freedom.** As an authority, I can do whatever I want. (Chaotic)
- 6 **Self-Improvement.** In protecting others, I learn things about myself. (Any)

d6 Bond

- 1 I'm loyal to my people first, everything else is second.
- 2 I'll always remember my first arrest.
- 3 Someone saved my life in a crisis. To this day, I will never leave a friend behind.
- 4 My honor is my life.
- 5 Any injury to someone in my community is an injury to me.
- 6 I fight for those who cannot fight for themselves.

d6 Flaw

- 1 I'll follow orders, even when I think they're wrong.
- 2 Once someone questions my courage, I never back down no matter how dangerous the situation.
- 3 Once I start drinking, it's hard for me to stop.
- 4 My pride will probably lead to my destruction.
- 5 The time I was truly beaten still leaves me quivering with fear.
- 6 I obey the law, even if the law causes misery.



THE VAST SWAMP

You grew up in the vast swamp. A communal society, the citizens of the bayou are very family- and community-focused. The people of the swamp keep to themselves, but at the same time are very warm to outsiders, and are always ready to welcome a new face around the dinner table. A simple people who live off the land, the people of misty bayou know a connection to the Spirit World that many lack, seeing it as simply a part of daily life.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Cook's utensils, one type of musical instrument

Equipment: A fishing tackle, a bucket, a jug, three pitons, an iron pot, a scale from the biggest fish you ever caught, and a pouch containing 15 gp

FEATURE: COMMUNITY COOKING

You can cook a meal that can bring even the bitterest of enemies together. When creatures share a meal you have created, they are more likely to be hospitable and respectable to each other and to you. You can always find a friendly face when offering your services to make food.

SUGGESTED CHARACTERISTICS

The people of the Vast Swamp are typically seen as well-natured and fun-loving. They're extremely open and trusting, although some would say that they are too trusting.

d8 Personality Trait

- 1 I'm not particularly concerned with how well something gets done, as long as it's functional.
- 2 I believe everyone deserves a second chance.
- 3 I love to talk at length about my profession.
- 4 I'm rude to people who don't appreciate hard work.
- 5 My people have a million folk tales, and I love to tell them to anyone who will listen.
- 6 I don't really understand money well, and usually end up overpaying instead of haggling for a better deal.
- 7 I feel an intense closeness with the animals of the world, and know how to live off of the land.
- 8 I can be oblivious around those who hide their emotions, and can wear my heart on my sleeves.

d6 Ideal

- 1 **Honesty.** Above all else, we should be truthful in our thoughts and actions. (Lawful)
- 2 **Family.** I want to provide fun and safety for my loved ones. (Good)
- 3 **Nature.** We need to preserve balance with nature, and not take too much from the land. (Neutral)
- 4 **Community.** We don't really care for outsiders around here. (Evil)
- 5 **No Limits.** As long as something is fun, then what's the problem? (Chaotic)
- 6 **Tradition.** I've got to uphold my ancestry to keep their memory alive. (Any)

d6 Bond

- 1 Nothing is more important than my community in misty bayou, even when I'm far away.
- 2 The spirits imparted a mission upon me to teach others to hear their voice.
- 3 I would face any challenge to protect my family.
- 4 An injury to my homeland is an injury to me.
- 5 Our tales aren't just folklore, but an oral history we must learn from.
- 6 I've been searching my whole life for the answer to a certain question.

d6 Flaw

- 1 I have no respect for liars.
- 2 I am too enamored of ale, wine, and other intoxicants.
- 3 I secretly believe that everyone else is smarter than me.
- 4 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 5 In fact, the world does revolve around me.
- 6 By my words and actions, I often bring shame to my family.

VEGETABLE MERCHANT

"My vegetables!"

As a vegetable merchant, you occupy an important role in your community and in society. You are the person between people and food, and you have the knowledge and skill to grow crops and get them to the people who need them. As a merchant, you earn money plying your trade, but working with vegetables also fulfills a passion in you of making things grow big and beautiful.

Skill Proficiencies: Nature, Persuasion

Tool Proficiencies: Carpenter's tools

Equipment: A cassopony (or a horse) and a cart full of vegetables, a set of carpenter's tools, an abacus, and a pouch containing 15 gp

SPECIAL CROP

Your experience as a vegetable merchant allows you to grow many types of crops, but you definitely have a particular knack with a certain type. Roll a d20 or choose from the options in the table below to determine your speciality.

d20	Crop	d20	Crop	d20	Crop	d20	Crop
1	Artichoke	6	Carrot	11	Mushroom	16	Radish
2	Asparagus	7	Corn	12	Okra	17	Squash
3	Beetroot	8	Ginger	13	Onion	18	Tomato
4	Broccoli	9	Kale	14	Potato	19	Turnip
5	Cabbage	10	Leek	15	Pumpkin	20	Zucchini

FEATURE: MERCHANT

Your affinity with vegetables allows you to eek out a modest living anywhere you go. Your cart is stocked with vegetables, and you can set up and sell your wares. You can usually make enough money to have a comfortable stay anywhere you go. When strangers recognize you in a town where you've sold in the past, they usually take a liking to you and will buy from you again.

If you are on the road, you will occasionally need to re-stock your cart, usually from buying vegetables from others and flipping them for a greater profit.

SUGGESTED CHARACTERISTICS

Vegetable merchants are often kind and gregarious out of necessity rather than choice. One must be affable and connect with others to succeed in this kind of business.

d8 Personality Trait

- 1 I believe anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
- 2 I'm full of witty aphorisms and have a proverb for every occasion.
- 3 I like to talk at length about my profession.
- 4 I don't part with money easily and will haggle tirelessly to get the best deal possible.
- 5 I know a story relevant to almost every situation.
- 6 Whenever I come to a new place, I collect local rumors and spread gossip.
- 7 Flattery is my preferred trick for getting what I want.
- 8 Sarcasm and insults are my weapon of choice.

d6 Ideal

- 1 **Nation.** I have a knack for growing, and a duty to feed others. (Lawful)
- 2 **Generosity.** I only sell enough to live a nice life, and do what I can to help those who are hungry. (Good)
- 3 **Nature.** The spirits have blessed me with the ability to use the land. (Neutral)
- 4 **Greed.** Others underestimate just how much money you can make when food is on the table. (Evil)
- 5 **Power.** It's easiest to manipulate people when they're hungry. (Chaotic)
- 6 **Aspiration.** I only have a simple cart now, but someday I'll own my own vegetable corp. (Any)

d6 Bond

- 1 The place where I learned to grow crops is the most important place in the world to me.
- 2 I pursue wealth to secure someone's love.
- 3 One day I will return to my home and prove that I am the greatest merchant of all.
- 4 I will get revenge on the evil forces that destroyed my farm and ruined my livelihood.
- 5 Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.
- 6 I'm trying to pay off an old debt I owe to an unscrupulous benefactor.

d6 Flaw

- 1 I'm quick to assume that someone is trying to cheat me.
- 2 I'm never satisfied with what I have—I always want more.
- 3 I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
- 4 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 5 I turn tail and run when things look bad.
- 6 Secretly, I believe that things would be better if I were a tyrant lording over the land.

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
ARMOR					
Name					
Cost					
Armor Class (AC)					
Strength					
Stealth					
Weight					
<i>Light Armor</i>					
Shihan Armor	60 gp	12 + Dex modifier	–	–	15 lbs.
<i>Medium Armor</i>					
Wolf Armor	250 gp	14 + Dex modifier (max 2)	–	–	20 lbs.
<i>Shield</i>					
Spring Shield	30 gp	+2	–	–	6 lbs.

CHAPTER 5: EQUIPMENT

The equipment from the Player's Handbook would exist in Toril as well. The coinage is considered to be the same in both worlds. In addition to basic equipment, some specialized equipment has been created by the elemental races of Kara-Tur. These items could be added to any existing campaign without issue.

Several items require lacing in order to function correctly. The description of how to use these items with proficiency is written with the item itself. For the most part, a lacer of the appropriate element can wield these items and use their special abilities.

STARTING EQUIPMENT

As normal, you receive equipment based on a combination of your class and background when you create your character. Alternately, you can start with a number of gold pieces based on your class and spend them on your own custom starting equipment. You must decide how you came about this equipment, whether through inheritance, theft, or simply purchasing them normally.

STARTING WEALTH BY CLASS

Class	Funds
Lacer	4d4 x 10 gp
Shihari	2d4 x 10 gp

WEALTH AND COINAGE

Money across Kara-Tur can use the same type of coinage as the Player's Handbook for simplicity's sake. If you'd like more variety, you can consider different kinds of coinage for the different nations.

Fire Folk. Standard coinage.

Air Monks. The air monks would not have any kind of coinage, and would instead have a bartering system.

Water Clan. The water clan would have a combination of bartering amongst themselves, but need coinage for interaction with other nations.

Earth Kin. Standard coinage.

ARMOR AND SHIELDS

Many different types of armor exist in Kara-Tur. Lighter armors such as padding and leather can be used by many lacers to bolster their defenses during a fight. Heavier armors made of metal can be used by non-lacers to protect themselves against elemental attacks.

LIGHT ARMOR

Many light armors in Kara-Tur are simple pads or leathers. The specialized armor of the Shihan warrior is produced exclusively on Shihan Island, and is almost never given to someone who is not a Shihan warrior.

Shihan Armor. The Shihan warriors have very specific and specialized armor intended to be used with their quick movements and dexterous attacks. The base of the outfit is a green kimono, with several pads of leather armor across the chest, waist, and wrists. Shihan armor also includes a metal headdress, and is the only part of the armor that is personalized by the wearer. The armor also includes a set of white and red face paint, meant to intimidate enemies. This face paint is considered a core element of the armor.

MEDIUM ARMOR

Medium armors offer more protection than light armor, and are often used by combatants who want to protect themselves from elemental attacks and other heavy damage, but still want a greater freedom of movement.

Wolf Armor. Traditional armor used by the wolf warriors of the water clan. This kind of armor is only used in heavy battles, and have several interlocking reinforced plates that cover the body, and includes a helmet designed to look like a wolf's head.

SHIELDS

While many shields are the same, Shihan Island was able to develop a unique shield that can hide and be sprung open to surprise enemies.

Spring Shield. The spring shield hides in a gauntlet on the wielder's wrist. While closed, the spring shield does not confer any bonus to AC. As a bonus action, the wielder can activate the shield, gaining its bonus to AC. The wielder can fold the shield back into the gauntlet as an action.

WEAPONS

Name	Cost	Damage	Weight Properties
<i>Simple Melee Weapons</i>			
Poison Knife	10 gp	1d4 piercing	1 lb. Special, finesse, light, thrown (range 20/60)
<i>Martial Melee Weapons</i>			
Hook Sword	20 gp	1d4 slashing	3 lbs. Special, finesse, light
Katana	40 gp	1d6 slashing	3 lbs. Light, versatile (1d8)
Metal Cable	1,000 gp	1d6 slashing	10 lbs. Special, finesse, light
Shanzi	5 gp	1d4 bludgeoning or 1d4 slashing	1 lb. Special, finesse, light
Wrist Knife	15 gp	1d6 piercing	2 lbs. Special, finesse, light
<i>Martial Ranged Weapons</i>			
Boomerang	3 gp	1d4 bludgeoning	1 lb. Special, thrown (range 30/120)
<i>Elemental Melee Weapons</i>			
Elemental Sword	50 gp	1d10 slashing	1 lb. Special, light, versatile (1d12)

WEAPONS

Weapons with special rules are described below.

Boomerang. You can target two creatures within range with the boomerang with a single attack. Make a separate attack roll against both creatures. After hitting the second creature, the boomerang falls at the creature's feet. If you target yourself with the boomerang, you do not need to make an attack roll, and can catch it when it returns to you as a reaction. If you do not catch the boomerang, it lands at your feet.

Regardless of how many attacks you have, you can only throw a single boomerang once on your turn.

Elemental Sword. The elemental sword can be used by a lacer of any element. As long as you can initiate basic lacing effects, you can use and have proficiency with the elemental sword.

On its own, the elemental sword is simply a hilt with a gap through which an element (fire, air, water, or shifting earth) can be channeled through, allowing you to fight with your element. You must take a bonus action to begin channeling your element through the sword, and you must maintain concentration or the effect ends immediately. If you are using two elemental swords through two-weapon fighting, you can maintain concentration on both of them simultaneously, however you must take a separate bonus action to manifest the effect on each sword. The effect also ends immediately if the sword leaves your hand for any reason.

Hook Sword. A blade with a curved hook on the end. Wielding a hook sword grants you advantage on shove attacks made to trip a creature.

If you have two hook swords, you can attach the two hooks as a bonus action. Until you pull them apart as a bonus action, the hook swords act as a single weapon with the reach property.

Metal Cable. The metal cable weapon can only be used by a metallacer. The cables have a number of properties that make them unique.

The pair of cables are rolled into coils in a housing on your back. You can shoot the cables out to a range of 30/120. You can also make grapple checks against creatures within range. You have disadvantage on grapple checks outside of the normal range of the cables (30 feet).

Poison Knife. A poison knife has a hollow handle which can be loaded with a special spring-loaded poison pouch. When you make a successful attack with a poison knife, you can activate the poison as part of the attack. Any additional poison damage is dependent on what you load into the knife.

Shanzi. The shanzi, or war fan, is a traditional weapon among the earth kin. Like a versatile weapon, you can choose how the shanzi is wielded each round. However, instead of adding more damage, the choice is in the type of damage inflicted. A shanzi can deal bludgeoning damage when it is folded up, able to strike others as a small club. The shanzi can also be opened into a fan, with sharpened rods holding the fabric open. These rods deal slashing damage if sliced towards an enemy.

Wrist Knife. The wrist knife is a medium-sized blade that is housed in a metal enclosure on the back of your wrist. As a bonus action, you can activate the blade, causing it to spring forward, pointing out above your hand, held in place by the gauntlet. You can retract the blade as an action.

A metallacer can extend the knife or sheathe it as part of an attack, as you would draw a weapon when attacking.

ADVENTURING GEAR

Item	Cost	Weight
Air glider	500 gp	2 lbs.
Clothes, wingsuit	300 gp	3 lbs.
Gemmanite Ring	1 gp	–

ADVENTURING GEAR

Several new types of adventuring gear appear in Kara-Tur.

Air Glider. The air glider is a specialized staff created by the air monks. It appears to be a normal quarterstaff, although it is not used for combat (and is in fact quite fragile). Despite this fact, an airlacer can hold an air glider in their hands and still perform all airlacing normally, including elemental attacks and forms.

The true purpose of the air glider is to extend the large main wings (as well as a set of auxiliary wings at the base) and use the glider to fly. The wings can be extended with a bonus action. Anyone can use the glider to glide. Your rate of descent slows to 60 feet per round. You can move horizontally up to 60 feet each round while you glide.

An airlacer (anyone who has access to basic airlacing effects) can instead use the glider to truly fly. As a bonus action while flying, you can choose to reduce your fall rate to 0. If you take an action, you can instead climb up to 30 feet.

An airlacer who has ki points can spend 1 ki point as an action to double their speed while gliding. For 10 minutes (as long as you concentrate), you can gain up to 60 feet vertically each round, and you can move up to 120 feet horizontally.

Clothes, wingsuit. The wingsuit is a specialized piece of clothing with fortified fabric between the wrists and ankles. These "wings" can be strapped into place or folded away as an action, and allow a character to glide.

Gliding with a wingsuit follows the same rules of gliding as an air glider.

Gemmanite Ring. When it is created, a gemmanite ring is formed to be big enough to be placed over the finger of even the largest person. A person with basic earthlacing can tighten the ring onto the finger of a creature. Once tightened, there are only two ways to remove the ring. One is to use earthlacing to destroy or remove the ring. The other way is to eat it, as gemmanite is an edible rock candy.

If left unchecked and exposed to air (gemmanite does not grow underwater), gemmanite will begin to grow over anything it is attached to. If unattended, a Medium size creature will become completely engulfed in gemmanite within 1d4 hours. For a Small creature, it will take 1d4 - 1 hours (minimum 1). Large or larger creatures can last for 1d6 hours before being completely engulfed.

As a creature is engulfed in gemmanite, it gradually loses more and more of its ability to move. When it is only the size of the ring, a creature is unaffected. As it gets closer to engulfing a creature (left to the DM's discretion), a creature will move through the incapacitated, grappled, restrained, and finally paralyzed conditions. A creature that is completely engulfed will eventually run out of air (again left to the DM's discretion, based on the growth rate of the gemmanite and the way in which it engulfs the player's body).

MOUNTS AND VEHICLES

Many mounts in Kara-Tur employed by the elemental races are hybrid animals, which would be recognizable to anyone not from the land only as a strange mishmash of otherwise normal animals. While these animals are often bred to help carry equipment and transport people over long distances, they may also have special properties of their own to help defend their cargo or riders. Their basic properties as mounts are listed below, but each has an entry in either Chapter 10 or Appendix A of this supplement which will list their special properties.

MOUNTS AND OTHER ANIMALS

Item	Cost	Size	Speed	Carrying Capacity
Basigoose	200 gp	Large	60 ft.	480 lbs.
Cassopony	30 gp	Large	50 ft.	225 lbs.
Dragon elk	200 gp	Large	50 ft.	540 lbs.
Dromedary dzo	60 gp	Large	40 ft.	540 lbs.
Elephoceros beetle	800 gp	Huge	40 ft. burrow 30 ft.	1,225 lbs.
Flying tamaraw	25,000 gp	Huge	25 ft. fly 60 ft. (hover)	1,320 lbs.
Komodoceratops	450 gp	Large	40 ft.	725 lbs.
Moray hound	1,000 gp	Huge	70 ft., swim 60 ft.	480 lbs.
Polar caniform	300 gp	Large	50 ft. swim 30 ft.	540 lbs.
Talpatian	500 gp	Huge	50 ft.	480 lbs.
Yakalo	100 gp	Large	50 ft.	725 lbs.

MOUNTS

In addition to their normal properties, some mounts of the elemental races are Huge-sized, and can carry multiple passengers. A Huge mount can carry six Small or Medium creatures, or up to two Large creatures normally.

LAND VEHICLES

Item	Cost	Speed
Metal tank	15,000 gp	4 mph

SANBORNE VEHICLES

Item	Cost	Speed
Sand-sailer	3,000 gp	60 ft.

AIR VEHICLES

Item	Cost	Speed
Zeppelin	25,000 gp	15 mph

VEHICLES

The elemental races of Kara-Tur do not have a very advanced industry, as their societies have been in decline. Vehicles are rarely used, in favor of mounts and carts that can be pulled by animals. The few vehicles that do exist serve very specific purposes.

Metal Tank. The metal tank is a vehicle designed for combat. It had reinforced plates of metal and tread-like wheels to help it cross any terrain. There is typically a small hole left in the top, to allow firelacers to shoot fire from a spinning turret in the center of the vehicle. These kinds of vehicles are almost exclusively created by fire folk.

Sand-Sailer. A sand-sailer is a lightly-built vehicle, which appears to be a small boat with a single large sail, although it would never be found in the water. The sand-sailer was designed by desert kin to float quickly across the Quoya Desert that is their home. A character that is an airlacer or earthlacer can use basic lacing to propel the sand-sailer at its normal speed of 60 feet per round.

A character with ki points can spend 1 ki point to propel the sailer at double its normal speed for up to 1 hour, as long as they maintain concentration.

Zeppelin. The zeppelin is an enormous flying vehicle. Made for both war and peace, it has the capacity to hold dozens if not hundreds of creatures, and transport them quickly over land. The zeppelin is powered by hot air, and with their advanced industry, is almost exclusive forged by the fire folk.

CHAPTER 6: CUSTOMIZATION

The combination of race, class, subclass, background, and equipment you choose defines your character's capabilities in the game, while the personal details you create are what set your character apart from all other characters. This chapter is for those players who want their characters to be even more unique, gaining levels in multiple classes.

This chapter gives the rules for multiclassing with lacing characters, as well as some additional feats that fit in with the elemental races of Kara-Tur. As always, your DM has the last word on whether these options are available in a campaign.

MULTICLASSING

Multiclassing with lacing classes allows you to gain levels in both lacing and non-lacing classes. Normally, there is a further restriction to lacing, as a character who laces one element cannot usually choose another. Depending on how closely a campaign chooses to follow the lore and world of Incarnate, this restriction can be waived, allowing a character to lace multiple elements. In a campaign based in the Forgotten Realms, only the Incarnate can ever lace more than a single element.

PREREQUISITES

To qualify for any new class, you must always meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a lacer who decides to multiclass into the samsari class must have either a Strength or Dexterity score of 13 or higher, as well as a Wisdom or Charisma score of 13 or higher. Without the full training that a beginning character receives, you must be naturally gifted in your new class, reflected by higher-than-average ability scores.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Lacer	Strength 13 <i>or</i> Dexterity 13
Samsari	Wisdom 13 <i>or</i> Charisma 13

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Lacer	Light armor, the bonus proficiencies of your element
Samsari	Quarterstaves, one musical instrument of your choice

CLASS FEATURES

When you gain a new level in a class, you gain its features for that level. Some features, however, have additional rules when multiclassing: Ki Points and Lacing.

KI POINTS

If you already have a pool of ki points and gain a level in a class that also grants the feature, you simply add the new ki points to your pool. All ki points are used in the same way, and recovered in the same way (during a short rest), so there is no need to distinguish how many ki points you gain from any specific class. You can use any ki points you have to initiate any effect you know that requires them.

LACING

Your capacity for lacing depends partly on your combined levels in all your lacing classes, and partly on your individual levels in those classes. Once you have the Lacing feature from more than one class, use the rules below. If you multiclass but have the Lacing feature from only one class, you follow the rules as described in that class.

Ki Points. All lacing forms cost a set amount of ki points to initiate, no matter where you learn them from. In addition, all lacing forms are ki features, so you use your ki ability score to determine ki attacks and your ki save DC. If you have levels in classes which grant you more than one ki ability score, you can choose which score to use when initiating your lacing abilities.

Forms Known. You determine what forms you know for each class individually, as if you were a single-classed member of that class. If you are a lacer 2/samsari 5 who has chosen to be an airlacer, for example, you know two Shu-level airlacing forms based on your levels in the lacer class. As a 5th-level samsari, you know six more airlacing forms, one of which can be Ha-level.

FEATS

Feats represent special talents or an area of expertise that gives you special capabilities. It embodies additional training, experience, and abilities beyond what a normal class provides. If you use the optional feats rule, you can forgo taking an Ability Score Improvement feature to instead gain a feat of your choice. You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Some feats are very special, and grant special types of lacing. You must meet more specific prerequisites to take these feats, which often includes taking other feats first. These special lacing types are ones that may be lost to time, with very few practitioners left in the world (if any at all).

SPECIALIZED LACING

Certain special lacing styles can be attained by taking the right combination of feats in a sequence, as each one typically builds on the one which comes before it. Those who achieve these abilities are often referred to with specific names which reflect the unique type of lacing they can perform. What follows is a list of these unique lacing styles, along with the feats you must take to consider yourself such a lacer.

Combustionlacer (Fire)

*Tattooed Master
Combustionlacing*

Lightninglacer (Fire)

*Cold Blooded
Lightninglacing*

Soniclacer (Air)

*Call of the Wind
Zone of Silence
Deafening Boom*

Voidlacer (Air)

*Enter the Void
Empty
Become Wind*

Bloodlacer (Water)

*Waterlocation
Bloodlacing, Lesser
Bloodlacing, Greater
Sever the Weave*

Woodlacer (Water)

*Draw Water
Woodlacing
Wooden Form*

Lavalacer (Earth)

*Compression
Lavalacing
Out of Control*

Metallacer (Earth)

*Tremors of Earth
Metallacing
Metal Master*

MAGIC AND LACING

While magic spells and lacing abilities aren't exactly the same, the ability to lace is a magical ability, and so some feats will translate directly without needing new wording. For instance, the **Mage Slayer** feat (p. 168 of the Player's Handbook) works exactly the same against lacers as it does against spellcasters, imposing penalties on lacers who are concentrating on forms, and granting advantage on saving throws against forms initiated by creatures within 5 feet of you.

BECOME WIND

Prerequisites: Empty, Character Level 16th or higher

You learn to untether yourself from the world. You gain a fly speed equal to your movement speed, and you can hover.

BLOODLACING, GREATER

Prerequisites: Bloodlacing, Lesser

You gain the ability to manipulate creatures around you with more powerful bloodlacing. You learn *greater bloodlacing* as a Ha-level waterlacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

You can initiate this form for free without its enhanced effect during a full moon.

GREATER BLOODLACING

Ha-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose up to six creatures that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the form ends on the target. Targets paralyzed by this form can continue to speak or make noise.

As a bonus action on your turn, you can move each target up to 30 feet within range.

As an action, you can have one target perform a simple action by manipulating its body like a puppet. You can have the target make a single melee or ranged weapon attack, open a lock with keys, open doors, drop whatever it is holding, and so on. The action must be a physical one that you can manipulate the target into performing. You cannot force the target to speak anything it does not wish to say, initiate a form, or cast a spell.

As an action, you can deal 2d4 damage to all targets.

Enhanced Effect. You can target nine creatures you can see within range.

BLOODLACING, LESSER

Prerequisites: Waterlocation, Constitution 13 or higher

You begin to learn to manipulate the water in the bodies of those around you. You learn *lesser bloodlacing* as a Shu-level waterlacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

LESSER BLOODLACING

Shu-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration. Huge or larger creatures have advantage on the saving throw. At the end of each of its turns, a target can make another Constitution saving throw. On a success, the form ends. Targets paralyzed by this form can continue to speak.

As a bonus action on your turn, you can move the target up to 30 feet within range.

As an action, you can have the target perform a simple action by manipulating its body like a puppet. You can have the target make a single melee or ranged weapon attack, open a lock with keys, open doors, drop whatever it is holding, and so on. The action must be a physical one that you can manipulate the target into performing. You cannot force the target to speak anything it does not wish to say, initiate a form, or cast a spell.

Enhanced Effect. You can target three creatures, all of which must be within 30 feet of one another.

CALL OF THE WIND

Prerequisites: Airlacer, Constitution 13 or higher

You begin to harness the power of air in your quest to manipulate sound. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on all Wisdom (Perception) checks made to listen.
- You learn *whispering wind* as a basic airlacing effect.

WHISPERING WIND

basic airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: 1 round

You whisper a nearly imperceptible message to a creature within range. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

The form doesn't have to follow a straight line and can travel freely around corners or through openings.



COLD BLOODED

Prerequisites: Firelancer, Dexterity 13 or higher

You gain the ability to focus on the opposing forces within your body, channeling them and then letting them loose. You gain the ability to channel the ki within you, positive and negative, as a bonus action before unleashing it. For 1 minute, each weapon attack or elemental attack you make deals an additional 1d6 lightning damage. You regain the ability to use this skill when you complete a short or long rest. If you have ki points, you can spend 1 of them to increase the damage to 2d6.

COMBUSTIONLACING

Prerequisites: Tattooed Master, Character level 12th or higher

You learn to create fierce explosions with only the power of your mind. You learn *combustion* as a Ha-level firelacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

COMBUSTION

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A thin, crackling beam of light fires in a direction you choose from your third eye in a 120-foot line. The first solid object the line encounters causes it to burst in a 20-foot-radius sphere centered on that point. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 1d8 bludgeoning and 1d8 fire damage and is pushed 20 feet away from the center of the burst. On a successful save, a creature takes half as much damage and isn't pushed.

You can create a new line of combustion as your action on any turn until the form ends.

If you lose concentration on *combustion* by being subject to a critical hit, you must succeed on a DC 20 Charisma check in order to reinitiate the form within 1 minute of being subject to the hit. If you fail the check, you do not initiate the form, but a combustion blast detonates in a 20-foot radius sphere centered on you, dealing 2d8 bludgeoning and 2d8 fire damage. Other creatures can make a Dexterity saving throw to take half-damage from this effect against your ki save DC. You cannot much a saving throw, and are hurled 20 feet backward.

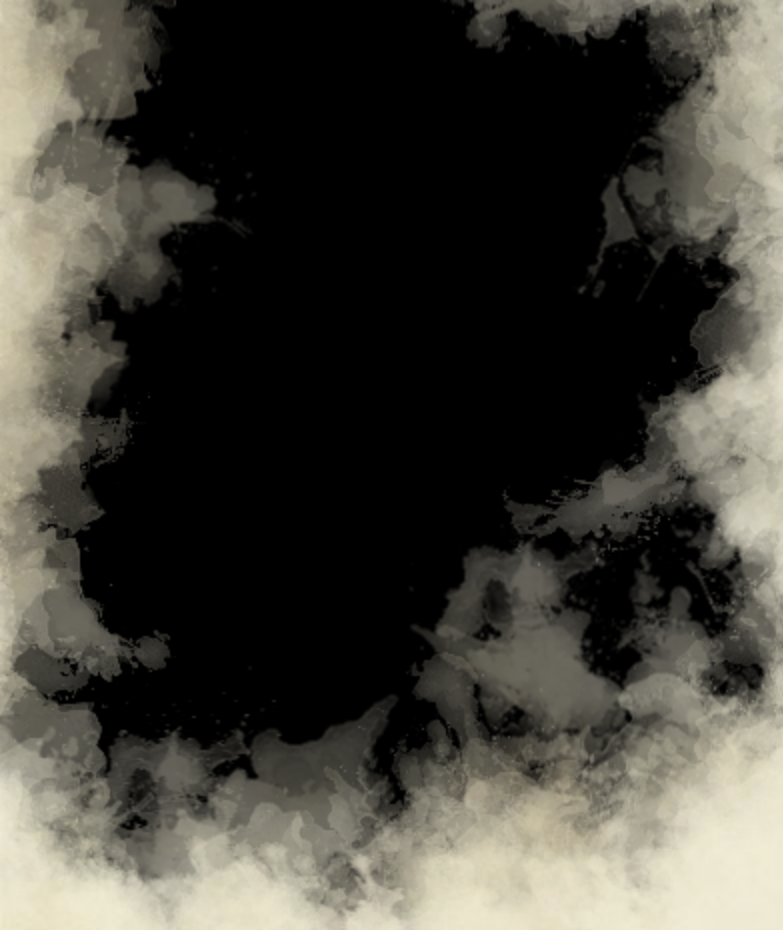
Enhanced Effect. The range increases to a 300-foot line. A creature takes 2d8 bludgeoning damage and 2d8 fire damage on a failed save, or half as much on a successful one.

COMPRESSION

Prerequisites: Earthlancer, Constitution 13 or higher

You begin to hone your earthlacing abilities, compressing rock and stone to squeeze more power out of them. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can take a bonus action to compress the earth around you. If you do, the first successful elemental attack you make before the end of your next turn deals double its damage.



DEAFENING BOOM

Prerequisites: **Zone of Silence**

Your power over air and sound gives you the ability to create deafening explosive sounds. You learn *sonic boom* as a Ha-level airlacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

SONIC BOOM

Ha-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

An enormous sonic boom erupts from a point you choose within range, deafening and incapacitating creatures caught in its area. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. If a creature fails, it takes 2d8 thunder damage and is deafened and incapacitated for 1 round. On a successful save, a creature takes half as much damage and isn't hindered.

As an action on each of your turns for the duration, you can create another sonic boom at a point you choose within range.

Enhanced Effect. A creature takes 4d8 thunder damage on a failed save, or half as much damage on a successful one.

DRAW WATER

Prerequisites: **Waterlacer**

You begin to work with plants, learning the ways that water flows through them. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn *horrible wilting* as a Shu-level waterlacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

Whenever you initiate this form, you draw liquid water out of plants around you. How much water you can draw is left to your DM's discretion based on the environment, but is typically enough to initiate at least one waterlacing form.

HORRIBLE WILTING

Shu-level waterlacing

Initiation Time: 1 action

Range: Self (30-foot cube)

Duration: Instantaneous

You attempt to draw the liquid water from every living creature in a 30-foot cube centered on you. Creatures you choose in the area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 2d8 necrotic damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. On a failed save, a creature takes 4d8 necrotic damage.

EMPTY

Prerequisites: **Enter the Void**

You begin to channel the aether that makes up the void, losing connection to the world. You gain the following benefits:

- You no longer need to breathe air, although you can choose to do so.
- All abilities (including lacing and spellcasting) continue to function normally for you. You fulfill all verbal components of these abilities.
- You have advantage on all saving throws against becoming charmed or frightened.

ENTER THE VOID

Prerequisites: **Airlacer**, **Wisdom 13 or higher**

As you begin down this path, you begin to use air to untether yourself from the world. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You are always treated as having moved 10 feet before a high jump or long jump.
- Your jump distance is doubled.
- You count as only weighing half of your true weight for the purposes of obstacles or traps that rely on weight.
- You have advantage on saving throws made against traps or obstacles that are triggered by walking or placing your weight on them.

LACING ADEPT

Prerequisites: The ability to initiate at least one form

When you gain this feat, choose one of the following damage types: bludgeoning, cold, fire, piercing, or slashing.

Forms you initiate ignore resistance to damage of the chosen type. In addition, when you roll damage for a form you initiate that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

LACING INITIATE

You must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can never take another element, even if you later get to choose again. You gain the following benefits:

- You gain your element's basic lacing abilities.
- You gain the lacer's elemental strike ability ([p. 20](#)).
- Choose one Shu-level form from your element's form list. You learn that form and can initiate it without its enhanced effect. Once you initiate it, you must complete a long rest before you can initiate it again. If you have ki points, you can spend them to initiate the form as normal. Your ki ability for these forms depends on your element. Wisdom for air or water; Charisma for fire or earth.

LAVALACING

*Prerequisites: **Compression**, Character level 12th or higher*

You learn the secrets of lavalacing, the ability to compress and heat the earth until it turns into magma. Creatures reduced to 0 hit points from lava are dead. You gain the following benefits:

- If an area of lava already exists around you, you can manipulate and control it exactly as you would normal earth.
- When you take the Attack action, you can make a lava attack against one target within 30 feet. Make a ranged ki attack against the target. On a hit, a creature takes 2d10 bludgeoning damage and 2d10 fire damage. Whether you hit or miss, a 5-foot-wide line between you and the target becomes lava. You regain the ability to use this skill when you complete a short or long rest.
 - If you have ki points, you can spend 2 of them to perform this action any time you attack.
- If you initiate an earthlacing form, you can spend an additional 4 ki points to create the effect with lava. All area affected by the form becomes lava. Creatures who fail a saving throw against the form take an additional 3d10 bludgeoning damage and 3d10 fire damage.
 - If the form did not require a saving throw but creatures are caught in the area, they must succeed on a Constitution saving throw or be subject to 3d10 bludgeoning damage and 3d10 fire damage. On a successful save, a creature takes half of this damage.
- Any creature which moves within 10 feet of lava you have created or ends its turn there must make a Constitution saving throw. On a failed save, a creature takes 2d10 bludgeoning damage and 2d10 fire damage. On a successful save, a creature takes half as much damage.

LIGHTNING REDIRECTION

Prerequisites: Firelacer, Wisdom 13 or higher

You learn to be prescient of lightning, the cold-blooded fire. Any time you are subject to an effect that deals lightning damage, you can instead pull the energy inside of you and redirect it. If you succeed on a saving throw to avoid or reduce the effect's damage, you can use your reaction to redirect the lightning in any direction you choose. Even if the saving throw you succeeded on wouldn't normally reduce the damage to 0, you take no damage from the lightning.

If you fail a saving throw against the effect, you cannot use this ability and are struck as normal.

If the effect does not have a saving throw but instead has an attack roll (such as a melee weapon attack enhanced with electricity), you must make a Constitution saving throw with a DC equal to the attack roll of the incoming effect.

If the effect does not have a saving throw or an attack roll (such as a natural lightning strike), it requires a DC 15 Constitution saving throw.

Whether you succeed or fail when you use this ability, you stop the lightning effect where you stand, protecting those creatures which might be behind you.

LIGHTNINGGLACING

Prerequisites: **Cold Blooded**

You learn *lightning strike* as a Ha-level firelacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal. A creature reduced to 0 hit points from *lightning strike* is dead.

LIGHTNING STRIKE

Ha-level firelacing

Initiation Time: 1 action

Range: Self (100-foot line)

Duration: Instantaneous

You guide a 100-foot long, 5-foot wide bolt of lightning as it surges under its own power in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 lightning damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. A creature takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

META-LACER

Prerequisites: *The ability to initiate at least one form*

You learn how to twist your elemental abilities to enhance your forms. When you gain this feat, choose one of the following meta-lacing abilities. You learn this effect, and can use the ability whenever you initiate a form that you know.

You can select this feat multiple times. Each time you do so, you must choose a different meta-lacing effect.

- **Careful Form.** When you initiate a form that forces other creatures to make a saving throw, you can protect some of those creatures from the form's full force. To do so, you spend 1 additional ki point and choose a number of those creatures up to your ki ability modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the form.
- **Distant Form.** When you initiate a form that has a range of 5 feet or greater, you can spend 1 additional ki point to double the range of the form.

When you initiate a form that has a range of touch, you can spend 1 additional ki point to make the range of the form 30 feet.

- **Empowered Form.** When you roll damage for a form, you can spend 1 ki point to reroll a number of damage dice up to your ki ability modifier (minimum of one). You must use the new rolls.

You can use Empowered Form even if you have already used a different meta-lacing effect during the initiation of the form.

- **Heightened Form.** When you initiate a form that forces a creature to make a saving throw to resist its effects, you can spend 3 additional ki points to give one target of the form disadvantage on its first saving throw made against the form.
- **Quickened Form.** When you initiate a form that has an initiation time of 1 action, you can spend 2 additional ki points to change the initiating time to 1 bonus action for this initiation.
- **Subtle Spell.** When you initiate a form, you can spend 1 additional ki point to initiate it without needing to breathe or move in any way.
- **Twinned Form.** When you initiate a form that targets only one creature and doesn't have a range of self, you can spend double the number of ki points required for the form to target a second creature in range with the same form (1 ki point if the form is a basic lacing effect).

METAL MASTER

Prerequisites: **Metallacing**

You learn to harness the power of metal, focusing on your connection with it. You gain the following benefits:

- You gain proficiency with the metal cable and wrist knife weapons.
- You can move and glide effortlessly over surfaces that you can lace, which includes all natural earth and stone as well as metal. You gain a climb speed equal to your movement speed across these materials. Your hands remain free for such movement, and you can move normally, including being able to take actions such as Dodge or Dash.

METALLACING

Prerequisites: **Tremors of the Earth**

You've learned to manipulate any amount of earth in a substance, no matter how small. You gain the ability to metallace, the power to control metal just as you do with earth. You must be able to see metal through your tremorsense in order to lace it. All of your lacing abilities work with metal, including elemental attacks and forms.

Particularly refined forms of metal, such as platinum, are immune to your metallacing.

OUT OF CONTROL

Prerequisites: **Lavalacing**

You gain the ability to cause lava to begin expanding as if it had a mind of its own. You can take an action on your turn to initiate this effect. All lava within 1 mile begins to expand rapidly, moving as a thick, slow-rolling semisolid, allowing it to creep up soft inclines. At the end of each round, the lava expands 5 feet up low inclines, 10 feet in every direction across flat surfaces, and 20 feet down inclines. The lava can be harnessed and channeled through trenches and other similar natural features. The lava expands for 1 minute. This expansion can collapse structures and destroy terrain at the DM's discretion. You regain the ability to use this skill when you complete a long rest.

If you have ki points, you can spend 4 of them to perform this action again.

HOW FAR AWAY IS LAVA?

Typically, lava rests between 6-30+ miles beneath the earth's surface, keeping it safely out of the area of a lavalacer's Out of Control ability, unless they happen to be near an active volcano.

SAVAGE ELEMENTS

Once per turn when you roll damage for an elemental attack, you can reroll the attack's damage dice and use either total.

SEVER THE WEAVE

Prerequisites: **Bloodlacing, Greater**

You use waterlacing to cut off a creature from its own ki. You can touch a creature as an action, which must make a Wisdom saving throw. You regain the ability to use this skill when you complete a long rest. If you have ki points, you can spend 8 of them to perform this action again.

On a failed save, the target is ki blocked. The target loses access to all ki points and spell slots, and cannot use any lacing abilities or any ability that requires ki.

At the end of every 30 days, the creature can repeat its saving throw against the effect. If it succeeds on its saving throw, the effect ends. This effect can also be ended by the *greater rejuvenation* form, or the *greater restoration, heal, or wish* spells.



STINGER

You become a master of thrown weapons with the light or finesse properties. You gain the following benefits when you use such a weapon:

- You have advantage on Dexterity (Sleight of Hand) and Charisma (Deception) checks made to conceal these weapons on your person.
- Using the Attack action, you can make a special ranged attack to bombard your target with an array of thrown weapons. You can draw up to four of these weapons and make an attack roll against a target within range at a -2 penalty for each weapon beyond the first. On a hit, the target takes damage from each weapon thrown as a single strike, adding your ability modifier to the damage only once. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
- You can attempt a trick shot to pin a creature to a wall or to the floor. When you make an attack with these weapons and hit, you can forgo all damage to reduce the target's speed to 0. If you bombard the target with four weapons and forgo all damage, the target is instead restrained. In either case, the target is stuck until it uses its action to escape.

TATTOOED MASTER

Prerequisites: Firelancer, Constitution 13 or higher

You perform a special ritual that inscribes a tattoo on your body, typically in the location of the third eye chakra on your forehead. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Intimidation) checks.
- You can initiate firelacing effects from your tattoo. Your hands do not need to be free to initiate firelacing.

TREMORS OF EARTH

Prerequisites: Earthlancer, Charisma 13 or higher

You learn to feel the vibrations in the earth, using it as an extension of your own senses. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain tremorsense to a range of 30 feet. If you already have tremorsense, its range increases by 30 feet. On your turn, you can take a bonus action to increase the range to 90 feet until the beginning of your next turn, or an action to increase the range to 270 feet.
- You have advantage on Wisdom (Insight) rolls you make against any creature that you can see with your tremorsense.

WAR LACER

Prerequisites: The ability to initiate at least one form

You have practiced initiating forms in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a form when you take damage.
- You can initiate forms even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to initiate a form at the creature, rather than making an opportunity attack. The form must have a casting time of 1 action and must target only that creature.

WATERLOCATION

Prerequisites: *Waterlacer*, Constitution 13 or higher

You begin to feel the ki paths in other creatures around you. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can take a bonus action to concentrate on the ki around you. If you do, you are aware of the location of any living hidden or invisible creature within 30 feet of you until the beginning of your next turn.

WOODEN FORM

Prerequisites: *Woodlacing*

You have spent so much time lacing plantlife that you can form it into a cocoon which can protect you from harm. You can take an action to surround yourself with vines and wood (assuming that such plantlife exists around you), and seem to take on the form of a shambling mound (Monster Manual, p. 270). This effect lasts for 10 minutes. You regain the ability to use this skill when you complete a long rest.

If you have ki points, you can spend 8 of them to perform this action again.

While in this form, you gain the following benefits:

- Your AC is 15.
- You gain a number of temporary hit points equal to 20 times your proficiency modifier. These temporary hit points represent the vitality of the plants that make up your new form. When you lose all of the temporary hit points, the form is destroyed and you return to normal.
- You gain a shambling mound's Slam and Engulf actions. If you have at least two attacks, you can perform the mound's Multiattack. You use the mound's statistics for these actions.

WOODLACING

Prerequisites: *Draw Water*, Strength 13 or higher

You learn to manipulate almost any amount of water in a natural substance, no matter how small. You gain the ability to woodlace, the power to control wood and plants just as you do with water. You can initiate all of your waterlacing forms with wood or plantlife if applicable.

Plants creatures, those which are alive and can resist you, are immune to this effect.

ZONE OF SILENCE

Prerequisites: *Call of the Southern Wind*

Your ability to control air gives you the ability to suck the sound from an area. You learn *silence* as a Shu-level airlacing form. You can initiate this form once without its enhanced effect for free, and regain the ability to do so when you complete a long rest. If you have ki points, you can spend them to initiate the form as normal.

SILENCE

Shu-level airlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 10-foot-radius sphere centered on a point you choose within range. A creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Initiating a form or casting a spell that includes a verbal component is impossible there.

As a bonus action on your turn, you can move the zone up to 30 feet within range.

Enhanced Effect. The range increases to 120 feet. The zone is a 20-foot-radius sphere. As a bonus action on your turn, you can move the zone up to 60 feet within range.

CHAPTER 7: LACING

Magical elemental abilities permeate Kara-Tur. Lacing magic is separate and distinct from arcane magic, and most often appears as elemental attacks and what are called forms, which are special abilities which require precise movements and breathing to bring about shocking elemental effects. This chapter provides the rules for elemental attacks and initiating forms. Different character classes have distinctive ways of learning and initiating these forms, and monsters also have elemental abilities that they use in unique ways. Regardless of its source, all lacing follows the rules presented below.

LIMITATIONS OF LACING

The most important distinction for lacers is that a lacer must be close to a substance they can lace in order to perform any of their abilities. These restrictions are outlined below, but are left to the DM's discretion as to what exactly is possible based on the situation and environment.

FIRELACER

A firelacer can use their abilities any time they can breath and have access to air. A firelacer cannot initiate any firelacing effects while underwater, or anywhere else where their body is completely covered.

AIRLACER

Like a firelacer, and airlacer needs access to air. Unlike fire, however, an airlacer can use some airlacing abilities while underwater, albeit at reduced effect. These abilities would typically be much weaker than normal airlacing.

WATERLACER

A waterlacer can telekinetically control water in all of its forms, and learn abilities to enhance their powers. However, normally a waterlacer cannot simply create or conjure water, they must control existing water.

In a typical case, a waterlacer must be within 30 feet of an existing pool of water in order to use their abilities. This distance can vary somewhat (especially if the optional environmental rules presented in [Chapter 9](#) are used), but for the most part, if a waterlacer is near an existing pool of water, they can use all of their abilities.

A waterlacer can use their abilities underwater, although it is left to the DM's discretion as to how these abilities will work. Typically, attacks (such as an elemental attack) are less effective and would be made with disadvantage, but some waterlacing forms may actually be more powerful when in a large body of water.

EARTHLACER

Like a waterlacer, an earthlacer must be relatively near to an existing source of earth in order to use their abilities. As with a waterlacer, this distance can vary, but should typically be kept to around 30 feet. Without a source of earth, dirt, or stone within range, earthlacing is impossible.

CONJURING THE ELEMENTS

The restriction of being near to a source of the elements is not a balance issue, but a flavor one. In a game that simply borrows elements of this book, this restriction can be lifted. In place of these rules, lacers of the appropriate element can conjure material of their element in order to lace, especially for water and earthlacers who may not always be around their element.

WHAT IS AN ELEMENTAL ATTACK?

An elemental attack is one that someone who is a lacer can typically perform all of the time. The use of these attacks varies by where a character might gain the ability.

Several times in this supplement, an "elemental attack" is referred to, such as a firelacer's *scorching flare*. The following abilities count as elemental attacks for the purposes of these features:

ELEMENTAL ATTACKS

Source	Level Gained	Ability
Lacer	1st	Elemental strike
Samsari	1st	Elemental bolt
Path of Elemental Fury <i>Barbarian subclass</i>	3rd	Elemental Rage
Way of the Lacer <i>Monk subclass</i>	3rd	Elemental attack

WHAT IS A FORM?

A form is a martial art that, when performed by a lacer of the correct element, creates a magical effect. These abilities work by tapping into the weave, the plane of elemental chaos that protrudes into the physical world. Many lacers do not understand the intricacies of these abilities, but these forms have been passed down through generations to create a better life for those who can harness their abilities.

Forms can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy, and in rare cases, restore life to the dead.

Thousands of forms have been developed over the course of Kara-Tur's history, although most of them are long forgotten. Knowledge of some of these forms may lie on scrolls that currently sit unnoticed, crumbling into dust. Or they may someday be reinvented by a person who has amassed enough power and wisdom to do so.

FORM LEVEL

Every form has a level, which is an approximation of both its power, as well as the exertion necessary to perform it. There are four levels of forms. Basic forms are those which can be easily initiated at any time without needing to spend ki points. Other forms range from Shu-level, to Ha-level, to Ri-level, the most powerful forms in the world. The higher a form's level, the higher level a lacer must be to use that form.

Form level and character level don't correspond directly. The level a character needs to be to initiate a form of a certain level will be covered in that class or subclass's description.

KNOWN FORMS

Before a lacer can use a form, he or she must have the form firmly fixed in their mind, knowing its movement and the precise breathing required.

In every case, the number of forms a lacer can have learned at any given time depends on the character's level.

KI POINTS

Regardless of how many forms a lacer knows, he or she can only initiate a limited number of forms before resting. Manipulating the elemental chaos to one's advantage is physically and mentally taxing, and higher-level forms are even more so. Each form requires a certain amount of ki points to cast. Each class's description includes a table showing how many ki points a character has at each character level. For example, a 3rd-level samsari has 4 ki points.

When a character initiates a form, he or she expends a number of ki points required for that level form.

FORM LEVELS

Form Level	Ki Cost	Meaning
Shu	2	Novice level forms
Ha	4	Advanced level forms
Ri	6	Mastery level forms

Finishing a short or long rest restores any expended ki points (see chapter 8 of the Player's Handbook for the rules on resting).

INITIATING A FORM'S ENHANCED EFFECT

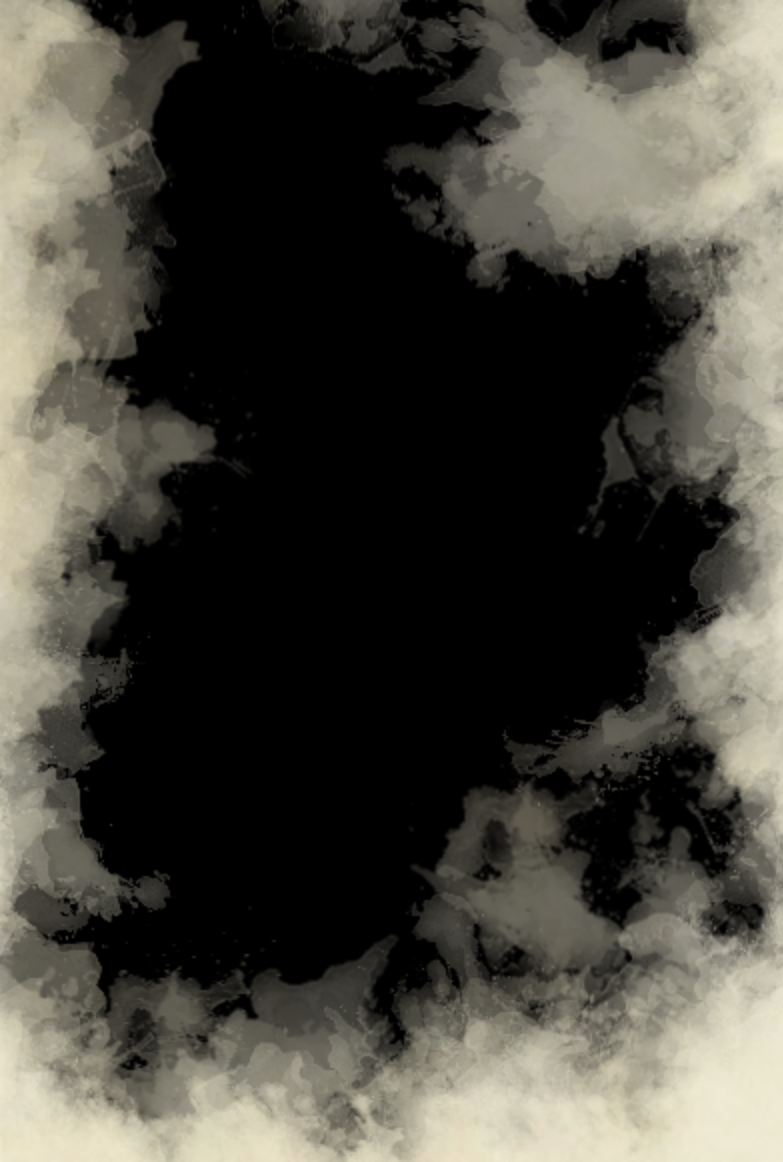
Every form has an enhanced effect, a more powerful version that can be initiated by anyone who knows the form. It requires 2 additional ki points in order to initiate a form with its enhanced effect.

BASIC LACING

A basic lacing effect is one which can be initiated at will, without ki points needing to be spent. Repeated practice of this simple effect has fixed the form in the lacer's mind so completely that they can perform it easily whenever they are conscious and not ki blocked.

INITIATING IN ARMOR

Because of the focus and precise movements required for form initiation, you must be proficient with the armor you are wearing to initiate a form. You are otherwise too distracted and physically hampered by your armor for initiating a form.



MAGIC AND KI

While magic and lacing are no longer the same (having been fundamentally split apart in -31,500 DR during the catastrophe that led to the Sea of Fallen Stars, for more information see [Appendix D](#)), they operate under similar principals, and some of the rules between them can be used interchangeably. The extent to which this happens is at your DM's discretion for your campaign.

For instance, spellcasters must concentrate on their spells in order to have them continue. Lacers must similarly concentrate on their forms in order to keep control over them, and make concentration checks in the same way.

Some forms work similarly and have similar wording to some spells. For example, the earthlacing form *boulder of protection* has very similar wording and effects to the *globe of invulnerability* spell. Due to this similarity, your DM could rule that *boulder of protection* also protects from magic spells in the same way that *globe of invulnerability* does, if your campaign takes place in a world where spells are more common.

INITIATING A FORM

When a character initiates a form, the same basic rules are followed, regardless of the character's class or the form's effects.

Each form description in [Chapter 8](#) begins with a block of information, including the form's name, level, element, initiation time, range, and duration. The rest of the form entry describes the form's effect.

COMPONENTS

Components are not listed for forms because usually they are unnecessary. Water and earthlacers require there to be water and earth around to be able to lace.

All forms require at least one of the characters hands to be free in order to complete the complex motions required.

Additionally, all forms require certain breathing patterns. If a character is gagged or otherwise prevented from breathing normally, they cannot initiate a form.

OTHER ENTRIES

A form's **initiation time** (casting time), **range**, **duration**, **targets**, and **areas of effect** are read in the same way they would be on a spell entry.

SAVING THROWS

Many forms specify that a target can make a saving throw to avoid some or all of a form's effects. The form specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your forms equals 8 + your ki ability modifier + your proficiency bonus + any special modifiers.

ATTACK ROLLS

Some forms require the lacer to make an attack roll to determine whether the form effect hits the intended target. As ki effects, any form which has an attack bonus uses a ki attack. Your ki attack bonus equals your ki ability modifier + your proficiency bonus.

Most forms that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

COMBINING LACING EFFECTS

The effects of different forms add together while the durations of those forms overlap. The effects of the same form initiated multiple times typically don't combine, however. Instead, the most potent effect from those initiations applies while their durations overlap.

Forms are typically physical effects, however, and their effects may actually overlap, depending on your DM's discretion.

CHAPTER 8: FORMS

This chapter describes the most common forms in Kara-Tur. The forms are separated by element, as characters are typically only able to learn forms of a single element. Each section begins with the form list of that element. The remainder contains the form descriptions, presented in alphabetical order by the name of the form.

FIRELACING FORMS

"I know you're nervous, but remember... firelacing in and of itself is not something to fear. But if you don't respect it, it'll chew you up and spit you out like an angry komodoceeratops!"

- Zaburo, firelancer

SHU-LEVEL FORMS

Backfire	Fiery Leap	Flashwave
Battering Flames	Fire Blast	Mirage
Blinding Spray	Fire Missile	Scorching Flare
Burn Metal	Firemark	Searing Ray
Burning Blade	Flame Dagger	Smoke Cloud
Dragontongue	Flametongue Shield	Whirling Sphere

HA-LEVEL FORMS

Barrage of Flames	Crepuscular Ray	Heat Flow
Blazing Meteors	Dragonshield	Pyre Bolt
Blinding Shot	Fire Pinwheel	Pyre Storm
Burning Coals	Fire Protection	Pyreball
Choking Cloud	Fire Whip	Sunlight
Counterlace	Firecall	Weather

RI-LEVEL FORMS

Ash Rain	Firespout	Luminous Globe
Bonform	Inferno	Nova
Delayed Pyreball	Jet Propulsion	Sparksword
Ember Storm	Jetstream	Wall of Flames

BASIC FIRELACING

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Anyone who is a firelancer can initiate the following effects within a 5-foot cube.

- You cause fire to form into simple shapes and animate at your direction.
- You can cause a flickering flame to appear from your body (usually in your hand). The flame remains there as long as you concentrate, and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
- You can instantly expand any existing flame in one direction, provided that wood or other fuel is present in the location.
- You instantly extinguish any flames within a 5-foot cube.

The area you can affect increases by 5 feet and the amount of bright light your fire produces increases by 10 feet when you reach 5th level (10-foot cube, 20 feet of bright light), 11th level (15-foot cube, 30 feet of bright light), and 17th level (20-foot cube, 40 feet of bright light).

FIRELACING FORM DESCRIPTIONS

ASH RAIN

Ri-level firelacing

Initiation Time: 1 minute

Range: Sight

Duration: Concentration, up to 1 minute

You form a large fire and then dissipate it, capturing flaming bits of ash before raining it down on a point you can see in a radius of 120 feet. The entire area becomes difficult terrain.

Each round you maintain concentration on this form, the flaming ash piles higher and produces additional effects.

Round 2. Each creature and object in the area has disadvantage on Dexterity saving throws.

Round 3. Each creature and object in the area takes 1d6 fire damage.

Round 4. The area becomes heavily obscured.

Round 5-10. Each creature and object in the area takes 2d6 fire damage.

Enhanced Effect. The area increases to a 360-foot radius. Creatures in the area on your third round of concentration take 3d6 fire damage, and take 5d6 fire damage on rounds 5-10.

BACKFIRE

Shu-level firelacing

Initiation Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Instantaneous

You create a whirl of fire, and the creature that damaged you is momentarily surrounded by flames. The creature must make a Dexterity saving throw. It takes 2d12 fire damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The target takes 4d12 fire damage on a failed save, or half as much damage on a successful one.

BARRAGE OF FLAMES

Ha-level firelacing

Initiation Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

You make several quick strikes, throwing flames across a large area. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The range increases to a 90-foot cone. Creatures take 7d8 fire damage on a failed save, or half as much damage on a successful one.

BATTERING FLAMES

Shu-level firelacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

Tendrils of fire erupt from you and batter all creatures within 10 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, the creature takes half as much damage, but suffers no other effect.

Enhanced Effect. On a failed save, creatures take 4d6 bludgeoning damage, or half as much on a successful one. A creature that fails the saving throw can't take reactions or bonus actions until its next turn.

BLAZING METEORS

Ha-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six tiny meteors of fire in your space. They float in the air and orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 60 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. You create ten meteors.

BLINDING SHOT

Ha-level firelacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during this form's duration, your fire flares with bright light, and the attack deals an extra 3d8 fire damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the form ends.

A creature blinded by this form makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Enhanced Effect. On a hit, the attack deals an additional 5d8 fire damage to the target. Creatures within 10 feet of the target must also succeed on a Constitution saving throw or become blinded.

BLINDING SPRAY

Shu-level firelacing

Initiation Time: 1 action

Range: Self (15-foot cone)

Duration: 1 round

You work with your fire, heating it to incredible colors before flashing it into the eyes of your enemies. Roll 6d10; the total is how many hit points of creatures this form can effect.

Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this form is blinded until the form ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Enhanced Effect. Roll 10d10 to determine how many hit points of creatures this form can effect.

BONFORM

Ri-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Flames roar across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the form's duration. The flames don't harm you or your equipment. Until the form ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide, extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. You are immune to cold damage for the duration. Creatures within 5 feet of you take 3d10 fire damage. Your line of flame is 30 feet long and 10 feet wide, and deals 6d8 fire damage on a failed save, or half as much damage on a successful one.

BURN METAL

Shu-level firelacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to begin to sear with a powerful burn. Any creature in physical contact with the object takes 2d10 fire damage when you initiate the form. Until the form ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Enhanced Effect. You can target a separate metal object within range each time you take a bonus action to cause the damage.

BURNING BLADE

Shu-level firelacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee ki attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The fiery blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Enhanced Effect. The burning blade deals 5d6 fire damage on a hit.

BURNING COALS

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You throw a burst of flame and set a 20-foot-radius section of the ground alight, burning the feet of creatures in the area. The ground in the area is considered difficult terrain. For every 5 feet that a creature walks through the area, it takes 4d4 fire damage.

Enhanced Effect. The area is increased to a 40-foot-radius section of the ground. For every 5 feet that a creature walks through the area, it takes 6d4 fire damage.

CHOKING CLOUD

Ha-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of smoky, superheated air centered on a point within range. The cloud spreads around corners and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn choking and burning. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

As a bonus action on your turn, you can move the cloud up to 30 feet anywhere within range.

Enhanced Effect. The cloud range increases to 120 feet, the area increases to a radius of 40 feet, and you can move it up to 60 feet as a bonus action.

COUNTERLACE

Ha-level firelacing

Initiation Time: 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of initiating a form. If the creature is initiating a form of Ha level or lower, its form fails and has no effect. If it is initiating a form of Ri level, make a DC 15 ability check using your ki ability (or DC 17 for an enhanced Ri-level form). On a success, the creature's form fails and has no effect.

Enhanced Effect. This form successfully counters unenhanced Ri-level forms without a check required.

CREPUSCULAR RAY

Ha-level firelacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Concentration, up to 1 minute

A beam of roaring flame flashes from your hand in a 5-foot-wide, 30-foot-long line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

You can create a new line of flame as your action on any turn until the form ends.

For the duration, a mote of shining fire burns in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Enhanced Effect. The range increases to a 60-foot-long line. On a failed save, a creature takes 6d8 fire damage, or half as much damage on a successful one.

DELAYED PYREBALL

Ri-level firelacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

A small bead of flame flashes from your hand, and condenses into a burning ember at a chosen point within range for the duration. When the form ends, either because your concentration is broken or because you decide to end it, the ember bursts into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the accumulated damage on a failed save, or half as much damage on a successful one.

The form's base damage is 8d6. If at the end of your turn the ember has not yet detonated, the damage increases by 1d6. If the ember is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the form ends immediately, causing the ember to erupt.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Enhanced Effect. The form's base damage is 10d6. The range increases to 120 feet.

DRAGONSHIELD

Ha-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Thin flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the form early by using an action to dismiss it.

The flames provide you with a shield against the elements. You gain resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame, and the attacker takes 2d8 fire damage.

Enhanced Effect. You gain resistance to both fire and cold damage. Creatures within 5 feet of you that hit you with a melee attack take 4d8 fire damage.

DRAGONTONGUE

Shu-level firelacing

Initiation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You form a cone of swirling fire, which shoots forth from your mouth. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Enhanced Effect. This form targets all creatures in a 30-foot radius. Creatures take 5d6 fire damage on a failed save, or half as much damage on a successful one.

EMBER STORM

Ri-level firelacing

Initiation Time: 1 action

Range: 300 feet

Duration: Instantaneous

Blazing orbs of fire flash from you to four different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one orb is affected only once.

The form damages objects in the area and ignites flammable objects that aren't being worn or carried.

Enhanced Effect. The range is increased to 1 mile. You create six orbs.

FIERY LEAP

Shu-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

With fiery bursts of power, your jump distance is tripled until the form ends.

Creatures within 5 feet of you when you jump and 5 feet within your landing point must make a Dexterity saving throw. On a failed save, a target takes 2d8 fire damage, or half as much damage on a successful one.

Enhanced Effect. Your jump distance is quadrupled for the duration. Creatures adjacent to your jumps take 4d8 fire damage on a failed save, or half as much damage on a successful one.

FIRE BLAST

Shu-level firelacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your fire bursts with power that is audible within 300 feet of you, and the attack deals an extra 2d6 fire damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Enhanced Effect. The first elemental attack you succeed with deals an additional 4d6 fire damage to the target. On a failed saving throw, the target is pushed 20 feet away from you and knocked prone.

FIRE MISSILE

Shu-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create three glowing darts of burning flame. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 fire damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Enhanced Effect. You create five darts.

FIRE PINWHEEL

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a 5-foot-wide, 10-foot-radius wheel of fire in an unoccupied space of your choice within range which lasts for the duration. Any creature that ends its turn within 5 feet of the wheel must make a Dexterity saving throw. The creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can move the wheel up to 60 feet within range. If you whirl the pinwheel over a creature, that creature must make the saving throw against the wheel's damage. A creature is only subject to the wheel's effect once per turn. The wheel ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Enhanced Effect. The range increases to 300 feet. As a bonus action on your turn, you can move the wheel up to 90 feet within range. On a failed saving throw, a creature takes 6d6 fire damage, or half as much damage on a successful one.

FIRE PROTECTION

Ha-level firelacing

Initiation Time: 1 action

Range: Self (20-foot radius)

Duration: Concentration, up to 1 hour

For the duration, you and up to 8 willing creatures in the area have resistance to fire damage.

Enhanced Effect. You do not need to concentrate on the form; it lasts for 1 hour.

FIRE WHIP

Ha-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create long fiery whips from your arms for the duration. As an action on each of your turns for the duration (including the turn when you initiate this form), you can make a ranged ki attack against a target within 30 feet. On a hit, the target takes 4d10 fire damage.

Enhanced Effect. Your whips become longer and burn brighter. You can make a ranged ki attack against a target within 60 feet, which deals 6d10 fire damage on a hit.

FIRECALL

Ha-level firelacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You target an area with burning cinders. When you initiate the form, choose a point you can see within range. A glowing flame flashes from you to that point and bursts. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

On each of your turns until the form ends, you can use your action to call fire in this way again, targeting the same point or a different one.

Enhanced Effect. On a failed saving throw, a creature takes 6d6 fire damage, or half as much damage on a successful one.

FIREMARK

Shu-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A flash of fire streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 4d8 fire damage, and the next attack roll made against this target before the end of your next turn has advantage.

Enhanced Effect. On a hit, the target takes 6d8 fire damage.

FIRESPOUT

Ri-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a snake of coiling fire which lifts you anywhere you choose. For the duration, your movement speed increases by 30 feet. You can move up to 60 feet above the ground while in the spout.

Any creature that you pass directly over takes 6d6 fire damage. Creatures within 5 feet of this area must make a Dexterity saving throw. On a failed save, a creature also takes 6d6 fire damage, or half as much damage on a successful one. A creature is affected only once by this effect per round.

Enhanced Effect. Your movement speed increases by 60 feet, and you can move up to 90 feet above the ground while in the spout. You have advantage on firelacing attacks made for the duration, and if you initiate another form while concentrating on this one, that form is automatically enhanced without you needing to spend extra ki points.

FLAME DAGGER

Shu-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create a fiery dagger which jets out of your enclosed fist. Each turn while this form is active, you can make a melee ki attack against a creature within range as an action. On a successful hit, the creature takes 2d10 fire damage.

As an action on any turn for the duration, including the turn you manifest the dagger, you can throw it at a creature within 30 feet. Make a ranged ki attack against the target. On a hit, the target takes 2d10 fire damage. Hit or miss, the dagger then explodes. The target and each creature within 5 feet of the point where the dagger exploded must succeed on a Dexterity saving throw or take 2d6 fire damage, or half as much damage on a successful one..

Enhanced Effect. The dagger deals 4d10 fire damage on its own, and the explosion deals 4d6 fire damage to creatures in the explosion radius.

FLAMETONGUE SHIELD

Shu-level firelacing

Initiation Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 10 minutes

A burning tongue of fire hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Enhanced Effect. The shield grants a +4 bonus to AC.

FLASHWAVE

Shu-level firelacing

Initiation Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

A wave of powerful fire sweeps out from you. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 2d8 fire damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. The fire ignites any flammable objects in the area that aren't being worn or carried.

Enhanced Effect. On a failed saving throw, creatures take 4d8 fire damage, and are pushed 20 feet away from you.

HEAT FLOW

Ha-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You spark fiery jetstreams from your feet and hands, greatly enhancing your mobility. For the duration, you gain the following benefits:

- You gain a +2 bonus to AC.
- Your speed increases by 20 feet.
- You have advantage on Dexterity saving throws.
- Your jump distance is doubled.

Enhanced Effect. You gain a +4 bonus to AC, your speed is increased by 40 feet, and your jump distance is tripled.

INFERNO

Ri-level firelacing

Initiation Time: 1 action

Range: Self (20-foot radius)

Duration: Instantaneous

Vertical burst of flame roars out from you. Each other creature in a 20-foot radius cube centered on you must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. On a failed save, a creature takes 12d6 fire damage, or half as much damage on a successful one.

JET PROPULSION

Ri-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You focus your ki into your extremities, creating roaring flame that can propel you through the air. For the duration, your speed increases by 60 feet. You can use this propulsion to push you sideways in the air up to 60 feet per round.

You take no damage from falling for the duration.

Enhanced Effect. You gain a fly speed of 60 feet for the duration.

JETSTREAM

Ri-level firelacing

Initiation Time: 1 action

Range: Self (60-foot line)

Duration: Concentration, up to 1 minute

You focus your energy and open your palm as a 60-foot long, 10-foot wide line of roaring flame bursts from your hand. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

You can create a new jetstream as your action on any turn until the form ends.

Enhanced Effect. The range increases to a 100-foot line. On a failed save, a creature takes 8d6 fire damage, or half as much damage on a successful one.

LUMINOUS GLOBE

Ri-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You whirl a 10-foot radius bubble of roaring flame which protects you from harmful effects. Any form of Ha-level or lower initiated from outside of the barrier can't affect creatures or objects within it. Forms can target creatures and objects within the barrier, but it has no effect on them. The area within the bubble is excluded from the areas affected by such forms. You cannot initiate any effects through the barrier, but can initiate effects on the other side of it if you are able.

Enhanced Effect. The only thing that can affect creatures and objects within the bubble are enhanced Ri-level forms.

MIRAGE

Shu-level firelacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You heat the air around you, causing it to shimmer and blur. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Enhanced Effect. You have advantage on elemental attack rolls, as creatures find it difficult to predict your movements due to the shimmering air.

NOVA

Ri-level firelacing

Initiation Time: 1 action

Range: 90 feet

Duration: Instantaneous

Brilliant light flashes in a 30-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 6d8 fire damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this form.

A creature blinded by this form makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Enhanced Effect. On a failed save, a creature takes 8d8 fire damage and is blinded for 1 minute. Affected targets do not make additional saves against the blinding effect.

PYRE BOLT

Ha-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

A white-hot bolt of fire streaks towards a target within range and bursts into a spray of flames. Make a ranged ki attack against the target. On a hit, the target takes 4d10 fire damage immediately and 2d10 fire damage at the end of its next turn. On a miss, the bolt splashes the target with fire for half as much initial damage and no damage at the end of its next turn.

Enhanced Effect. On a hit, the target takes 6d10 fire damage immediately, and 4d10 fire damage at the end of its next turn.

PYRE STORM

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A burning cinder of flame pounds the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point you choose within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d10 bludgeoning damage and 2d10 fire damage on a failed save, or half as much damage on a successful one.

The burning cinders turn the storm's area of effect into difficult terrain until the end of your next turn.

Enhanced Effect. The cylinder increases in size to a 40-foot radius. On a failed saving throw, creatures take 4d10 bludgeoning damage and 4d10 fire damage, or half as much damage on a successful one.

PYREBALL

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A burning orb of fire streaks to a point you choose within range and then explodes. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Enhanced Effect. On a failed saving throw, a creature takes 8d6 fire damage, or half as much damage on a successful one.

SCORCHING FLARE

Shu-level firelacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during this form's duration, your fire flares with white-hot intensity, and the attack deals an extra 2d10 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the form ends, the target must make a Constitution saving throw. On a failed save, it takes 1d8 fire damage. On a successful save, the form ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the form ends.

Enhanced Effect. Your successful elemental strike deals an extra 4d10 fire damage, in addition to setting the target on fire.

SEARING RAY

Shu-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create three swirls of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged ki attack for each ray. On a hit, the target takes 1d12 fire damage.

Enhanced Effect. You create five rays to hurl at enemies.

SMOKE CLOUD

Shu-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of heated smoke centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the smoke up to 30 feet anywhere within range.

Enhanced Effect. The range increases to 120 feet, the area increases to a 40-foot radius, and you can move the cloud up to 60 feet as a bonus action on your turn.

SPARKSWORD

Ri-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A sword-shaped burning flame appears at a point you choose within range and hovers for the duration.

When the sword appears, you can make a melee ki attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 5d10 fire damage.

Until the form ends, you can use a bonus action on each of your turns to move the sword up to 30 feet to a point you can see within range and repeat this attack against the same target or a different one.

Enhanced Effect. The range increases to 90 feet, and you can move the sword up to 60 feet within range. On a hit, a target takes 7d10 fire damage.

SUNLIGHT

Ha-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

You create incredibly bright fire that can illuminate even the deepest darkness. A 60-foot-radius sphere of light shines from a fire you create within range. The sphere is bright light and sheds dim light for an additional 60 feet.

You can move the fire anywhere within range as a bonus action on your turn.

If any of this form's area overlaps with an area of darkness created by a spell of 3rd level or lower, the effect that created the darkness is dispelled.

Enhanced Effect. Undead, oozes, and other creatures with weakness to light have disadvantage on saving throws while in the area of the bright light.

WALL OF FLAMES

Ri-level firelacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a wall of flames on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

Each creature that ends its turn within 10 feet of the wall or enters the wall for the first time takes 5d8 fire damage.

Enhanced Effect. The wall deals 7d8 fire damage to creatures.

WEATHER

Ha-level firelacing

Initiation Time: 1 action

Range: Self (40-foot radius)

Duration: Concentration, up to 24 hours

You are able to control the temperature of the surrounding area, keeping creatures within a 40-foot-radius area comfortable and safe. The area remains a normal temperature, and creatures in the area as well as their equipment do not feel the effects of abnormally hot or cold environments.

This form does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, a lack of air, and so forth.

Enhanced Effect. This form provides resistance to fire and cold damage.

WHIRLING SPHERE

Shu-level firelacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Constitution saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Enhanced Effect. On a failed save, a creature takes 4d6 fire damage, or half as much damage on a successful one. You can move the sphere up to 60 feet within range as a bonus action on your turn.



AIRLACING FORMS

"Airlacing is all about spiral movements. When you meet resistance, you must be able to switch direction at a moment's notice..."

- Master Navin, airlacer

SHU-LEVEL FORMS

Air Cushion	Disorienting Blast	Theft of the South Wind
Air Funnel	Earsplitting Ring	Updraft
Air Scooter	Gust	Wafting Form
Battering Gale	Reciprocate	Whiff
Bounded Wind	Sickening Mistral	Wind Bolts
Deep Breathing	Sudden Burst	Wind Shield

HA-LEVEL FORMS

Airburst	Dust Angel	Slippery Wind
Airwall	Dust Storm	Soundburst
Blinding Dust	Focused Blast	Vortex
Chinook	Free Breeze	Whirlray
Cone of the North Wind	Heart of Air	Wind Slice
Counterlace	Resounding Blow	Zephyrwave

RI-LEVEL FORMS

Airspout	Potent Coriolis	Squall
Controlled Gust	Prison of the West Wind	Suffocate
Howling Gale	Protection of the East Wind	Tornado
Hurricane	Spirit of Air	Wind Control

BASIC AIRLACING

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Anyone who is an airlacer can initiate the following effects within a 5-foot cube.

- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or clothing to ripple in a breeze.
- Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.
- You create a small blast of air capable of moving one object within 30 feet that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet in any direction. It isn't pushed with enough force to cause damage.

The area you can affect increases by 5 feet and weight of objects you can move increases by 5 pounds when you reach 5th level (10-foot cube, 10 pounds), 11th level (15-foot cube, 15 pounds), and 17th level (20-foot cube, 20 pounds).

AIR CUSHION

Shu-level airlacing

Initiation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the form ends. If the creature lands before the form ends, it takes no falling damage and can land on its feet, and the form ends for that creature.

Enhanced Effect. You can target up to 10 falling creatures within a range of 90 feet.

AIR FUNNEL

Shu-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create a whirling wind tunnel which appears in your space and launches items put into it towards your enemies. One object weighing 1 to 5 pounds can be put into the funnel each round. An object put into the funnel flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 2d8 bludgeoning damage.

Enhanced Effect. Objects weighing 1 to 10 pounds can be put into the funnel each round. Objects fly in a straight line up to 150 feet in a direction you choose. The object and anything it impacts take 4d8 bludgeoning damage.

AIR SCOOTER

Shu-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create a swirling ball of wind which you balance on. Your speed increases by 10 feet for the duration of the form. When you initiate this form, and then as a bonus action on each of your turns until the form ends, you can take the Dash action.

The scooter also allows you to briefly fly through the air or climb up walls. If you attempt to climb a wall, roll 1d4. The scooter lasts for a number of rounds equal to your roll before ending. If you attempt to fly through the air, the scooter lasts for 1 round before ending.

Enhanced Effect. Your speed increases by 30 feet for the duration. When climbing a wall or attempting to fly, the scooter lasts for 2 additional rounds before disappearing.

AIRBURST

Ha-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six tiny whirls of air in your space. They float in the air and orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the whirls, sending them streaking toward a point or points you choose within 60 feet of you. Once a whirl reaches its destination or impacts against a solid surface, the whirl explodes. Each creature within 5 feet of the point where the whirl explodes must make a Dexterity saving throw. A creature takes 2d8 slashing damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. You create ten whirls.

AIRSPOUT

Ri-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a snake of coiling wind which lifts you anywhere you choose. For the duration, your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout.

You have half-cover against all attacks made against you for the duration.

Enhanced Effect. Your movement speed increases by 90 feet, and you can move up to 120 feet above the ground while in the spout. You have three-quarters cover against all attacks made against you for the duration.

AIRWALL

Ha-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 6d6 slashing damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

As a bonus action on your turn, you can move the wall up to 30 feet within range. Creatures only take damage when the wall first appears.

Enhanced Effect. Creatures in range when the wall appears take 8d6 bludgeoning damage on a failed save, or half as much on a successful one. As a bonus action on your turn for the duration, you can move the wall up to 60 feet within range.

BATTERING GALE

Shu-level airlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You throw out bursts of air which batter all creatures within 10 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect.

Enhanced Effect. On a failed save, a creature takes 4d6 bludgeoning damage, or half as much on a successful one. A creature that fails the saving throw can't take reactions or bonus actions until its next turn.

BLINDING DUST

Ha-level airlacing

Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: 1 round

You whirl up air and then propel blinding dust from your hand. Creatures in the area must succeed on a Dexterity saving throw. On a failed save, a creature takes 5d6 slashing damage and is blinded until the beginning of your next turn. On a successful save, a creature takes half as much damage and is not blinded.

Enhanced Effect. On a failed save, a creature takes 7d6 slashing damage, or half as much damage on a successful one.

BOUNDED WIND

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of air appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage, or half as much damage on a successful one.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

Enhanced Effect. On a failed save, a creature takes 4d10 slashing damage, or half as much damage on a successful one. You can move the sphere up to 60 feet as a bonus action on your turn.

CHINOOK

Ha-level airlacing

Initiation Time: 1 action

Range: Self (40-foot radius)

Duration: Concentration, up to 24 hours

You are able to create a cooling or warming breeze in the area, keeping willing creatures within a 40-foot radius comfortable and safe. The area is kept a normal temperature, and creatures in the area as well as their equipment do not feel the effects of abnormally hot or cold environments.

This form does not provide protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, a lack of air, and so forth.

Enhanced Effect. Willing creatures in the area have their speed increased by 10 feet, and have advantage on Dexterity saving throws.

CONE OF THE NORTH WIND

Ha-level airlacing

Initiation Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

A blast of powerful air erupts from your hands. Each creature in a 60-foot cone must make a Strength saving throw. On a failed saving throw, a creature takes 4d8 bludgeoning damage and is pushed 40 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

Enhanced Effect. On a failed save, a creature takes 6d8 bludgeoning damage and is pushed 80 feet away from you.

CONTROLLED GUST

Ri-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a Large gust of whirling, forcful air in an unoccupied space that you can see within range. The gust lasts for the form's duration, and it moves at your command, mimicking the movements of your hands.

The gust is a tightly focused vortex of wind, and is an object with AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The gust doesn't fill its space. When you initiate the form, and as a bonus action on your subsequent turns, you can move the gust up to 60 feet and then cause one of the following effects with it.

Focused Strike. The gust strikes one creature or object within 5 feet of it. Make a melee ki attack for the gust using your game statistics. On a hit, the target takes 4d8 bludgeoning damage.

Forceful Push. The gust attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the gust's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the gust pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The gust moves with the target to remain within 5 feet of it.

Howling Gust. The gust attempts to grapple a Huge or smaller creature within 5 feet of it. You use the gust's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the gust is grappling a target, you can use a bonus action to have the gust crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your ki ability modifier.

Interposing Wind. The gust interposes itself between you and a creature you choose until you choose a new target. The gust moves to stay between you and the target, providing you with half cover against the target. The target can't move through the gust's space if its Strength score is less than or equal to the gust's Strength score. If its Strength score is higher than the gust's Strength score, the target can move toward you through the gust's space, but that space is difficult terrain for the target.

Enhanced Effect. The focused strike option deals 6d8 bludgeoning damage on a hit, and the howling gust option deals damage equal to 4d6 + your ki ability modifier when it crushes a target.

COUNTERLACE

Ha-level airlacing

Initiation Time: 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of initiating a form. If the creature is initiating a form of Ha level or lower, its form fails and has no effect. If it is initiating a form of Ri level, make a DC 15 ability check using your ki ability (or DC 17 for an enhanced Ri-level form). On a success, the creature's form fails and has no effect.

Enhanced Effect. This form successfully counters unenhanced Ri-level forms without a check required.

DEEP BREATHING

Shu-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You suck in a soothing lungful of air which constantly replenishes you. For the duration, you can hold your breath. The form ends if you breath out the air in your lungs for any reason.

Enhanced Effect. You can choose two other creatures within 30 feet of you to target with this form. If a creature breaths out for any reason, the form ends for that creature.

DISORIENTING BLAST

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A bolt of air streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 3d6 bludgeoning damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the burst of air confusing the target's movements.

Enhanced Effect. On a hit, the target takes 5d6 bludgeoning damage.

DUST ANGEL

Ha-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. You whirl the air in a small vortex that you control that lasts for the form's duration.

Any creature that ends its turn within 5 feet of the dust angel must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust angel up to 30 feet in any direction. If it moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

Enhanced Effect. On a failed save, a creature takes 6d8 bludgeoning damage and is pushed 20 feet away.

DUST STORM

Ha-level airlacing

Initiation Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

Until the form ends, blinding air and debris whirl in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The whirling debris makes the area difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the form's area, the creature must make a successful Constitution saving throw against your ki save DC or lose concentration.

As a bonus action on your turn, you can move the storm up to 30 feet within range.

Enhanced Effect. On a failed saving throw, a creature is blinded until the beginning of its next turn. As a bonus action on your turn, you can move the storm up to 60 feet within range.

EARSPLITTING RING

Shu-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: 1 minute

A horrible noise rings out at a point you choose within range. Creatures within a 5-foot radius must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is deafened for the duration. At the end of each of its turns, a target can make a Constitution saving throw. On a success, the form ends on it.

On a successful save, a creature takes half as much damage and is not deafened.

Enhanced Effect. On a failed save, a creature takes 4d8 thunder damage.

FOCUSED BLAST

Ha-level airlacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

You create a 10-foot wide, 30-foot long line of powerful wind which blasts from your hand in a direction you choose.

Creatures in the area must succeed on a Strength saving throw. On a failed save, a creature is pushed 50 feet away from you. On a successful save, a creature is pushed half of the distance.

Enhanced Effect. The range increases to a 60-foot line. On a failed save, a creature is pushed 100 feet away from you.

FREE BREEZE

Ha-level airlacing

Initiation Time: 1 action

Range: Self (20-foot radius)

Duration: 8 hours

You focus your instincts and hone your insight, warding yourself against intrusion. You target an area in a 20-foot radius around yourself. Until the form ends, a mental alarm alerts you whenever a Tiny or larger creature touches or enters the area. When you initiate the form, you can designate creatures that won't set off the alarm. There is a ping in your mind if the alarm is broken, which awakens you if you are sleeping.

Enhanced Effect. You target a 100-foot radius around yourself with this ability.

GUST

Shu-level airlacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Concentration, up to 1 minute

A line of strong wind 30 feet long and 10 feet wide blasts from you in a direction you choose for the form's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moved when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the form ends, you can change the direction in which the line blasts from you.

Enhanced Effect. The range increases to a 60-foot line. On a failed save, a creature is pushed 30 feet away from you and knocked prone.



HEART OF AIR

Ha-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Dash, Disengage, Hide, or Use an Object action.

Enhanced Effect. For the duration, you gain a +4 bonus to AC, and your jump distance is tripled.

HOWLING GALE

Ri-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

A vertical column of swirling wind roars in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point you choose within range must make a Dexterity saving throw. A creature takes 4d6 slashing damage and 4d6 thunder damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. On a failed save, a creature takes 6d6 slashing damage and 6d6 thunder damage, or half as much damage on a successful one.

HURRICANE

Ri-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A 10-foot-deep mass of whirling wind appears and swirls in a 30-foot radius centered on a point on the ground you choose within range. Until the form ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 8d6 slashing damage and be pulled 10 feet toward the center. On a successful save, a creature takes half as much damage and is not pulled.

As a bonus action on your turn, you can move the hurricane up to 30 feet within range.

Enhanced Effect. Creatures in the area have their speed reduced by 10 feet, and the area is heavily obscured. On a failed save, a creature takes 10d6 slashing damage and is pulled 20 feet toward the center.

POTENT CORIOLIS

Ri-level airlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You whirl a 10-foot-radius bubble of howling air which protects you from harmful effects. Any form of Ha-level or lower initiated from outside of the barrier can't affect creatures or objects within it. Forms can target creatures and objects within the barrier, but it has no effect on them. The area within the bubble is excluded from the areas affected by such forms. You cannot initiate any effects through the barrier, but can initiate effects on the other side of it if you are able.

Enhanced Effect. The only thing that can affect creatures and objects within the bubble are enhanced Ri-level forms.

PRISON OF THE WEST WIND

Ri-level airlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

This form creates an incredible updraft of air in a 20-foot-radius, 100-foot-high cylinder centered on a point you choose within range. All creatures and objects that aren't somehow anchored to the ground in the area are forced upward and reach the top of the area when you initiate the form. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the effect.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Enhanced Effect. The updraft increases in size to a 50-foot radius centered on a point you choose within 120 feet.

PROTECTION OF THE EAST WIND

Ri-level airlacing

Initiation Time: 1 reaction, which you take when you are hit by an attack or targeted by a form or spell

Range: Self

Duration: 1 round

An invisible barrier of powerful wind appears and protects you. Until the start of your next turn, you have a +10 bonus to AC, including against the triggering attack.

Enhanced Effect. The form lasts for 2 rounds.

RECIPROCATE

Shu-level airlacing

Initiation Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Concentration, up to 1 minute

You whip your hand, and the creature that damaged you is slashed by burning wind. Make a ranged ki attack against the target. On a hit, the creature takes 2d8 slashing damage and is pushed 10 feet.

Enhanced Effect. On a hit, the target takes 4d8 slashing damage and is pushed 20 feet.

RESOUNDING BLOW

Ha-level airlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your wind bursts with power that is audible within 300 feet of you. On a hit, your attack deals an extra 4d10 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone.

Enhanced Effect. On a hit, your attack deals an extra 6d10 thunder damage to the target. On a failed saving throw, the target is pushed 40 feet away from you.

SICKENING MISTRAL

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A burst of focused wind streaks toward a vital point of a creature you choose within range. Make a ranged ki attack against the target. On a hit, the target deals only half damage with weapon attacks or elemental attacks that use Strength or Dexterity until the form ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the form. On a success, the form ends.

Enhanced Effect. On a hit, the target is incapacitated, and its speed is reduced by 10 feet.

SLIPPERY WIND

Ha-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You focus your spirit, preparing yourself to move with astounding dexterity. For the duration, your movement is unaffected by difficult terrain, and forms, spells, and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

For the form's duration, any time you would be held by nonmagical restraints such as manacles or being grappled by a creature, you can take a reaction to automatically escape from the effect.

Enhanced Effect. For the duration, your speed increases by 10 feet and your jump distance is doubled.

SOUNDBURST

Ha-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A sudden burst of powerful thunder erupts from a point you choose within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage and is deafened for the duration. On a successful save, a creature takes half as much damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the form's area.

Enhanced Effect. On a failed save, a creature takes 10d6 thunder damage, or half as much damage on a successful one.

SPIRIT OF AIR

Ri-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Until the form ends, wind whirls around you, and you gain the following benefits:

- Ranged attacks made against you have disadvantage on the attack roll.
- You have advantage on Dexterity saving throws.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage and 2d10 thunder damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Enhanced Effect. You gain a fly speed of 60 feet. On a failed saving throw against your action, a creature takes 4d10 bludgeoning damage and 4d10 thunder damage and is pushed 20 feet away from the center of the cube. On a successful saving throw, a creature takes half as much damage and is pushed 5 feet away from the center of the cube.

SQUALL

Ri-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of air rises at a point you choose within range. You can make the wall up to 200 feet long, 200 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can attempt to move, but must make a successful Strength (Athletics) check against your form save DC in order to do so. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Enhanced Effect. You can create a wall 300 feet long and 300 feet high. The wall initially deals 6d10 bludgeoning damage on a failed saving throw.

SUFFOCATE

Ri-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You begin to channel the void, pulling the air from the lungs of a creature within range, leaving nothing in their lungs for them to breathe. One target you choose within range must make a Constitution saving throw. On a failed save, it is restrained as it begins to struggle for breath. On a successful save, the creature isn't affected.

A creature restrained by this form must make another Constitution saving throw at the end of each of its turns for the duration. If it successfully saves against this form three times, the form ends. If it fails its save three times, it falls unconscious for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If you maintain your concentration on this form for the entire possible duration, the target dies.

This form has no effect on creatures which do not breathe air.

Enhanced Effect. Choose three creatures within range to target, all of whom must be within 10 feet of each other.

SUDDEN BURST

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create a sudden burst of air and propel it toward one creature within range. Make a ranged ki attack against the target. On a hit, the target takes 2d8 slashing damage. Hit or miss, the burst then explodes. The target and each creature within 5 feet of the point where the burst exploded must succeed on a Dexterity saving throw or take 2d8 slashing damage.

Enhanced Effect. On a hit, and then on a failed save, a creature takes 4d8 slashing damage, or half as much damage on a successful one.

THEFT OF THE SOUTH WIND

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a target in range which is carrying an object weighing no more than 5 pounds. The target must succeed on a Strength saving throw. On a failed save, the object flies out of the target's hand and into yours, or you can choose to have the object drop onto the ground at your feet.

Enhanced Effect. You can choose up to three targets. Each must succeed on a saving throw or lose an item being carried of your choice. You can target items weighing up to 10 pounds.

TORNADO

Ri-level airlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 minute

A tornado howls down to a point on the ground you specify. The tornado is a 5-foot radius, 20-foot high cylinder centered on that point. Until the form ends, you can use your action to move the tornado up to 30 feet in any direction along the ground. The tornado sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 8d6 slashing damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the tornado until the form ends. When a creature starts its turn restrained by the tornado, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the tornado and falls when the form ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your ki save DC. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 x 10 feet away from it in a random direction.

Enhanced Effect. The tornado's area increases to a 10-foot radius, 30-foot-high cylinder. On a failed save, a creature takes 10d6 slashing damage, or half as much damage on a successful one.

UPDRAFT

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a great upswelling of air, allowing creatures to perform mighty leaps. Choose up to five willing creatures within range, all of which must be within 10 feet of one another. A target's jump distance is tripled until the form ends.

Enhanced Effect. You can target up to ten willing creatures with this form. A creature's jump distance is six times greater for the duration.

VORTEX

Ha-level airlacing

Initiation Time: 1 action

Range: Self (10-ft. radius)

Duration: Concentration, up to 10 minutes

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the form's duration. The wind has the following effects:

- It deafens other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks and elemental attacks from creatures other than you have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

Enhanced Effect. A number of allies equal to your ki ability modifier are immune to the effects of this form. The area increases to a 20-ft. radius centered on you.

WAFTING FORM

Shu-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You swirl the air around you, causing ranged attacks to miss their mark. For the duration, any creature has disadvantage on ranged attack rolls against you.

Enhanced Effect. You have advantage on Dexterity saving throws and your speed is increased by 10 feet for the duration.

WHIFF

Shu-level airlacing

Initiation Time: 1 reaction, which you take when you are subject to a weapon attack or elemental attack

Range: Self

Duration: Instantaneous

You react to an incoming attack, swirling it away from yourself and toward another creature. The creature attempting to strike you must succeed on a Dexterity saving throw. On a failed save, you choose another target for the initiating creature's attack, against whom they resolve the attack normally. You can choose to simply have the attack miss all targets. On a successful save, the attack strikes you normally but you have resistance against the attack's damage.

Enhanced Effect. On a failed saving throw, the creature's attack deals an additional 2d10 damage to the new target if it hits.

WHIRLRAY

Ha-level airlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Instantaneous

You create four balls of air and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged ki attack for each ray. On a hit, the target takes 2d6 slashing damage.

Enhanced Effect. You create six balls of air.

WIND BOLTS

Shu-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create three swirling bolts of wind. Each bolt hits a creature of your choice that you can see within range. A bolt deals 1d4 + 1 slashing damage to its target. The bolts all strike simultaneously, and you can direct them to hit one creature or several.

Enhanced Effect. You create five bolts.

WIND CONTROL

Ri-level airlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you initiate the form. The effect lasts for the form's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction that you choose. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Enhanced Effect. You can affect a 300-foot cube of air within 1 mile. A creature moving with a gust effect can move 2 feet for each foot of movement.

WIND SHIELD

Shu-level airlacing

Initiation Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 10 minutes

You create a localized vortex of air which hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Enhanced Effect. The shield grants a +4 bonus to AC.

WIND SLICE

Ha-level airlacing

Initiation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You create a battering burst of air which pounds into creatures in a 15-foot cone. Creatures in the area must succeed on a Strength saving throw. On a failed save, a creature takes 7d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Enhanced Effect. On a failed save, a creature takes 9d8 bludgeoning damage.

ZEPHYRWAVE

Ha-level airlacing

Initiation Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

A wave of forceful air billows out from you. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 8d4 bludgeoning damage and is pushed 40 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

Enhanced Effect. On a failed saving throw, a creature takes 10d4 bludgeoning damage and is pushed 60 feet away from you.

WATERLACING FORMS

"You're moving the water around, but you're not feeling the push and pull..."

- Master Pakak, waterlacer

SHU-LEVEL FORMS

Disorienting Strike	Ice Gauntlet	Stinging Smite
Flash Freeze	Ice Slick	Surface Tension
Freeze Metal	Lurking Mist	Water Cloak
Grasping Ice	Refraction	Water Jet
Healing Waters	Reprising Shot	Water Shield
Ice Blade	Slicing Discs	Water Whip

HA-LEVEL FORMS

Air Bubble	Lesser Rejuvenation	Tidal Wave
Arctic Hailstones	Move Ice	Transmute Ice
Counterlace	Octopus Form	Water Control
Ice Bullets	Razor Rings	Water Drill
Ice Slide	Soothing River	Water Gimbal
Iceberg Spike	Storm of Sleet	Weird Dive

RI-LEVEL FORMS

Blizzard	Hand of the Ocean	Reviving Waters
Bubble of Invulnerability	Ice Prison	Tsunami
Frothy Brig	Icequake	Wall of Ice
Greater Rejuvenation	Pillars of Ice	Waterspout

BASIC WATERLACING

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Anyone who is a waterlacer can initiate the following effects within a 5-foot cube within range.

- You cause water to form into simple shapes and animate at your direction. This includes all forms of water, such as water vapor or ice, as do other basic lacing effects.
- You freeze water. If a creature is in the water, it must use a bonus action to make a DC 5 Strength check to escape.
- You concentrate, drawing out all impurities from water. All nonmagical drink is purified and separated from any poison.
- You target one wall made of snow or ice within 30 feet, creating a 5-foot-radius hole. This creates an opening large enough for a Medium creature to easily walk through. The wall must be less than 5 feet thick in order for this to be effective.

The area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

AIR BUBBLE

Ha-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 8 hours

This form creates a bubble which can be moved, its 10-foot-radius cube centered on you. The bubble protects anyone inside of it from normal standing water or rain (but not attacks, see below), and can be used to walk along a sea floor without needing to swim or worry about water pressure. Creatures inside the bubble can breath normally, and the bubble does not run out of air.

The bubble is an effect that can be damaged and thus breached. The bubble has AC 5. Any damage to the bubble causes it to begin filling with water. It takes 3 rounds for the bubble to fill completely. You can take an action on your turn to expel any water and reform the bubble. If the bubble completely fills with water, the form ends immediately.

Enhanced Effect. You increase the radius of the bubble to a 20-foot-radius cube. The bubble has an AC of 10.

ARCTIC HAILSTONES

Ha-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six tiny meteors of ice in your space. They float in the air and orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the hailstones, sending them streaking toward a point or points you choose within 60 feet of you. Once a stone reaches its destination or impacts against a solid surface, the hailstone explodes. Each creature within 5 feet of the point when the stone explodes must make a Dexterity saving throw. A creature takes 2d6 piercing damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The range of the hailstones becomes 120 feet, and creatures take 4d6 piercing damage on a failed saving throw.

BLIZZARD

Ri-level waterlacing

Initiation Time: 1 action

Range: Self (300-foot radius)

Duration: Concentration, up to 1 minute

This form freezes the air, plunging the temperature below freezing as a powerful blizzard erupts in a 300-foot radius centered on you. Visibility is reduced to zero, making all Wisdom (Perception) rolls as well as ranged attacks impossible. Unprotected flames are automatically extinguished, and protected flames flicker wildly and have a 50 percent chance of going out. A creature unprotected from the cold must make a Constitution saving throw at the end of each turn and takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

One foot of new snow falls each round, causing everything in the area to become difficult terrain. The snow lasts as long as it normally would in the environment in which it was created. If you concentrate on this form for its entire duration, the snow will be 10 feet tall, making movement nearly impossible (subject to the DM's discretion).

This form is impossible to use in especially hot or arid environments, such as a desert.

Enhanced Effect. A creature unprotected from the cold takes 7d6 cold damage on a failed saving throw.

BUBBLE OF INVULNERABILITY

Ri-level waterlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You whirl a 10-foot radius bubble of swirling water which protects you from harmful effects. Any form of Ha-level or lower initiated from outside of the barrier can't affect creatures or objects within it. Forms can target creatures and objects within the barrier, but it has no effect on them. You cannot initiate any effects through the barrier, but can initiate effects on the other side of it if you are able.

Enhanced Effect. The only thing that can affect creatures and objects within the bubble are enhanced Ri-level forms.

COUNTERLACE

Ha-level waterlacing

Initiation Time: 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of initiating a form. If the creature is initiating a form of Ha level or lower, its form fails and has no effect. If it is initiating a form of Ri level, make a DC 15 ability check using your ki ability (or DC 17 for an enhanced Ri-level form). On a success, the creature's form fails and has no effect.

Enhanced Effect. This form successfully counters unenhanced Ri-level forms without a check required.

DISORIENTING STRIKE

Shu-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A bolt of water streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 2d10 bludgeoning damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the splash of water confusing the target's movements.

Enhanced Effect. On a hit, the target takes 4d10 bludgeoning damage.

FLASH FREEZE

Shu-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You flood a 20-foot square centered on a point you choose within range and then freeze it, catching hold of all creatures touching the ground. For the duration, the ground in the area is difficult terrain.

A creature in the area when you initiate the form must succeed on a Strength saving throw or be restrained by the ice until the form ends. A creature restrained by the ice can use its action to make a Strength check against your form save DC. On a success, it frees itself.

Enhanced Effect. You increase the radius of the ice slick to a 40-foot square starting from a point within range.

FREEZE METAL

Shu-level waterlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to begin to freeze with an icy burn. Any creature in physical contact with the object takes 2d8 cold damage when you initiate the form. Until the form ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Enhanced Effect. You can target a separate metal object within range each time you take a bonus action to cause the damage again.

FROTHY BRIG

Ri-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You conjure up a sphere of water with a 10-foot radius on a point you can see within range. The sphere can hover in the air, and move anywhere you direct it within range. The sphere remains for the form's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the form ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

Enhanced Effect. The saving throw DC creatures are required to make to escape the sphere increases by +2.

GRASPING ICE

Shu-level waterlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, a burst of water latches onto the creature's feet and freezes, holding them to the ground. The target must succeed on a Strength saving throw or be restrained by the ice until the form ends. If the target succeeds on the save, they destroy the ice and break free.

While restrained by this form, the target takes 2d6 cold damage at the start of each of its turns. A creature restrained by your ice or one that can touch the creature can use its action to make a Strength check against your ki save DC. On a success, the target is freed.

Enhanced Effect. A target restrained in ice takes 4d6 cold damage at the start of each of its turns.



GREATER REJUVENATION

Ri-level waterlacing

Initiation Time: 1 action

Range: Touch

Duration: Instantaneous

You imbue a creature you touch with positive ki, undoing a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

Enhanced Effect. You can end one additional effect on the target.

HAND OF THE OCEAN

Ri-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, swirling water in an unoccupied space that you can see within range. The hand lasts for the form's duration, and it moves at your command, mimicking the movements of your own hands.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand fills its space.

When you initiate the form and as a bonus action on your subsequent turns, you can move the hand up to 60 feet within range and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee ki attack for the hand using your game statistics. On a hit, the target takes 4d10 bludgeoning damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d10 + your ki ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

Enhanced Effect. The clenched fist deals 6d10 bludgeoning damage, and the grasping hand deals damage equal to 4d10 + your ki ability modifier.

HEALING WATERS

Shu-level waterlacing

Initiation Time: 1 action

Range: Touch

Duration: Instantaneous

You slowly pool water over a creature's injuries. A creature in range regains a number of hit points equal to 1d8 + your ki ability modifier. This form has no effect on undead or constructs.

Enhanced Effect. The range of the form increases to 30 feet. A creature targeted by the form regains a number of hit points equal to 3d8 + your ki ability modifier.

ICE BLADE

Shu-level waterlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You form water into a piercing ice weapon in your free hand. The weapon is similar in size and shape to a spear, and it lasts for the duration.

You can use your action to make a melee or ranged ki attack with the spear. If you choose to throw it, it has a range of 20/60. On a hit, the target takes 2d10 piercing damage. If you drop the spear for any reason other than throwing it to attack, it melts, but you can reform it for the duration as a bonus action.

Enhanced Effect. The spear deals 4d10 piercing damage.

ICE BULLETS

Ha-level waterlacing

Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You form your water into a single point, and then create a cone of sharpened icy bullets which shoot forward. Each creature in the area must make a Dexterity saving throw. A creature takes 6d6 piercing damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The range increases to a 60-foot cone. The projectiles lengthen into long icy spears which deal 8d6 piercing damage on a failed save, or half as much damage on a successful one.

ICE GAUNTLET

Shu-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You form water around your hands and freeze it, turning it into an icy gauntlet. While using this form, you can rapidly warm and freeze the water on your hands, allowing you to climb on surfaces by freezing your hands to them. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings. You also gain a climbing speed equal to your walking speed.

While this form is active, you can roll a d4 in place of the normal damage of your unarmed strike.

You can give up half of your speed to leave one hand free on your turn.

Enhanced Effect. You focus on freezing the water around your feet, leaving your hands free. Unarmed strikes deal an additional 1d6 piercing damage.

ICE PRISON

Ri-level waterlacing

Initiation Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a 20-foot-cube of ice originating from a point you choose within range. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature takes 6d8 cold damage and is trapped in the ice and paralyzed. On a successful save, a creature takes half as much damage and is pushed to the outside of the ice.

A creature trapped in the ice cannot be targeted by attacks. The ice itself is an object that can be damaged and thus destroyed. A 5-foot cube of ice has AC 14 and 40 hit points, and it is vulnerable to fire damage. The destruction of the ice prison frees creatures trapped inside of it instantly.

Enhanced Effect. The prison's size increases to a 30-foot-cube. On a failed save, a creature takes 8d8 cold damage. The prison has AC 16 and 50 hit points.

ICE SLICK

Shu-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 minute

Slippery ice covers the ground in a 10-foot square centered on a point you choose within range and turns it into difficult terrain for the duration.

When the ice appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Enhanced Effect. The range increases to 90 feet. The ice covers a 30-foot square.

ICE SLIDE

Ha-level waterlacing

Initiation Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create icy slides that allow you to glide quickly around the battlefield. For the duration of the form, your speed increases by 10 feet while on one of your slides. Your slides can rise to 30 feet above the ground.

The slides remain where you freeze them, and are objects that can be damaged and thus destroyed. A 5-foot cube of ice has AC 10 and 10 hit points.

Enhanced Effect. Your speed increases by 30 feet, and you can move up to 50 feet above the ground on your slides. The slides have AC 12 and 20 hit points.



ICEBERG SPIKE

Ha-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You lift up a 5-foot radius swell of water at a point you choose within range and freeze it, hardening the water into a frozen iceberg.

Any creature caught in the area when you initiate the form must succeed on a Dexterity saving throw. On a failed save, the creature is lifted 10 feet into the air by the iceberg and restrained, and takes 4d10 cold damage. On a successful save, a creature takes half as much damage and is pushed outside of the iceberg's area.

A creature restrained in ice can use its action to make a Strength check against your ki save DC. On a success, it frees itself. Spaces adjacent to the iceberg are difficult terrain.

Enhanced Effect. The iceberg has a 10-foot radius, and deals 6d10 cold damage on a failed Dexterity saving throw.

ICEQUAKE

Ri-level waterlacing

Initiation Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

This form is only usable in icy or snowy environments and terrain. You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. 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 form and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This form can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures. Fissures open throughout the form's area at the start of your next turn after you initiate the form. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the form's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you initiate the form and at the start of each of your turns until the form ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Enhanced Effect. The speed of all creatures in range is halved for the duration.

LESSER REJUVENATION

Ha-level waterlacing

Initiation Time: 1 action

Range: Touch

Duration: Instantaneous

You reach out to feel a creature's ki, using healing waters to end either one disease or one condition affecting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Enhanced Effect. The form also bolsters the creature, raising its hit point maximum and current hit points by 20 for 8 hours.

LURKING MIST

Shu-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of mist centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the mist up to 30 feet anywhere within range.

Enhanced Effect. The range increases to 120 feet, the radius of the mist increases to 60 feet, and you can move it up to 60 feet as a bonus action.

MOVE ICE

Ha-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

This form is only usable in icy or snowy environments and terrain. Choose an area of terrain no larger than 40 feet on a side within range. You can reshape snow and ice in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 1 minute for these changes to complete.

At the end of every minute you spend concentrating on the form, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. If the DM determines that a Strength (Athletics) or Dexterity (Acrobatics) check is required to escape the area, the DC of such a check equals 8 + your ki ability modifier (but does not include your proficiency bonus).

You can shift structures made of ice to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Enhanced Effect. The changes take place over the course of 1 action instead of 1 minute. The DC required to avoid any negative effects of the changing terrain is equal to your normal ki save DC.

OCTOPUS FORM

Ha-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Eight tendrils of water spring up around you. For the form's duration, up to eight weapon or elemental attacks against you each turn have their damage reduced by 1d10 + your ki ability modifier + your proficiency level.

Enhanced Effect. Up to eight weapon or elemental attacks each round have their damage reduced by 3d10 + your ki ability modifier + your proficiency bonus.

PILLARS OF ICE

Ri-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

This form is only usable in icy or snowy environments and terrain. You cause up to six pillars of ice to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar shatters into harmless shards of ice, which creates an area of difficult terrain with a 10-foot radius. The shards last until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 8d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity saving throw (the creature's choice) against your ki save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

Enhanced Effect. You can create two additional pillars of ice.

RAZOR RINGS

Ha-level waterlacing

Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: Concentration, up to 1 minute

You create rings of water with sharpened edges and begin hurling them at opponents within a 30-foot cone. On a failed Dexterity saving throw, a creature takes 5d8 slashing damage, or half as much damage on a successful one.

You can hurl more rings in a cone as your action on any turn until the form ends.

Enhanced Effect. On a failed saving throw, a creature in the area takes 7d8 slashing damage, or half as much damage on a successful one.

REFRACTION

Shu-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You cover your body in water, using the refraction of the water to disguise your true location. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see you in other ways, as with tremorsense.

Enhanced Effect. You have advantage on Strength and Dexterity saving throws for the duration.

REPRISING SHOT

Shu-level waterlacing

Initiation Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Instantaneous

You whip your hand, and the creature that damaged you is smashed by a bolt of water. Make a ranged ki attack against the creature. On a successful hit, the creature takes 2d10 piercing damage and is pushed 5 feet.

Enhanced Effect. On a successful hit, the target takes 4d10 piercing damage and is pushed 10 feet.

REVIVING WATERS

Ri-level waterlacing

Initiation Time: 1 action

Range: Touch

Duration: Instantaneous

You direct healing energy into your water, flowing it over a creature you touch that has died within the last minute. That creature returns to life with 1 hit point. This form can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Enhanced Effect. The creature returns to life with half of its hit points.

SLICING DISCS

Shu-level waterlacing

Initiation Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You lift up a 5-foot cube of ice at a point you choose within range in the shape a cylinder. This cylinder can provide cover to creatures on the other side of it.

As an action on your turn if you are adjacent to the cylinder, you can slide off the top layer of ice, firing a spinning disc towards a target within range. Make a ranged ki attack against one target. On a hit, the target takes 2d10 slashing damage.

Enhanced Effect. You can fire two discs each time you attack. Make a separate attack roll for each.

SOOTHING RIVER

Ha-level waterlacing

Initiation Time: 1 minute

Range: 30 feet

Duration: Instantaneous

You move healing waters across up to six creatures of your choice that you can see within range. Each creature regains hit points equal to 2d8 + your ki ability modifier. This form has no effect on undead or constructs.

Enhanced Effect. Each creature regains hit points equal to 4d8 + your ki ability modifier.

STINGING SMITE

Shu-level waterlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during the form's duration, your water flares with a biting cold, and the attack deals an extra 2d8 cold damage to the target and causes the target to be covered in an icy frost. At the start of each of its turns until the form ends, the target must make a Constitution saving throw. On a failed save, it takes 2d6 cold damage. On a successful save, the form ends. If the target or a creature within 5 feet of it uses an action to chip the ice away, the form ends.

Enhanced Effect. The initial damage and ongoing damage of the form both increase to 4d8 cold damage.

STORM OF SLEET

Ha-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Until the form ends, freezing rain and sleet falls in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, it takes 4d10 cold damage.

If a creature is concentrating in the form's area, the creature must make a successful Constitution saving throw against your form save DC or lose concentration.

As a bonus action on your turn, you can move the storm up to 30 feet within range.

Enhanced Effect. The form increases to a 40-foot-tall cylinder with a 80-foot radius. On a failed saving throw, creatures take 6d10 cold damage.

SURFACE TENSION

Shu-level waterlacing

Initiation Time: 1 reaction, which you take when you or a creature within 60 feet falls

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose up to five creatures within range that are falling. You raise water into a pointed pillar beneath them, breaking the surface tension and catching the creature safely. The creature takes no damage from falling and can land on its feet, and the form ends for that creature.

Enhanced Effect. This form affects up to 10 creatures within 90 feet.

TIDAL WAVE

Ha-level waterlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Strength saving throw. On a failure, a creature takes 4d12 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

Enhanced Effect. On a failed save, a creature takes 6d12 bludgeoning damage and is pushed 10 feet and knocked prone. On a successful save, a creature takes half as much damage and is pushed 5 feet.

TRANSMUTE ICE

Ha-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You choose an area of water or ice that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Ice to Water. Nonmagical ice of any sort in the area becomes an equal volume of clear and flowing water.

If you initiate this form on a sheet of ice being walked on, each foot that a creature moves through the water costs 4 feet of movement.

If you initiate this form on a ceiling of ice, the water falls. Any creature under the water when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Water to Ice. Nonmagical water in the area no more than 10 feet deep transforms into solid ice for the form's duration. Any creature in the water when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the ice. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the ice around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.

Enhanced Effect. You can affect ice or water in a 80-foot cube that is within range.

TSUNAMI

Ri-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of water rises at a point you choose within range. You can make the wall up to 200 feet long, 200 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your ki save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Enhanced Effect. You can create a wall 300 feet long and 300 feet high. The wall initially deals 6d10 bludgeoning damage on a failed saving throw.

WALL OF ICE

Ri-level waterlacing

Initiation Time: 1 action

Range: 120 feet

Duration: 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and no longer needs your attention to persist, and will remain as long as ice would in the environment in which it is created.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, a creature takes 8d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it.

Enhanced Effect. The wall becomes 5 feet thick, and has AC 14 and 40 hit points.



WATER CLOAK

Shu-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You cover your arms in water, using it as an extension of your will. As long as you aren't wielding a weapon, you have advantage on all elemental attack rolls and ki attack rolls.

Enhanced Effect. You cover your entire body with a sheet of water. You have resistance to nonmagical bludgeoning, piercing, and slashing damage for the duration.

WATER CONTROL

Ha-level waterlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Concentration, up to 10 minutes

Until the form ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you initiate this form. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the form ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the form's area, and the separated water forms a wall to either side. The trench remains until the form ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the form's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the form ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your ki save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and is caught in the vortex until the form ends. On a successful save, a creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Enhanced Effect. Creatures take 4d8 bludgeoning damage from the whirlpool effect.

WATER DRILL

Ha-level waterlacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

You create a twisting spiral of water which surges forward through your enemies in a 10-foot wide, 30-foot line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is pushed to the closest point outside of the line. On a successful save, a creature takes half as much damage and is not pushed.

Enhanced Effect. You freeze the water as it surges forward, twisting it into a 10-foot wide, 60-foot line of spiraling ice. A creature that fails the saving throw takes 8d6 bludgeoning damage, and is pushed to the closest point outside of the line and knocked prone. On a successful save, a creature takes half as much damage and is pushed to the closest point outside of the line.

WATER GIMBAL

Ha-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You whirl water around yourself in a rapidly spinning circle. For the duration, you have half-cover against all attacks made against you. You have advantage on one elemental attack roll made per round for the form's duration.

Enhanced Effect. You create a second swirl of water, creating a whirling gimbal shape. You have three-quarters cover for the duration, and have advantage on all elemental attack rolls made. If you initiate a form, it is automatically enhanced without you needing to spend additional ki points.

WATER JET

Shu-level waterlacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Concentration, up to 1 minute

A line of water 30 feet long and 10 feet wide streaks past you in a direction you choose. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature is pushed 15 feet away from you in a direction following the line. On a successful save, a creature is not pushed.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns before the form ends, you can change the direction in which the line blasts from you.

Enhanced Effect. The range increases to a 60-foot line. On a failed save, a creature is pushed 30 feet away from you and knocked prone.

WATER SHIELD

Shu-level waterlacing

Initiation Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 10 minutes

A flowing stream of water hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Enhanced Effect. The shield grants a +4 bonus to AC.

WATER WHIP

Shu-level waterlacing

Initiation Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

You create a long tendril of water that lashes out at creatures in range. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

Enhanced Effect. On a failed saving throw, a creature takes 4d8 bludgeoning damage and is pushed 20 feet away from you.

WATERSPOUT

Ri-level waterlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a snake of coiling water which lifts you anywhere you choose. For the duration, your movement speed increases by 30 feet. You can move up to 60 feet above the ground while in the spout.

You have half-cover against all attacks made against you for the duration.

Enhanced Effect. Your movement speed increases by 60 feet, and you can move up to 90 feet above the ground while in the spout. You have three-quarters cover against all attacks made against you for the duration.

WEIRD DIVE

Ha-level waterlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You create a whirl of water, which moves creatures effortlessly. Choose up to six willing creatures in water, all within a 20-foot radius within range. As a bonus action on your turn, targets are pushed 30 feet through the water, all in the same direction.

This form can also form a spout above the water's surface, to a maximum height of 30 feet.

Enhanced Effect. You can increase the speed (and the height of a waterspout) to 60 feet.



EARTHLACING FORMS

"The key to earthlacing is your stance. You've got to be steady and strong. Rock is a stubborn element. If you're going to move it, you've got to be like a rock yourself."

- Tuph, earthlacer

BASIC EARTHLACING

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Anyone who is an earthlacer can initiate the following effects within a 5-foot cube within range.

- You cause earth to form into simple shapes and animate at your direction. This includes all forms of earth, such as mud or dust, as do other basic lacing effects.
- You can target loose earth, instantly excavating it and depositing it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You can cause dirt or stone you target to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain.
- You target one stone or earthen wall within 30 feet, creating a 5-foot-radius hole. This creates an opening large enough for a Medium creature to easily walk through. The wall must be less than 5 feet thick in order for this to be effective.

The area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

SHU-LEVEL FORMS

Battering Earth	Gravel Shot	Soft Sand
Burst Ring	Land Leap	Soil Scuttle
Clay Coaster	Quicksand	Stone Shuriken
Dust Cloud	Rock Blast	Sudden Pillar
Earth Shield	Sand Augur	Terror Firma
Grasping Earth	Sickening Shot	The Trembler

HA-LEVEL FORMS

Boulderskin	Gravel Geyser	Mudhut
Clodshot	Landslide	Rock Gauntlet
Counterlace	Meld with Earth	Sandstorm
Earth Fling	Mouldywarp Dive	Terra Cotta Armor
Earth Prison	Mountain Strike	Terrain Trap
Earthslide	Move Rock	Transmute Earth

RI-LEVEL FORMS

Aftershock	Hand of the Mountain	Pillars of the Earth
Boulder of Protection	Imprisoning Stone	Rockalanche
Dustspout	Landwave	Stonewall
Fault Line	Meteor Storm	Tectonic Power

AFTERSHOCK

Ri-level earthlacing

Initiation Time: 1 action

Range: Self (30-foot radius)

Duration: Instantaneous

You strike the ground, creating a burst of erupting earth that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 bludgeoning damage and 5d6 thunder damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Enhanced Effect. On a failed save, a creature takes 7d6 bludgeoning damage and 7d6 thunder damage, and is pushed 10 feet away from you and knocked prone. On a successful save, a creature takes half as much damage and is pushed 5 feet away from you.

BATTERING EARTH

Shu-level earthlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You throw out bursts of stone which batter all creatures within 10 feet of you. Each creature in that area must make a Dexterity saving throw. On a failed save, a target takes 2d8 bludgeoning damage and can't take reactions until its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect.

Enhanced Effect. On a failed save, a creature takes 4d8 bludgeoning damage, or half as much damage on a successful one. A creature that fails the saving throw can't take reactions or bonus actions until its next turn.

BOULDERSKIN

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You cover your body with a fine covering of dust and earth, still allowing you freedom of movement, but hardening against attacks. Until the form ends, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Enhanced Effect. You gain a +2 bonus to AC for the duration.

BOULDER OF PROTECTION

Ri-level earthlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You form a 10-foot-radius sphere of stone which protects you from harmful effects. Any form of Ha-level or lower initiated from outside of the barrier can't affect creatures or objects within it. Forms can target creatures and objects within the barrier, but it has no effect on them. The area within the boulder is excluded from the areas affected by such forms. You cannot initiate any effects through the barrier, but can initiate effects on the other side of it if you are able.

Enhanced Effect. The only thing that can affect creatures and objects within the bubble are enhanced Ri-level forms.

BURST RING

Shu-level earthlacing

Initiation Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

You create a wave of earth that rushes out at all creatures in range. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

Enhanced Effect. On a failed saving throw, a creature takes 4d6 bludgeoning damage and is pushed 20 feet away from you.

CLAY COASTER

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

This form creates a circular, horizontal slab of earth, 3 feet in diameter and 1 inch thick, in an unoccupied space of your choice that you can see within range. The coaster remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the form ends, and everything on the coaster falls to the ground.

As a bonus action on your turn, you can move the coaster up to 30 feet anywhere within range. You can drop the coaster and form a new one as a bonus action for the duration.

Enhanced Effect. The range increases to 120 feet, and you can move it up to 60 feet within range as a bonus action. The coaster can hold up to 1,000 pounds.

CLODSHOT

Ha-level earthlacing

Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You create stone bullets which shoot forward in a 30-foot cone. Each creature in the area must make a Dexterity saving throw. A creature takes 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The range increases to a 60-foot cone. The projectiles deal 8d6 bludgeoning damage on a failed save.

COUNTERLACE

Ha-level earthlacing

Initiation Time: 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of initiating a form. If the creature is initiating a form of Ha level or lower, its form fails and has no effect. If it is initiating a form of Ri level, make a DC 15 ability check using your ki ability (or DC 17 for an enhanced Ri-level form). On a success, the creature's form fails and has no effect.

Enhanced Effect. This form successfully counters Ri-level forms without a check required.

DUST CLOUD

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of dust centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the dust up to 30 feet anywhere within range.

Enhanced Effect. The range increases to 120 feet, the radius of the dust increases to 40 feet, and you can move it up to 60 feet as a bonus action.

DUSTSPOUT

Ri-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a snake of coiling dust which lifts you anywhere you choose. For the duration, your movement speed increases by 30 feet. You can move up to 60 feet above the ground while in the spout.

You have half-cover against all attacks made against you for the duration.

Enhanced Effect. Your movement speed increases by 60 feet, and you can move up to 90 feet above the ground while in the spout. You have three-quarters cover against all attacks made against you for the duration.

EARTH FLING

Ha-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

A pillar of earth bursts from the ground, propelling a creature into the air. An unwilling creature must succeed on a Dexterity saving throw. On a failed save, a creature takes 4d10 bludgeoning damage and is launched 50 feet into the air at an angle you choose. On a successful save, a creature takes half as much damage and is not launched.

A willing creature does not need to make a saving throw and takes no damage, and is launched 50 feet into the air at an angle you choose.

Enhanced Effect. An unwilling creature takes 6d10 bludgeoning damage on a failed save, or half as much on a successful one. A willing creature or an unwilling creature on a failed save is launched 100 feet into the air.

EARTH PRISON

Ha-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Dexterity saving throw or be restrained for the duration. Additionally, creatures restrained by this form cannot attack for the duration.

A restrained target can make a Strength saving throw at the end of each of its turns. On a success, the form ends on the target.

Enhanced Effect. You can target up to three humanoids, all of which must be within 30 feet of each other when you target them.

EARTH SHIELD

Shu-level earthlacing

Initiation Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 10 minutes

A floating disc of stone hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Enhanced Effect. The shield grants a +4 bonus to AC.

EARTHSLIDE

Ha-level earthlacing

Initiation Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create earthen slides that allow you to glide quickly around the battlefield. For the duration of the form, your speed increases by 10 feet while on one of your slides. Your slides can rise to 30 feet above the ground.

The slides remain where you form them, and are objects that can be damaged and thus destroyed. A 5-foot cube of earth has AC 10 and 10 hit points.

Enhanced Effect. Your speed increases by a 30 feet, and you can move up to 50 feet above the ground on your slides. The slides have AC 12 and 20 hit points.

FAULT LINE

Ri-level earthlacing

Initiation Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. 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 form and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This form can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures. Fissures open throughout the form's area at the start of your next turn after you initiate the form. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the form's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you initiate the form and at the start of each of your turns until the form ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, a creature takes half as much damage and doesn't fall prone or become buried.

Enhanced Effect. The speed of all creatures in range is halved for the duration.

GRASPING EARTH

Shu-level earthlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, a burst of earth latches onto the creature's feet and solidifies, holding them to the ground. The target must succeed on a Strength saving throw or be restrained by the earth until the form ends. If the target succeeds on the save, they destroy the earth and break free.

While restrained by this form, the target takes 2d6 bludgeoning damage at the start of each of its turns. A creature restrained by your stone or one that can touch the creature can use its action to make a Strength check against your ki save DC. On a success, the target is freed.

Enhanced Effect. A target restrained in earth takes 4d6 bludgeoning damage at the start of each of its turns.

GRAVEL GEYSER

Ha-level earthlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Enhanced Effect. A creature takes 5d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

GRAVEL SHOT

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You conjure a compacted stone and propel it toward one creature within range. Make a ranged ki attack against the target. On a hit, the target takes 2d8 bludgeoning damage. Hit or miss, the stone then explodes. The target and each creature within 5 feet of the point where the stone exploded must succeed on a Dexterity saving throw or take 2d8 bludgeoning damage.

Enhanced Effect. On a hit, and then on a failed save, a creature takes 4d8 bludgeoning damage, or half as much damage on a successful one.



HAND OF THE MOUNTAIN

Ri-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a Large hand of stone in an unoccupied space that you can see within range. The hand lasts for the form's duration, and it moves at your command, mimicking the movements of your own hands.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand fills its space.

When you initiate the form and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee ki attack for the hand using your game statistics. On a hit, the target takes 4d10 bludgeoning damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d10 + your ki ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

Enhanced Effect. The clenched fist deals 6d10 bludgeoning damage, and the grasping hand deals damage equal to 4d10 + your ki ability modifier.

IMPRISONING STONE

Ri-level earthlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You focus on a target within range, and attempt to bury them alive. Each round you concentrate on this form, the target must succeed on a Strength saving throw, or become paralyzed and buried under the ground. On a successful save, the form ends on the target. A creature stuck underground may suffocate if they don't gain access to air in time.

Although it is paralyzed, a creature held by this form can use its action to make a Strength check against your ki save DC. On a success, it frees itself.

Enhanced Effect. You can target up to three targets within range, all of which must be within 10 feet of one another.

LAND LEAP

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a fluidity in the earth, allowing creatures to perform mighty leaps. Choose up to five willing creatures within range, all of which must be within 20 feet of one another. A target's jump distance is tripled until the form ends.

Enhanced Effect. You can target up to ten willing creatures which are within 50 feet of one another with this form. A target's jump distance is six times greater for the duration.

LANDSLIDE

Ha-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You conjure up a wave of earth and stone that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Strength saving throw. On a failure, a creature takes 5d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

Enhanced Effect. On a failed save, a creature takes 7d8 bludgeoning damage and is pushed 10 feet and knocked prone. On a successful save, a creature takes half as much damage and is pushed 5 feet.

LANDWAVE

Ri-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You use the earth to propel your movements with blinding speed. For the duration, your speed increases by 90 feet and your jump distance is tripled. You gain an additional action on each of your turns, which can only be used to take the Dash or Disengage actions.

Enhanced Effect. For the duration, your speed increases by 120 feet, and your jump distance increases by five times.

MELD WITH EARTH

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 8 hours

You step into a stone, earth, or rocky surface large enough to fully contain your body, melding yourself and all the equipment you carry into the earth for the duration. Using your movement, you step into the stone at a point you touch. A Wisdom (Perception) check against your ki save DC is required to notice your form melded with the earth.

While merged with the stone, all Wisdom (Perception) checks are made with disadvantage. You can move along earth and stone, remaining hidden and melded with the earth, although it counts as difficult terrain if you do move through solid stone. As a bonus action on your turn, you can escape or rejoin the earth.

Minor physical damage to the earth doesn't harm you, but its partial destruction or change in its shape (to the extent that you can no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The earth's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to your current location.

Enhanced Effect. Solid stone is not considered difficult terrain for the form's duration.

METEOR STORM

Ri-level earthlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Instantaneous

Enormous boulders crash into four different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 8d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one boulder is affected only once.

The form damages objects in the area.

Enhanced Effect. The range is increased to 1 mile. You create six boulders.

MOULDYWARP DIVE

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You gain the ability to burrow through earth and soil rapidly. You gain a burrow speed of 60 feet, and can move half as quickly through solid rock and stone. You also gain tremorsense to a range of 30 feet for the duration.

Enhanced Effect. You gain a burrow speed of 90 feet and tremorsense to a range of 60 feet for the duration.

MOUNTAIN STRIKE

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, your strike is infused with the power of earth. On a hit, the attack deals an additional 5d10 damage.

Enhanced Effect. You have advantage on elemental attack rolls until you successfully hit. On a hit, the attack deals an additional 7d10 damage.

MOVE ROCK

Ha-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape earth in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 1 minute for these changes to complete.

At the end of every minute you spend concentrating on the form, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. If the DM determines that a Strength (Athletics) or Dexterity (Acrobatics) check is required to escape the area, the DC of such a check equals 8 + your ki ability modifier (but does not include your proficiency bonus).

You can shift structures made of stone to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Enhanced Effect. The changes take place over the course of 1 action instead of 1 minute. The DC required to avoid any negative effects of the changing terrain is equal to your normal ki save DC.

MUDHUT

Ha-level earthlacing

Initiation Time: 1 minute

Range: Self (10-foot-radius hemisphere)

Duration: 8 hours

A 10-foot-radius dome of stone springs into existence around and above you and remains stationary for the duration.

Nine creatures of Medium size or smaller can fit inside the hut with you. The form fails if its area includes a larger creature or more than nine creatures. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

The hut is an object made of stone which can be damaged. Each 5-foot panel has AC 15 and 30 hit points. Reducing a panel to 0 hit points destroys it and might cause the hut to collapse at the DM's discretion.

Enhanced Effect. The dome has a 20-foot radius, able to hold twice as many creatures. Each 5-foot panel has AC 17 and 40 hit points.

PILLARS OF THE EARTH

Ri-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar shatters into harmless shards of rock, which creates an area of difficult terrain with a 10-foot radius. The shards last until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 8d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity saving throw (the creature's choice) against your ki save DC. On a success, a creature is no longer restrained and must either move off the pillar or fall off it.

Enhanced Effect. You can create two additional pillars of stone.

QUICKSAND

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Sand floods a 20-foot square starting from a point within range and then softens, catching hold of all creatures touching the ground. For the duration, the ground in the area is difficult terrain.

A creature in the area when you initiate the form must succeed on a Strength saving throw or be grappled by the sand until the form ends. A creature restrained by the sand can use its action to make a Strength check against your form save DC. On a success, it frees itself.

Enhanced Effect. You increase the radius of the quicksand to a 40-foot square.

ROCK BLAST

Shu-level earthlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your earth bursts with power that is audible within 300 feet of you, and the attack deals an extra 2d10 bludgeoning damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Enhanced Effect. The first elemental attack you succeed with deals an additional 4d10 bludgeoning damage to the target. On a failed saving throw, the target is pushed 20 feet away from you and knocked prone. On a successful save, a creature is pushed 5 feet away from you.

ROCK GAUNTLET

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You form stone around your hands, feet, or both, creating rocky gauntlets and boots. For the duration, you gain the following benefits:

- You can move up, down, and across vertical earthen surfaces and upside down along earthen ceilings, while leaving your hands free. You gain a climbing speed equal to your walking speed.
- You can roll a d4 in place of the normal damage of your unarmed strike.
- You can move the gauntlet anywhere within 30 feet and control it as an action on your turn, allowing you to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the gauntlet up to 30 feet each time you use it. The gauntlet can carry up to 10 pounds.
- You can attempt to grapple a creature within 30 feet as an action on your turn. Make a ranged ki attack against a target within range. On a hit, the creature takes no damage but is grappled by the gauntlet. At the end of its turn, a creature can make a Strength saving throw against your ki save DC to escape.

As an action on your turn, you can target a grappled creature and restrain it. A creature that succeeds on a Strength saving throw as an action breaks free.

Enhanced Effect. You roll a d8 in place of the normal damage of your unarmed strike. When you attempt to grapple a creature, you restrain the target on a hit.

ROCKALANCHE

Ri-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of stone and debris rises at a point you choose within range. You can make the wall up to 200 feet long, 200 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can move with great effort. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your ki save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Enhanced Effect. You can create a wall 300 feet long and 300 feet high. The wall initially deals 6d10 bludgeoning damage on a failed saving throw.

SAND AUGUR

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube that you can see within range. You whirl earth in a small vortex of sand and debris that you control that lasts for the form's duration.

Any creature that ends its turn within 5 feet of the augur must make a Strength saving throw. On a failed save, a creature takes 3d4 bludgeoning damage and is pushed 10 feet away. On a successful save, a creature takes half as much damage and isn't pushed.

As a bonus action, you can move the augur up to 30 feet in any direction. If it moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

Enhanced Effect. On a failed save, a creature takes 5d4 bludgeoning damage and is pushed 20 feet away. On a successful save, a creature takes half as much damage and is pushed 5 feet away.

SANDSTORM

Ha-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Until the form ends, blinding dust and debris falls in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with piling sand, making it difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, it takes 4d10 bludgeoning damage.

If a creature is concentrating in the form's area, the creature must make a successful Constitution saving throw against your ki save DC or lose concentration.

As a bonus action on your turn, you can move the storm up to 30 feet within range..

Enhanced Effect. On a failed saving throw, a creature takes 6d10 bludgeoning damage. You can move the storm up to 60 feet within range as a bonus action on your turn.

SICKENING SHOT

Shu-level earthlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A compacted stone streaks toward a vital point of a creature you choose within range. Make a ranged ki attack against the target. On a hit, the target deals only half damage with weapon attacks or elemental attacks until the form ends.

At the end of each of the target's turns, it can make a Constitution saving throw against your ki save DC. On a success, the form ends.

Enhanced Effect. On a hit, the target is incapacitated, and its speed is reduced by 10 feet for the duration.

SOFT SAND

Shu-level earthlacing

Initiation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose up to five falling creatures within range. You soften the earth beneath the creatures, allowing it to catch the targets safely. If the creature lands before the form ends, it takes no falling damage and can land on its feet, and the form ends for that creature.

Enhanced Effect. You can target up to 10 falling creatures within a range of 90 feet.

SOIL SCUTTLE

Shu-level earthlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

This form allows you to move at an incredible pace. When you initiate this form, and then as a bonus action on each of your turns until the form ends, you can take the Dash action.

Enhanced Effect. Your speed is increased by 20 feet, and you jump distance is doubled for the duration.

STONE SHURIKEN

Shu-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You grasp a hold of earth and begin to rotate it rapidly between your hands, creating a flat, whirling disc. As an action on your turn, you can hurl the shuriken at a target within 30 feet. Make a ranged ki attack against the target. On a hit, the target takes 2d10 slashing damage.

As a bonus action on your turn for the duration, you can recall the shuriken to yourself.

Enhanced Effect. You can hurl the shuriken at a target within 60 feet. On a hit, the target takes 4d10 slashing damage.

STONEWALL

Ri-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel.

Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this form to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

Enhanced Effect. The wall you create is composed of 20 panels. Each panel has AC 17 and 40 hit points per inch of thickness.

SUDDEN PILLAR

Shu-level earthlacing

Initiation Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: Instantaneous

A pillar of earth shoots up and protects you. The pillar is 5 feet tall and 1 inch thick. The pillar grants you three-fourths cover against the triggering attack. The pillar then remains and can be used for cover normally.

Enhanced Effect. The pillar grants you total cover against the triggering attack.

TECTONIC POWER

Ri-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Until the form ends, bits of rock and stone spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it.
- You gain tremorsense to a range of 10 feet.

Enhanced Effect. You can use your action to create an earthquake in a 30-foot radius centered on you. You gain tremorsense to a range of 30 feet. You have advantage on the first elemental attack you make each turn.

TERRA COTTA ARMOR

Ha-level earthlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You quickly cover yourself in shifting stone, protecting you and your gear. You gain 20 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 20 bludgeoning damage.

Enhanced Effect. You gain 30 temporary hit points, and a creature that hits you with a melee attack while you have these hit points takes 30 bludgeoning damage.

TERRAIN TRAP

Ha-level earthlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You choose a 5-foot-square of unoccupied space on the ground that you can see within range. A shifting form of earth resembling a Medium hand rises there and reaches for one creature you can see within 5 feet of it. The target must make a Dexterity saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the form's duration.

As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can make a Strength check against your ki save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

Enhanced Effect. Once restrained, a target takes 6d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

TERROR FIRMA

Shu-level earthlacing

Initiation Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Instantaneous

You react quickly, firing a slab of earth at the creature that damaged you. The creature must make a Dexterity saving throw. It takes 2d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

Enhanced Effect. The target takes 4d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

TRANSMUTE EARTH

Ha-level earthlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Stone to Mud. Nonmagical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the form's duration.

If you initiate the form on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you initiate the form must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you initiate the form on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Stone. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the form's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.

Enhanced Effect. You can affect an 80-foot cube within range.

THE TREMBLER

Shu-level earthlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You cause a tremor in the ground in a 10-foot radius. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone. The ground in that area becomes difficult terrain until cleared.

Enhanced Effect. On a failed save, a creature takes 5d6 bludgeoning damage.

CHAPTER 9: LACING IN KARA-TUR

The land of Kara-Tur is an interconnected land of elemental magic, spiritual creatures, and warring nations. The nations try to be civil for the most part, and it's up to you how much they conflict with each other. As anything else in this supplement, you can add as much or as little of the following to a normal campaign without much interruption. The Incarnate is a powerful creature that can be inserted into a campaign as an elemental magic user with a super powerful form. The environmental effects of lacing can be used heavily or be left out entirely.

The most important section to keep in mind is the [Adventures for Lacers](#) section. If you incorporate anything from this supplement into a normal campaign, this section will explain how such a campaign will need to be run to accommodate lacing abilities (especially waterlacing and earthlacing).

THE INCARNATE

The Incarnate is the bridge between nations, and between the mortal world and the Spirit World as well. The Incarnate is a single person which is reborn each time they die. When the Incarnate dies, they are reincarnated into the next nation in the cycle (fire, air, water, earth, and then back to fire). The first Incarnate, Diyi, bonded with a powerful spirit of light named Guang, and this is what gave her the power to lace all four elements. From then on, each time the Incarnate dies, Guang moves on to the same individual, whose soul is reborn as a child in the next nation in the cycle.

While the Incarnate is the same person each time they reincarnate, very different facets of their personality may surface. The way an Incarnate is raised also has a lot to do with the kind of Incarnate they eventually become. Some are quiet and reserved, letting people sort out their own problems. Others feel more responsibility to the world, and do everything they can to help in times of crisis.

FINDING THE INCARNATE

When the Incarnate dies, the next nation in the cycle will typically begin to search for the next one. Toys and spiritually significant objects will be laid before children. The child that chooses the Incarnate's objects is identified as the Incarnate. Typically, this information will be kept secret until the Incarnate's 16th birthday, when they are told of their destiny.

How an Incarnate reacts to this news is dependent upon their upbringing. While the Incarnate is the same soul continually reborn, their values and personality can vary wildly between lives. Some view the powers as a burden, a responsibility they are forced to bear. Others embrace being the Incarnate, seeking to use their position and influence to change the world for the better.

THE INCARNATE STATE

The most powerful ability the Incarnate has is the power to enter the Incarnate State, a defensive state designed to protect the Incarnate. In the Incarnate State, the powers and abilities of all the previous Incarnates flow through the current Incarnate. They instantly gain power and begin lashing out with elemental magic wildly.

When the Incarnate enters the Incarnate State, their eyes begin to glow brightly, signaling the change has overcome them. They have little control over their own actions, using every ability at their disposal to eliminate all threats.

What follows are the rules for a player who wishes to play as the Incarnate. If the Incarnate is simply a character in your campaign (but not a player character), these traits can be applied to any creature that is currently the Incarnate.

CAN I PLAY AS THE INCARNATE?

While rules do follow for creating an Incarnate and adding the character to a game, it is *strongly* advised to not allow a player to play as the Incarnate. The Incarnate is much more powerful than a normal player character. This is by design, as the abilities the Incarnate needs to have will by default give them greater power than anyone else.

In addition to the character's strength in combat, the Incarnate can also be the most important person in a campaign based in Kara-Tur. The Incarnate is the bridge between nations, as well as to the Spirit World. Everyone looks to the Incarnate to solve issues involving spirits, as well as mediate conflicts between different nations. Once people know who the Incarnate is, they will constantly look to the Incarnate to solve their problems, big and small. This has the possibility of derailing a campaign based on following the exploits of an equal team of characters, by singling out one of them as more important.

If this is the kind of game you wish to run, then you are certainly welcome to! Just keep in mind that the Incarnate might be the most important person in a campaign based in Kara-Tur, and has the ability to overshadow other characters.

If you are not playing a game based in the Forgotten Realms, this should almost never be allowed for a player character, as it would make them more powerful than their compatriots without reason. Unless everyone at the table agrees, this template should be left for NPCs.

A list of Incarnates appears in [Appendix D](#). This list can be amended or ignored depending on when your campaign is set, if you do wish to play as an Incarnate.

INVOLUNTARY SHIFT

While the Incarnate State grants you considerable power, you must keep in mind your responsibility as the Incarnate to the people of the world. If you are killed in the Incarnate State, the cycle of the Incarnate will be broken forever, and you will be known as the last Incarnate.

Your ability to enter the Incarnate State is involuntary until you learn to control it. It activates automatically any time you are in danger of being killed, or if a close friend or loved one is in danger.

If you take more than half of your hit points in damage in a single round, or any time you drop below 1/4th of your total hit points, you enter the Incarnate State. In this state, you must use all tools and abilities at your disposal (outlined below) to neutralize any perceived threat.

In the Incarnate State, you must succeed on a DC 10 Wisdom saving throw in order to recognize friend from foe. You must succeed on a DC 15 Wisdom saving throw as an action to exit the Incarnate State voluntarily.

If there are no perceived threats around you for 1 minute, or if you are knocked unconscious, the Incarnate State ends.

ASSUMING THE INCARNATE STATE

Eventually, you can learn the ability to shift into the Incarnate State voluntarily. Once you do, you can shift into the state as a bonus action on your turn. If you voluntarily assume the Incarnate State, you can end it without an action on your turn. How you learn this ability is left to your DM's discretion, but often involves going on a spiritual journey and learning of your powers either from those who have studied the Incarnate, or from your own past lives who communicate directly with you.

ELEMENTAL NATION

While the Incarnate could theoretically be applied to any living creature, and as a player you could choose not to take a lacing class, the Incarnate State grants you lacing abilities, and so you must choose an element for your ki ability modifier if you don't have one. This modifier is used when you have access to ki and lacing while in the Incarnate State.

While the Incarnate can lace all four elements, each Incarnate is tied to a certain element more innately than the others. You must choose an element, and from that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. When an ability you gain in the Incarnate State refers to your ki ability modifier, you use Wisdom (if you are an airlacer or waterlacer), or Charisma (if you are a firelacer or earthlacer).

ENHANCED BODY

In the Incarnate State, you channel every ability any of your past lives have ever had, granting you great strength.

Armor Class. If unarmored, you add your ki ability modifier to your Armor Class.

Speed. Your speed increases by 30 feet. You gain a fly speed of 60 feet and can hover. You gain a burrow speed of 60 feet, and can tunnel through solid rock at your full burrow speed. You gain a swim speed of 60 feet.

Damage Resistance. You gain resistance to bludgeoning, cold, fire, piercing, and slashing damage.

Senses. You gain blindsense to a range of 60 feet, and tremorsense to a range of 60 feet.

ENHANCED MIND

You channel everything any of your past lives has ever known, granting you following abilities.

Languages. You can speak Common, Kasai, Vaayu, Imiq, Shi, Draconic, Primordial, and Sylvan in the Incarnate State if you do not already know them.

Perfect Mind. When you shift into the Incarnate State, all harmful conditions end on you, and you have advantage on saving throws against such conditions.

You cannot be charmed or frightened while in the Incarnate State. If you are charmed or frightened when you enter the Incarnate State, the effect is suspended for the duration of the State.

ENHANCED POWER

The Incarnate State is one of ferocious power. Enemies tremble before you. You gain the following abilities.

Aggressive. As a bonus action, you can move up to your speed toward a hostile creature that you can see.

Frightful Presence. When you enter the Incarnate State, all creatures that are within 120 feet of you must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Incarnate's Frightful Presence for the next 24 hours.

Reactive. You can take one reaction on every turn in a combat.

Swirling Protection. Melee and ranged attacks against you have disadvantage.

ENHANCED LACING

Your ability to lace the elements increases as all the powers of your previous lives surge through you.

Ki Points. You gain an additional 20 ki points, which are added to your ki pool for the duration of the Incarnate State. If you have no ki points, you gain a ki pool and 20 ki points.

You regain up to your maximum ki points at the beginning of each turn you spend in the Incarnate State.

Lacing. You know every lacing form for the duration of the Incarnate State.

You can concentrate on up to four lacing forms simultaneously each turn you spend in the Incarnate State.



ADVENTURES FOR LACERS

While the options presented in this supplement are meant to compliment any campaign, and not only ones set in Kara-Tur, special considerations should be taken as to the types of abilities lacers gain access to, and how this balances with core classes and races. As always, you are encouraged to change anything that won't work for your campaign.

This section is for the DM, and is a reminder of the kinds of things you might need to think of in designing adventures with lacing characters in a party.

FIRELACERS

Firelacers are probably the element least likely to need any special attention. Firelacers are typically strong or agile combatants who can shoot fire in a variety of ways. They should have no more power than a spellcaster who specializes in fire spells.

AIRLACERS

Airlacers, like fire, do get special abilities, but rarely will any special consideration need to be paid to them over the course of a campaign. Airlacers get abilities to move through the air, and are incredibly nimble. They can cover huge distances with their enhanced speed, agility, and jumping prowess. However, as with fire, they are no more agile than a spellcaster who learns spells such as *haste*, *jump*, or *fly*.

WATERLACERS

Waterlacers do require some consideration when setting up a campaign, depending on the type of campaign you wish to run. Especially if it is a seafaring campaign, waterlacers will be right at home on the water. Waterlacers get many abilities that would make some of the dangers of the sea trivial.

The biggest thing that needs to be kept in mind with waterlacers is that sources of water are required for their abilities to function. While it can sometimes be fun to have to figure out how to be useful and effective when in a disadvantageous situation, for the most part, waterlacers need a source of water around any time they are in a fight. The amount of water in a typical waterskin is enough to perform an elemental attack, and to perform certain forms (such as *grasping ice*, for example, although that would then use up the water they had as it is frozen to a creature's foot).

If you have a waterlancer in your campaign, be sure to have abundant sources of water around wherever you intend for a battle or combat to take place. While some solutions could be found around this problem (for instance, the waterlancer could get a cassopony and cart that hauls around barrels filled with water for them to use), this would be impractical in many campaigns.

Be sure to work together with your players to find the best solution. If the player understands the limitations of their abilities when beginning the campaign and wants to work on overcoming them, then they are welcome to. But don't put a waterlancer in a place of always having to come up with a source of water on their own if this is not something they explicitly wish to do.

EARTHLACERS

Earthlacers share similar concerns to waterlacers. They need sources of earth around them, and wouldn't have access to any of their special abilities without access to earth. Like a waterlancer with a waterskin, an earthlancer could easily hold onto enough earth on their person to at least perform an elemental attack, but beyond that, they will need to be around earth and stone.

Like the waterlancer, the earthlancer can find creative solutions to this problem (carrying around barrels of dirt or stones), but this should only be done with absolute agreement between player and DM. This situation would come up less often in a normal campaign, as characters are often around earth, but it is still a consideration, especially in a non-standard campaign (such as a seafaring game, or one that takes place moving through the different planes of existence).

The other important consideration for earthlacers is their ability to move and manipulate earth and stone. While normal spellcasters get access to such abilities, these are often gated until they have more experience. Earthlacers gain the ability to move earth and stone quickly, and can make doors and excavate earth without issue starting from 1st level. This would be a major issue in a typical dungeon crawl, where the earthlancer could simply bypass any traps and surprises you have waiting for them entirely. It might take them some time to do so, and everyone at the table may be okay with that, but it's something you should keep in mind when designing a dungeon if an earthlancer is in the party.

ENVIRONMENTAL EFFECTS ON LACING

While magic in a typical game is static, always working regardless of the conditions around it (in most cases), lacing can be more variable. The environment and conditions of the world can affect lacing abilities, making them more powerful, or more weak in comparison.

What follows are optional rules to have the environment enhance or weaken lacing abilities. Do not feel forced to include such content, it is simply presented if you are interested in making things less static.

NIGHT CYCLE AND PLANETARY ACTIVITY

Many machinations of the world, such as the weather, the cycle of the moon and sun, and the activity of natural lines in the world's crust and air can have a big effect on lacing abilities.

THE SUN

Firelacers gain power from the sun. When the sun is full and bright in the sky, a firelancer can make one elemental attack each day with advantage. They can also initiate one form each day with its enhanced effect, without needing to spend additional ki points.

TRADE WINDS

The wild winds that follow the curvature of the world are understood by airlacers. The power that the trade winds blow at rises and falls each month. At their most powerful, an aircracer can initiate one form each day with its enhanced effect, without needing to spend additional ki points.

THE MOON

Waterlacers derive power from the moon. During a full moon, all waterlacing is intensified. Waterlacers have advantage on elemental attack rolls during the full moon at night, and any form a waterlancer initiates is done so with its enhanced effect without needing to spend additional ki points.

During a new moon, a waterlancer is at their weakest. Elemental attack rolls are made with disadvantage, and waterlacing forms cannot be enhanced by spending additional ki.

FAULT LINES

Fault lines are natural lines in the world's crust, where tectonic plates have crashed together to form new land. These lines still hold vast energies that can be harnessed by earthlacers.

While within 1 mile of a natural fault line, an earthlancer can use its power to initiate one form each day with its enhanced effect, without needing to spend additional ki points, and has advantage on all elemental attacks.

COSMIC EVENTS

While all of the above grant some measure of power to lacers of the appropriate element, some events are so world-shattering that lacers of its element gain immeasurable strength for the duration.

COMET

For firelacers, a large comet passing close by, its fiery tail extending behind it, can grant awe-inspiring power.

During the event of a close-passing comet, all firelacing is heightened. All firelacing forms are automatically enhanced without needing to spend additional ki points.

Additionally, firelacers regain a number of ki points at the beginning of each of their turns equal to their Charisma modifier (minimum 1) for the duration of the comet's flight.

SOLAR ECLIPSE

During a solar eclipse, the moon passes entirely in front of the sun. As firelacers draw power from the sun, all firelacing is lost during a solar eclipse. A firelancer is ki blocked for the duration of the eclipse. A total eclipse typically lasts for around 7 minutes.

POLE SHIFT

The magnetic lines of the world occasionally flip, as the north pole becomes the south, and the south becomes the north. This circular shift in the world can be felt by aircracer, if not physically, then on a spiritual level. The world doesn't physically spin to accommodate this shift, but an aircracer can feel its effects internally. This shift takes 1 hour to settle, infusing aircracer with power.

During such an event, all aircracing is heightened. All aircracing forms are automatically enhanced without needing to spend additional ki points.

Additionally, aircracer regain a number of ki points at the beginning of each of their turns equal to their Wisdom modifier (minimum 1) for the duration.

SUPERMOON

When a full moon coincides with the moon's closest approach to the world in its orbit, it is referred to as a supermoon. A supermoon appears far larger than the moon normally does, and heightens all waterlacing. While a supermoon lasts for an entire night, its true effects are felt for the 1 hour that it is highest in the sky.

During such an event, all waterlacing forms are automatically enhanced without needing to spend additional ki points.

Additionally, waterlacers regain a number of ki points at the beginning of each of their turns equal to their Wisdom modifier (minimum 1) for the duration.

LUNAR ECLIPSE

During a lunar eclipse, the world passes between the sun and moon, blocking the moon's light completely. For the duration, all waterlacing is lost. A waterlancer is ki blocked for the duration of the eclipse, which typically lasts for around 7 minutes.

METEORITE

A large and powerful meteorite striking the planet would send reverberations throughout the world. Earthlacers would feel these shudders of earth, and it would infuse them with power for 1 hour while the planet slowly comes back to rest.

During such an event, all earthlacing forms are automatically enhanced without needing to spend additional ki points.

Additionally, earthlacers regain a number of ki points at the beginning of each of their turns equal to their Charisma modifier (minimum 1) for the duration.

BEYOND THE MATERIAL PLANE

The elemental races of Kara-Tur know that other planes of existence exist, but in a limited capacity. The races recognize one place, which the people refer to as the Spirit World. Outside of Kara-Tur, the planes that make up the Spirit World are known as the **Feywild** and the **Shadowfell**.

ENTERING THE SPIRIT WORLD

People of the elemental races have precious few ways to enter or visit these planes.

Spellcasting. For the most part, spellcasting is nonexistent among these races, although some samsari have claimed to be able to visit the Spirit World directly, only by focusing their minds on the magic of spirits. Some believe these samsari, while others may think they're simply expounding upon a particularly evocative dream that they experienced.

When a creature enters the Spirit World through spellcasting without their physical body (such as through *astral projection*), they find that lacing will not work. An astrally projected form (or similar form) does not have access to lacing in the Spirit World.

Portals. Portals between the Material Plane and the Spirit World are known about in the world. Special places of spiritual significance can be used to traverse from the mortal realm to the Spirit World directly.

These portals come in many shapes and sizes, and are often guarded or protected by those who do not wish to see the Spirit World corrupted by people. Obake like to live around these portals, serving to ward off and discourage intruders from visiting the Spirit World.

Some portals may only open for short times, or during significant cosmic events. Others may remain open indefinitely.

A person who enters the Spirit World through a portal with their physical body has all the abilities they would normally have.

THE SOLSTICE

The solstice is an astronomical event when the world tilts furthest towards or away from the sun. These dates are spiritually significant, and are the time when the Spirit World and the Material Plane are most aligned with one another, and are at their closest. During this time, portals to the Spirit World may spring up in places where none existed before. Spirits may cross the barrier into the physical world, able to manifest themselves in the mortal realm for as long as the solstice lasts.

THE SPIRIT WORLD

While others might make a distinction between the **Feywild** and the **Shadowfell**, people of the elemental races typically view them both as the same place. It is a realm of dark but beautiful magic, where the spirits live untamed and unchecked, free to do as they please. Some spirits are intelligent, living immortal lives in their own realm. Others are more like wild beasts, attacking outsiders on sight.

OVERLAP

In many areas of the Spirit World (those few places that have been charted by mortals), the landscape seems to conform closely to the same area in the physical world. In some places, this transition is so subtle that a mortal might cross over into the Spirit World through a portal and not even realize that they have done so.

In other places, the geography of the Spirit World bears no resemblance to the physical world, and appears otherworldly and strange.

REALM OF THE FACE STEALERS

Face stealers are impossibly old, evil spirits, most of which reside in this realm. As their name implies, face stealers remove the faces of anyone foolish enough to show emotion around them, and wear those faces on their long, centipede-like bodies.

The realm is foggy, with a sun appearing low in the sky which never seems to rise or fall. Tall spires of rock jut from the fog, with enormous trees growing from their faces. The face stealers make their lairs in the roots of these trees, hollowing out caves to call their own.

REALM OF THE FENGHUANG

This realm is home to the fenghuang, or dragon bird. These spirits are large and generally considered friendly, helping lost travelers find their way. They live in high mountains which are also home to other spirit creatures, such as foo dogs. While their mountains may sometimes be enveloped by vicious storm clouds, these do not bother the fenghuang, who feels at home in such turmoil.

THE FOG OF FORGOTTEN SOULS

The Fog of Forgotten Souls is a special prison for people who find themselves in the Spirit World. The fog is actually a spirit, and has the ability to drive a person who wanders into its midst to madness, trapping them within their own darkest memory and prohibiting them from escaping.

A creature that is able to succeed on a DC 24 Wisdom saving throw as an action is able to briefly overcome their fear and insecurity, and can attempt to escape the fog. This momentary clarity lasts for 1 minute. The spirit is vast, and fills the bottom of a deep canyon. Very few have ever escaped the fog's grasp.

KURO SHIRO'S GROVE

Kuro shiro, also known as the black-white spirits, resemble pandas, and claim this area as their own. This grove is located deep in the Spirit World, in a canyon densely populated by impossibly tall bamboo stalks. Grass covers the entirety of the grove, and large rocks are also found in the area. A single stream with red water runs through the hilly woodland, and the sky is always a yellow-orange hue.

BIXI

While bixi are called ancient beings, the truth is that no one knows how old bixi are or how they age. No one has ever encountered a juvenile bixi, they always appear as ancient and powerful beings. Some theorize that bixi do not grow or reproduce at all, and that they have simply lived since the beginning of time. While they are from the Spirit World, bixi come and go as they please between the Spirit World and the Material Plane.

Bixi are titanic beasts, which resemble turtles with draconic and terrapin features. Their bodies are built like giant turtles, with an impossibly tough shell for protection. Bixi are so large that people often mistake them for small islands or mountains, especially due to the fact that all bixi have a myriad of trees on their backs. No one knows if these trees are part of the bixi's body, but those who have met a bixi say that the trees appear as normal trees, taking root in the bixi's shell.

Bixi have been encountered of each element, with the unique ability to grant and take away a creature's lacing abilities. No one knows the precise way that this works, but some think that the bixi are the ones who are responsible for all lacing in the world, granting the ability to the ancestors of people.

Bixi are mythic beings, and many people do not even believe they truly exist, relegating them to creatures of art and culture, not true creatures that once (or still) exist. Tales of the bixi describe them as otherworldly, their thoughts and ideas an enigma. Bixi care nothing for material wealth, and their motivations are often unclear, but are often told of in stories as attempting to help others who have lost their way, both physically and spiritually.

ENCOUNTERING A BIXI

While bixi are living creatures, no stats are given for them, as their power and enormity puts them outside the realm of normal creatures. Bixi should be almost impervious to damage, lacing abilities, and even magic, operating on a higher plane than most other creatures.

Their ability to give and remove lacing is outlined below. Most bixi are tied to a particular element (fire, air, water, or earth), and their ability to grant and take away lacing is tied solely to those elements. Some tales say, however, that there are bixi who are in tune with all of the elements, or with the energy of the weave itself, granting even more impressive and unique abilities.

Energylacing. The bixi can grant a creature the ability to lace an element by touching it, so long as the creature is not already a lacer. The target gains the ability to initiate basic lacing effects of the bixi's element, and gains an elemental strike attack (p. 20). The creature learns a single Shu-level lacing form of its choice, which it can initiate once per long rest.

The bixi can also take away lacing from a creature by touching it. The creature must succeed on a saving throw, which is different depending on the element. The creature must make a DC 30 Charisma saving throw if they are a firelacer or earthlacer, or a DC 30 Wisdom saving throw if they are an airlacer or waterlacer. On a failed save, all lacing abilities are stripped from the creature.

CHAPTER 10: MONSTERS

New monsters in Kara-Tur follow the same rules that normal monsters do. Incarnate monsters often come from the Spirit World (the **Feywild** or **Shadowfell**). Other animals and beasts have been tamed by the elemental races, and would look like strange hybrids to someone from another land.

ABAIA

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 247 (17d20 + 68)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	2 (-4)	14 (+2)	12 (+1)

Skills Perception +6

Senses passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Amphibious. The abaia can breathe air and water.

Rampage. When the abaia reduces a creature to 0 hit points with a melee attack on its turn, the abaia can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The abaia makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 20 (3d8 + 6) bludgeoning damage plus 20 (3d8 + 6) slashing damage. The target is grappled (escape DC 16) if the abaia isn't already constricting a creature, and the target is restrained until the grapple ends.

Swallow. The abaia makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the abaia, and it takes 21 (6d6) acid damage at the start of each of the abaia's turns. An abaia can have only one creature swallowed at a time.

If the abaia takes 30 damage or more on a single turn from the swallowed creature, the abaia must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the abaia. If the abaia dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Water Blast (Recharge 5-6). The abaia blasts a powerful water stream from its mouth in a 60-foot cone. Each creature in the area must succeed on a DC 16 Strength saving throw. On a failed save, a creature takes 61 (11d10) bludgeoning damage and is pushed 30 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

ABAIA

The abaia patrol the deep waters of the Celestial Sea, undulating below the waves, waiting for its prey. An abaia is a gargantuan, powerful serpent, with dark gray skin instead of scales. Sharp spines line the back of its body from head to tail, and it has a large dorsal fin that can be expanded or retracted.

Unmatched Hunters. The abaia are notoriously omnivorous, and will eat almost anything put before it, although its food of choice are giant kohaku. Abaia are feared and revered by coastal communities, who avoid the water when abaia are said to be near.

Dangerous Ships. It is not uncommon for abaia to attack large sailing ships, since as seen from below, the ships have a similar shape to giant kohaku, the abaia's main food source. There have been mostly unsuccessful attempts to wipe out abaia populations, but most humans are no match for the power of the serpent.

Power of Water. While abaia are not waterlacers in any way, they do have the power to swallow huge amounts of water and then expel it at will, creating huge waves and powerful streams of liquid. As part of their hunting pattern, abaia will blast these streams at giant kohaku while they are underwater, stunning the kohaku so they can't escape the cavernous maw of the abaia.

DOMINANCE

While abaia are typically avoided at all costs by smaller creatures, people typically gather to watch the abaia fight for dominance as part of their mating display. As abaia lay their eggs in shallower waters, the abaia congregate near the coasts, where the males will fight one another for the right to mate with the surrounding females.

ADLET

The adlet are a race of creatures with the legs of a dog and the upper torso of a person with canine features.

Adapted to Cold. Adlet are encountered on the Great Glacier, where their territory overlaps with that of the water clan. Adlet are not known for their great intelligence, but as they are fearsome hunters and powerful warriors, adlet and the water clan typically avoid one another if at all possible.

Steeped in Folklore. While the stories of adlet tell of them being the offspring of humans and dogs, their true origin lies in the Spirit World. Adlet elders tell the story of their origin in the Spirit World, coming from a land of cold and ice, which is why they chose to settle at the north and south pole when they crossed over to the Material Plane.

Simple Traditions. While the water clan sees adlet as being untrustworthy, the truth is that it's a mutual distrust. The adlet are a simple people, with hunters, warriors, fisherman, and others represented in their society. They fear the water clan as much as they are feared, and have their own stories about the evilness of the water clan.

THE GIRL AND THE DOGS

A woman, Qaaynak ("the girl"), lived with her father, Oki, but would not choose a man to marry, and was hence called Uinigumissuitung ("she who wouldn't take a husband"). After rejecting all of her suitors, she chose to marry a dog, Ijirqang, who had white and red spots. This greatly angered Oki, but he remained silent.

Of their ten children, five were dogs and the others were adlet, with the bodies of men and the legs of dogs. Since Ijirqang would not go hunting and the children were becoming very hungry, it fell to Oki to provide for the full household.

With the house too full of hungry children, Oki put them into a boat and carried them to a small island, telling Ijirqang to swim to them to get food for he and Qaaynak. Qaaynak hung a pair of boots around Ijirqang's neck and he swam ashore, but instead of food, Oki put rocks in the shoes. When Ijirqang attempted to swim home, he drowned.

In anger, Qaaynak went to her father, and ordered her children to bite him. Oki pushed her into the water and attempted to drown her as he did her husband. Qaaynak survived, but afraid that Oki might turn his wrath to her children, sent the adlet away.

All adlet today are the descendents of Qaaynak and Ijirqang. One must always be wary, for the adlet have extreme distrust and anger against humans, who they see as the descendants of Oki, who attempted to kill them all.

ADLET

Medium humanoid, neutral

Armor Class 15 (hide armor, shield)

Hit Points 39 (6d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

Skills Animal Handling +3, Survival +3

Senses passive Perception 11

Languages Primordial (Aquan)

Challenge 1/4 (50 XP)

Fey Ancestry. The adlet has advantage on saving throws against being charmed, and magic can't put the adlet to sleep.

Keen Senses. The adlet has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Standing Leap. The adlet's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Tundra Camouflage. The adlet has advantage on Dexterity (Stealth) checks made to hide in icy terrain.

Actions

Multiattack. The adlet makes two attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

AKHLUT

Large monstrosity, neutral evil

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The akhlut can't use its blindsight while deafened.

Hold Breath. The akhlut can hold its breath for 30 minutes.

Keen Hearing. The akhlut has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shifting Form. The akhlut can change its shape to that of a killer whale as an action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

AKHLUT

The akhlut is a beast that haunts the Great Glacier. It is spoken about in hushed whispers by the people of the water clan, one of the many trials they must endure that other nations of the world typically never learn about.

Shapeshifter. The akhlut's most distinguishing feature is its ability to change its shape. In water, the akhlut appears as a normal, although still dangerous, killer whale. The akhlut's true power, however, is to come onto land and take the shape of a gigantic wolf. On land, the akhlut keeps its distinguishing markings of black and white, identifying it immediately.

Solitary Hunter. Unlike both killer whales and wolves, akhlut are loners, existing as unstoppable forces of nature. The akhlut exists alone, with its tendency to eat everything in its path setting it apart from normal animals, whom the water clan respect as a part of nature. The akhlut is seen as apart from nature, an evil presence that should be avoided or destroyed at all costs.

Muddy Footprints. The territory of an akhlut can be identified by wolf pawprints that lead to the water. While akhlut look visually distinct with their black and white markings, dogs that wander too close to the water, or spend too much time there, are often distrusted by the people of the water clan, who are suspicious that the normal dog may inherit the akhlut's taint and become one of them.

BARKING BEAST

The barking beast is a voracious monster, with the body of a leopard and the head and neck of a poisonous snake. Despite its snake-like head, the barking beast is so-named for the sound it makes, described as the yelping of a small dog or fox.

Perilous Quest. Barking beasts are occasionally called questing beasts by the earth kin. These creatures are often disruptive to earth kin communities near their forest dwellings, and so those who see to the protection of the common people have made an event out of hunting down barking beasts and slaying them.

Solitary Hunters. Barking beasts are loners, rarely coming together except during mating season. Their territories cover vast expanses of the Jungle of Lost Tribes, and they defend this territory ferociously, causing them to attack any who pass through it as though it were a rival barking beast.

Deadly Poison. The barking beast's most fatal trait is the burning venom that it empties into its prey. The venom of the barking beast is often procured after one is slain, and is synthesized into a deadly poison for administering to one's enemies, or for coating one's weapon.

BARKING BEAST

Large monstrosity, neutral evil

Armor Class 12

Hit Points 72 (11d10 + 11)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The barking beast has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the barking beast moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the barking beast can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the barking beast can long jump up to 25 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) slashing damage.

BOARCUPINE

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	2 (-4)	9 (-1)	6 (-2)

Damage Resistances bludgeoning and slashing from nonmagical weapons

Senses passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Charge. If the boarcupine moves at least 20 feet straight toward a creature and then hits it with a quill slam attack on the same turn, that target must succeed on a DC 15 Dexterity saving throw or be knocked prone. If the target is prone, the boarcupine can make one gore attack against it as a bonus action.

Keen Smell. The boarcupine has advantage on Wisdom (Perception) checks that rely on smell.

Quilled Hide. A creature that hits the boarcupine with a melee attack while within 5 feet of it takes 9 (2d6) piercing damage.

Reckless. At the start of its turn, the boarcupine can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 11 (3d4 + 3) piercing damage.

Quill Slam. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 20 (3d10 + 3) bludgeoning damage.

BOARCUPINE

The boarcupine is a powerful creature that lives primarily in the Winto Forest and Fengwood. Human intervention has cut down on its territory, as the earth kin cleared its native forest for more earth communities. This brings the boarcupine into conflict with people, as they fight to retain their homes.

Fiercly Territorial. The boarcupine live in small family units, with children being looked after by their parents. Adult boarcupines are incredibly dangerous, with powerful tusks and long quills that cover their backs. Especially when their children are present, boarcupines will defend their families at all costs.

Acupuncture. Despite these misgivings about people, isolated boarcupine populations have been successfully domesticated. Their immense size allows them to provide a number of resources for the people charged with their care. In addition, juvenile boarcupine quills (which fall out with regularity and can be easily collected from pens) are often used for acupuncture.

Diet of Convenience. The boarcupine is a highly versatile omnivore, whose diversity of choice in food is only rivaled by people. Boarcupines will eat almost anything, from roots and bulbs, to nuts and berries, leaves and twigs, worms and insects, up to lizards and snakes and other wild game.

BURROWING FRINGEHEAD

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 0 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	1 (-5)	10 (0)	5 (-3)

Skills Perception +6

Senses tremorsense 120 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP)

Surprise Attack. If the fringehead surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (3d10) damage from the attack.

Actions

Multiattack. The fringehead makes two attacks: one with its bite and one to constrict. If the fringehead has a creature swallowed, it instead makes two slam attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 6) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 17) if the fringehead isn't already constricting a creature, and the target is restrained until the grapple ends.

Swallow. The fringehead makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the fringehead, and it takes 32 (9d6) acid damage at the start of each of the fringehead's turns. A fringehead can have only one creature swallowed at a time.

If the fringehead takes 40 damage or more on a single turn from the swallowed creature, the fringehead must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the fringehead. If the fringehead dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BURROWING FRINGEHEAD

The burrowing fringehead is a titanic predator that roams underneath the surface of Quoya Desert. The fringehead preys on almost anything that moves, moving the desert from simply a hostile and difficult environment to an unlivable nightmare for all but the most prepared and resourceful.

Intimidating Fringe. The fringehead has an enormous stretch of skin between its jaws, which it flares to intimidate prey before it feasts on them, as well as to intimidate rivals. The fringe appears in bright primary colors such as red, yellow, and blue, and is used to fight with and attempt to frighten other fringeheads that impose on its territory.

Stalker of the Desert. Fringeheads swim through loose sand as easily as a fish swims in water. It is unknown whether the fringehead has access to any type of earthlacing to help in this regard, or whether their powerful fins and tails are simply strong enough to propel them through the sand. Like a shark, a fringehead can sometimes be seen approaching when it nears the surface of the sand, as its fins break the surface and reveal its position.

Deadly Encounters. Stories of burrowing fringeheads are common tales to encourage children from wandering away, but actual encounters have dwindled. No one knows what might lead to the population loss of such a fearsome and powerful predator, but no one assumes that the Quoya Desert is safe because of it.

BURUNG HANTU

Huge fey, neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Wis +9, Cha +8

Skills Insight +9, Perception +9

Senses darkvision 120 ft., passive Perception 19

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Fey. The burung hantu cannot be charmed or put to sleep.

Knowledgeable. The burung hantu values knowledge above anything else, and can be easily swain by shows of intelligence. Creatures can use Intelligence instead of Charisma to make Deception, Intimidation, Performance, and Persuasion skill checks to influence the burung hantu.

Inscrutable. The burung hantu is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the burung hantu's intentions or sincerity have disadvantage.

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

Actions

Multiattack. The burung hantu can use its Frightful Presence. It then makes two attacks: one bite attack and one slam attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Frightful Presence. Each creature of the burung hantu's choice that is within 120 feet of the burung hantu and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the burung hantu's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The burung hantu makes a Wisdom (Perception) check.

Bite Attack. The burung hantu makes a bite attack.

Thrash (Costs 2 Actions). The burung hantu begins thrashing wildly. Each creature within 10 feet of the burung hantu must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 3) bludgeoning damage and be incapacitated for 1 round. The burung hantu can then move up to half its speed.

BURUNG HANTU

The burung hantu is an enigmatic creature. Burung hantu are ancient, and no one knows whether they are simply immortal, or if there are multiple burung hantu of the world.

The hantu appears as an enormous barn owl that can speak. Above all, stories of the hantu describe it as seeking knowledge. There are many stories of the hantu hoarding knowledge, having its servants collect scrolls, books, and other sources of information to keep them for itself.

Knowledge Seeker. The burung hantu is always surrounded by animals that it uses to steal sources of knowledge. These almost always take the form of foxes. These foxes understand their orders and are found in the far corners of the world, finding sources of knowledge and history and bringing them back to their master. Many stories have sprung up around these animals with a strange glint in their eye seeking out sources of knowledge to steal.

Altered Form. While the burung hantu is often described as a terrifying if neutral creature, it is rumored that when angry, the hantu grows in size and its body elongates into a serpentine form. It is said to chase down and devour those who would disrespect the hantu or the knowledge it has collected.

Sharing Knowledge. While the hantu is a reclusive creature (many rumor that it doesn't exist at all, and is only a mythic creature), the hantu is typically depicted as wanting to share its knowledge with those who seek it. So long as the traveler or scholar seeks knowledge for learning's sake, and not to harm others or the environment, the hantu is usually happy to allow others to peruse its vast stores. The worst thing one can do to a burung hantu is to steal from it, which will cause it to become angered and seek to destroy those who have pilfered its knowledge.

A BURUNG HANTU'S LAIR

Depending on its age, a burung hantu may have begun to collect a vast hoard of scrolls, books, and other sources of information. It is unknown how the hantu constructs its lair, but the home of a burung hantu typically resembles a library, school, or other source of knowledge.

KNOWLEDGE SEEKER TEMPLATE

The knowledge seeker is an animal, typically a fox, that the hantu has coerced into its service. When a creature becomes a knowledge seeker, it retains all its statistics except as noted below.

Senses. The knowledge seeker gains truesight with a radius of 10 feet.

Spider Climb. The seeker gains the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Languages. The knowledge seeker understands Sylvan but cannot speak.

New Action: Charm. The knowledge seeker has the ability to charm another creature, which it will use to steal knowledge for its burung hantu master.

SAMPLE KNOWLEDGE SEEKER

Here the knowledge seeker template has been applied to a fox to create a knowledge seeker fox.

KNOWLEDGE SEEKER FOX

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses truesight 10 ft., passive Perception 13

Languages understands Sylvan but cannot speak.

Challenge 0 (10 XP)

Keen Hearing and Smell. The knowledge seeker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Spider Climb. The knowledge seeker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

Charm. The knowledge seeker targets one humanoid or beast that it can see within 30 feet of it. If the target can see the seeker, it must succeed on a DC 11 Wisdom saving throw or be magically charmed. The charmed creature regards the seeker as a trusted friend to be heeded and protected. Although the target isn't under the seeker's control, it acts favorably toward the seeker, and can understand its wants implicitly and attempts to help it achieve its goals (usually stealing books or scrolls).

Each time the seeker or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the seeker dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the seeker's Charm for the next 24 hours.

The seeker can have no more than one humanoid and up to three beasts charmed at a time.

DEER LADY

Travelers who have passed through the deepest forests of Petan tell tales of the deer lady, a malevolent spirit that seeks to destroy those it encounters. It entices weary people deeper into the woods with the sound of a friendly voice and the big, brown, innocent eyes of a deer.

Dancer. The deer lady is said to haunt forests and surrounding communities, and some stories say that they can't resist a dance. Many tales are told of the deer lady having to join communal dances when it sees one, going completely unnoticed, and leaving only when the music ceases.

Vain. While the deer lady can use her magical wiles to trick others, she is also said to be self-conscious of her cloven hooves. She hides these hooves by remaining on the other side of trees and bushes, and sometimes flees when discovered to be inhuman.

Other things that can drive away a deer lady are said to be tobacco, and certain chants which are said to hold power over her spiritual nature.

Magical Lure. Tales of the deer lady say that she forces people (usually men) to fall in love with her, luring them deep into the forest until it is too late for them to escape. These men are trapped by the deer lady's magic, forced to love her and stay with her until they eventually waste away.

DEER LADY

Medium humanoid, neutral evil

Armor Class 13 (leather armor)
Hit Points 72 (16d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)	16 (+3)

Skills Insight +4, Persuasion +5
Senses passive Perception 12
Languages Sylvan
Challenge 1 (200 XP)

Fey Ancestry. The deer lady has advantage on saving throws against being charmed, and magic can't put the deer lady to sleep.

Innate Spellcasting. The deer lady's innate spellcasting ability is Wisdom (spell save DC 13). The lady can innately cast the following spells, requiring no material components:

At will: *alter self*, *minor illusion*
3/day each: *hideous laughter*
1/day each: *hold person*

Actions

Multiattack. The deer lady makes two attacks: one with its gore and one with its quarterstaff.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 7 (1d8 + 2) bludgeoning damage if used with two hands to make a melee attack.

Fey Charm. The deer lady targets one humanoid or beast that she can see within 30 feet of her. If the target can see the deer lady, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the deer lady as a trusted friend to be heeded and protected. Although the target isn't under the deer lady's control, it takes the deer lady's requests or actions in the most favorable way it can.

Each time the deer lady or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until the deer lady dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the deer lady's Fey Charm for the next 24 hours.

The deer lady can have no more than one humanoid and up to three beasts charmed at a time.

FACE STEALER

Gargantuan fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	15 (+2)	14 (+2)	12 (+1)

Skills Arcana +5, History +5

Damage Resistances bludgeoning and slashing from nonmagical weapons

Senses passive Perception 12

Languages Common, Sylvan, Infernal

Challenge 11 (7,200 XP)

Inscrutable. The face stealer is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the face stealer's intentions or sincerity have disadvantage.

Spider Climb. The face stealer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The face stealer makes three attacks: one slam attack and two tail attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Steal Face (Recharge 5-6). The face stealer targets one creature within 5 feet, which must make a DC 13 Charisma saving throw. On a failed save, the target takes 55 (10d10) necrotic damage and has its face stolen. On a successful save, the target takes no damage and keeps its face.

A creature without its face is blinded until the condition ends and no longer breathes, but continues to live. The creature also has its Charisma score reduced to 0, as it completely loses its sense of self. Such a creature cannot make any Charisma skill checks, and does not have the ability to charm another creature until it regains at least 1 point of Charisma.

The only way to retrieve a face is to kill the face stealer. Upon a face stealer's death, all of the faces it has captured are released and instantly appear on the bodies of their owners.

FACE STEALER

A face stealer is an ancient and powerful creature, with the unique ability to steal the face of its victims. Resembling a large centipede, the face stealer wears the faces of those unfortunate souls it has encountered.

Eternal Memories. Face stealers are said to be impossibly old. Residing almost exclusively in the Spirit World, there are many tales of travelers to the Shadowfell who encounter a face stealer. Stories say the only way to keep your face is to show no emotion at all. The face stealer will attempt to surprise, threaten, or scare a person in an attempt to get a reaction out of them. Only those who are calm and strong of will can keep their face.

Stolen Lives. The face stealer's only purpose in life is to collect the faces of those it encounters. Sometimes it will wear these faces around the surviving loved ones of its victims, in an attempt to add to its collection. A face stealer is said to shift between these faces rapidly.

The face stealer can take the face of almost any living creature. Even though its face becomes a blank canvas, the creature does not die. It continues to live, in a state somewhere between life and death. They are no longer truly alive, but neither do they perish.

Ancient Lair. Face stealers are almost never found outside of the Spirit World. Due to the Spirit World's wild nature, a face stealer who finds a place to call its lair will begin to warp the surrounding area, twisting it into a nightmarish landscape.

A face stealer will typically make its home underneath the roots of a large tree. This cave serves as the face stealer's lair, who takes the face of any creature unfortunate enough to stumble upon it.

FENGHUANG

Gargantuan fey, neutral good

Armor Class 16 (natural armor)

Hit Points 181 (19d12 + 57)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	5 (-3)	18 (+4)	17 (+3)

Saving Throws Wis +9, Cha +8

Skills Insight +9, Perception +9

Senses darkvision 120 ft., passive Perception 19

Languages —

Challenge 14 (11,500 XP)

Flyby. The fenghuang doesn't provoke an opportunity attack when it flies out of the enemy's reach.

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

Magic Resistance. The fenghuang has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fenghuang makes three attacks: one slam attack and two talon attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 3) bludgeoning damage.

Talon. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spirit Blast (Recharge 5-6). The fenghuang creates a beam of spiritual energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The fenghuang makes a Wisdom (Perception) check.

Talon Attack. The fenghuang makes a talon attack.

Spirit Burst (Costs 2 Actions). The fenghuang releases a burst of spirit energy. Each creature within 10 feet of the fenghuang must succeed on a DC 18 Constitution saving throw or take 14 (3d8) radiant damage and be blinded until the end of its next turn. The fenghuang can then fly up to half its flying speed.

FENGHUANG

The majestic fenghuang goes by many names, sometimes known as the dragon phoenix. This creature lives almost exclusively in the Spirit World, and stories of its existence are only found in the tales of those who have visited the Spirit World and returned.

Loyal Friend. While no one living can describe a fenghuang, tales of those who have encountered it describe it as a benevolent spirit. Stories of the fenghuang tell of it helping those in need, usually after needing to prove themselves in some way to the fenghuang. Some tales describe a traveler in the Spirit World, which encountered a small purple bird spirit, picked it up and cared for it, journeying far and wide to return it to its nest. When the chick was finally returned, it was revealed to be the chick of the fenghuang, who then agreed to grant a wish to the traveler.

Growing Spirit. Stories say that unlike many spirit creatures, the fenghuang goes through a complete life cycle. Its chicks are tiny and purple in color, with long magnificent tails. The fenghuang slowly becomes more radiant and beautiful as it grows, sprouting bright yellow feathers and antlers which grow long and more magnificent as it ages.

As it grows, the fenghuang becomes more dragonlike in its appearance, with large whiskers and a scaled underbelly. Its birdlike features continue to grow as well, developing a large, powerful beak, and razor-sharp talons.

Enemy of Evil. Stories also tell of the Fenghuang battling evil spirits to protect travelers who make a respectful passing through the Spirit World. In these tales, the fenghuang has been watching and following the traveler for a long time, subtly helping the traveler but keeping out of sight. And only when evil spirits attack does the fenghuang reveal itself, protecting the one who showed respect for the Spirit World from those evil spirits who would harm them.

FLYING TAMARAW

The flying tamaraw is a huge flying creature with six legs. Despite its enormous size and strength, the tamaraw is able to float in the air effortlessly. The tamaraw is a fairly intelligent creature, and is able to be trained as a creature capable of carrying people over long distances very quickly.

Vegetarians. A tamaraw begins its life at a fraction of its adult size. Tamaraw calves cannot fly, although quickly learn the skill within several weeks of being born.

Tamaraw use their ability to float to graze leaves from the tops of trees that other animals would not be able to reach. Their hardy constitutions allows them to eat prickly pinecones and other vegetation as well.

The Original Airlacers. It is said that the airlacers originally learned the skill from the tamaraw, who saw them floating in the sky and learned to do it themselves. Airlacers will often tattoo themselves with the markings of the tamaraw, paying homage to what they see as a spirit animal for all airlacers. The four great air sanctuaries were constructed in the mountains in which tamaraw make their homes.

While the tamaraw do float in the air, many scholars have noted that this does not, in the strictest sense, seem to be actual airlacing. To remain aloft with airlacing would require powerful winds to buffet a person in the air, even moreso for a creature as large as the tamaraw. Despite this, the winds around a flying tamaraw are always described as calm, and peaceful. They seem to simply hover, defying gravity.

Versatile Companions. As the tamaraw's home territory overlaps with airlacing sanctuaries, these sanctuaries often have people dedicated to the taming of the tamaraw. The tamaraw are loyal companions, and can come to see people as part of its own herd. Tamaraw form powerful bonds with their human companions, and will defend these people with all their power in the face of danger.

Tamaraw are often used to travel across the world, their ability to fly at great speeds and hold hundreds of pounds aloft without issue making them the perfect long-distance traveling companion. Tamaraw are happy to make these journeys, and are at home in the skies.

FLYING TAMARAW

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (0)	18 (+4)	4 (-3)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +7

Senses passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Basic Airlacing. The tamaraw can initiate basic airlacing effects as a 5th-level lacer.

Dive. If the tamaraw is flying and dives at least 30 feet straight toward a target and then hits it with a slam attack, the attack deals an extra 28 (5d10) bludgeoning damage to the target. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Sure-Footed. The tamaraw has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The tamaraw makes two attacks: one slam attack and one gore attack.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 5) bludgeoning damage.

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Air Blast (Recharge 5-6). The tamaraw lifts its tail and then slams it down, blasting air in a 30-foot cone. Each creature in the area must make a DC 15 Strength saving throw. A creature takes 28 (5d10) bludgeoning damage on a failed save and is pushed 30 feet away and knocked prone. On a successful save, a creature takes half as much damage and is not pushed or knocked prone.

Foo Dog

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	4 (-3)	10 (0)	9 (-1)

Saving Throws Str +8, Con +8

Senses passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Fey. The foo dog cannot be charmed or put to sleep.

Keen Smell. The foo dog has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The foo dog makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Teleport (Recharge 5-6). The foo dog magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Foo Dog

Foo dogs appear prominently in tales of the Spirit World. Sometimes they are benevolent creatures, helping lost travelers and those in need. In other tales they are evil creatures, set to attack those who would enter and disrespect the Spirit World.

Guardians. Whether they are told of as evil or good, foo dogs are said to be guardians. Sometimes they are guardians of specific places or items in the Spirit World, protecting those things from travelers. Sometimes they are simply guardians of the Spirit World itself, attacking any non-spirit who would dare enter the domain.

Tall Tales. Foo dogs are an important part of the culture of all peoples, and representations of them can be found in statues adorning the entrances of temples, and on rooftops overlooking prominent town squares. Even the name "foo dog" is a colloquialism, as the creature's true name is said to be "shi," which means "lion."

Dual Nature. The foo dog appears differently whenever it is acting to protect, and acting in aggression. When protecting, the foo dog is bright blue. It appears as a dog, with a long, lolling tongue and large teeth. The hair on its head comes to a point, almost resembling a hat. Its face appears to be painted, with prominent white and red lines giving it a mask-like appearance.

Foo dogs also have a dark form, and when they act in aggression their appearance is much more frightening. Their color appears much darker, with deep blacks and purples across their bodies. Their teeth grow larger, so large that they don't fit inside of their mouths any longer. Their arms grow large and muscular, and the foo dog gains the ability to walk on its hind legs.

GIANT CAIMANT

The giant caimant is a huge animal found in the high peaks and low canyons of the Salju Mountains. It has many sensitive nostrils which gives it a very powerful sense of smell, and strong jaws that make it highly dangerous.

Voracious. The giant caimant is known for its incredible hunger. It is said that travelers who enter its territory with food are in incredible danger of being set upon by the caimant and its colony. Caimants have the ability scale steep canyon walls, and allow these natural barriers to catch their prey for them.

Armored Hide. The caimant is a chimerical creature that resembles a sort of crocodile mixed with an ant, and grown to monstrous proportions. They dig their tunnels into solid rock walls and live in huge colonies. Giant caimants are feared creatures, and only those who can hide from them can hope to make it through caimant territory unscathed.

Powerful Climbers. There are stories of those who have managed to best a giant caimant. These legends tell of powerful heroes who used earthlacing to turn the earth to their own advantage, putting them on equal footing with the caimants, closing off their colony tunnels and making the earth too difficult for the caimant to climb.

It is unknown if these stories are true, but what is known is that the only safe way to pass through caimant country is to be invisible. Food is immediately identifiable to the caimant's sensitive nose, and anyone who brings food into a caimant canyon will surely find themselves beseeched by the creatures.

GIANT CAIMANT

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 77 (9d12 + 18)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Keen Smell. The caimant has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The caimant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The caimant can burrow through solid rock at half its burrowing speed and leaves a 10-foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The caimant makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) piercing damage.

GIANT MOULDYWARP

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 150 (13d12 + 65)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	20 (+5)	2 (-4)	10 (+0)	13 (+1)

Skills Perception +4

Damage Resistances bludgeoning damage from nonmagical weapons

Senses tremorsense 120 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Basic Earthlacing. The mouldywarp can initiate basic earthlacing effects as a 5th-level lacer.

Siege Monster. The mouldywarp deals double damage to objects and structures.

Sure-Footed. The mouldywarp has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Tunneler. The giant mouldywarp can burrow through solid rock at its full burrowing speed and leaves a 10-foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The mouldywarp makes two earth slam attacks.

Earth Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage.

Rock Blast (Recharge 5-6). The mouldywarp launches a 10-foot radius boulder at a target location within 60 feet. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 17 (3d10) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and remains standing.

GIANT MOULDYWARP

The mouldywarp is a huge, blind creature native to the Intan Mountains. Mouldywarps spend their entire lives underground, and are known as the original earthlacers, able to create tunnels and caverns at will.

Blindness in the Dark. The mouldywarp has eyes which are functionally useless. As they spend their entire lives underground, the mouldywarps have no need for eyes, and instead feel their way around through earthlacing. They can feel the tiniest vibrations and tremors of the earth, and while they cannot see in the traditional sense, those who have encountered the mouldywarps in their own territory have said that they can see as well as any other creature.

Original Earthlacers. As the only animals known to be able to earthlace, giant mouldywarps are seen as a kind of spirit animal to earthlacers. They embody power, spirit, and might, and many earthlacers get tattoos commemorating the animal. In earthlacing fighting rings, it is very common for combatants to take on names that embody the spirit of the mouldywarp.

The Two Lovers. The oldest story featuring the mouldywarp is the tale of the two lovers. In this story, the two lovers come from two different societies. Their peoples hated one another, and they were forbidden from meeting. But their love was strong, and in the dead of night, they each entered the mouldywarp tunnels that crossed the mountain that divided them. They never held a lantern, for they feared that their secret would be discovered.

After many years, they learned to lace the earth from the mouldywarps. They were the original earthlacers, and passed this knowledge down to their own peoples.

But when their secret was discovered, they were not spared, and were instead killed and left in the tunnels they had created to meet with one another.

"SECRET TUNNEL"

♪ Two lovers, forbidden from one another,
a war divides their people,
and a mountain divides them apart.
Built a path to be together,
and die...

Secret tunnel!
Secret tunnel!
Through the mountain!
Secret secret secret secret tunnel! ♪

GROOTSLANG

Gargantuan monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 193 (11d20 + 77)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	25 (+7)	15 (+2)	8 (-1)	6 (-2)

Saving Throws Str +12, Con +13

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Senses tremorsense 60 ft., passive Perception 9

Languages Deep Speech, Primordial

Challenge 17 (18,000 XP)

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

Magic Resistance. The grootslang has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The grootslang can use its Frightful Presence. It then makes two attacks: one with its bite and one to constrict.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 20) if the grootslang isn't already constricting a creature, and the target is restrained until the grapple ends.

Frightful Presence. Each creature of the grootslang's choice that is within 120 feet of the grootslang and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the grootslang's Frightful Presence for the next 24 hours.

Swallow. The grootslang makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the grootslang, and it takes 21 (6d6) acid damage at the start of each of the grootslang's turns. A grootslang can have only one creature swallowed at a time.

If the grootslang takes 30 damage or more on a single turn from the swallowed creature, the grootslang must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the grootslang. If the grootslang dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Legendary Actions

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

Detect. The grootslang makes a Wisdom (Perception) check.

Slam Attack. The grootslang makes a slam attack.

Thrash (Costs 2 Actions). The grootslang begins thrashing wildly. Each creature within 10 feet of the grootslang must succeed on a DC 20 Dexterity saving throw or take 12 (1d12 + 6) bludgeoning damage and be knocked prone. The grootslang can then move up to half its speed.

GROOTSLANG

The grootslang is an ancient and powerful creature, although there are few who have encountered one and lived to tell the tale. No juvenile grootslang has ever been seen, leading some to wonder whether the creature simply appears, fully formed in the world, or whether grootslang simply do not die.

Its body is described as a cross between an elephant and a serpent, with a huge, coiling body, and the large tusks and trunk of an elephant. The creature strikes fear into all who observe it, and only the craftiest and cleverest of people have encountered it and escaped with their lives.

Ancient Evil According to legend, the grootslang was a primordial creature, as old as the world itself. Tales say that the spirits, seeing the terrifying power of the creature, attempted to split it in two, for it had tremendous strength, as well as a cunning intellect. From this split, two creatures emerged, elephants and serpents.

But one of the original grootslangs escaped this split, and lived on, siring more of its kind. This grootslang became the original progenitor to all grootslang that survive to this day.

Bottomless Pit. The lair of a grootslang is said to be avoided at all costs. However, the lure is typically too much for enterprising adventurers to ignore, especially as a living grootslang has not been seen for many centuries. Stories tell of their lairs, referring to them a "wonder holes," because while they are fraught with danger (even without the grootslang around), they are said to be filled to the brim with diamonds. The grootslang craves diamonds, for its own reasons, and is said to collect a vast fortune of the gem during its life, filling its lair.

Diamond Hoarder. While the grootslang is an evil beast, stories say that someone who encounters it can bargain for their freedom with the exchange of precious gemstones, especially diamonds. While searching for treasure in the wilds of Jambu Dweepam, the adventurer Taro Zota disappeared when his party was attacked, prompting legends that he had been killed by a grootslang.

A GROOTSLANG'S LAIR

Grootslang dwell in the deepest of underground caverns, far from civilization. A grootslang's lair is a dismal cave that is at least partially flooded, providing pools where the grootslang rests, and where its victims can ferment. The lair littered with the bones and corpses of those creatures it had ingested, and the only living things in the cave aside from the grootslang will be those creatures too small and insignificant to catch its attention.

It is said that, no matter where a grootslang's lair lies, there exists an underwater path that leads to the open ocean.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the grootslang takes a lair action to cause one of the following effects; the grootslang can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the grootslang can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A tremor shakes the lair in a 60-foot radius around the grootslang. Each creature other than the grootslang on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Freezing fog fills a 20-foot-radius sphere centered on a point the grootslang can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the grootslang uses this lair action again or until the grootslang dies.

HAKUTURI

The hakuturi are a wondrous race of spirits with birdlike qualities. They appear in many disguises, and are a seldom-seen or encountered people. The hakuturi see themselves as the guardians of forests, and will drive out intruders and those who do not respect it.

Spirit Life. While the hakuturi inhabit the deepest and darkest parts of the world's largest forests, they come from the Spirit World. Those who have encountered them and left on friendly terms say that the hakuturi have access to portals which open directly to the Spirit World, and so for them, there is no division between the planes. The hakuturi spend some time on the Material Plane, and some time in the Spirit World, living seamlessly between the two.

Quiet Trees. While the hakuturi resemble birds in many ways, stories about them say that the forests where they make their homes are unnaturally quiet. It is unknown whether the hakuturi convince the other animals to keep silent in their presence, or whether it is some effect of a rift to the Spirit World being open at all times.

Gentle Guardians. The hakuturi see themselves as guardians of the forest, and are occasionally said to become violent in the presence of those who would do a forest harm. Often, however, they use their abilities to confuse, befuddle, or trick people instead, driving them from the forest or teaching them respect for it.

The oldest stories of the hakuturi tell of a man, Seok, who entered the forest and felled a tree to build a canoe. However, he did not follow the proper incantations and rituals, and the hakuturi drew ire from this. While Seok slept, the hakuturi re-erected the tree.

Upon waking, Seok knew what had happened, and showed remorse. He made a pledge to respect the natural world, and to live his life in harmony with nature. The next night while he slept, the hakuturi felled the tree for him, and turned it into a canoe in a single night.

HAKUTURI

Medium fey, neutral

Armor Class 13 (shield, 16 with *barkskin*)
Hit Points 28 (8d8 - 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	9 (-1)	7 (-2)	16 (+3)	12 (+1)

Skills Nature +2, Survival +3
Senses passive Perception 13
Languages Sylvan
Challenge 1 (200 XP)

Fey. The hakuturi cannot be charmed or put to sleep.

Innate Spellcasting. The hakuturi's innate spellcasting ability is Wisdom (spell save DC 13). The hakuturi can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *goodberry*, *pass without trace*
1/day each: *barkskin*, *shillelagh*

Actions

Club. Melee Weapon Attack: +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

JIANGSHI

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	5 (-3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 7

Languages –

Challenge 5 (1,800 XP)

Ki. The jiangshi has 5 ki points, but no ki point maximum. It can spend its ki to take special actions (outlined below).

Jiangshi Weaknesses. The jiangshi has the following flaws:

Mirrors. The jiangshi is terrified of its own reflection. If it sees its reflection, it becomes frightened and must move away from the mirror until the end of its next turn.

Peach Tree Wood. The jiangshi takes 20 radiant damage when it touches the wood of a peach tree.

Vinegar. The jiangshi takes 20 acid damage when it touches vinegar.

Actions

Multiattack. The jiangshi makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the jiangshi can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature or a creature that is grappled by the jiangshi, incapacitated, or restrained. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (2d6 + 3) necrotic damage. The target is drained of 2 ki points, or one of the lowest-level spell slots the target has available. The jiangshi gains 2 ki points. The target's ki points or the spell slot drained by the jiangshi in this way does not regenerate until the target finishes a long rest.

If a target has no ki points or spell slots available, the bite deals double its normal damage.

Ki Actions

The jiangshi can use its ki points to take one of the following actions as a bonus action on its turn. The jiangshi does not require material components for any spell it casts. Charisma is the jiangshi's spellcasting ability.

Claw Attack (1 ki). The jiangshi makes one claw attack.

Jump (1 ki). The jiangshi casts *jump*.

Longstrider (1 ki). The jiangshi casts *longstrider*.

Wild Strikes (2 ki). The jiangshi makes two claw attacks.

Misty Step (2 ki). The jiangshi casts *misty step*.

Fear (3 ki). The jiangshi casts *fear*.

JIANGSHI

The jiangshi, also known as the "hopping vampire," is a creature of folklore known throughout the islands of Wa. It is said to be a corpse that has had life returned to it, which haunts the dark places of the world. The jiangshi is said to be a ki vampire, sucking ki out of creatures to keep itself alive, and to give it incredible magical abilities which it can use to make itself even stronger.

Undead Rebirth. Unlike some undead creatures, the jiangshi is said to be created through a number of different means. These include:

- The use of supernatural arts to resurrect the dead,
- Spiritual possession of a dead body,
- A corpse absorbing enough ki to return to life,
- A dead person not being buried after their funeral, or
- A person whose soul fails to leave their body

Weaknesses. Jiangshi are said to be so frightening that they are even scared of their own reflections. As for their weakness to peach tree wood and vinegar, the jiangshi's violent reactions to these substances is not completely understood, having been lost to the ages.

Proper Form. While the jiangshi could be any person returned to life through nefarious means, the jiangshi is always depicted in ceremonial garbs befitting of upper society. The jiangshi's appearance can range from unremarkable (as a recently-deceased person might look), to horrifying (with rotting flesh).

The word "jiangshi" literally means "hard" or "stiff," with a case of rigor mortis so strong that the jiangshi cannot bend its body, and it must resort to hopping instead. Jiangshi are always shown with their arms stretched forward, reaching for their prey.

JUBOKKO

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 193 (11d20 + 77)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	2 (-4)	6 (-2)	5 (-3)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 4 (1,100 XP)

False Appearance. While the jubokko remains motionless, it is indistinguishable from a large tree.

Actions

Multiattack. The jubokko makes two attacks: one with its vine slam and one to constrict.

Slam. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 8 (1d6 + 4) bludgeoning damage plus 8 (1d6 + 4) slashing damage. The target is grappled (escape DC 14) if the jubokko isn't already constricting a creature, and the target is restrained until the grapple ends.

Swallow. The jubokko makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the jubokko, and it takes 9 (2d8) acid damage at the start of each of the jubokko's turns. A jubokko can have only one creature swallowed at a time.

If the jubokko takes 20 damage or more on a single turn from the swallowed creature, the jubokko must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the jubokko. If the jubokko dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Entangling Roots (Recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the jubokko, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the jubokko's choice in that area when the plants appear must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or another entangled creature within reach on a success.

JUBOKKO

The jubokko, also known as the "vampire tree," is a carnivorous plant said to be infested with a malevolent spirit. In its resting form it appears as an ordinary tree, albeit one without leaves, whose branches seem to entwine like serpents. When it attacks, however, it begins swinging wildly, grasping any creature unlucky enough to stumble across its roots.

Blood Sap. The jubokko is a very rare plant, and there are many stories as to its origin. Most of these tales say that the jubokko was a normal tree at the site of a violent and bloody battle. This blood seeped into the plant's roots, until it developed a thirst for blood, and learned to hunt for itself. The stories say that it now feasts on the flesh of all living creatures, but truly hungers for human blood.

When a jubokko is cut, the thick, red sap that trickles out is said to be human blood.

Surprise Attack. The jubokko lies in silent wait for a victim to pass underneath its branches. Only when a creature is within its grasp will it attack, snatching up its prey with long, finger-like branches, and hoisting it up into its boughs. The jubokko pierces the creature's skin with its branches, sucking up its blood through special twigs. After the body is drained of everything the jubokko can take, the rest is consumed by birds, insects, and other animals, until only the dry bones fall back to the earth. By the time most victims recognize these bones at the base of the tree, it is already too late to escape.

Healing Branches. While the jubokko is a voracious predator which rarely leaves its victims alive, it is said that the jubokko can have a certain understanding of living creatures. To those who acquire the branch of a jubokko tree with its permission, it is said that the branch is a powerful item that can be used to heal and purify. It is unknown whether these rumors are true, or whether they are simply another tale that was connected with that of the jubokko.

STR DEX CON INT WIS CHA

KAMAITACHI

Small beast, unaligned

Armor Class 13

Hit Points 38 (15d6 - 15)

Speed 40 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 8 (-1) 2 (-4) 12 (+1) 10 (+0)

Senses passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Ambusher. The kamaitachi has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The kamaitachi makes two claw attacks.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Dust Devil (Recharge 5-6). The kamaitachi moves in a 60-foot long, 5-foot wide line in a dust devil. Each creature in the line must succeed on a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (1d6 + 3) slashing damage, or half as much damage on a successful save. The kamaitachi ends this action at the end of the line.

KAMAITACHI

The kamaitachi is an animal that has very slight airlacing abilities. It is a sickle-clawed beast about the size of a large cat, which rides on whirlwinds to ambush its prey. The kamaitachi resembles a weasel, but has enormous claws and a spiky coat.

Wind Riders. The kamaitachi's most defining trait is its ability to summon a dust devil, which it rides in the eye of, able to swing its claws about to slash its enemies.

In some regions, kamaitachi is the name given to the whirlwind itself. The actual animal is a rare encounter, and it typically avoids people if it can.

No Bleeding, No Pain. Many legends about the kamaitachi say that its claws cause no bleeding, and anyone who is slashed by it will feel no pain. It is unknown how these rumors started, as the kamaitachi has no ability to heal or see to the wounds of its victims.

Some legends say that the kamaitachi and its whirlwind is actually the work of three evil spirits. One which pushes a person down, one who cuts them with a blade, and the other which heals their wound.

Rise of Folklore. There are many different stories about the origin and habits of the kamaitachi. The most probable reason for this might be the fact that the kamaitachi's territory is widespread. They appear all over the world, in many different environments. They make their homes in the highest mountains, to the deepest valleys, from the coldest tundras to the warmest tropics. Kamaitachi can be encountered almost anywhere.

KURO SHIRO

Huge fey, neutral

Armor Class 16 (natural armor)

Hit Points 180 (19d12 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	3 (-4)	16 (+3)	12 (+1)

Senses passive Perception 13

Languages –

Challenge 8 (3,900 XP)

Fey. The kuro shiro cannot be charmed or put to sleep.

Innate Spellcasting. The kuro shiro's innate spellcasting ability is Wisdom (spell save DC 14). The kuro shiro can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*

3/day each: *fog cloud*, *misty step*, *purify food and drink*

1/day each: *enlarge/reduce*, *plane shift* (only to the *Feywild* or *Shadowfell*), *plant growth*

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 32 (5d10 + 4) bludgeoning damage.

Fey Charm. The kuro shiro targets one humanoid or beast that it can see within 30 feet of it. If the target can see the kuro shiro, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the kuro shiro as a trusted friend to be heeded and protected. Although the target isn't under the kuro shiro's control, it takes the kuro shiro's actions in the most favorable way it can.

Each time the kuro shiro or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the kuro shiro dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the kuro shiro's Fey Charm for the next 24 hours.

The kuro shiro can have no more than one humanoid and up to three beasts charmed at a time.

Spirit Blast (Recharge 5-6). The kuro shiro exhales spirit energy in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 46 (7d12) radiant damage on a failed save, or half as much damage on a successful one.

KURO SHIRO

The kuro shiro, also known as the black-white spirit, is a forest spirit that normally takes the form of a docile panda bear. However, the kuro shiro has the ability to transform into a large four-armed monster. It sees itself a protector of its forest home, and will viciously attack those who threaten it.

Forest Guardian. The kuro shiro is a guardian of its forest home. It is unknown whether there are multiple kuro shiro guarding multiple forests of the world, or whether it is a single spirit which sees itself moving among the forests of the world. The kuro shiro is known to keep out of the path of humans, however other animals seem to be drawn to its presence.

Stories of Old. Stories of a panda-like spirit guarding the wilds of the world are as old as civilization itself. As such, the panda is a revered animal, and statues dedicated to the kuro shiro can be found in almost every forest in the world. Some statues are new, kept in bustling town squares as a reminder to the people that they must try to live in harmony with nature, lest they incur the kuro shiro's wrath. Other statues can be found deep in the darkest parts of the wilds, with no explanation as to how they might have got there.

Immense Strength. While the kuro shiro often appears as a normal panda bear (albeit one of enormous size), when it is angered the kuro shiro turns into a monster. It remains black and white, but its paws grow longer digits, and its power increases immensely. It also gains the ability to fire a cone of spiritual energy to destroys evil things.

LUCKY PIGGY

The lucky piggy is said to be a spirit who brings luck to those who can catch it. The lucky piggy is a tiny spirit that resembles a hedgehog, and runs away from people when it sees them. But if a person is able to catch it, the piggy will form a close bond with the person, and its mere presence will have a magical effect on those it spends time with.

Forest Piggy. Unlike many true spirits, the lucky piggy is only known to reside on the Material Plane. Despite this, they are incredibly rare, and never seem to fall victim to predation by normal animals. It resembles a normal hedgehog, although there always seem to be flecks of green vegetation between its quills, and it is said to have a gleam of understanding in its eye.

Old Tales. There are many stories about the lucky piggy, including tales that confuse it with an actual pig. These stories are widespread, and are often due to translation errors between languages as the story of the lucky piggy spread. The most widespread rumors are those which say that the lucky piggy is white, with red eyes. These stories are describing albino lucky piggies, but they come in any color a normal hedgehog may be.

Bond of the Piggy. It is said that if you catch a lucky piggy, you will always find a silver piece in your pocket. This is partially true, as the piggy's power manifests in a variety of ways. This silver coin, like all of the piggy's magical effects, is temporary, and it will disappear the next time the person takes a rest.

LUCKY BOND

A piggy can form a special bond with another creature. The specifics of this bond are left to the DM's discretion.

The piggy initiates one of the following effects each time the piggy's bonded creature completes a short or long rest. Determine the effect by rolling a d6. When the piggy initiates a new effect, the previous effect is lost, even if it goes unused or unnoticed:

- 1: A silver coin appears in the pocket of the piggy's bonded creature (if it has pockets).
- 2: The piggy's bonded creature has advantage on the next initiative check it makes.
- 3: The piggy's bonded creature has advantage on the next ability check it makes.
- 4: The piggy's bonded creature has advantage on the next attack roll it makes.
- 5: The piggy's bonded creature has advantage on the next saving throw it makes.
- 6: The piggy's bonded creature comes under the effect of a *sanctuary* spell.

LUCKY PIGGY

Tiny fey, neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	13 (+1)	10 (+0)

Senses passive Perception 11

Languages –

Challenge 1/8 (25 XP)

Fey. The piggy cannot be charmed or put to sleep.

Innate Spellcasting. The piggy's innate spellcasting ability is Wisdom (spell save DC 13). The piggy can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*

3/day each: *charm person*, *detect evil and good*

1/day each: *purify food and drink*

Keen Smell. The piggy has advantage on Wisdom (Perception) checks that rely on smell.

Spiny Body. A creature that touches the lucky piggy or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage. The lucky piggy can squelch or initiate this effect as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 2) piercing damage.

MANDRAKE

Small plant, neutral

Armor Class 13 (natural armor)

Hit Points 46 (7d6 + 21)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Terrible Cry (Recharge 5-6). The mandrake lets out an ear-splitting cry, affecting all creatures within a 30 foot radius. Each creature in the area must succeed on a DC 11 Constitution saving throw. On a failed save, a creature takes 11 (3d6) psychic damage and is deafened. On a successful save, a creature takes half as much damage and isn't deafened.

MANDRAKE

The mandrake is a plant with an ancient relationship with people. While the top of its stalk resembles normal purple flowers, the roots take the form of a living creature, one with a cry so terrible it can cause sickness and even death in people. The creature isn't truly aware of its surroundings, but it knows when it has been removed from soil, and will let loose its cry any time it is plucked.

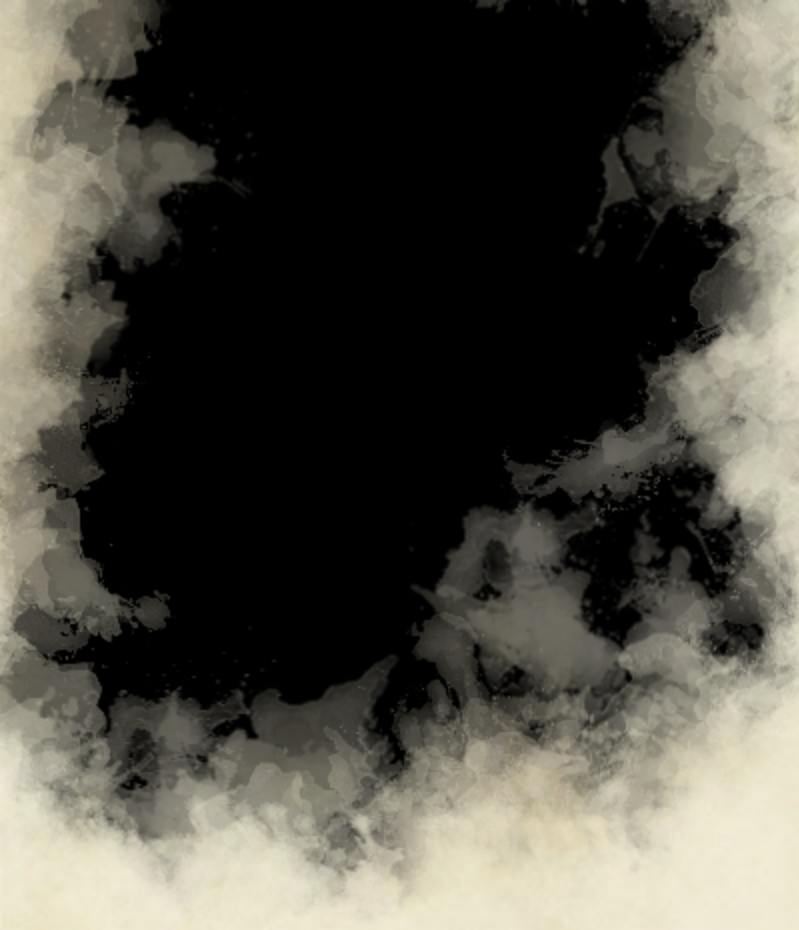
Dangerous Cry, Dangerous Roots. The properties of the mandrake are well-known in the areas in which it grows. There is a lot to know as it is a very dangerous plant. The most important thing to know is that if a mandrake is uprooted, it will emit an ear-piercing cry that will cause pain or possibly death to those who are around. The other feature of note is the mandrake's dangerous poison. Only those who prepare it with the utmost care and respect can hope to keep it in a workable form. Those who do use the mandrake to help with pains, melancholy, convulsions, and mania.

Love Plant. Despite its dangerous and fatal nature, the mandrake is sometimes referred to as the "love plant," due to its romantic purple flowers, and an ancient story about it being the tie between two lovers long ago. However, people who work with mandrakes would heavily advise against picking a mandrake flower, as its cry even from underground might be enough to cause extreme pain.

Witchcraft. Due to their fatal nature, the mandrake is often associated with witchcraft and magic. Some people think that the mandrake is an evil spirit which has possessed a plant, and that if prepared in the right way, it could be formed into an amulet which can bring good fortune.

HARVESTING A MANDRAKE

A furrow must be dug around the root until its lower part is exposed, then a dog is tied to it, after which the person tying the dog must get away. The dog then endeavors to follow him, and so easily pulls up the root, but dies suddenly instead of his master. After this, the root can be handled without fear.



MOON BEAST

"Moon beast" is a name given to a creature who has been infested with a spirit that gives it power when the full moon rises. A moon beast is one who has joined with a spirit of the moon. These creatures gain enhanced intelligence and cunning whenever the full moon is in the sky. These spirits can infest any creature, but often do so with creatures that are already seen as cunning, such as foxes and rats.

Curse of the Moon. These creatures are talked about in hushed whispers, with parents telling children the stories of the moon beasts. It is said that the moon brings out the cunning of these creatures, who even learn to speak, plan, and form complex societies, but only for a while.

Rise and Fall. The truth about moon beasts is that their intelligence waxes and wanes with the moon. The fuller the moon is, the smarter they become, until the night of the full moon, when they can even speak to each other. Beasts often don't have much to do with this newfound and temporary intelligence unless another force acts upon them to influence their decisions. However, whenever one hears a hushed whisper in the night, on a lonely road in a dark forest, it is said to be the work of the moon beasts, speaking to one another about the traveler.

It is said that at these times, the traveler must remain still, and quiet. Eventually, the moon beasts will decide to ignore the traveler, looking for more interesting creatures to bother.

Spirit Joined. It is unknown exactly how an animal becomes a moon beast, nor is it known how a creature ceases to be one. Some say that once a creature becomes a moon beast, that it stays that way forever.

People also rarely speak with these creatures, to find out what they want, leaving their lives as a complete mystery outside the realm of folklore.

MOON BEAST TEMPLATE

A beast or monstrosity can become a moon beast. When a creature becomes a moon beast, it retains all its statistics except as noted below.

Mob Tactics. The moon beast gains the ability to coordinate with others of its kind. All creatures with mob tactics can gain increased attack bonuses when near other creatures with the trait.

Waxing Intelligence. The creature's intelligence varies with the phase of the moon. As the moon grows more full, the creature becomes more cunning, culminating in the ability to speak when the moon is full. This intelligence then wanes with the moon, until eventually the beast is itself again during the new moon.

Languages. The creature gains the ability to speak Sylvan, but only during the full moon.

SAMPLE MOON BEAST

Here the moon beast template has been applied to a rat to create a moon beast rat.

MOON BEAST RAT

Tiny beast, unaligned

Armor Class 12
Hit Points 7 (2d4 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Mob Tactics. Moon beasts gain a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

Waxing Intelligence. The intelligence of a moon beast grows with the moon. With each phase of the waxing and waning moon, their Intelligence score is increased or decreased as follows:

New Moon: No change
Waxing Crescent: +2
First Quarter: +4
Waxing Gibbous: +6
Full Moon: +8
Waning Gibbous: +6
Third Quarter: +4
Waning Crescent: +2

When the moon is full, the creature gains the ability to speak Sylvan.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

NIAN

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Damage Vulnerabilities fire, thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the nian moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the nian can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

NIAN

The nian is a huge chimerical creature that spends most of the year in the Spirit World. It is said to only appear once a year, on the first day of the New Year. The nian resembles a cross between a lion, an elk, and an ox with powerful armor covering its body.

Yearly Hunting. The stories of the nian say that it only appears once in a year. It always shows up on the first day of the New Year, although no one knows precisely why. It is impossible to predict the nian's attack, as the location it appears each year is random throughout the world. Otherwise, it spends all of its time in the Spirit World, although no one knows what it does while it's there.

New Year Traditions. Due to this yearly hunt, several New Year traditions have sprung forth, in an effort to keep the beast at bay. While it seems to be nigh invulnerable, the truth is that the nian has several weaknesses, namely fire and loud noises. It also seems to be repelled by the color red.

Due to these weaknesses, it is now tradition that people set off loud fireworks well into the night on the first of the New Year. As a combination of colorful fire and loud banging sounds, the nian can't stand to be near, and it is said that the fireworks will drive it away.

Missing Beast. These traditions have led to a state where no one has actually seen a nian in centuries. The tale is now repeated as simply a folkloric anecdote, to explain New Year's customs. Windows and doors are decorated with red paper cutouts with popular themes like "good fortune," "happines," "longevity," or "wealth."

The most apparent tradition that has been started is referred to as the nian dance. In such a dance, a troupe of performers don a large, oversized nian costume, and dance around the village square. This is a symbolic ritual, meant to usher in the New Year as well as evict evil spirits from the town.

NIGHTMARCHER

The nightmarcher is the ghost of an ancient warrior, who still roams the world with the need to finish its final battle, in which it was killed. The nightmarcher wanders endlessly, with a single-minded obsession of turning the tide, and winning the battle in which it lost its life.

The Sound of Drums. The procession of the nightmarchers is always accompanied by a drumming beat. These are part of the nightmarchers' parade, and it is said that when one hears the sound of drums on a dark, lonely night, they should flee the place immediately, lest they are beset by the nightmarchers.

Unending Battle. The nightmarcher often travels with others of its battalion that it was killed with. They rise at sunset, and march until just before the sun rises, searching for the one who had slain them in battle, as well as any other perceived enemies.

Nightmarchers are incredibly dangerous, and will attack any person they meet. It is said that one can tell when the nightmarchers are on the move, as one can see their small firelacing torches as they roam their old battlegrounds. Stories warn fiercely against following strange lights in the dark, lest one come across the nightmarchers.

Escaping Death's Gaze. While a nightmarcher will attack anything it perceives as an enemy, which is almost all people, they still retain some of their human memories. It is said that if a person has a relative among the ranks of the nightmarchers, they will be allowed to pass by unharmed. Likewise, small children are rarely attacked by nightmarchers unless they are accompanied by adults.

Other than these, the only advice given on getting past a nightmarcher is to lie face-down on the ground, not looking at the nightmarchers. It is said that this is a sign of submission, and as the nightmarcher looks for enemies, they see such as a sign as a noncombatant, and will ignore such a person.

MARCH IN THE NIGHT

- Professor Zei, *Hauntings of the Wako Islands*

The first thing you will hear is drums in the distance, then you will smell a foul and musky odor, and you will hear a conch shell being blown, for fair warning to get out of the way, and you will see torches getting brighter and brighter as they get closer. Your best chance is to have an acenstor that recognizes you, they will call out, "Kuang!" which means "mine." But if you are in the nightmarchers' bloodline, no one in the procession can harm you. No matter what you build in their path, they go straight through it. The nightmarchers are the vanguard for a sacred chief or chiefess who unusually have a high station in life.

NIGHTMARCHER

Medium undead, neutral evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 9

Languages any languages it knew in life

Challenge 3 (700 XP)

Ethereal Sight. The nightmarcher can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The nightmarcher can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Element Strike. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Etherealness. The nightmarcher enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

QILIN

Large fey, neutral good

Armor Class 15 (natural armor)

Hit Points 210 (28d10 + 56)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+2)	15 (+2)	7 (-2)	16 (+3)	19 (+4)

Skills Insight +7, Perception +7

Damage Immunities fire

Senses passive Perception 17

Languages Sylvan

Challenge 10 (5,900 XP)

Fire Aura. A creature that touches the qilin or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Magic Resistance. The qilin has advantage on saving throws against spells and other magical effects.

Overrun. If the qilin moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the qilin can make a trample attack against it as a bonus action.

Spiritual Weapons. The qilin's weapon attacks are magical. When the qilin hits with any weapon, the weapon deals an extra 13 (2d12) radiant damage (included in the attack).

Actions

Multiattack. The qilin makes two attacks: one gore attack and one trample attack.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 13 (2d12) radiant damage.

Trample. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) bludgeoning damage plus 13 (2d12) radiant damage.

Spirit Blast (Recharge 5-6). The qilin makes a blast of spiritual energy in a 60-foot long, 5-foot wide line. Each creature in the area must succeed on a Constitution saving throw. On a failed save, a creature takes 26 (4d12) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded.

At the end of each of its turns, a creature can make a new Constitution saving throw. On a successful save, a creature is no longer blinded.

QILIN

The qilin is a spiritual creature, one said to arrive heralding the appearance of a sage or illustrious ruler. Tales of the qilin are well-known amongst fire folk, who say that the sighting of a qilin is a good omen.

The qilin is a chimerical creature, one with that is said to be part dragon, part ox, part carp, and part unicorn. It is also said to be covered in a spiritual fire, yet it never burns.

Good Omen. As the qilin is believed to be a benevolent creature, its appearance is usually regarded as an auspicious sign. Some stories say that the qilin only appears during the reign of a particularly good ruler, or shortly before the birth or death of a beloved sage.

As it is a sign of good fortune, many fire folk lords have attempted to fabricate a qilin appearance during their own reign. The qilin bares a passing resemblance to the dragon elk, and fire folk lords have been known to try and use them as fraudulent qilin to signal their good rule.

Magic and Folklore. Despite its somewhat fearsome appearance, the qilin is said to be a gentle and peaceful creature. In some depictions of the creature, it is said to walk on clouds, as it refuses to harm even a single blade of grass by stepping on it.

In other stories, the qilin is capable of incinerating people in fire, and burning them with spiritual energy. The qilin only reveals these abilities, however, when it is forced to defend the innocent against the malice of evil-doers.

Ritual Dances. In most stories, the qilin are kept as sacred pets of the spirits. Therefore, in the hierarchy of dances performed by the fire folk, the qilin are ranked third, only behind the dragon and phoenix.

In the qilin dance, movements are characterized by fast, powerful strokes of the head. The qilin dance is often regarded as a very difficult dance to perform, due to the weight of the head, the stances involved, and the emphasis on sudden bursts of energy.

RAIJU

The raiju is a spirit creature, one which resembles an enormous wolf. However, the raiju is mostly white, with blue streaks in its fur. The raiju is a creature which is rarely encountered, and those who do attempt to stay clear of its path.

Cry of Thunder. The raiju is a spirit creature which is said to either be drawn to thunderstorms, or to cause them. The raiju is rarely seen, although the damage from lightning is said to be caused by it. Trees that are struck by lightning are said to be scratched by the raiju's claws. The sound of thunder is said to be its cry.

Navel Nest. It is unknown where the stories came from, but some say that the raiju likes to sleep in the navels of those who sleep outside. The stories say that the spirit of lightning throws lightning bolts at the raiju while it sleeps, accidentally striking the person on whom the raiju sleeps. This is why those who sleep outside should always sleep face down.

Crackling Energy. Those who have encountered the raiju say that it bounds around uncontrollably. It is said to travel as a ball of crackling electricity, and flash like lightning. While some stories say that raiju have fallen from the sky and been set upon and killed by farmers, there is very little truth to such tales.

RAIJU

Large fey, neutral

Armor Class 15 (natural armor)
Hit Points 163 (25d10 + 25)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	3 (-4)	11 (+0)	15 (+2)

Saving Throws Dex +7, Cha +6
Damage Immunities lightning
Senses passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Electric Weapons. The raiju's weapon attacks are magical. When the raiju hits with any weapon, the weapon deals an extra 10 (4d4) lightning damage (included in the attack).

Keen Senses. The raiju has advantage on Wisdom (Perception) checks that rely on smell.

Lightning Aura. A creature that touches the raiju or hits it with a melee attack while within 5 feet of it takes 9 (2d8) lightning damage.

Actions

Multiattack. The raiju makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (4d4) lightning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage plus 10 (4d4) lightning damage.

Lightning Flash (Recharge 5-6). The raiju chooses a direction as a 60-foot-long, 5-foot-wide bolt of lightning flashes from it. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) lightning damage and is incapacitated until the end of its next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

The raiju magically teleports to the space at the end of the line.

Ball Lightning. The raiju can take an action to shift into a ball of lightning. In this form, the raiju gains a fly speed of 80 feet and can hover, but cannot make any attacks other than its lightning flash. The raiju also gains resistance to nonmagical bludgeoning, piercing, and slashing damage. The raiju can shift back to its normal form as an action.

SHUI GUI

Medium undead, neutral evil

Armor Class 11

Hit Points 45 (10d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The shui gui can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the shui gui that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this shui gui's Horrifying Visage for the next 24 hours. The aging effect can be reversed with the *greater rejuvenation* form or *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). If the shui gui reduces a creature to 0 hit points with its Withering Touch, the creature must succeed on a DC 13 Charisma saving throw. On a failed save, the spirit of the target and the shui gui switch places, with the target inhabiting the shui gui's body at 0 hit points (but automatically stabilized), and the shui gui replacing the target. The shui gui is subject to turn undead, and retains its current and maximum hit points, alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the shui gui ends it as a bonus action, or the shui gui is turned or forced out by an effect like the *dispel evil* and *good* spell. When the possession ends, the shui gui and the target are returned to their original bodies, so long as they are on the same plane of existence (otherwise the shui gui dies in its target's body). The target is immune to this shui gui's Possession for 24 hours after succeeding on the saving throw after the possession ends.

SHUI GUI

Also known as the "water ghost," shui gui are the spirits of people who have drowned. They lurk in the places where they died, dragging unsuspecting victims underwater to drown them and take possession of their bodies.

Cycle of Death. This cycle is said to continue perpetually, with each new shui gui created becoming obsessed with returning to life. In this way, the shui gui create an aura of bad luck and dangerous places, and even if people don't understand why, they learn to avoid these places, only feeding the shui gui's desperation for victims.

Waterborne. Despite their considerable powers, the shui gui remain in the shadows of lakes and ponds, only pulling on those too foolhardy to remain clear of its edges. It is unknown why they choose to remain in these places, whether it is a condition of their drowning deaths, or whether they are afraid to leave the water outside of a living body.

Ti Shen. "Ti shen," means "replace the body," and is the process by which shui gui replace people. It is said that those who drown near shui gui join them, but long to return to the land of the living. Shui gui therefore seek to possess those who would come too close to their waters, and take over their bodies, trapping the living in the shui gui's corpse-like visage, and allowing the shui gui to return to life in a living body.

SPIRIT SEEDLING

Medium fey, neutral

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +4, Con +3, Wis +3, Cha +2

Skills Animal Handling +3, Nature +2, Perception +3

Senses blindsight 10 ft., passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Fey. The spirit cannot be charmed or put to sleep.

Speak with Beasts and Plants. The spirit can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The spirit makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage.

Change Shape. The spirit magically polymorphs into a humanoid, beast, or fey that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the spirit's choice). In a new form, the spirit retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action and its Possession ability. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Possession. One humanoid that the spirit can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

SPIRIT

The spirits are a class of supernatural creatures, monsters, and demons who mostly reside in the Spirit World. Spirits range from the malevolent to the mischievous, as well as being omens of good luck and fortune. Spirits are usually untrusting of non-fey creatures, but lean towards neutrality, and can often be convinced to work with others who share their goals.

Animals. One type of spirit is that which seems to take the form of an animal, whether it looks like an exact duplicate of that animal, or whether it retains some of its own features. Many spirits who join or remain on the Material Plane take on animal forms. Sometimes there will be little hints or clues that a creature is not exactly what it appears to be.

Objects. Some spirits instead choose to take on the form of inanimate household objects, or else possess the form of such. It is unknown why a spirit might choose to do this, but is always said to happen on the one-hundredth anniversary of the object's birthday. This process is not entirely understood, and it almost defies classification of any sort.

Humans. Many spirits choose to take on human form, or else possess the bodies of living humans. Tales say that humans are at their most vulnerable during their most emotional and fragile. People possessed by the spirits are said to take on horrific and grotesque forms, although these are rarely permanent, as the spirit will eventually choose to move on.

A SPIRIT'S LIFE

While the spirits are typically an enigma, some basic things are known. Spirits begin life the size of a person or smaller, but continue to grow as they age. While they do live through time, spirits do not die of old age, they simply grow larger and more powerful.

It is rare for a person and a spirit to truly interact, but some people have formed bonds with the spirits. They are said to have an air of aloofness, and yet one of deep respect for nature. Spirits are creatures that must remain in harmony with nature, as they are not only a part of it, but its natural extension in the world. Spirits are those creatures who come from the Spirit World, the **Feywild** and the **Shadowfell**.

It is unknown where the Spirit World came from, but many see it as a necessary extension of the natural world. Many people, while they don't worship spirits, do pay them homage and show respect for them. Most of the time, people want to keep the spirits at a healthy distance, not meeting them directly, but hoping they watch over them all the same.

SPIRITS OF THE WORLD

While other entries in this chapter detail different kinds of specific spirits, the catch-all entries for "spirit" cover a wide, vast expanse of different kinds of creatures. Different kinds of powers can be added to (or taken away from) these spirits, but their basic abilities should remain the same. The most fundamental aspects of a spirit are its immunity to being charmed or being put to sleep, its ability to change its form, and its ability to possess the bodies of other creatures.

SPIRIT SAPLING

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., burrow 20 ft., fly 20 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +5, Con +6, Wis +5, Cha +3

Skills Animal Handling +5, Nature +4, Perception +5

Senses blindsight 30 ft., passive Perception 15

Languages Sylvan

Challenge 7 (2,900 XP)

Fey. The spirit cannot be charmed or put to sleep.

Innate Spellcasting. The spirit's innate spellcasting ability is Wisdom (spell save DC 15). The spirit can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *goodberry*, *purify food and drink*

1/day each: *entangle*

Speak with Beasts and Plants. The spirit can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The spirit makes three attacks: one slam attack and two claw attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) bludgeoning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 4) slashing damage.

Change Shape. The spirit magically polymorphs into a humanoid, beast, or fey that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the spirit's choice). In a new form, the spirit retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action and its Possession ability. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Possession. One humanoid that the spirit can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

ADULT SPIRIT

Huge fey, neutral

Armor Class 19 (natural armor)

Hit Points 138 (12d12 + 60)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Dex +7, Con +10, Wis +8, Cha +6

Skills Animal Handling +8, Nature +7, Perception +8

Damage Resistances radiant, necrotic

Senses blindsight 30 ft., passive Perception 18

Languages Sylvan

Challenge 14 (11,500 XP)

Fey. The spirit cannot be charmed or put to sleep.

Innate Spellcasting. The spirit's innate spellcasting ability is Wisdom (spell save DC 18). The spirit can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *minor illusion*

3/day each: *fog cloud*, *goodberry*, *purify food and drink*

1/day each: *enlarge/reduce*, *entangle*

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

Speak with Beasts and Plants. The spirit can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The spirit makes three attacks: one slam attack and two claw attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Change Shape. The spirit magically polymorphs into a humanoid, beast, or fey that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the spirit's choice). In a new form, the spirit retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action and its Possession ability. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Possession. One humanoid that the spirit can see within 5 feet of it must succeed on a DC 18 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Legendary Actions

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

Detect. The spirit makes a Wisdom (Perception) check.

Slam Attack. The spirit makes a slam attack.

Spirit Bomb (Costs 2 Actions). The spirit releases a burst of powerful spirit magic, which batters all creatures around. Each creature within 10 feet of the spirit must succeed on a DC 19 Dexterity saving throw or take 11 (2d10) radiant damage and be blinded for 1 round. The spirit can then fly up to half its flying speed.

ANCIENT SPIRIT

Gargantuan fey, neutral

Armor Class 22 (natural armor)

Hit Points 193 (11d20 + 77)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	19 (+4)	15 (+2)

Saving Throws Dex +9, Con +14, Wis +11, Cha +9

Skills Animal Handling +11, Nature +10, Perception +11

Damage Immunities radiant, necrotic

Senses blindsight 60 ft., passive Perception 21

Languages Sylvan

Challenge 21 (27,500 XP)

Fey. The spirit cannot be charmed or put to sleep.

Innate Spellcasting. The spirit's innate spellcasting ability is Wisdom (spell save DC 20). The spirit can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *minor illusion*

3/day each: *create food and water*, *daylight*, *fog cloud*, *goodberry*, *purify food and drink*

1/day each: *conjure animals*, *enlarge/reduce*, *entangle*

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

Speak with Beasts and Plants. The spirit can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The spirit makes three attacks: one slam attack and two claw attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage.

Change Shape. The spirit magically polymorphs into a humanoid, beast, or fey that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the spirit's choice). In a new form, the spirit retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action and its Possession ability. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Possession. One humanoid that the spirit can see within 5 feet of it must succeed on a DC 20 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Legendary Actions

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

Detect. The spirit makes a Wisdom (Perception) check.

Slam Attack. The spirit makes a slam attack.

Spirit Bomb (Costs 2 Actions). The spirit releases a burst of powerful spirit magic, which batters all creatures around. Each creature within 10 feet of the spirit must succeed on a DC 23 Dexterity saving throw or take 17 (3d10) radiant damage and be blinded for 1 round. The spirit can then fly up to half its flying speed.

TALPATIAN

The talpatian is a huge, quadrupedal creature found in Kokaha Steppes. It is brown, with a black stripe going down its back. It has a star-nose, a series of feelers on the end of its nose. Otherwise, the animal is completely blind, relying only on its sense of smell.

Near-Perfect Tracking. The talpatian's incredible sense of smell is what makes it a perfect animal for tracking scents and smells. Bounty hunters are known to tame talpatians, as their nose is capable of tracking smells across vast distances.

A talpatian can only be tamed by someone with a strong personality, as it is not a creature to be taken in lightly. It takes a long time and a strong hand to train a talpatian, but once it is trained, it one of the most loyal companions that exists.

Paralyzing Venom. The talpatian's biggest asset, aside from its enormous size and power, is the paralyzing venom it excretes in its saliva. Anyone who comes into contact with the talpatian's spit becomes numb, and it is possible to become completely paralyzed.

It is difficult to avoid the talpatian when it chooses to paralyze an enemy, as it has an extended tongue which it can use to lash others. This tongue tucks into the talpatian's mouth normally, but it can whip it up to 20 feet to knock its enemies prone.

Digging. While the talpatian's nose resembles a mole's, it does not use its nose to dig. The talpatian is a very accomplished digger, using its powerful front paws to clear away almost any obstruction. It is this ability to get into places it should be kept out of, as well as its intimidating nature and ability to sniff out specific smells, that make the talpatian a common companion for bounty hunters.

TALPATIAN

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 162 (17d12 + 51)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +6

Damage Immunities poison

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Blind. The talpatian can't use its blindsight while its sense of smell is overloaded.

Keen Senses. The talpatian has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The talpatian makes three attacks: one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Paralyzing Venom. The talpatian targets one creature within 20 feet and strikes it with its paralyzing tongue. The target must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is paralyzed and knocked prone for 1d4 rounds.

TIZHERUK

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	3 (-4)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses passive Perception 9

Languages —

Challenge 15 (11,500 XP)

Aggressive. As a bonus action, the tizheruk can move up to its speed toward a hostile creature that it can see.

Amphibious. The tizheruk can breathe air and water.

Wounded Fury. While it has 62 hit points or fewer, the tizheruk has advantage on attack rolls. In addition, it deals an extra 27 (6d8) damage to any target it hits with a melee attack.

Actions

Multiattack. The tizheruk makes two attacks: one with its bite and one with its tail slam.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the tizheruk. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the tizheruk's turns.

If the tizheruk takes 30 damage or more on a single turn from a creature inside it, the tizheruk must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tizheruk. If the tizheruk dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 42 (6d10 + 9) bludgeoning damage.

TIZHERUK

The tizheruk is an enormous serpent, one which has been encountered in Tangjiashan and all of its connected waterways. It has green, armored skin, and a huge frill which it uses to intimidate its prey.

Pier Preyer. The most widespread stories of the tizheruk tell of it snatching people off of piers, those who are not paying attention. They are said to do so silently, without others even realizing the person has been taken until its too late.

Despite the popularity of the stories, anyone who has encountered a true tizheruk can speak to the absurdity of them. The tizheruk is an enormous monster, and is not known for its subtlety.

Madness of the Serpent. There are few who could face a tizheruk and live to tell the tale. It is said that a tizheruk has never been slain before, only driven off temporarily. The tizheruk enters a kind of frenzy if it feels it is close to death, and enters a bloodlust which rarely leaves survivors in its wake. In such a state, the tizheruk will no longer fight attempting to eat prey, but will simply destroy everything around it until nothing is left, and only then will it move on.

Encircling the World. Some stories say that the tizheruk is an ancient beast, as old as the world itself. These tales say that the tizheruk is so huge that it encircles the world completely. These stories are fed by the creature's enormous size and power.

"ENCOUNTERS WITH THE TIZHERUK"

- Professor Zei, *Fauna of Fengnao*

Those who sail up along the coast of Turtle Bay to trade or to fish, all tell the remarkable story of how a serpent of fearsome size, 200 feet long and 20 feet wide, resides in rifts and caves outside of the Serpent's Pass. On bright summer nights this serpent leaves the caves to eat calves, lambs, and pigs, or it fares out to the sea and feeds on sea nettles, crabs, and similar marine animals. It has ell-long hair hanging from its neck, sharp green scales, and flaming red eyes. It attacks vessels, grabs and swallows people, as it lifts itself up like a column from the water.

TSUCHIGUMO

The tsuchigumo, also known as the "earth spider," is an enormous beast that builds its burrow into the ground in forests and near mountains. The tsuchigumo resembles a burrowing spider, but one which is at least 50 feet long, with legs that splay even longer. Its burrow resembles nothing more than a somewhat deep depression in the ground, but the tsuchigumo lies in wait at the center, quickly snapping up any who would haplessly wander into it.

The Burrow. The tsuchigumo builds a lair that is a depression in the ground with steep angles. The angles are steep enough that creatures who accidentally wander into it will typically fall to the center. The tsuchigumo lies in wait at the center underneath the ground, for a victim to fall in. Once a creature has entered the burrow, it is typically too late, as the tsuchigumo strikes with lightning speed, devouring its victim.

Barbarians. The term "tsuchigumo" comes from an older word, "tsuchigomori," which means "those who hide in the ground." This was used as a derogatory term for barbarian tribes of earthlacers, who would spring out of the ground to surprise enemies. The word was later adapted when the spider was encountered, as it employs a very similar hunting style.

Jorogumo. Due to their similar appearance to spiders, there is some confusion amongst people of the difference between jorogumo and tsuchigumo. Some stories have been confused, with tsuchigumo given the ability to turn into a beautiful woman, or wear a person's face. There are some stories that take this further, saying that the tsuchigumo can speak, and lure unsuspecting men to vast mansions in order to prey on them. These stories are pulled from many sources, until they no longer resemble the beast they are actually based on.

TSUCHIGUMO

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	2 (-4)	13 (+1)	6 (-2)

Skills Intimidation +5, Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 14 (11,500 XP)

Burrow Sense. While in contact with its burrow, the tsuchigumo knows the exact location of any other creature in contact with its burrow.

Spider Climb. The tsuchigumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Trampling Charge. If the tsuchigumo moves at least 20 feet straight toward a creature and then hits it with a trample attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the tsuchigumo can make one bite attack against it as a bonus action.

Actions

Multiattack. The tsuchigumo makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Trample. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 49 (8d10 + 5) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 14 (2d8 + 5) slashing damage. The target is grappled (escape DC 18) by webbing, and is restrained until the grapple ends.

UMIBOZU

The umibozu is a frightening and mysterious creature that can be encountered on especially dark and stormy nights on the Yellow Sea. Otherwise known as the "sea monk," the umibozu is an enormous creature that appears to have a humanoid body, although it is enormous, and solid black, with only a pair of glowing eyes for features. It is unknown how truly large the umibozu is, but it is said to always be able to stand up above the water no matter how deep the ocean.

Mysterious Life. Most of an umibozu's life is not understood. They have only ever been seen in the Yellow Sea, and are known to occasionally capsize ships. Other times, however, they simply watch as ships pass by. It is unknown how they choose which ships are allowed to pass in peace, whether some have made some kind of slight against the umibozu or if there is something else that influences their decisions.

Bottomless Barrel. In some stories, the umibozu demands a barrel from the crews of ships, which it intends to use to drown the ship. In these stories, it is possible to give the umibozu a barrel with holes in it, saving the ship.

Sea Monk. It is said that the umibozu are the spirits of drowned priests, cast into the sea by angry villagers. These priests were then transformed into monstrosities due to the violent nature of their deaths.

AN UMIBOZU'S TERRITORY

While it is unknown if the umibozu is simply an ocean wanderer, or whether they have their own territories, the umibozu always appears on stormy and dangerous nights, leading many to believe that they cause these conditions.

REGIONAL EFFECTS

The region containing an umibozu is warped by the umibozu's magic, which creates one or more of the following effects:

- Fog lightly obscures the surface of the water within 6 miles of the umibozu.
- Precipitation falls within 6 miles of the umibozu, sometimes forming hurricane conditions when the umibozu is at rest.
- Images of Large or smaller monsters haunt the waters within 1 mile of the umibozu. These illusions move and appear real, although they can do no harm. A creature that examines an image from a distance can tell it's an illusion with a successful DC 20 Intelligence (Investigation) check. Any physical interaction with an image reveals it to be an illusion, because objects pass through it.

UMIBOZU

Gargantuan undead, neutral

Armor Class 20 (natural armor)

Hit Points 93 (6d20 + 30)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	5 (-3)

Saving Throws Dex +6, Wis +9, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Primordial (Aquan)

Challenge 17 (18,000 XP)

Avoidance. If the umibozu is subject to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Magic Resistance. The umibozu has advantage on saving throws against spells and other magical effects.

Turn Immunity. The umibozu is immune to effects that turn undead.

Actions

Howl (Recharge 5-6). The umibozu emits a primal howl. Each creature within 120 feet of the umibozu that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Ki Drain. The umibozu targets up to three creatures that it can see within 30 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the umibozu regains hit points equal to the total damage dealt to all targets.

Legendary Actions

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

Detect. The umibozu makes a Wisdom (Perception) check.

Vortex (Costs 2 Actions). Water surges to a point the umibozu can see within 120 feet. Any creature in a 10-foot radius must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.

Vile Curse (Costs 3 Actions). The umibozu targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.



USHABTI WORKER

Tiny construct, lawful neutral

Armor Class 12 (natural armor)
Hit Points 7 (5d4 - 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	8 (-1)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages understands Primordial but can't speak
Challenge 1/8 (25 XP)

Disintegration. If the ushabti dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Inscrutable Mind. The ushabti can't be compelled to act in a manner contrary to its nature or its instructions.

Actions

Sickle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

USHABTI WARDEN

Small construct, lawful neutral

Armor Class 13 (natural armor, shield)
Hit Points 52 (15d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	5 (-3)	12 (+1)	7 (-2)

Damage Resistances slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 11

Languages understands Primordial but can't speak
Challenge 1/2 (100 XP)

Disintegration. If the ushabti dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Inscrutable Mind. The ushabti can't be compelled to act in a manner contrary to its nature or its instructions.

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

USHABTI

The ushabti is a funerary figure, seen accompanying the dead all across the world. Also called "answerers," the ushabti are created to serve those who have died in the afterlife. Great rulers and powerful lords are buried with many ushabti to continue to serve them in death, but even common folk are usually buried with an ushabti or two, in order to make their life more pleasant once they pass on to the Spirit World.

Serving the Dead. Ushabti are created by artisans, and while each is customized for the person who has died, there are many similarities. Most ushabti are designed holding farming equipment, as they are meant to pose as servants that assist their dead masters once they pass on to the Spirit World. It is also necessary to inscribe the owner's name onto the ushabti, because it is said that without the name, an ushabti will not know who its master is.

The ushabti is called "answerer" because it is expected to perform all of the routine chores of daily life for its master in the Spirit World, allowing the master to lead their afterlife in luxury.

Back to Life. Normally, ushabti are simple statues, and most remain that way and are buried with those they were created for. Some ushabti, however, have been seen to move, acting as guardians and protectors of those who have died, usually when they appear in great number, in the service of buried kings and rulers. It is unknown what causes the ushabti to return to life in this way.

Some theorize that the ushabti are possessed by evil spirits. Others say that magical spells known only to the rich and powerful bring these workers to life, to protect their riches even after they've passed on. Other tales say that simply the congregation of many ushabti in the same place causes them to wake up and continue to serve their masters.

Orders in Death. While the ushabti can't speak, they seem to follow orders that have been given to them. It is unknown who issues these orders, or whether the ushabti decide upon their orders for themselves. In extremely rare cases, usually when confronted by a family member of the master they serve in death, ushabti have been known to change their service, obeying the will of a new master.

Most often, however, the ushabti remain in burial tombs, defending their dead master against all intrusions for eternity. These tombs become known for being dangerous, and stories exaggerate the abilities of the ushabti until entering such a place is seen as instant death.

USHABTI GUARD

Medium construct, lawful neutral

Armor Class 15 (natural armor, shield)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	5 (-3)	12 (+1)	7 (-2)

Damage Resistances slashing from nonmagical weapons

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Primordial but can't speak
Challenge 2 (450 XP)

Disintegration. If the ushabti dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Inscrutable Mind. The ushabti can't be compelled to act in a manner contrary to its nature or its instructions.

Actions

Multiattack. The ushabti makes two longsword attacks.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

USHABTI CHAMPION

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

Damage Resistances slashing from nonmagical weapons

Condition Immunities deafened, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands Primordial but can't speak
Challenge 4 (1,100 XP)

Disintegration. If the ushabti dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Inscrutable Mind. The ushabti can't be compelled to act in a manner contrary to its nature or its instructions.

Actions

Multiattack. The ushabti makes three greatsword attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

WHITE STAG

The white stag is a pure spirit which appears around the world in good times and periods of fortune. It resembles an enormous, snow-white stag, albeit one with piercing blue eyes, and which seems to have magic following it wherever it goes.

Messengers of the Spirit World. The oldest legends of the white stag say that it is a messenger from the Spirit World. It was believed that the white stag would appear when someone was making a kind of transgression against nature. Some legends stated that the creature had the supernatural ability to evade any capture, and that pursuit of the white stag actually represented mankind's spiritual quest for truth.

True Mounts of the Forest. While the white stag has its own agenda in the world, the greatest champions of nature are said to have found a white stag and formed a bond with it, using it as a mount. Anyone who is able to gain the trust of a white stag is seen as a great hero of the natural world.

These mounts are very faithful and loyal to their companions. But should that person turn away from championing the natural world, and away from truth and goodness, the white stag will depart, and continue its quest to protect the natural world alone.

Protectors of Nature. With or without a companion, the white stag is drawn to truly spiritual places, including places that cross into the Spirit World. It is unknown whether the white stag is a normal stag that was joined with a spirit of light, or whether the white stag is a native of the Spirit World that chose to cross over to protect these crossing points and other spiritual places from those who would do them harm.

WHITE STAG

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	11 (+0)	17 (+3)	16 (+3)

Condition Immunities charmed, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 15

Languages Celestial, Sylvan, telepathy 60 ft.

Challenge 3 (700 XP)

Charge. If the stag moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Magic Weapons. The stag's weapon attacks are magical.

Actions

Multiattack. The stag makes two attacks: one with its antlers and one with its hooves.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one prone creature. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Charm. The stag targets one humanoid it can see within 30 feet of it. If the target can see the stag, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed by the stag. The charmed target regards the stag as a trusted friend to be heeded and protected. Although the target isn't under the stag's control, it takes the stag's requests or actions in the most favorable way it can.

Each time the stag or the stag's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the stag is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Misty Step (Recharge 5-6). The stag can teleport up to 30 feet to an unoccupied space it can see as a bonus action.

ZHI REN

Tiny construct, neutral evil

Armor Class 10

Hit Points 3 (2d4 - 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	7 (-2)	3 (-4)	6 (-2)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning from nonmagical weapons

Senses passive Perception 8

Languages —

Challenge 0 (10 XP)

False Appearance. While the zhi ren remains motionless, it is indistinguishable from normal paper.

Actions

Rake. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

ZHI REN

The zhi ren, also known as "paper persons," are dolls made in the image of people which are usually burnt as offerings to the dead to become their servants. These dolls typically come in pairs—one male and one female—and are sometimes called the "jade girl" and "golden boy." These dolls are not spirits themselves, but rather dolls that have been infested by an evil spirit

Protectors. Zhi ren are usually folded pieces of paper. Sometimes they are more elaborate, with bright colors and faces painted on them. More often, however, they are simply origami crafts of small people.

The zhi ren comes to life when an evil spirit infests the doll and takes its form. As a small paper doll, zhi ren are typically very weak, but often work in tandem to take down those they see as their enemies. They view their work as being protectors of a house or temple, but being servants to those who have moved on, see the living as adversaries, and will attack on sight.

Jade Girl and Golden Boy. The more elaborate zhi ren are decorated, and usually designed in pairs. The jade girl is the female, which has dignified features but an ancient and pure manner. The golden boy, on the other hand, is often depicted holding a sign of money or wealth.

Bad Luck. Despite their frightening nature and aggressive tendencies, it is seen as bad luck to destroy a zhi ren which has come to life. As the zhi ren are infested with spirits, and as the working of spirits are not intimately understood, people will simply run from living zhi ren who attack them as opposed to fighting back.

There are many ancient stories of people who wandered into an abandoned temple and were set upon by zhi ren. In defending themselves, the zhi ren were destroyed. Feeling safe, the traveler, tired after their battle, chose to stay in the temple, hoping the spirits would watch over them. Instead, angry and larger spirits appeared, dragging the unfortunate traveler into the Spirit World to eventually return as a zhi ren themselves.

APPENDIX A: MISCELLANEOUS CREATURES

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

ARMABEAR

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 77 (9d12 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Smell. The armabear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The armabear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

AUKTER

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Hold Breath. The aukter can hold its breath for 15 minutes.

Actions

Beak. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

BACTRIAN ELEPHANT

Large beast, unaligned

Armor Class 9
Hit Points 15 (2d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

BASIGOOSE

Large beast, unaligned

Armor Class 12
Hit Points 16 (3d10)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Water Skimming. The basigoose can run across the surface of the water so long as it doesn't stop moving.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

CASSOPONY

Large beast, unaligned

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

COUGAR GOAT

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Charge. If the cougar goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The cougar goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The cougar goat makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

DOG

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

DRAGON ELK

Large beast, unaligned

Armor Class 10
Hit Points 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Charge. If the dragon elk moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

DROMEDARY DZO

Large beast, unaligned

Armor Class 9

Hit Points 15 (2d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/8 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

ELEBOON

Huge beast, unaligned

Armor Class 12

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the eleboon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the eleboon can make one stomp attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

ELEPHOCEROS BEETLE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	2 (-4)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 10

Languages —

Challenge 3 (450 XP)

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

ELKRABBIT

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing. The elkrabbit has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

EMBERMINE

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	9 (-1)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Hearing and Smell. The embermine has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

FLYING ADDERFOX

Tiny beast, unaligned

Armor Class 13
Hit Points 22 (4d10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Echolocation. The flying adderfox can't use its blindsight while deafened.

Keen Hearing. The flying adderfox has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

FLYING FISHIFURU

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 90 (12d12 + 12)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+3)	13 (+1)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (50 XP)

Amphibious. The flying fishifuru can breathe air and water.

Heavy. The flying fishifuru can fly its full speed, but it must then return to the water before it can fly further.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

FLYING MARMOSET

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

FLYING SWINE

Small beast, unaligned

Armor Class 11 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Charge. If the flying swine moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the flying swine takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

FOX

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	11 (+0)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

GIANT KOHAKU

Huge beast, unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Water Breathing. The giant kohaku can breathe only underwater.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

GOATRILLA

Large beast, unaligned

Armor Class 12
Hit Points 90 (9d10 + 18)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-3)

Skills Athletics +6, Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

Actions

Multiattack. The goatrilla makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

JACKABY

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	9 (-1)	7 (-3)

Skills Athletics +4

Senses passive Perception 9

Languages –

Challenge 1/4 (50 XP)

Powerful Leap. If the jackaby moves at least 10 feet before jumping, its jump distance is tripled.

Actions

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

KOI

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8

Languages –

Challenge 0 (10 XP)

Water Breathing. The koi can breathe only underwater.

KOMODOCERATOPS

Large beast, unaligned

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages –

Challenge 2 (450 XP)

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

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) bludgeoning damage.

LIONDILLO

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

Keen Smell. The liondillo has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the liondillo moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the liondillo can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 4) slashing damage.

STR	DEX	CON	INT	WIS	CHA
MEOWL					

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 0 (10 XP)

Flyby. The meowl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The meowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

MESSENGER FALCON

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	8 (-1)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Find Location. The falcon has the supernatural ability to locate creatures or places it has been ordered to find, unless that place is specially hidden.

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

MORAY HOUND

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d12 + 10)
Speed 70 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	4 (-3)	11 (+0)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Languages –
Challenge 2 (450 XP)

Keen Smell. The hound has advantage on Wisdom (Perception) checks that rely on smell.

Endurance. The hound has advantage on saving throws against becoming exhausted.

Actions

Multiattack. The hound makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit 10 (2d6 + 4) bludgeoning damage.

OTTER

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages –
Challenge 0 (10 XP)

Keen Hearing and Smell. The otter has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

PLATYBEAR

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages –
Challenge 1 (200 XP)

Keen Smell. The platybear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The platybear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

POLAR CANIFORM

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Languages –
Challenge 2 (450 XP)

Keen Smell. The caniform has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The caniform makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

PORCUMELEON

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +2

Senses passive Perception 11

Languages –

Challenge 0 (10 XP)

Spiny Body. A creature that touches the porcumeleon or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage. The porcumeleon can squelch or initiate this effect as a bonus action.

REINDOG

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/8 (25 XP)

Charge. If the reindog moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The reindog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Ram. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

SABER-TOOTH CARIBOU

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages –

Challenge 1 (200 XP)

Charge. If the caribou moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (1d10) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

SILVER SEPTAPUS

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2

Senses passive Perception 12

Languages –

Challenge 0 (10 XP)

Hold Breath. While out of water, the septapus can hold its breath for 30 minutes.

Water Breathing. The septapus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the septapus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the septapus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the septapus can use the Dash action as a bonus action.

TANUKI

Small beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses darkvision 30 ft., passive Perception 10

Languages –

Challenge 0 (10 XP)

Keen Smell. The tanuki has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

WHISKERGATOR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Hold Breath. The whiskergator can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the whiskergator can't bite another target.

YAKALO

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Charge. If the yakalo moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

APPENDIX B: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid player characters (NPCs) that adventurers might encounter during a campaign set in the world of Incarnate, including lowly commoners and mighty lacers. These stat blocks (along with those presented in the Monster Manual) can be used to represent both human and nonhuman NPCs.

APPRENTICE AIRLACER

Medium humanoid (air monk), any alignment

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Stealth +4
Senses passive Perception 12
Languages Common and Primordial (Auran)
Challenge 2 (450 XP)

Lacing. The apprentice is a 5th-level airlacer, and has 6 ki points. Its ki ability is Wisdom (ki save DC 12, +4 to hit with ki attacks). The apprentice can initiate basic airlacing, and knows the following forms:

Shu level: *air cushion, gust, whiff, wind bolts*
Ha level: *focused blast, zephyrwave*

Actions

Multiattack. The apprentice makes two elemental strike attacks.

Elemental Strike. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

APPRENTICE FIRELACER

Medium humanoid (fire folk), any alignment

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Persuasion +4
Senses passive Perception 11
Languages Common and Primordial (Ignan)
Challenge 2 (450 XP)

APPRENTICE EARTHLACER

Medium humanoid (earth kin), any alignment

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +4
Senses passive Perception 14
Languages Common and Primordial (Terran)
Challenge 2 (450 XP)

Lacing. The apprentice is a 5th-level earthlacer, and has 6 ki points. Its ki ability is Charisma (ki save DC 12, +4 to hit with ki attacks). The apprentice can initiate basic earthlacing, and knows the following forms:

Shu level: *burst ring, grasping earth, land leap, soil scuttle*
Ha level: *move rock, rock gauntlet*

Actions

Multiattack. The apprentice makes two elemental strike attacks.

Elemental Strike. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Lacing. The apprentice is a 5th-level firelacer, and has 6 ki points. Its ki ability is Charisma (ki save DC 12, +4 to hit with ki attacks). The apprentice can initiate basic firelacing, and knows the following forms:

Shu level: *blinding spray, flame dagger, flashwave, smoke cloud*
Ha level: *blazing meteors, pyreball*

Actions

Multiattack. The apprentice makes two elemental strike attacks.

Elemental Strike. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

APPRENTICE WATERLACER

Medium humanoid (water clan), any alignment

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Medicine +4

Senses passive Perception 12

Languages Common and Primordial (Aquan)

Challenge 2 (450 XP)

Lacing. The apprentice is a 5th-level waterlacer, and has 6 ki points. Its ki ability is Wisdom (ki save DC 12, +4 to hit with ki attacks). The apprentice can initiate basic waterlacing, and knows the following forms:

Shu level: *healing waters, ice slick, slicing discs, water whip*

Ha level: *iceberg spike, soothing river*

Actions

Multiattack. The apprentice makes two elemental strike attacks.

Elemental Strike. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

JOURNEYMAN AIRLACER

Medium humanoid (air monk), any alignment

Armor Class 12 (14 with *wind shield*)

Hit Points 40 (9d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4

Skills Arcana +3, Insight +6

Senses passive Perception 13

Languages Common and Primordial (Auran)

Challenge 6 (2,300 XP)

Lacing. The journeyman is an 11th-level airlacer, and has 10 ki points. Its ki ability is Wisdom (ki save DC 14, +6 to hit with ki attacks). The journeyman can initiate basic airlacing, and knows the following forms:

Shu level: *air cushion, gust, whiff, wind bolts, wind shield*

Ha level: *dust storm, focused blast, heart of air*

Actions

Elemental Bolt. Ranged Ki Attack: +6 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 10 (3d6) bludgeoning damage.

JOURNEYMAN EARTHLACER

Medium humanoid (earth kin), any alignment

Armor Class 12 (14 with *earth shield*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Arcana +3, Insight +4

Senses passive Perception 11

Languages Common and Primordial (Terran)

Challenge 6 (2,300 XP)

Lacing. The journeyman is an 11th-level earthlacer, and has 10 ki points. Its ki ability is Charisma (ki save DC 14, +6 to hit with ki attacks). The journeyman can initiate basic earthlacing, and knows the following forms:

Shu level: *burst ring, earth shield, grasping earth, land leap, soil scuttle*

Ha level: *mouldywarp dive, move rock, sandstorm*

Actions

Elemental Bolt. Ranged Ki Attack: +6 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 10 (3d6) bludgeoning damage.

JOURNEYMAN FIRELACER

Medium humanoid (fire folk), any alignment

Armor Class 12 (14 with *flametongue shield*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6
Skills Arcana +3, Insight +4
Senses passive Perception 11
Languages Common and Primordial (Ignan)
Challenge 6 (2,300 XP)

Lacing. The journeyman is an 11th-level firelacer, and has **10** ki points. Its ki ability is Charisma (ki save DC 14, +6 to hit with ki attacks). The journeyman can initiate basic firelacing, and knows the following forms:

Shu level: *blinding spray, flame dagger, flametongue shield, flashwave, smoke cloud*
Ha level: *blazing meteors, crepuscular ray, pyreball*

Actions

Elemental Bolt. Ranged Ki Attack: +6 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 10 (3d6) bludgeoning damage.

JOURNEYMAN WATERLACER

Medium humanoid (water clan), any alignment

Armor Class 12 (14 with *water shield*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (-1)	9 (-1)	11 (+0)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Arcana +3, Insight +6
Senses passive Perception 13
Languages Common and Primordial (Aquan)
Challenge 6 (2,300 XP)

Lacing. The journeyman is an 11th-level waterlacer, and has **10** ki points. Its ki ability is Wisdom (ki save DC 14, +6 to hit with ki attacks). The journeyman can initiate basic waterlacing, and knows the following forms:

Shu level: *healing waters, ice slick, slicing discs, water shield, water whip*
Ha level: *iceberg spike, soothing river, water control*

Actions

Elemental Bolt. Ranged Ki Attack: +6 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 10 (3d6) bludgeoning damage.

MASTER AIRLACER

Medium humanoid (air monk), any alignment

Armor Class 12 (14 with *wind shield*)
Hit Points 99 (18d8 + 8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Wis +9, Cha +7
Skills Arcana +6, Insight +13
Senses passive Perception 15
Languages Common and Primordial (Auran)
Challenge 12 (8,400 XP)

Lacing. The master is an 18th-level airlacer, and has **18** ki points. Its ki ability is Wisdom (ki save DC 17, +9 to hit with ki attacks). The master can initiate basic airlacing, and knows the following forms:

Shu level: *air cushion, gust, whiff, wind bolts, wind shield*
Ha level: *dust storm, focused blast, heart of air, zephyrwave*
Ri level: *airspout, hurricane*

Actions

Elemental Bolt. Ranged Ki Attack: +9 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 14 (4d6) bludgeoning damage.

MASTER EARTHLACER

Medium humanoid (earth kin), any alignment

Armor Class 12 (14 with *earth shield*)
Hit Points 99 (18d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9
Skills Arcana +6, Insight +13
Senses passive Perception 13
Languages Common and Primordial (Terran)
Challenge 12 (8,400 XP)

Lacing. The master is an 18th-level earthlacer, and has **18** ki points. Its ki ability is Charisma (ki save DC 17, +9 to hit with ki attacks). The master can initiate basic earthlacing, and knows the following forms:

Shu level: *burst ring, earth shield, grasping earth, land leap, soil scuttle*
Ha level: *mouldywarp dive, move rock, rock gauntlet, sandstorm*
Ri level: *dustspout, rockalanche*

Actions

Elemental Bolt. Ranged Ki Attack: +9 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 14 (4d6) bludgeoning damage.

MASTER FIRELACER

Medium humanoid (fire folk), any alignment

Armor Class 12 (14 with *flametongue shield*)
Hit Points 99 (18d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9
Skills Arcana +6, Insight +13
Senses passive Perception 13
Languages Common and Primordial (Ignan)
Challenge 12 (8,400 XP)

Lacing. The master is an 18th-level firelacer, and has **18** ki points. Its ki ability is Charisma (ki save DC 17, +9 to hit with ki attacks). The master can initiate basic firelacing, and knows the following forms:

Shu level: *blinding spray, flame dagger, flametongue shield, flashwave, smoke cloud*
Ha level: *blazing meteors, crepuscular ray, pyreball, sunlight*
Ri level: *firespout, inferno*

Actions

Elemental Bolt. Ranged Ki Attack: +9 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 14 (4d6) bludgeoning damage.

MASTER WATERLACER

Medium humanoid (water clan), any alignment

Armor Class 12 (14 with *water shield*)
Hit Points 99 (18d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Wis +9, Cha +7
Skills Arcana +6, Insight +13
Senses passive Perception 15
Languages Common and Primordial (Aquan)
Challenge 12 (8,400 XP)

Lacing. The master is an 18th-level waterlacer, and has **18** ki points. Its ki ability is Wisdom (ki save DC 17, +9 to hit with ki attacks). The master can initiate basic waterlacing, and knows the following forms:

Shu level: *healing waters, ice slick, slicing discs, water shield, water whip*
Ha level: *iceberg spike, soothing river, water control, water gimbal*
Ri level: *blizzard, waterspout*

Actions

Elemental Bolt. Ranged Ki Attack: +9 to hit, range 60 ft., one or two targets within 5 ft. of each other. *Hit:* 14 (4d6) bludgeoning damage.

NOVICE AIRLACER

Medium humanoid (air monk), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)

Skills Stealth +3
Senses passive Perception 12
Languages Common and Primordial (Auran)
Challenge 1/4 (50 XP)

Lacing. The novice is a 1st-level airlacer, and has 2 ki points. Its ki ability is Wisdom (ki save DC 12, +4 to hit with ki attacks). The novice can initiate basic airlacing, and knows the following forms:

Shu level: *gust, wind shield, wind bolts*

Actions

Elemental Strike. Ranged Weapon Attack: +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
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NOVICE FIRELACER

Medium humanoid (fire folk), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Persuasion +4
Senses passive Perception 11
Languages Common and Primordial (Ilgan)
Challenge 1/4 (50 XP)

Lacing. The novice is a 1st-level firelacer, and has 2 ki points. Its ki ability is Charisma (ki save DC 12, +4 to hit with ki attacks). The novice can initiate basic firelacing, and knows the following forms:

Shu level: *blinding spray, flame dagger, flashwave*

Actions

Elemental Strike. Ranged Weapon Attack: +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

NOVICE EARTHLACER

Medium humanoid (earth kin), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3
Senses passive Perception 13
Languages Common and Primordial (Terran)
Challenge 1/4 (50 XP)

Lacing. The novice is a 1st-level earthlacer, and has 2 ki points. Its ki ability is Charisma (ki save DC 12, +4 to hit with ki attacks). The novice can initiate basic earthlacing, and knows the following forms:

Shu level: *burst ring, grasping earth, land leap*

Actions

Elemental Strike. Ranged Weapon Attack: +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

NOVICE WATERLACER

Medium humanoid (water clan), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)

Skills Medicine +4
Senses passive Perception 12
Languages Common and Primordial (Aquan)
Challenge 1/4 (50 XP)

Lacing. The novice is a 1st-level waterlacer, and has 2 ki points. Its ki ability is Wisdom (ki save DC 12, +4 to hit with ki attacks). The novice can initiate basic waterlacing, and knows the following forms:

Shu level: *healing waters, slicing discs, water whip*

Actions

Elemental Strike. Ranged Weapon Attack: +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

APPENDIX C: MONSTER LISTS

MONSTERS BY ENVIRONMENT

The following tables organize monsters by challenge rating and the environments in the world of Incarnante. These tables omit monsters that don't customarily inhabit the environments included here, such as elementals or aberrations.

ARCTIC MONSTERS

Monsters	Challenge Rating (XP)
Aukter, commoner, elkrabbit, owl	0 (10 XP)
Bandit, dromedary dzo, reindeer, tribal warrior	1/8 (25 XP)
Adlet, giant owl, novice waterlancer, yakalo	1/4 (50 XP)
Scout	1/2 (100 XP)
Brown bear	1 (200 XP)
Apprentice waterlancer, polar caniform, saber-tooth tiger, spirit seedling	2 (450 XP)
Akhlut, veteran, winter wolf	3 (700 XP)
Shui gui	4 (1,100 XP)
Journeyman waterlancer, mammoth	6 (2,300 XP)
Spirit sapling	7 (2,900 XP)
Abominable yeti	9 (5,000 XP)
Master waterlancer	12 (8,400 XP)
Adult spirit	14 (11,500 XP)
Tizheruk	15 (13,000 XP)
Umibozu	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)

COASTAL MONSTERS

Monsters	Challenge Rating (XP)
Aukter, commoner, crab, koi, otter, silver septapus	0 (10 XP)
Bandit, giant crab, guard, poisonous snake, tribal warrior	1/8 (25 XP)
Giant lizard, giant wolf spider, novice firelancer or waterlancer	1/4 (50 XP)
Scout, whiskergator	1/2 (100 XP)
Flying fishifuru, giant eagle, giant toad	1 (200 XP)
Apprentice firelancer or waterlancer, bandit captain, berserker, giant kohaku, moray hound	2 (450 XP)
Shui gui	4 (1,100 XP)
Water elemental	5 (1,800 XP)
Journeyman firelancer or waterlancer	6 (2,300 XP)
Roc	11 (7,200 XP)
Abaia, master firelancer or waterlancer	12 (8,400 XP)
Tizheruk	15 (13,000 XP)
Dragon turtle, umibozu	17 (18,000 XP)

DESERT MONSTERS

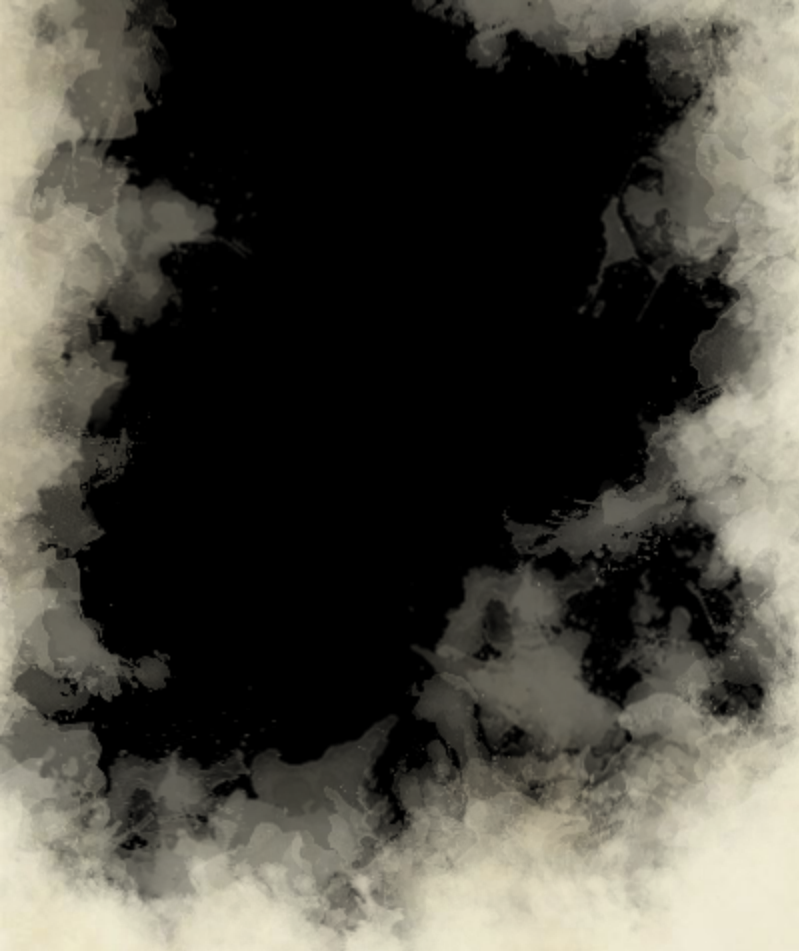
Monsters	Challenge Rating (XP)
Cat, commoner, hyena, jackal, scorpion, vulture	0 (10 XP)
Bactrian elephant, bandit, flying snake, guard, tribal warrior	1/8 (25 XP)
Giant lizard, giant poisonous snake, jackaby, novice earthlancer	1/4 (50 XP)
Cactus cat, scout, swarm of insects	1/2 (100 XP)
Giant hyena, giant spider, giant vulture	1 (200 XP)
Apprentice earthlancer, bandit captain, berserker, giant constrictor snake	2 (450 XP)
Armabear, elephoceros beetle, giant scorpion	3 (700 XP)
Giant caimant	4 (1,100 XP)
Earth elemental, fire elemental	5 (1,800 XP)
Journeyman earthlancer, young brass dragon	6 (2,300 XP)
Burung hantu	7 (2,900 XP)
Burrowing fringehead, roc	11 (7,200 XP)
Master earthlancer	12 (8,400 XP)
Adult brass dragon	17 (18,000 XP)
Purple worm	15 (13,000 XP)
Androsphinx	17 (18,000 XP)
Ancient brass dragon	17 (18,000 XP)

FOREST MONSTERS

Monsters	Challenge Rating (XP)
Commoner, embermine, flying marmoset, fox, meowl, porcumeleon, tanuki	0 (10 XP)
Bandit, flying snake, guard, lucky piggy, twig blight	1/8 (25 XP)
Giant frog, giant poisonous snake, needle blight, novice earthlacer or firelacer, swarm of ravens	1/4 (50 XP)
Ape, giant wasp, scout, swarm of insects, vine blight	1/2 (100 XP)
Deer lady, giant spider, giant toad, hakuturi, platybear	1 (200 XP)
Apprentice earthlacer or firelacer, bandit captain, barking beast, spirit seedling, will-o'-wisp	2 (450 XP)
Owlbear, white stag	3 (700 XP)
Jubokko	4 (1,100 XP)
Boarcupine, shambling mound, revenant, unicorn	5 (1,800 XP)
Journeyman earthlacer or firelacer	6 (2,300 XP)
Giant ape, spirit sapling, talpatian	7 (2,900 XP)
Kuro shiro	8 (3,900 XP)
Treant	9 (5,000 XP)
Qilin, young gold dragon	10 (5,900 XP)
Master earthlacer or firelacer	12 (8,400 XP)
Adult spirit, tsuchigumo	14 (11,500 XP)
Adult gold dragon	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)
Ancient gold dragon	24 (36,500 XP)

GRASSLAND MONSTERS

Monsters	Challenge Rating (XP)
Cat, commoner, fox, meowl, messenger falcon, vulture	0 (10 XP)
Flying snake, giant weasel, tribal warrior	1/8 (25 XP)
Axe beak, basigoose, cassopony, giant wolf spider, jackaby, novice firelacer	1/4 (50 XP)
Cockatrice, dragon elk, giant wasp, scout, swarm of insects	1/2 (100 XP)
Giant eagle, hippogriff, mandrake, saber-tooth caribou	1 (200 XP)
Apprentice firelacer, giant elk, griffon, komodoceratops, liondillo, moray hound	2 (450 XP)
Armabear, nightmarcher, veteran	3 (700 XP)
Eleboon, jubokko	4 (1,100 XP)
Boarcupine, nian	5 (1,800 XP)
Chimera, journeyman firelacer	6 (2,300 XP)
Talpatian	7 (2,900 XP)
Raiju	9 (5,000 XP)
Young gold dragon	10 (5,900 XP)
Master firelacer	12 (8,400 XP)
Adult gold dragon	17 (18,000 XP)
Ancient gold dragon	24 (36,500 XP)



HILL MONSTERS

Monsters	Challenge Rating (XP)
Commoner, eagle, embermine, messenger falcon, raven	0 (10 XP)
Bactrian elephant, bandit, blood hawk, tribal warrior	1/8 (25 XP)
Basigoose, cassopony, flying adderfox, novice firelancer or airlacer	1/4 (50 XP)
Dragon elk, giant goat, scout	1/2 (100 XP)
Cougar goat, hippogriff, mandrake, saber-tooth caribou	1 (200 XP)
Apprentice firelancer or airlacer, bandit captain, berserker, goatrilla, griffon, komodoceratops	2 (450 XP)
Nightmarcher, phase spider, veteran	3 (700 XP)
Eleboon	4 (1,100 XP)
Chimera, journeyman firelancer or airlacer, wyvern	6 (2,300 XP)
Raiju	9 (5,000 XP)
Young red dragon	10 (5,900 XP)
Roc	11 (7,200 XP)
Master firelancer or airlacer	12 (8,400 XP)
Tsuchigumo	14 (11,500 XP)
Adult red dragon	17 (18,000 XP)
Ancient red dragon	24 (36,500 XP)

MOUNTAIN MONSTERS

Monsters	Challenge Rating (XP)
Eagle, elkrabbit, flying marmoset, tanuki	0 (10 XP)
Blood hawk, guard, lucky piggy	1/8 (25 XP)
Flying adderfox, flying swine, novice airlacer, swarm of bats	1/4 (50 XP)
Giant goat, kamaitachi, scout	1/2 (100 XP)
Cougar goat, giant eagle, hippogriff	1 (200 XP)
Apprentice airlacer, goatrilla, griffon, spirit seedling	2 (450 XP)
Giant caimant	4 (1,100 XP)
Air elemental	5 (1,800 XP)
Giant mouldywarp, journeyman airlacer, wyvern	6 (2,300 XP)
Spirit sapling	7 (2,900 XP)
Flying tamaraw	8 (3,900 XP)
Foo dog	9 (5,000 XP)
Young red dragon	10 (5,900 XP)
Face stealer, roc	11 (7,200 XP)
Master airlacer	12 (8,400 XP)
Adult spirit, fenghuang	14 (11,500 XP)
Adult red dragon, grootslang	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)
Ancient red dragon	24 (36,500 XP)

SPIRIT WORLD

Monsters	Challenge Rating (XP)
Dog, elkrabbit, fox, koi, meowl, tanuki	0 (10 XP)
Lucky piggy, reindog	1/8 (25 XP)
Adlet, flying swine	1/4 (50 XP)
Dragon elk, kamaitachi	1/2 (100 XP)
Deer lady, hakuturi, mandrake	1 (200 XP)
Barking beast, giant kohaku, spirit sapling	2 (450 XP)
Akhlut, nightmarcher, white stag	3 (700 XP)
Jubokko, shui gui	4 (1,100 XP)
Nian	5 (1,800 XP)
Burung hantu, spirit seedling	7 (2,900 XP)
Kuro shiro	8 (3,900 XP)
Foo dog, raiju	9 (5,000 XP)
Qilin	10 (5,900 XP)
Face stealer	11 (7,200 XP)
Abaia	12 (8,400 XP)
Adult spirit, fenghuang, tsuchigumo	14 (11,500 XP)
Tizheruk	15 (13,000 XP)
Grootslang, umibozu	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)

SWAMP MONSTERS

Monsters	Challenge Rating (XP)
Commoner, otter, porcumeleon, silver septapus	0 (10 XP)
Giant rat, poisonous snake, tribal warrior	1/8 (25 XP)
Flying swine, giant frog, giant lizard, novice waterlacer	1/4 (50 XP)
Scout, swarm of insects, whiskergator	1/2 (100 XP)
Giant spider, hakuturi, platybear	1 (200 XP)
Apprentice waterlacer, spirit sapling, will-o'-wisp	2 (450 XP)
Shui gui	4 (1,100 XP)
Giant crocodile, revenant, shamblind mound, water elemental	5 (1,800 XP)
Journeyman waterlacer	6 (2,300 XP)
Spirit seedling	7 (2,900 XP)
Hydra	8 (3,900 XP)
Master waterlacer	12 (8,400 XP)
Adult spirit	14 (11,500 XP)
Grootslang	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)

UNDERWATER MONSTERS

Monsters	Challenge Rating (XP)
Koi, quipper	0 (10 XP)
Constrictor snake	1/4 (50 XP)
Giant sea horse, reef shark	1/2 (100 XP)
Flying fishifuru, giant octopus, swarm of quippers	1 (200 XP)
Giant constrictor snake, giant kohaku, hunter shark, spirit sapling	2 (450 XP)
Killer whale	3 (700 XP)
Giant shark, water elemental	5 (1,800 XP)
Spirit seedling	7 (2,900 XP)
Abaia	12 (8,400 XP)
Adult spirit	14 (11,500 XP)
Tizheruk	15 (13,000 XP)
Dragon turtle, umibozu	17 (18,000 XP)
Ancient spirit	21 (33,000 XP)
Kraken	23 (50,000 XP)

URBAN MONSTERS

Monsters	Challenge Rating (XP)
Cat, commoner, dog, rat, zhi ren	0 (10 XP)
Bandit, flying snake, giant rat, noble, ushabti worker	1/8 (25 XP)
Cassopony, giant centipede, swarm of rats, novice lacer (any element)	1/4 (50 XP)
Giant wasp, shadow, ushabti warden	1/2 (100 XP)
Giant spider, spy	1 (200 XP)
Apprentice lacer (any element), bandit captain, cult fanatic, ushabti guard	2 (450 XP)
Knight, veteran, water weird	3 (700 XP)
Ghost, ushabti champion	4 (1,100 XP)
Gladiator, jiangshi, nian, revenant	5 (1,800 XP)
Journeyman lacer (any element)	6 (2,300 XP)
Assassin	8 (3,900 XP)
Master lacer (any element)	12 (8,400 XP)

APPENDIX D: LACING HISTORY

What follows is a timeline of events relevant to the rise of lacing magic, elemental races, and the Incarnate. For simplicity's sake, all years are represented in the Dalereckoning (**DR**) system of yearly progress, even when others related to certain locations (such as the Shou calendar) would be more applicable.

The left column will represent important historical events, while the right column will keep a running list of every Incarnate which has lived since the first time the light spirit, Guang, bonded with a person to help bring balance to the world.

THE DAYS OF THUNDER

-35,000 DR to -30,000 DR

These are the earliest days of recorded history, following the great Ice Age. None of the civilized people of the world exist yet. This is the time where the magic of the world is fractured, giving rise to the related magic of lacing.

-34,000 DR.

The first obake are created alongside korreds, pixies, and sprites to inhabit the Feywild.

-31,500 DR.

The catastrophe that led to the Sea of Fallen Stars strikes not only the world, but its very foundational core. Scholars speculate this is the incident that splits arcane magic from lacing. For a time, lacing magic exists, but no living races understand how to wield its power.

THE DAWN AGES

-30,000 DR to -24,000 DR

The creator races fall, giving rise to conflicts between dragons and giants for rule of the world. Elves in this age enter the world and form communities, with some discovering the ability to harness the magic of lacing.

-25,400 DR.

The first tribes of sun elves and moon elves split from one another. A contingent of sun elves become the first practitioners of firelacing.

-25,200 DR.

Small communities of moon elves begin to unlock the secrets of airlacing.

-24,500 DR.

Moon elf communities create Sharlarion, a center of trade and commerce. These moon elves begin to understand waterlacing.

-24,400 DR.

The sun elf city of Occidian is attacked by orcs led by Haeshkarr, an abyssal fiend. Some elves unlock the ability to earthlace in the midst of battle, and they are ultimately victorious over the orcs at great cost.

INCARNATES

Incarnate	Element	Lifespan
Diyi	火 (Fire)	-10,032 DR to -9,726 DR
Qingwa	气 (Air)	-9,726 DR to -9,421 DR
Bo	水 (Water)	-9,421 DR to -9,008 DR
Yan	土 (Earth)	-9,008 DR to -8,862 DR
Re	火 (Fire)	-8,862 DR to -8,793 DR
Taifeng	气 (Air)	-8,793 DR to -8,534 DR
Xue	水 (Water)	-8,534 DR to -8,289 DR
Shan	土 (Earth)	-8,289 DR to -7,768 DR
Xiyue	火 (Fire)	-7,768 DR to -7,540 DR
Weili	气 (Air)	-7,540 DR to -7,435 DR
Keai	水 (Water)	-7,435 DR to -7,287 DR
Yong'gan	土 (Earth)	-7,287 DR to -7,012 DR
Meinu	火 (Fire)	-7,012 DR to -6,905 DR
Mingzhi	气 (Air)	-6,905 DR to -6,722 DR

Records of this time have been lost.

Incarnate	Element	Lifespan
Meinu	火 (Fire)	-2,317 DR to -2,056 DR
Zhengyi	气 (Air)	-2,056 DR to -1,798 DR
Aoman	水 (Water)	-1,798 DR to -1,636 DR
Congming	土 (Earth)	-1,636 DR to -1,401 DR
Lengjing	火 (Fire)	-1,401 DR to -1,354 DR
Jingji	气 (Air)	-1,354 DR to -1,154 DR
Dan'da	水 (Water)	-1,154 DR to -930 DR
Xiaoxin	土 (Earth)	-930 DR to -786 DR
Ziyou	火 (Fire)	-786 DR to -600 DR
Tongqing	气 (Air)	-600 DR to -547 DR
Zhanshi	水 (Water)	-547 DR to -321 DR
Gonglu	土 (Earth)	-321 DR to -200 DR
Zhishi	火 (Fire)	-200 DR to -139 DR
Youshan	气 (Air)	-139 DR to -21 DR
Jiuzhu	水 (Water)	-21 DR to 141 DR
Da	土 (Earth)	141 DR to 301 DR
Wenhe	火 (Fire)	301 DR to 398 DR
Mingzhi	气 (Air)	398 DR to 573 DR
Bucuo	水 (Water)	573 DR to 749 DR
Juexin	土 (Earth)	749 DR to 964 DR
Haiyang	火 (Fire)	964 DR to 1,090 DR
Xinxin	气 (Air)	1,090 DR to 1,255 DR
Kuaile	水 (Water)	1,255 DR to 1,376 DR
Xin	土 (Earth)	1,376 DR to Present

THE FIRST FLOWERING

-24,000 DR to -12,000 DR

Great elf civilizations reach their peak during this time. As a result of their success against dragons, giants, and orcs, other races begin to thrive and begin the climb to forming civilizations of their own.

This time includes the rise of the genasi, an elemental race who become the progenitors of the existing lacing races.

-23,900 DR.

Arrival of the first known fire genasi in Aryvandaar (present-day High Forest).

-23,6000 DR.

Arrival of the first known air genasi at Ardeep (present-day Green Fields).

-22,500 DR.

Arrival of the first known water genasi at Orishaar (present-day Duskwood and the Shaar).

-21,400 DR.

Arrival of the first known earth genasi at Thearnytaar (present-day Thornwood).

-17,800 DR.

The first obake cross from the Feywild to join communities of green elves in Keltormir (present-day Forest of Tethyr that spanned all of Tethyr, Amn, Erlkazar, and Calimshan). They integrate into these communities, seeking peace and simple lives away from conflict and strife.

-17,500 DR.

The elf realms of Thearnytaar, Eiellûr, and Syôrpiir begin discussing the unification of elves of the Satyrwood (present-day Thornwood/Chondalwood). Several kitsune obake are said to be instrumental in these negotiations.

-17,100 DR to -16,800 DR

War of Three Leaves. Dark elf Ilythiiri spies and assassins fight the unification of the Satyrwood, plunging the realms into a multifront war. Ilythiir's influence in this conflict is not discovered for centuries. Many obake perish in the chaos, and start a history of reclusion from other races.

-14,000 DR.

Tribal barbarian clans of humans begin to roam Keltormir. These clans begin to discover lacers among their number, and start to segregate themselves into elemental groups.

THE CROWN WARS

-12,000 DR to -9,000 DR.

The tumultuous time known as the Crown Wars of the Elves pitted nearly four generations of elves against one another. The most important event of this time was the Dark Disaster, which destroyed the forest realm of Miyeritar and left it a blasted plain known as the High Moor. It was at this point that the obake resolved to flee from other races, ultimately coming to rest in the lands of Kara-Tur.

-11,450 DR

The Sable Wars. Pressured by their elvish neighbors to help fight their wars, the genasi peoples instead begin to break away, leaving the elves behind and ultimately integrating into human barbarian populations. These genasi separate into the barbarian tribes which have access to the lacing element that they share, and ultimately begin to propogate with them.

-10,500 DR

The Dark Disaster. Miyeritar is engulfed in storms, reducing the entire forest and realm to a barren wasteland over the course of three months. Obake flee from the killing, heading eastward to begin to find their own way. The obake resolve that they should form their own communities and remain hidden, using their magic to conceal themselves from all other races.

-10,300 DR

Obake begin to enter the lands of Kara-Tur through the Wu Pi Te Shao (also known as the Yehimal Mountains). Some locations in this area still hang on to names given to them by the obake communities which originally passed through there, including the Web Mountains, Serpent Valley, and Valley of the Dogmen.

-10,000 DR

Descent of the Drow. Corellon's magic, which transforms the dark into the drow, also severs the elves' ability to lace the elements. Human barbarians and their genasi brethren are the only known lacers of this time.

– **Reign of Heian.** This infusion of dark magic causes the emergence of Heian, a dark spirit who crosses from the Shadowfell. Heian opens multiple portals to the Shadowfell, allowing dark spirits to enter the world. Dark spirits begin to attack human and elven civilizations.

– **The Incarnate.** Guang, a powerful light spirit, feels Heian's entrance to the world and follows from the Feywild. Guang chooses to bond itself to a child of fire barbarians, Diyi, one possessing great courage and spirit. Guang infuses Diyi with the power of energy, giving her the ability to lace all four elements. Diyi becomes the first Incarnate.

-9,950 DR

Diyi begins to fight against the forces of Heian and its evil spirits. Diyi is able to successfully repel Heian back to the Shadowfell, and lock it within a spiritual tree to imprison it.

THE FOUNDING TIME

-9,000 DR to -3,000 DR

This is the era of the rise of humanoid civilizations. Once dragons and giants were defeated, and the threat of constant elf wars was no longer present. The first elemental races begin to appear during this time.

-8,900 DR

The first fire folk identify themselves as a new people and begin to break away from their barbarian forebears. they begin journeying east towards the lands of Kara-Tur.

-8,830 DR

The first people identifying themselves as air monks begin to segregate themselves from barbarian tribes. Some head west, isolating themselves in the Storm Horns, using their airlacing abilities to fend off the sometimes cruel weather.

-8,500 DR

Two groups, both identifying themselves as members of the water clan, break off from barbarian tribes. The first group heads west, chasing stories of air monks and eventually settling in the bayous of the the Farsea Marshes. The second group heads north to the Cold Ocean (present-day Great Glacier).

-8,350 DR

A group of earthlacers name themselves the earth kin and separate from barbarian tribes, heading east to escape conflict.

-8,211 DR

Construction of the Great Air Sanctuary is completed in the Storm Horns.

-7,995 DR to -5,376 DR

The fire folk begin a dynastic system of government, settling most heavily around the Fochu Peninsula. A capital called Huo Cheng is established.

-7,955 DR

Following the example of the fire folk, the earth kin begin to establish their own kingdoms. The first of these kingdoms, Chongtu, is established around Sorghum Fields.

-7,846 DR

Fire folk describing themselves as "dragons" find that they don't belong in large cities, and isolate themselves. They eventually found a community in the Salju Mountains, on the eastern side of the Razi Pass.

-7,187 DR

Construction of a second air sanctuary, referred to as the Southern Air Sanctuary and located in the Himasla Mountains, is completed.

-6,884 DR

Two warring groups of earth kin almost annihilate one another until the Incarnate of the age, Yuanliang, intervenes.

-6,562 DR

A second earth kingdom, Qiang Shi, is founded on the eastern shore of Taihu Lake.

-6,421 DR

Another air sanctuary, this one located on the island of Paikai, is established, and is referred to as the Eastern Air Sanctuary. The name of the Great Air Sanctuary is changed to the Western Air Sanctuary, and the air monks resolve to complete their work and create a northern sanctuary as well.

-5,839 DR

The final air sanctuary, referred to as the Northern Air Sanctuary, is completed amidst the Mountains of Amara.

-5,672 to -1,844 DR

The Golden Age of the air monk society.

-5,376 DR

The fire king is killed by a rival family which takes over the throne of the fire folk. This new leader refers to himself simply as the Phoenix King.

– The Incarnate makes himself known to the fire folk, warning against such senseless aggression.

-3,700 DR

The members of the water clan located in the Farsea Marshes expand, coming to occupy the Marsh of Tun and the Vast Swamp.

AGE OF HUMANITY

-3,000 DR to 1,000 DR

With elven and dwarven populations in sharp decline, humanity spreads across Toril. The elemental nations attempt to rise up, but are ultimately overshadowed by the more powerful empires of Calimshan, Mulhorand, and Unther.

-2,550 DR

Ulutiu, a deity of the sea, exiles himself to the Astral Plane. His necklace of ice sinks to the bottom of the Cold Ocean, creating the Great Glacier.

– The water clan living along the Cold Ocean remain on the Great Glacier, establishing the first cities there.

-2,208 to -1,003 DR

The Golden Age of the Qiang Shi earth kingdom.

-1,844 DR

In a misguided attempt to consume the other nations, the Phoenix King uses the power of the Tailless Comet to massacre the air monks living at the Eastern Air Sanctuary. The air monk Incarnate Zhengyi is encouraged to kill the Phoenix King, but instead resolves to remove his lacing ability.

-988 DR

A third earth kingdom named Dan is established north of the Nunjiang River.

-635 DR Year of the Dog

A community of Inugami obake are discovered by the northern water clan and killed. The Incarnate of the time, Tongqing, appears to the water clan and attempts to influence their society away from war and conflict. The water clan dedicates the year to the dog as a sign of newfound respect.

-621 DR Year of Alignment

The earth kingdoms of Chongtu, Qiang Shi, and Dan convene to create a centralized system of government. Qiang Shi becomes the true capital city of the earth kin, with Chongtu and Dan maintaining distinct kingdoms that fall under the umbrella of Qiang Shi.

-478 DR Year of New Lands

The Incarnate of the age, Zhanshi, uses her power to separate Shihan Island from the mainland, to protect its people from Zhengfu the Conqueror.

-444 DR Year of Painted Faces

Incarnate Zhanshi establishes the Shihan Warriors, protectors of the common folk.

-421 DR to -3 DR

The Golden Age of the fire folk.

-336 DR Year of the Downward Sky

Wild magics in the Storm Horns completely inverts the Western Air Sanctuary, leaving it in place but flipping the entire sanctuary upside-down. The air monks refuse to abandon their home and begin to learn to live in their upside-down sanctuary.

-303 DR Year of Frozen Fortune

The capital city of the northern water folk, called Leng, is established on the border of Icelace Lake on the Great Glacier.

-297 DR Year of Broken Records

Researchers from the Southern Air Sanctuary attempt to perform a census of existing obake populations. After several fruitless months, the endeavor is considered a failure. It is unknown whether obake populations were not found because they had gotten better at hiding themselves, or whether there were simply no obake left to find.

-277 DR Year of Crossing Over

Several portals to the Feywild and Shadowfell open near large concentrations of lacers. The elemental peoples visit the Spirit World cautiously.

-228 DR Year of Howling Winds

A contingent of air monks decide to forgo their peaceful culture and attempt to overthrow the council of elder air monks who acted as governors of the air temples. These rebels were repelled by the normally peaceful air monks, but all records of this time are expunged from air monk libraries without explanation.

-211 DR Year of the White Blossom

A small group calling itself the Order of the White Blossom attempt to subvert the authority of Gonglu, the Incarnate of the time. Their attempt to kill the Incarnate while he was in the Incarnate state, thus ending the Incarnate forever, was foiled.

-210 DR Year of the Cherry Blossom

Gonglu establishes a society of powerful, experienced lacers, called the Order of the Cherry Blossom. Their purpose is to welcome each new Incarnate into their role as protectors of nature.

-191 DR Year of Great Unification

The city of Qiang Shi attempts to collect more land for itself and expand, but is halted by the nearby city of Banang.

-141 DR Year of Disturbed Seas

Pirates in the Yellow Sea unify and declare war on the city of Huo Cheng.

-109 DR Year of Past Lives

For the first time, an Incarnate is put on trial for the alleged crimes of one of their past lives. The Incarnate Youshan attends the trial willingly, and is eventually cleared of all charges.

-85 DR Year of Lost Sons

The firstborn son of the fire folk royal family is accused of becoming a vigilante, posing as a spirit and taking the law into his own hands. The situation is dealt with internally, but attacks attributed to this spirit cease.

-63 DR Year of Renewed Fire

A prominent general of the fire folk army abandons it and seeks out the dragon folk who have been in hiding for thousands of years. It is unknown if he is successful in joining them.

-41 DR Year of Forgotten Dreams

The Incarnate of the age, Zhishi, suffers a head injury and loses her memory, passing away shortly thereafter.

-17 DR Year of Great Fire

An enormous fire sweeps through the earth kingdoms of Chongtu and Dan simultaneously. Survivors flee to Qiang Shi, whose earthlacers build an enormous rock wall encircling the entire city for protection. Allegations are made against the fire folk, and although nothing can be proven, the earth kin blame them for the fire.

-1 DR Year of Shattered Relics

Return of Heian. Heian, imprisoned in the Shadowfell by the first Incarnate, breaks free of its prison and enters the Material Plane. Impatient after its long imprisonment, Heian amasses dark spirits and immediately attacks the largest concentrations of lacers that exist: the water clan city of Leng, the remaining air sanctuaries, the fire city of Huo Cheng, and the earth kingdom of Qiang Shi. Those that remain of the elemental nations scatter.

1 DR Year of Sunrise

The Incarnate of this time, Jiuzhu, is able to push back against Heian, destroying it. As an element of darkness, Heian can never be completely eradicated, but its menace was contained for the time. It was far too late to save the majority of lacers, most of whom perished in the initial attack.

2 DR Year of Great Upheaval

The remaining lacers, along with those among them without the ability to lace, scatter across Kara-Tur. Some try to regain the lives they had once lived in their greatest cities, but for the most part, these cities are shadows of their former selves, with small populations living in spaces far too accommodating for so few a number.

56 DR Year of Black Moon

In a misguided attempt to bring together the human and Spirit World, the water clan murders the moon spirit which resides at a spiritual oasis near their largest city, Leng. The moon is darkened, and only the sacrifice of the water clan's princess, Liang, is able to save it.

73 DR Year of Linking Chains

Some of the remaining lacers find common ground and establish Gongheguo City on the eastern shores of Wak'an. Varying districts are set up for different elemental peoples, but these lines become blurry and unfocused, creating a single unified city of lacers. Wary of expansion, the people of Gongheguo city keep to themselves, avoiding the ire of other nations and cities whenever possible.

119 Year of Metal

An earthlacer, Zuida, living in a small community on the outskirts of Qiang Shi becomes the world's first metallacer.

195 Year of Broken Walls

The Shou Lung empire attempts to take over the city of Qiang Shi by breaching its massive walls. The Incarnate Jiuzhu helps to repel the invaders.

242 DR Year of Burning Knowledge

A group of barbarians of the Horse-Plain stumble across the vast knowledge stores of an ancient Burung Hantu. They intend to use its information to attack the T'u Lung, and once they have the information they seek, they burn the library completely.

327 DR Year of Refreshed Waters

A spirit referring to itself as the "Painted One," angered by pollution in the Ch'ing-Tung River, makes itself known and implores the peoples living along its banks to treat the river with respect. A massive cleanup is organized by the city of Lo Shan, and the spirit disappears, seemingly appeased.

456 DR Year of Earth, Fire, and Water

A pro-lacing tournament is attacked by terrorists, who claim to seek peace. Lacers become the minority in Gongheguo City, and some attempt to cling to power through shady means.

593 DR Year of New Beginnings

The Incarnate Bucuo leaves the care of the Order of the Cherry Blossom and moves to Gongheguo City to try to broker peace between lacers and non-lacers.

613 DR Year of Poison Blood

A powerful bloodlacer named Du begins to use his abilities to remove lacing from people in Gongheguo City.

761 DR Year of Great Storms

This is the last sighting of the Incarnate Heping for over one hundred years.

793 DR Year of Frozen Spirits

The chief of the water clan, Lingdao, is banished from the city of Leng for angering the spirits of the Great Glacier.

861 DR Year of the Tailless Comet

A man referring to himself as a descendent of the Phoenix King line of fire folk use the power of the Tailless Comet to burn large swaths of Kara-Tur to the ground, in an attempt to bring lacers back to their former power. The Incarnate Heping appears just as young as his last sighting, and stops the Phoenix King.

914 DR Year of Lost Faces

A group of face stealers enter the Material Plane during the winter solstice, bent on stealing as many faces as possible. The Incarnate Juexin, along with a group from the Order of the Cherry Blossom, is able to end the lives of the face stealers, returning the faces to all those who had been stolen from.

996 DR Year of Twisted Metal

A group of earthlacers, all well-versed in the ability to metallace, break away from Qiang Shi and form their own city in the forests south of Qiang Shi, called Jinshu, which is made almost entirely of metal.

THE PRESENT AGE

1,000 DR to Present

In this age of exploration and discovery, the larger nations of the world began to expand. New continents were discovered to the west, and trade was reestablished with the east. The elemental nations and lacers, however, began to shrink in this time, until only small populations of true lacers remain.

1,038 DR Year of Spreading Spring

The Great Glacier begins to retreat from the lands of Damara, Vaasa, and upper Narfell. The water clan abandons their ice city Leng, along with the surrounding villages, and retreat further north to remain with the cold, and avoid the encroaching Impiltur and Thesk peoples.

1,107 DR Year of Ocean Monks

A rash of umi bozu attacks erupt on all ships traveling the Celestial Sea. Various ideas are brought forth, and the Incarnate Xinxin is asked to intervene. As mysteriously as they began, the attacks ceased.

1,194 DR Year of Flight

A group of Maraloi find an abandoned Northern Air Sanctuary and take up residence in it.

1,239 DR Year of Raining Ash

The city of Huo Cheng is accosted by an erupting volcano, forcing what few remained there to flee. Most end up at Gongheguo City.

1,309 DR Year of Spirit Crossing

A portal to the Feywild opens in the center of Gongheguo City, a portal which the Incarnate Kuaile chooses to keep open. The Feywild begins to encroach on the city, encircling it with spiritual vines. This is a deliberate act by the Incarnate to attempt to bring the human world and the Spirit World into true balance.

1,342 DR Year of Joined Hands

People tentatively begin to return to Gongheguo City, sequestering a large portion to remain in flux between the Spirit World and the Material Plane. The people learn to live amongst the spirits with the help of the Incarnate Kuaile.

1,376 DR Year of the Bent Blade

Riots break out in Gongheguo City in regards to living amongst spirits when a dark spirit goes on a rampage and kills several people. The Incarnate Kuaile attempts to keep the peace but is killed in the confusion.

CREDITS & THANKS

This supplement was produced, written by, and created by Alex Tanner. If you find it listed anywhere not authorized by the creator, please contact:

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MY WIFE

My beautiful wife has stood by my side and supported me throughout the creation of this project. We've been together for over 6 happy years, and I'm looking forward to spending the rest of my years on this earth with her.

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- [13Sins](#)
- [Crazy297](#)
- [LiamYoung](#)
- [Oshava](#)

You

It's a little cheesy, but thanks to you for checking this out! I've dedicated so much time to this, all in the hope that people would like it and enjoy playing it. So if you had fun with this, [drop me a line](#), I'd love to hear about your game!

DMs GUILD

If you liked this, please think about [supporting my other work on the DMs Guild!](#) I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next project!