

ORIENTAL ADVENTURES

5E

HEROES OF THE ORIENT

PLAYER'S AND DM'S COMPANION



5E ORIGINAL SUPPLEMENT SERIES

Includes several new races, classes, archetypes, and backgrounds, as well as lore and rules for far away lands in the world's greatest roleplaying game

HEROES OF THE ORIENT

VERSION 2.0.1

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Dungeons & Dragons Oriental Adventures by James Wyatt (2001)

CREATED FOR

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ARTWORK

The artwork in this handbook is all created by the artists below. A huge thanks goes out to them, for allowing me to include their illustrations herein. Each illustration has its copyright information attached to it.

If you find their artwork intriguing, you should check out their galleries, which are linked below. If you'd like to commission either of them, you'll also find their contact information there.

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ON THE COVER

In this intense illustration by artist Aleksey Bayura, several dark figures surround three brave heroes deep within the otherworldly Shadowlands.

By



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WHAT'S NEW IN v2.0?

- Balance and progression adjustments to various archetypes
- Expanded section on religion in the Orient
- Added descriptions for Shijin and Oni Lords
- Added details for Jigoku and Tengoku
- Added a section with Oriental names
- Added a variant rule for ancestry to allow for more diverse and interesting character creation
- Rules for special materials such as adamantite and jade
- 17 new magic items
- Added an Oriental calendar and naming conventions for years
- Added many random events along with tables to randomly generate them
- Added a new fighter archetype: the bushi
- 3 new warlock archetypes based around the Shijin
- 3 new pact boons
- 16 new eldritch invocations
- Expanded on the wu jen's taboo variant feature
- Added a villainous class option for the wizard: the maho-tsukai
- 15 new spells
- ... for a total of 16 more pages compared to v1.3.

FOREWORD

Dear reader, I'd like to convey my deepest appreciation for your interest in this material. I have poured my heart and soul into this project over the last couple of months, changing, removing, and tweaking countless features and rules again and again, until it hit the spot where it seemed playable. I don't think I'll ever be completely satisfied though.

I just hope that you, as a D&D player or GM, find the Orient as interesting as I do, and that this book can help you and your friends embark on an epic journey to far away lands, where you experience unforgettable moments together. Thank you very much for your support.

Sincerely, Marc Altfuldisch

ABOUT THIS BOOK

This book has been under way for several months, and gone through countless revisions. If you have any great ideas for what could make this book better or just want to share your experiences playing in the Orient, please don't hesitate to inform me by sending an email to dnd5eoss@gmail.com - I will read anything sent my way, using the feedback to revise this book for future editions.

PLAYTESTING

The races and classes within this book have been extensively playtested, through most levels. Playtesting has revealed many flaws in the material that have since been corrected.

We (the playtesters and I) can't possibly account for every situation though, and we don't have access to thousands of playtesters like Wizards of the Coast do, making it very likely that some mistakes, imbalances, or anomalies have gone unnoticed.

Nevertheless, I wish to convey my sincerest thanks to all playtesters - you have helped make this the product the best product I can make it.

Lastly, if you, dear reader, would like to help us playtest any upcoming material from 5E Original Supplement Series, please don't hesitate to let us know by sending an email to dnd5eoss@gmail.com with the subject "Playtest". Thank you.

NAVIGATION

Navigating digital books with more than 10 pages, can quickly turn into a scroll frenzy, which is both repetitive, time consuming, and tedious. In order to make this book a little easier to navigate through in digital format, you can now always click the page number in the bottom right corner - no matter what page you are on - and instantly get back to the table of contents, from where you can easily navigate to whatever section of the book you desire.

WHAT'S NEXT?

MORE EDITIONS

Several people have helped test Heroes of the Orient, but with limited resources it just isn't nearly as good as getting feedback from actual users. Based on the feedback gathered, I will make revisions to the current content, and if any great ideas come my way, new things might be added as well.

ADVENTURES

With the release of the monster manual, the next step is building adventures set in the Orient.

ARE YOU AN ARTIST?

If you have a piece of art that you want considered for inclusion in this or future products, don't hesitate to contact me.

CONTACT

You can send feedback, requests, suggestions and whatever else you can think of to me at dnd5eoss@gmail.com

INSPIRATION

The biggest inspiration for this book was the 3.5 Oriental Adventures book. Obviously I couldn't convert it all into 5e format (it was 253 pages long), so I had to prioritize.

ORIENTAL ADVENTURES FOR 5E

I tried to stay as faithful to the source material as I reasonably could, but I did have to take certain liberties, as some things are not easily translated from one edition to another - and then there's the issue of copyright. I simply couldn't make a direct translation, but had to filter a lot of things out and replace them with something else.

The Oriental Adventures book had plenty of classes and prestige classes, but I didn't feel like the Wu Jen for instance warranted an entire new class.

In regards to the land itself and the daily lives and routines of its people, I'll be much less specific than the 3.5 version - for a few reasons. Firstly, I'd like this to fit into any setting a DM might deem it appropriate for - Forgotten Realms included of course. Secondly, I had to cut something out, so the specific names of great people, cities, etc., seemed like a reasonable thing to cut, as many of those are copyrighted. Don't worry though, there should be enough left for a DM to reasonably construct and place the Orient within his chosen setting.

Some lore is implied or left out altogether when compared to the original Oriental Adventures. If you're a fan of the original, and really want the same history and lore, you can easily implement it. A lot of it was removed though, in order to make it less cumbersome to start a campaign in the Orient. This way both oldtimers and newcomers should be able to have the adventures they want in this strange new land.

HEROES OF THE ORIENT IN YOUR GAME

You can implement Heroes of the Orient as-is into any fantasy setting, by just having it be a content on its own, requiring a year-long ship voyage to reach.

The Forgotten Realms. If you prefer the Forgotten Realms, and want to use Kara-Tur as your "Orient", you can easily do so by replacing the clans in this book with the distinct nations of Kara-Tur, ignoring any notes on Clan-specific geography you find in this book. To help you do this, refer to the table on the right. If you do follow the suggestions there, consider removing the Emperor entirely, as Kara-Tur consists of many nations, rather than a single feudal society.

Modifying the Clans. Each Great and Minor Clan has its own unique identity and place in the world. You should be careful about making massive changes to them, but you might want to make small modifications to the various Nations, as appropriate to your campaign. The Crawdad, for example, are tough warriors because they guard the Orient against Shadowlands invaders, but you could easily remove the Shadowlands from that equation, making them tough for some other reason. Maybe they have been at war for centuries, or they defend their lands against some other threat?

The Shadowlands. You might want to completely remove the Shadowlands. However, even if the Shadowlands don't fit geographically in your campaign, you can easily implement it as well due to its nature as a planar distortion. The Shadowlands are a limited area from the outside, but once inside it is almost endless. You might implement it as easily as having it be one or more portals, rather than an actual landmass.

Clan	Kara-Tur Nation
Chickadee	The Jungle Lands of Malatra
Crawdad	Kozakura
Damselfly	-
The Emperor	-
Heron	Shou Lung
Pegasus	The Plain of Horses
Phoenix	Tabot
Rabbit	-
Rhino	-
Scorpionfly	The Island Kingdoms
Spider	T'u Lung
Tiger	Wa
Viper	-
Weasel	-
Wolf	Northern Wastes
Wyvern	Koryo

PART 1: THE ORIENT

The races of the Orient include a multitude of vastly different people from the Realms as we know them. The common races described in the Player's Handbook - elves, half-orcs, and so on - are not necessarily known if you start an adventure in the Orient. The Orient has its own common races, in addition to humans: korobokuru, hengeyokai, and nezumi.

That being said, you could be tiefling or half-orc, arriving in the Orient from far away lands.

Alternatively, you might want to play one of the Oriental races in a different setting. This is entirely possible, and you'll find a few backgrounds suited especially for that in part 3 of this handbook.

Work out with your DM and the rest of your playgroup, how you want to approach a game involving Oriental races and/or classes.

The Orient is a vast landmass to the east. Its culture and people differ greatly from other areas of the world. The Orient is usable in any setting, and while many elements are detailed in this book, there should be enough room left to make the Orient your own.

THE JADE EMPIRE

The Orient is a great empire ruled by an Emperor. It can be a child Emperor due to a recent assassination of the previous Emperor, the Emperor could be a puppet for some evil force working behind the scenes, or the Emperor could have died recently without leaving an heir, throwing the empire into disarray. The details are what you make them.

The empire doesn't have a lot of contact with other parts of the world, and while most factions want it to stay that way, others welcome outside cultures - although all are protective of their own culture and traditions.

THE EMPEROR

The Emperor lives in the Jade City, and has absolute authority within the Jade Empire in regards to administrative, judicial, religious, and military might - although many of the day to day tasks are generally taken care of by proxies.

Each clan has a certain level of autonomy, as they each have different customs and cultures. In reality, the Emperor doesn't hold any actual military power either, except for his Jade Bailiffs. The Daimyos of the Great Clans are the those that command large armies, and their armies are sworn to them. Thus, in order for the Emperor to keep control of the empire, he must appease the Daimyos, and convince them that they let him keep his power.

Imperial succession is generally inherited from father to eldest son. If an Emperor has no sons, a daughter could claim the throne as empress. If the Emperor has no children, the Emperor's eldest brother (or sister if there are no brothers) could claim the throne. Without any clear heirs, historians from each Great Clans will gather to search through the histories to find the person with the closest blood tie to the previous ruling line.

Traditionally, the children of an Emperor who do not ascend to the throne themselves, ritually abdicate their claim to the throne and abandon their family name upon coronation of their eldest brother.

The Emperor owns all lands within the empire, allowing the Daimyos to manage the lands for him - because if he did not, they would surely revolt against him. He is the final arbiter in matters of law, and his commands are immediately considered Imperial Law. Most Emperors wield this power carefully, to prevent contradicting themselves or previous Emperors.

With all that power, the Emperor must still navigate a tense political climate, as his most important job is to keep the Great Clans united under one banner. The Emperor's power is only as great as the Great Clans allow it to be.

At the Imperial Court there are diplomats from all Great and some Minor Clans, trying to affect policy in favor of their clan. The Heron and the Spider usually do this with great success.

THE JADE BAILIFFS

The Jade Bailiffs are enforcers of the Emperor's laws, answering only to the Emperor and the Jade Premier, leader of the Jade Bailiffs.

If a criminal is known to be guilty, a bailiff may obtain a confession by whatever means necessary.

Jade Bailiffs also act as the Emperor's imperial guard, with their leader, the Jade Premier, rarely away from the Emperor's side.

The bailiffs are appointed by the Emperor himself, and individuals are often chosen for the position due to politics or as favors, as it is a very prestigious title to have. Traditionally the bailiffs are only chosen from among the Great Clans, although there is no law making a clear restriction on this.

The cloth and armor of an Jade bailiff is an unmistakable olive-green,

making them very easy to identify. The bailiffs employ hundreds of spies, scattered across the Orient.

THE CLANS

The empire is home to several Great and Minor Clans who together form the Empire. In this section you will find information about each clan's values and traditions, as well as important geographical locations. You will also find information about each clan's capital city, but not about every town or settlement in the land - of which there are hundreds.

THE GREAT CLANS

THE CRAWDAD CLAN

Defenders of the Desolate Wastes, ever vigilant against attacks from the Shadowlands, protecting the entire empire against the dark invaders. Their existence is grim, as they see little value in arts, diplomacy, etiquette, and the like. They start the training of their young boys when they reach age five, learning skills such as hunting, making a camp fire, and fighting. The other clans see the Crawdads as brutes, although they all greatly respect them for their eternal vigilance against the Shadowlands.

But few others would accept the responsibility that the Crawdads shoulder: to fight off the fearsome fiends, trolls, and oni of the Shadowlands, preventing them from overrunning the empire.

The Crawdad lands are the largest of all the lands in the empire, but they are bitter and dark. Even on a sunny day, the sun has difficulty piercing the smoke and thick clouds that stretch the Crawdad sky. A large part of the Crawdad lands are high, rocky mountains where little grows, although they do mine a lot of iron. While they are skilled hunters, their biggest import is still foodstuffs (mostly crops and livestock). They export iron, tea, and fish.

Their capital city Kōra, is an enormous walled city on a hilltop, with tall watch towers every few miles. The only capital better defended than Kōra is Takai Machi, the capital of the Wyvern.

The Crawdad have built large fortresses both north and south of Kōra. North, between Kōra and the Dark Ridge, is the fortress Iwa, and south, between Kōra and Shinto Bay, is the fortress Sheru. Both fortresses are large cities in their own right, and both have dozens of outposts inside the Shadowlands.

Castes. The Crawdad have a large noble caste, making up roughly 20% of the population.

Daimyo. The Kirameki family leads the Crawdad.

Military Might. The Crawdad cavalry is made up of about 5,000 horses and 500 elephants, but their infantry is over 2 million strong. They do not have a navy.

Population. The Crawdad lands are home to approximately 3 million people, most of which are human.

Values. The Crawdad value endurance, order, and strength above all else.

THE HERON CLAN

The Heron Clan is cultured, noble, and sophisticated. They have shaped the empire from the beginning, as a Heron has always been selected as the Imperial Advisor, and a Heron has been every Emperor's bride. These things are tradition and widely accepted. They are masters of political intrigue within the Imperial Court - although the Spiders could be considered their equals.

The Heron hold favors in store from nearly every family of every clan, and know how to call in favors at the right time and circumstance. The members of the Heron clan are noble in every sense of the word, refined, cultured, civilized, and graceful.

The Heron lands make up the southern most part of the empire, bordering the Crawdad, Spider, Wolf, and Imperial lands. They export art, crops, fish, livestock, and sake, and import silk, spices, and iron. Their fields are some of the most prosperous in the empire, second only to the Pegasus.

Their capital city Kyūsokuna, is rather small compared to the capitals of the other Great Clans. It lies in the middle of a great field, seemingly unprotected. There are no walls or towers anywhere in sight. The Endless Greens of the Heron enable them to see travelers or bandits (or encroaching armies) from far away. There are no rocks, trees, or other obstructions on the Endless Greens, making any trespassers easy targets for the Heron's archers.

Castes. The Heron have a normal noble caste, making up roughly 15% of the population.

Daimyo. The Jinsoku family leads the Heron.

Military Might. The Heron cavalry is roughly 20,000 horses and 1,000 elephants strong, and their infantry is about 1 million people. Their navy consists of less than fifty ships.

Population. The Heron lands are home to approximately 3 million people, most of which are human.

Values. The Heron value creativity, culture, and influence.

THE PEGASUS CLAN

The Pegasus are known throughout the empire as having unmatched cavalry.

The Pegasus lands consist of vast expanses of rolling plains, grasslands, and low hills. The Frost Pillars, the longest mountain ridge in the empire, makes up most of the eastern Pegasus border, separating them from the Phoenix, Chickadee, and Crawdad. To the north east, there are the Roaring Mountains, with the Tiger's capital, Daitora, close by. In the middle of Pegasus lands, the Frost Pillars from the east meet the Six Claws from the west, creating The Pass; a narrow mountain pass.

Just beside The Pass is Sadoru, the Pegasus capital, surrounded by the Frost Pillars on three sides, ensuring a potential attack on the city can only come from one side. To the south of Sadoru, the Wyvern's Tongue cuts through the length of the Pegasus land, meeting the Frost Pillars in the east, ensuring entrance from the south can only come by the Wide Step - large and well defended bridge.

The Pegasus export mostly crops, diamonds, horses, and wool. They import mostly silver and gold.

Almost half of the Pegasus population lives as nomads, wandering the plains while herding sheep and horses, and living off of the land.

Castes. The Pegasus have a normal noble caste, making up roughly 15% of the population.

Daimyo. The Hidzume family leads the Pegasus.

Military Might. The Pegasus cavalry is roughly 500,000 horses strong, and their infantry is about the same. They do not have a navy.

Population. The Pegasus lands are home to approximately 4 million people, most of which are human.

Values. The Pegasus value diplomacy, justice, and passion.

THE PHOENIX CLAN

The Phoenix are the wisest of all the clans. They are very religious, and magic is practiced widely. They value their shugenjas highly, so much so in fact, that many of their samurai are trained exclusively to guard shungjas. A shugenja of the Phoenix Clan often has a samurai as a personal guard.

Shugenja aren't the only practitioners of magic though - there are also a few lowborn who have been empowered by The Great Phoenix, granting them power of fire and life. These individuals are exalted by the Phoenix, although they might find they'll be treated like any other lowborn by the other clans.

Many lowborn attempt to become void disciples, unaware of the dangers the void brings with it. Most who try this end up with their torso in one place and their limbs in another, but occasionally a unique individual tames the wild powers of the void, earning him great respect among the Phoenix.

The Phoenix live in the lush, hilly lands of the far north. The Phoenix River in the south-eastern part, along with the Frost Pillars in the south-western part, protect the Phoenix from outsiders. The Phoenix River can only be crossed at the Burning Bridge - the bridge is named such, because of the powerful enchantments that have been cast on it over the years. It is said, that if a creature crosses the bridge with evil intent in its heart, the evil will be burned as the creature is engulfed in righteous flames.

Sōzō, the Phoenix capital, is located roughly in the middle of their land, is a small city. Apart from the temples, no building has more than one floor (they are not allowed to). There are no walls around the city, nor are there any watch towers. The magic they wield has always proven to be enough.

The forests in the Phoenix lands are notorious throughout the empire. Not many dare venture into the woodlands without a Phoenix guide. Fey and other creatures, beckoned to the area through widespread use of magic, have taken up residence in the woods throughout time. Especially the Viper Woods, the eastern most forest in the Phoenix lands, is said to house maho-tsukais and aberrations that have come about through horrid blood magic.

Castes. The Phoenix have a small noble caste, making up roughly 8% of the population.

Council of Elements. The Council of Elements consists of a void disciple and four shugenja, each representing an element.

Military Might. The Phoenix do not have a cavalry, but their infantry is about 600,000 strong - almost half of which can cast spells. Their navy consists of less than twenty ships.

Daimyo. The Keiken'na family leads the Phoenix, though he is bound to follow the will of the Council of Elements.

Population. The Phoenix lands are home to approximately 2,5 million people, roughly half of which is human.

Values. The Phoenix value devotion, knowledge, and wisdom.

THE SPIDER CLAN

The Spider master the shadows. The best assassins and spies in the

empire are trained here. While imperial culture generally values honor highly, the Spider do not - instead they value loyalty above all else. Loyalty towards clan, family, and empire - in that order. Their high sense of loyalty trumping their code of honor, is what enables the assassins, mages, spies, and warriors of the Spider to do distasteful and heinous acts. They do not mind suffering death or dishonor, as long as their actions strengthen the clan.

As can be expected, the Spider are often seen as villains (or even traitors), but from the Spider's perspective, even their most vicious deeds have been out of necessity and an unswerving sense of loyalty.

Most of the Spider lands are wetlands, and the entire southern part is a massive swamp, called the Venomous Marsh - this is where the Spider capital, Kanashimimasu, is found. Navigating the Venomous Marsh is a deadly affair to anyone not familiar with the area, ensuring the capital's safety. Bringing an army through the swamp would be near impossible.

They grow large quantities of rice and poppies, but they also do a lot of fishing. Some of the finest sushi in the empire can be found in Spider locales. They import large amounts of iron and tea, and their greatest exports are opium and silver.

Castes. The Spider have a regular noble caste, making up roughly 12% of the population.

Daimyo. The Sagi family leads the Spider.

Military Might. The Spider's cavalry is about 10,000 horses and 200 elephants strong, and their infantry is about 400,000 strong. What they lack in direct military power, they make up for with specialized units that sow destruction behind enemy lines. Their navy is almost 100 ships strong, making them formidable at sea.

Population. The Spider lands are home to approximately 3,2 million people, most of which are human.

Values. The Spider value ambition, conviction, and loyalty.

THE TIGER CLAN

The Tiger are safe keepers of oriental history. Tiger ancestors are exalted, and the traditions that have formed over millennia are unbreakable.

The Tiger arguably possess the strongest army among all the Great Clans. The Wanryuku, unconventional samurai unique to the Tiger, are feared throughout the empire, with their massive frames, large weapons, and ability to ignore pain. They make up the bulk of the Tiger army, while the Ishi serve as officers. The Ishi are well trained, taught the value of rank and file, capable of turning a massive army of thousands into an organism that works in perfect harmony.

The Tiger live on the wide plains to the north. They have many cities to house their large population, and all are connected by wide, long, and flat roads, enabling them to muster their army quickly. Their capital, Daitora, is located at the foot of the Roaring Mountains to the north. Their largest imports are armor, foodstuffs, and weapons, while they mostly export copper and timber.

Castes. The Tiger have a regular noble caste, making up roughly 12% of the population.

Daimyo. The Yaban'na family leads the Wyvern.

Military Might. The Tiger cavalry is roughly 200,000 horses and 1,000 elephants strong, and their infantry consists of over 2 million hardened warriors. They also count roughly 500,000 war-tigers. Their navy consists of less than fifty ships.

Population. The Tiger lands are home to approximately 4 million people, almost all of which are human.

Values. The Tiger value duty, discipline, honor, and tradition.

THE WYVERN CLAN

The Wyvern are perceived as outsiders by most in the empire. Their capital, Takai Machi, is located at the top of Mount Nodo, the tallest of all the mountains in the Orient. The path there is long and windy, and takes one past many of their other towns. In fact, the Wyvern only have two towns that aren't located on either Mount Nodo or Mount Ashi (mount Nodo's little sister): Camp Ashi at the foot of Mount Ashi, where visitors are instructed on the climb, and Byū by the sea.

Climbing Mount Ashi and Mount Nodo takes weeks for those acclimated to high climates, and several months for those who aren't. The many towns aside the mountains ensure that visitors can acclimate before traveling further up the mountains - although the prices for a stay at these towns is often a costly affair.

At the foot of Mount Ashi, the Wyvern's Tongue, the largest river in the Orient springs forth, cutting through most of the Wyvern lands, the Twilight Forest, all the way through Pegasus land and into Crawdad territory. The Twilight Forest is home to many different races, most of which barter with the Wyvern. There are hundreds of hengeyokai villages hidden deep within the forest. The Wyvern lands are located south of the Tiger, west of the Pegasus and Rabbit, and north of the Scorpionfly and Imperial lands.

The Wyvern are best known for their mystical tattooed monks and for the niten - samurai who specialize in wielding two weapons simultane-

ously.

Interacting with the Wyvern can be a difficult thing, as they tend to keep their thoughts to themselves, often appearing arrogant or enigmatic.

Castes. The Wyvern have a regular noble caste, making up roughly 12% of the population.

Daimyo. The Jichi family leads the Wyvern.

Military Might. The Wyvern's cavalry consists of less than 5,000 horses, and their infantry is roughly 500,000 strong. They have fifteen ships in their navy.

Population. The Wyvern lands are home to approximately 2 million people, roughly half of which is human.

Values. The Wyvern value reason, restraint, and spirituality.

THE MINOR CLANS

THE CHICKADEE CLAN

The Chickadee Clan is descended from the Heron Clan, but contrary to the noble Heron, they are dedicated to honorable poverty. They believe in the good of others, and feel a strong sense of duty in regards to helping others. A member of the Chickadee Clan will gladly give away all his worldly possessions, save those he needs to survive, in order to help others.

They are scholarly warriors, and renowned artists storytellers.

The Chickadee lands are located in the north-western corner of the Crawdad lands, bordering the Phoenix to the north, and separated from the Pegasus by the Frost Pillars to the west.

Castes. The Chickadee have a small noble caste, making up roughly 6% of the population.

Daimyo. The Chickadee don't have a Daimyo. The Miryoku-tekina family, however, are the spiritual leaders of the Chickadee.

Military Might. The Chickadee do not have an organized army.

Population. The Chickadee lands are home to approximately a 300,000 people, roughly a quarter of which is human.

Values. The Chickadee value compassion, contentment, and modesty.

THE DAMSELFLY CLAN

The Damsel fly Clan is descended from both the Wyvern and the Phoenix. The clan was destroyed long ago, after they tried to settle in northern Tiger territory. They embraced a philosophy of change and a belief that a strong willed clan can achieve anything.

Only very few Damsel fly live today, and they have no lands.

Castes. The nobles of the Damsel fly make up almost 50% of surviving Damsel fly.

Daimyo. The Kaikaku were the first family to lead the Damsel fly, and while they are no longer as organized, the Kukamei is the most exalted, and has the highest chance of ever uniting the Damsel fly again.

Military Might. The Damsel fly don't have an organized army.

Population. Only a few hundred Damsel fly still live, and they mostly hide in small towns of other clans, trying to blend in as best they can.

Values. The Damsel fly value boldness, change, and will.

THE RABBIT CLAN

The Rabbit clan is descended from the Heron and Tiger Clans. They live in the Lush Forest and the surrounding lands, bordering the Crawdad to the east, the Pegasus to the north, the Wyvern to the west, and Imperial lands to the south.

The Rabbit have neither towns nor roads, but instead live in large camp sites on the plains, or high up in the trees within the Lush Forest.

Castes. The Rabbit have a large noble caste, making up roughly 20% of the population.

Daimyo. The Bōken family leads the Rabbit.

Military Might. The Rabbit's cavalry consists of less than 500 horses, and their infantry is about 80,000 strong. They do not have a navy.

Population. The Rabbit lands are home to approximately 400,000 people, roughly a fifth of which are human.

Values. The Rabbit value adventure, beauty, and curiosity.

THE RHINO CLAN

The Rhino is descended from the Crawdad. They are renowned metalworkers and armor-smiths, but they are also sturdy warriors, and they are the only Minor Clan who can muster an army of note.

Their lands border the Crawdad to the south-west, the Phoenix to the north-west, and the Shadowlands to the south-east. Just like the Crawdad, the Rhino protect the Orient against the forces of the Shadowlands. There aren't nearly as many Shadowlands invaders who pass into the Rhino lands, as the Dark Ridge, the mountain ridge that separates the Rhino from the Shadowlands, is a deadly climb. However, the Rhino still stand vigilant, as sometimes odd creatures from the Shadowlands do manage to cross the Dark Ridge.

Castes. The Rhino have a regular noble caste, making up roughly 15% of the population.

Daimyo. The Misshū family leads the Rhino.

Military Might. The Rhino's cavalry is small but strong: it is made up from 5,000 war-rhinoceroses and riders. Their infantry is 200,000 strong. Their navy consists of less than ten ships.

Population. The Rhino lands are home to approximately 800,000 people, almost all of which are human.

Values. The Rhino value craftsmanship and endurance.

THE SCORPIONFLY CLAN

The Scorpionfly Clan is descendant from the Spider and Wyvern clans. Being seafarers and mercenaries, they possess the largest navy of all the clans, and they are skilled at fighting on the rolling decks of a ship. They are also recognized for producing the finest archers in the empire, and it is they who taught the Heron both the techniques and the tactics suitable for warfare with archers.

The Scorpionfly lands border the Wyvern to the north, and Imperial lands to the south. They have only four towns, three of which are by the sea. They are fishermen, but they are also a tough and wild people. Every twelve moons, Scorpionfly boys who have reached the age of 14, are sent on a sea journey around the continent without supervision. They must sail north, and arrive from the south before another twelve moons have passed, or they will be exiled from the clan. Roughly every four years, a ship doesn't return from this dangerous voyage.

Castes. The Scorpionfly have a regular noble caste, making up roughly 15% of the population.

Daimyo. The Hakken family leads the Scorpionfly.

Military Might. The Scorpionfly's cavalry consists of less than 1,000 horses and about 30 elephants, and their infantry is only about 50,000 strong. They have over 300 ships in their navy though, allowing them to dominate the seas if they so wish.

Population. The Scorpionfly lands are home to approximately 200,000 people, almost all of which are human.

Values. The Scorpionfly value bravery and challenge.

THE VIPER CLAN

The Viper Clan was descendant from the Spider Clan. After having successfully separated from the Spider, they struggled with not having their own lands, and began to plot against the Spider. They knew the inner workings of Spider society, and blended in with no effort, scheming to overthrow the Sagi family and take the Spider lands for themselves.

The Spider, however, were cunning and worked under the assumption that the Viper would try exactly that. Many of the Viper, including their leaders, were slain and their plans never came to fruition. However, a few thousand Viper escaped the trap.

Beaten and defeated, the Viper sought to restore its honor and earn a land of their own. They decided to venture deep into the Shadowlands, deeper yet than the Crawdad dare venture, and bring back with them the secret for how to cleanse the Shadowlands once and for all. They did not realize, that it would take them 30 years before they returned from this journey.

When they finally emerged from the Shadowlands again, only a few hundred Viper remained. They were all caught and imprisoned by the Crawdad, who cared not to hear about their reasons. When the Emperor got word of what had happened though, he commanded the Crawdad to bring the Viper prisoners before him - which they did. At the meeting, the Viper revealed to the Emperor that his Royal Advisor was a maho-tsukai who planned to overthrow the Emperor and rule in his place. In the end, this turned out to be true, and the Emperor showed his gratitude by granting the Viper their wish.

The Viper came to own the easternmost part of what today are Phoenix lands: the lands surrounding the Viper Woods and half of the Phoenix River. They were also commanded to combat the maho, blood magic, within all the Empire: to locate and find all maho texts, and burn them, as well as to execute any who were found to practice maho. The maho promises great power though, which eventually led to the Viper themselves practicing maho. Before long, they became a threat to entire Empire. Only swift action by the Phoenix ensured that catastrophe was avoided, as they invaded the Viper lands and slew every last man, woman, and child they could find. The Viper lands were subsequently absorbed into the Phoenix lands.

All Viper are believed to be destroyed, but a few still live today, hiding among the Wyvern - though the Wyvern do not know this. Only the Spider is convinced some Viper remain, and a burning hatred still exists between the two clans.

Castes. There are no nobles left of the Viper.

Daimyo. The Viper have no Daimyo.

Military Might. The Viper don't have an organized army, nor are there enough Viper left to form an army.

Population. Less than fifty Viper remain.

Values. The Viper value integrity, power, and redemption.

THE WEASEL CLAN

The Weasel are nomadic descendants of the Heron and the Pegasus. They travel around the Orient with their horses and carts, and set up camps wherever the wind takes them. They have no lands, nor do they possess any riches, and as such they travel the lands of the other clans, whether they are welcome or not.

They are always welcome in Wyvern lands, and both the Heron, Spider, and Tiger much enjoy the songs and tales the Weasel bring with them. They never travel as far north as Chickadee, Rhino, or Phoenix lands, as the Crawdad doesn't allow them to travel through their lands - they don't have the patience for such nonsense.

The Weasel are famed entertainers, and always bring three things with them in abundance: singing, stories, and sake.

Castes. All Weasel consider themselves nobles, which is mostly seen as eccentric and unorthodox by most other clans, who consider them silly but good entertainment.

Daimyo. The Abangyarudo family leads the Weasel.

Military Might. The Weasel have no organized army.

Population. The Weasel consist of approximately 3,000 people, roughly half of which are human.

Values. The Weasel value frolicking and vivaciousness.

THE WOLF CLAN

Among the clans not much is known about the Wolf Clan. In truth though, they descend from the Spider and Tiger Clans. They live in the Quiet Thicket woodlands and surrounding lands, bordering the Heron to the south, the Spider to the west, and the Imperial lands to the north.

Much like the Rabbit, the Wolf have neither towns nor roads, but live off the land. They produce some of the strongest and fastest monks and barbarians in the Orient, although they are neither organized nor large in number.

The clan is divided into roughly 30 different tribes, each with a shaman leading them, called a Shidō-sha. A notable exception is the barbarian tribe known as The Faithless, who don't have a Shidō-sha.

Castes. The Wolf don't believe in the caste system, and as such they have no nobles.

Daimyo. The Wolf don't have a Daimyo, but all the Shidō-sha meet to elect a Great Shaman who handles disputes between the tribes. The Great Shaman holds his position until death, and a new one is elected.

Military Might. The Wolf don't have an army in the traditional sense. If they are called upon, however, they can amass roughly 60,000 of the finest warriors. They do not have an organized cavalry, nor do they have a navy.

Population. Each tribe has between 4,000 and 7,000 people, consisting of a wide variety of races. In total, there are around 170,000 Wolf.

Values. The Wolf value equality, camaraderie, and freedom.

SOCIAL STRUCTURE

THE ROYAL CLASS

The Royal Class was the highest class in the imperial social hierarchy.

The Emperor of the Jade Empire. Unquestionably this is the superior most rank in the hierarchy. The Emperor is equipped with the supreme power among all the classes.

The Royal Family. Next in the rank are members of the royal family.

The Jade Premier. The Jade Premier possesses high authority within the Empire.

The Jade Bailiffs. The bailiffs answer only to the Jade Premier and the Emperor himself.

THE NOBLE CLASS

This is the middle level social class in the hierarchy. But in actual practice the entire practical hold of the empire is under these people.

Daimyo. As leaders of the clans, the Daimyo possess great military power through their massive armies and loyal subjects.

Lord. Leaders of noble families, swearing fealty to the daimyo of their clan. They hold a portion of the clan's lands, have armies, and collect taxes.

Shogun. Shogun lead a Daimyo's or lord's armies, commanding great admiration and loyalty from their subjects.

Samurai. Samurai are powerful and courageous warriors, who live by a noble and honorable code. A samurai must be willing to die for his Daimyo. Samurai are greatly respected, and many children hope to become samurai one day.

Shaman, shugenja, and monks. Religious figures among the clans are often considered nobility and equal to the samurai - except by the Phoenix, where they are considered higher than samurai and shogun alike.



THE LOWER CLASS

The lowest class in imperial social hierarchy are commoners. They possess very few rights. The different subcategories of commoners in descending order of prestige are as follows:

Master Swordsmiths. Widely respected among the nobles, and well compensated for their craftsmanship.

Peasants, farmers, and miners. Working the fields and mines, they provide the raw materials needed for food, cloth, weapons, and more, on which the higher classes depend.

Artisans. These people are also referred as Craftsmen. They mostly work metal or wood.

Eta. This includes executioners, butchers, tanners, and similar professions.

Hinin. This class includes convicted criminals and wandering bards.

Prostitutes. The least respectable (but not the least used) profession in the empire is without a doubt prostitution.

GAIJIN

Gaijin are foreigners - people from outside of the Orient. They are often deemed untrustworthy and honorless, and thus treated with little to no courtesy or respect. Even most prostitutes will refuse gaijin customers.

HONOR

Honor is a big part of Oriental culture. Consider using an Honor score to make honor meaningful in your game.

Honor measures not only a character's devotion to a code but also the character's understanding of it.

You can find the rules for how to implement Honor in your game (including starting honor score, honor checks, and honor saving throws) in the New Ability Scores: Honor and Sanity section in Chapter 9 of the *Dungeon Master's Guide*.

EXAMPLES OF HONORABLE AND DISHONORABLE DEEDS

HONORABLE DEEDS

- Avenging the death of a family member
- Saving a life
- Completing a great quest
- Dying a heroic death
- Winning a contest fairly

DISHONORABLE DEEDS

- Being accused or convicted of a crime
- Breaking an oath
- Losing a birthright, including an ancestral weapon
- Losing a contest
- Behaving rashly or improperly
- Refusing a contest
- Entering into debt (of money or favors)
- Fleeing a fight
- Disobeying one's daimyo

RELIGION

There are several notable religions in the Orient:

SHINJITSU

The Shinri is a religious organization that oversees the thousands of shrines and monasteries around the empire. Most shugenja follow shinjitsu, devoted to the study of universal truth and the pursuit of enlightenment.

Shinjitsu has its origins in Elementalism, but where elementalism concerns itself mostly with the cycle of life, Shinjitsu attempts to decipher the meaning of life, as intended by the Shijin.

Shin, as practitioners of shinjitsu are called, believe that mortal perfection is reached, not when looking to external entities for power, but rather look into one self - and there discover the truth: mortals possess more power than the greatest deities, as they have the freedom to do what they want, and may even aspire for godhood themselves. This does not mean that spirits, gods, the elements, the Shijin, and other entities are not revered - those entities may very well guide a shin on his path to personal enlightenment.

All the Great Clans have a copy of the Hon, a collection of religious texts of shinjitsu, as assembled by the Shinri. The greatest of Shinri monasteries is located in Sōzō, the Phoenix capital.

ELEMENTALISM

The old religion in the Orient, which isn't practiced extensively anymore. The basic concept is based on the elements as the cycle of life, and the spirits as the guardians of that cycle. Elementalism relies on the five old elements, which are wood, water, earth, metal, and fire, as well as spirits that act as intermediaries between a believer and the elements themselves.

The Shijin were tied strongly to the five elements, with Genbu representing water, Kirin representing earth, Orochi representing metal, Ryu

representing wood, and Suzaku representing fire.

Elementalism was the first organized religion in the Orient, but has given way to shinjitsu long ago. Very few still practice Elementalism, and while there are no elemental priests known to exist anymore, there are some few who research the ancient texts, and have learned to connect to ancient spirits through their studies, granting them power over the elements themselves - these extraordinary scholars are referred to as wu jen.

SHAMANISM

All people in the Orient believe in and honor the spirits, but only few practice it as a religion. Those that do, often come from small communities, where the local shaman is the intermediary between local citizens and the spirits of nature. A shaman is also usually the matriarch or patriarch of a community. While shamanism does venerate the Shijin and other Kami, it puts just as much emphasis on lesser spirits.

The vanara and the Wolf Clan are examples of people that practice shamanism.

THE SHIJIN

At the heart of Oriental faith are five spiritual creatures, each guarding a direction on the compass as well as Orochi at the center. Each shijin has a corresponding season, color, element, virtue, and other traits, which connect them with the daily routines of the mortal races. An earth wu jen, for example, would draw on the domain of Kirin, while a water shugenja would prey to Genbu, and a warlock with a Great Phoenix patron might get her powers from one of the Great Phoenixes or even Suzaku herself.

GENBU

Genbu is also known as The Black Turtle, Great Guardian of the East, Aspect of Water, Lord of Winter, The Great Healer, and Father of Faith. He is among the oldest of creatures in existence, and without a doubt the largest creature on the Material Plane. He is so gigantic, in fact, that the entirety of the Orient is not a continent, but rather Genbu's shell.

The emergence of the Shadowlands, have left their mark on Genbu, weakening him somewhat. Most of his willpower goes to ensure that the Shadowlands don't spread any further - if it did, he might be forced to dive deep, purging the continent of all life in the process. This is a prospect Genbu wants to avoid at all costs.

KIRIN

Kirin is also known as The White Tiger, Great Guardian of the South, Aspect of Earth, Lord of Spring, The Great Pacifist, and Father of Righteousness. Kirin could very well be the first fey (or at least among them).

Kirin is a gigantic creature, resembling a large tree with white fur and a tiger's head. He can shapechange into a white tiger of almost any size, allowing him to move about more freely. He is so in touch with the natural forces of the world, that the forests of the Orient are but an extension of himself.

OROCHI

Orochi is also known as The Eight-Headed Serpent, The Inevitable, Aspect of Metal and Void, Lady of Death, and Mother of Fate. Orochi wants to protect the cycle of life, doing so at any cost. She doesn't have morality like the other shishin, and she values neither consciousness nor life in the traditional sense. As long as new life keeps springing into existence and keeps dying, Orochi is content. A single life means nothing to her, though she has a burning hatred for undead creatures, which she sees as a mockery of life.

RYU

Ryu is also known as The Azure Wurm, Great Guardian of the West, Aspect of Wind and Wood, Lord of Fall, Master of Storms, and Father of Propriety. Ryu encompasses the ideal that evil should be cleansed through force, so that evil cannot destroy what good has built. He also masters the weather itself, showering the fields with rain and allowing sailing with his winds.

Ryu is a massive dragon, azure in color, with streaks of white lightning moving across his enormous body. His eyes glow with a fiery hot white, and lightning crackles between his claws.

Scripture claims that the Imperial line (and thus the Emperor himself) is descendant from Ryu and the Great Wyrms. Some claim the Emperor is Ryu in human form, though the Emperor has never made such a claim.

SUZAKU

Suzaku is also known as The First Phoenix, Great Guardian of the North, Aspect of Fire, Lady of Summer, Giver of Life, and Mother of Knowledge.

She resembles a mixture between an eagle and a peacock, with radiant, red feathers covering her massive body. While they resemble feathers, they aren't actually material though, but rather they are fiery and radiant energies, contained within shapes that resembles feathers. Suzaku leaves a trail of fiery glimmer behind her from her massive tail feathers. She is a gigantic creature, capable of putting fear and respect into any mortal, though her body language is warm and welcoming.

ORIENTAL NAMES

The Orient has vastly different naming conventions than other regions.

ADDRESSING OTHERS

In the Orient it is custom to speak a person's family name before the personal name. The male, Crowdad samurai Xun of the Gado family, for example, would be referred to as Gado Xun. Likewise, the female, Pheonix shugenja Tamiko of the Tanjo family, would be referred to as Tanjo Tamiko.

FEMALE NAMES

d100	Name	Meaning	d100	Name	Meaning
1	Ai	Lovable	51	Nishi	From the West
2	Aja	Mountain Born	52	Nivedita	Devoted
3	Andrea	Daring	53	Niyati	Destiny
4	Areum	Bautiful	54	Noriko	Child of the Law
5	Arezoo	Longed For	55	Nozomi	Hope
6	Azar	Flame	56	Nuan	Affectionate
7	Fen	Scent	57	Nuo	Gracious
8	Bahar	Season of Spring	58	Nyree	Fair-haired
9	Banu	Lady	59	Pakpao	Flying a Kite
10	Bian	Woman of Secrets	60	Parvaneh	Like a butterfly
11	Busarakham	Yellow Sapphire	61	Rei	Darling
12	Cam	Orange Fruit	62	Rosana	Star of Magnificence
13	Cuc	Crysanthemum	63	Roshni	Shining
14	Duankamol	From the Heart	64	Rudee	Pleasure
15	Duanphen	Full Moon	65	Rutna	Gem
16	Esta	Star-like	66	Sachi	Blessed Child
17	Fairuza	Woman of Triumph	67	Samorn	Darling Woman
18	Gulbahar	Spring Rose	68	Sanaz	Proud
19	Hathai	Heart	69	Saniya	Dazzling
20	Hatsu	First Born	70	Sasithorn	From the Moon
21	Hayami	Rare Beauty	71	Shadi	Full of Joy
22	Huong	Pink Rose	72	Shideh	Radiant
23	Hye	Intelligent Woman	73	Shirin	Kind and Sweet
24	Jong	Silent and Chaste	74	Shohreh	Woman of Fame
25	Ju	Daisy Flower	75	Shokufeh	Blooming
26	Kaiya	Forgiving	76	Shu	Warmhearted
27	Kanya	Woman of Youth	77	Simin	Made of Silver
28	Kata	Worthy	78	Siriporn	Blessing of Glory
29	Kohana	Little Flower	79	Suda	Lady-like
30	Kohinoor	Mountain of Light	80	Sukhon	Pleasant Scent
31	Koko	Stork	81	Tamiko	Beautiful Child
32	Kozakura	Little Cherry Tree	82	Thi	Poetic
33	Kwanjai	Sweetheart	83	Thom	Of Sweet Scent
34	Laleh	Tulip Flower	84	Thuy	Gentle Woman
35	Linh	Spiritual Woman	85	Ting	Enduring
36	Mahin	Moon-like	86	Tuyet	Snowing
37	Mahtab	Moonlight	87	Umeko	Child of a Plum
38	Malai	Flower Garland	88	Vashti	Excellent and Beautiful
39	Malee	Flower	89	Xiu	Charming
40	Manee	Precious Stone	90	Ya	Graceful
41	Mao	Dancing Core	91	Yasmin	Jasmine Flower
42	Mei	Gorgeous	92	Yen	Woman of Peace
43	Naak	Golden	93	Yoko	Child of the Sun
44	Naoko	Sincere Child	94	Yoshiko	Child of Joy
45	Nariko	Thunder Child	95	Yume	Dream
46	Natesa	Dancing Lady	96	Yuri	Lily Flower
47	Natsuko	Child of Summer	97	Zareen	Made of Gold
48	Nhung	Velvet	98	Zhaleh	Dewy
49	Niew	Bee	99	Zhen	Genuine and Innocent
50	Niloofer	Lily of the Water	100	Ziba	Pretty

NAMING CHARACTERS

If you need help naming your character, particularly if your character is human, consider choosing a name from the tables below, or roll one at random. There are tables with female names, male names, and a table with names that are fitting for female and male characters alike. You will also find information on fitting family names for each of the Major and Minor Clans of the Orient.

A notable exception are the Jade Bailiffs, who all take the family name Shikko, cutting all ties to their birth families.

MALE NAMES

d100	Name	Meaning	d100	Name	Meaning
1	Aito	Darling Child	51	Ju-long	As Powerful as a Dragon
2	Akio	Bright Man	52	Katsumi	Win Over the Sea
3	Biming	As Clear as Jade	53	Kazue	Single Blessing
4	Chang	Thriving	54	Kazumi	Beautiful Peace
5	Chao	Excellent	55	Kenzou	Wish Tree
6	Cheng	Journey	56	Keung	Cosmos
7	Daici	Grand First Son	57	Kiyoshi	Soundless
8	Daiki	Grand Tree	58	Koji	Little One
9	Daisuke	Great Help	59	Kosuke	Rising Sun
10	Dong	Born in the East	60	Kouichi	One Happiness
11	Eiichi	The Prosperous One	61	Kousuke	Clear Bay
12	Eiji	The Second Born One	62	Kuo	Limitless
13	Eito	Prosperous Person	63	Mitsue	Of the Light
14	Fai	Beginning	64	Naoki	Tree of Truth
15	Feng	Peak	65	Naoyuki	Truth and Happiness
16	Fumihiro	Large Sentence	66	Naozumi	Pure Truth
17	Gang	Powerful	67	Natsuo	Birth of Summer
18	Giichi	Single Rule	68	Noritaka	Respect for the Law
19	Hansuke	A Very Helpful Friend	69	Reiji	Well Mannered
20	Haruki	A Wooden Spring	70	Riichi	First Advantage
21	Hibiki	Echo	71	Saburo	Third Male Child
22	Hideo	Excellent Male Child	72	Sachihiro	Extreme Happiness
23	Hiroaki	Spreading Brightness	73	Seiichi	Sincerity
24	Hirohito	Plentiful Benevolence	74	Shen	Extremely Spiritual
25	Hiroki	Large Sparkle	75	Shunsuke	Judicious Aid
26	Hiromichi	Broad Street	76	Shusuke	Learning to Meditate
27	Hiromitsu	Large Light	77	Tadaaki	Loyally Bright
28	Hironori	Benevolent Ruler	78	Tadashi	Accurate
29	Hiroshi	Generosity	79	Taichi	Large One
30	Hiroto	Fly Far	80	Takahiro	Well Known Nobility
31	Hiroyuki	A Lot of Happiness	81	Tatsuo	Masculine Dragon
32	Hisao	Story of Life	82	Tatsuya	Well Accomplished
33	Hisashi	Always With You	83	Tetsu	Philosophy
34	Hisato	A Long Lived Person	84	Tomiichi	Rich Person
35	Hitomu	Single Dream	85	Tomohiro	Extensive Wisdom
36	Hitoshi	Tolerant	86	Tomomi	Beautiful Wisdom
37	Hung	Heroic	87	Toshiro	Intelligent One
38	Hyoustake	Helpful Soldier	88	Tsubasa	Wing
39	Ichiro	First Born Child	89	Xun	Very Fast
40	Ikki	Single Horseman	90	Yasahiro	Knowledgeable
41	Isao	Laudable Man	91	Yasuhiro	Peace and Honesty
42	Itsuki	Trees For Timber	92	Yo	Truthful
43	Itsuo	Fifth Male	93	Yoshi	Silent
44	Izumi	Spring	94	Yoshiaki	Happy and Righteous
45	Ji	Progression	95	Yoshihiro	Common Good
46	Jian	Man of Strength	96	Yoshio	Righteous
47	Jiao-long	Looks like a Dragon	97	Yosuke	Helping Hand
48	Jin	Gold	98	Yousuke	Meditate like the Ocean
49	Jing	Pure	99	Yukio	Happy and Fortunate
50	Jing-sheng	City Born	100	Yuudai	Great Hero

FEMALE AND MALE NAMES

3d20	Name	Meaning	3d20	Name	Meaning
3	Ah	Little One	32	Lim or Lin	From the Woods
4	Akira	Clear and Intelligent	33	Ling	Spiritual Being
5	An	Tranquil	34	Liu	Willow Tree
6	Bai	Person of Purity	35	Mandeeep	Light of the Mind
7	Bao	Gem	36	Ming	Enlightening
8	Bodhi	Awakened	37	Mu	Admired
9	Bora	Of Purple Color	38	Qi	Emerging
10	Chen	Dawn	39	Qiu	Season of Fall
11	Chin	Golden	40	Ren	Water Lily
12	Chun	Born in the Spring	41	Ru	Learner
13	Eun	Charitable	42	Seung	Victorious
14	Fan	Lethal	43	Shan	Moderate
15	Gi	Rising	44	Sora	Sky
16	Guang	Glorious	45	Shuang	Jolly
17	Guo	Fortification	46	Shui	Coming from Water
18	Gyeong	Respected	47	Shun	Good-natured
19	Hai	Coming from the Sea	48	Su	Unadorned
20	He	Lotus Flower	49	Wei	The Only One
21	Heng	Lasting	50	Xiang	Good Luck
22	Hikaru	Shining Brilliance	51	Xue	Studying Person
23	Hua	Prosperous	52	Yan	Swallow Bird
24	Huan	Fortunate	53	Yin	In the Shade
25	Hui	Clever	54	Yong	Courageous
26	Jiang	River	55	Young	Valiant
27	Jie	Clean	56	Yun	Born in the Clouds
28	Lan	Orchid Flower	57	Zan	Providing Support
29	Lei	Thunderous	58	Zheng	Classy
30	Lian	Lovely Willow	59	Zhi	Wise Person
31	Liang	Bright One	60	Zhong	Allegiant

CLAN NAMING AND NAMED FAMILIES

CHICKADEE NAMES

The Chickadee use names that focus on beauty, compassion, and generosity.

Ruling Family (spiritual). Miryoku-tekina

Family Names. Dojo, Kandai, Kenen, Kohei, Koryo, Kosa, Omoiyari, Sutorituringu

CRAWDAD NAMES

The Crawdad typically choose names that depict strength, honor, and bravery. It is rare to find people among the Crawdad with names such as Hayami or Lan.

Ruling Family (daimyo). Kirameki

Family Names. Chikara, Gado, Gen'yu, Hitsui, Ijo, Inai, Kinshi, Kin'yoku, Meiyo, Shirudo, Tafu, Osorubeki

DAMSELFLY NAMES

The Damselfly emphasize names that symbolize adversity and strength. Their family names noted below might be their true family names, but in order to blend in they have adopted the family names of other clans. They wouldn't, however, use the family name of Tiger families, as they are the clan that destroyed the Damselfly.

Most Exalted Family. Kaikaku

Family Names. Chikara, Katsuryoku, Kyodo, Pawa, Senrensareta, Tayo-sai

HERON NAMES

The Heron generally use names that relate to culture, grace, or sophistication.

Ruling Family (daimyo). Jinsoku

Family Names. Dodotaru, Ereganto, Junsei, Kizoku, Pyua, Yukan'na

PEGASUS NAMES

The Pegasus typically use names that emphasize nature or riding in a herd.

Ruling Family (daimyo). Hidzume

Family Names. Haiya, Kibun, Opunfirudu, Raidingu, Shizen, Uma

HONORIFICS

When addressing a person in the Orient, it is customary to affix the honorific suffix *-san* after the person's name (usually the surname, but it can also be attached to the given name of a person one knows well and is on a casual level with). *-san* has no reference to gender or marital status, and should never be used after the speaker's own name. If you were to refer to Chun of the Gimu family, you might refer to them as Gimu-san Chun or Chun-san. To be more polite or respectful, *-sama* may be used in place of *-san*.

Teachers, doctors, leaders and other notable people are addressed with *-sensei* instead of *-san* or *-sama*. For example, Chun might be addressed as Gimu-sensei Chun, or simply as sensei.

-chan is a diminutive form of *-san*, normally used after the given name of an intimate friend, child or younger family member. Chun would be addressed as Chun-chan.

-kun is a casual suffix used after the name of friends and peers in a casual situation. Chun-kun, for example, would be a way to refer to Chun.

PHOENIX NAMES

The Phoenix give names that symbolize aspiration, faith, or mysticism.

Ruling Family (daimyo). Keiken'na

Family Names. Fokasu, Jinpishugi, Kettei, Koso, Shinseina, Yosoku

RABBIT NAMES

The Rabbit choose names appropriate to both the Heron and the Tiger Clan.

Ruling Family (daimyo). Bōken

Family Names. Beri, Ha, Kokishin, Kyoi, Shinrin, Shito, Utsukushi-sa, Wanda

RHINO NAMES

The Rhino name their own based on the same criteria as the Crawdad.

Ruling Family (daimyo). Misshū

Family Names. Eizoku, Kasukana, Kurafato, Noryoko, Sukiru, Taikyū

SCORPIONFLY NAMES

The Scorpionfly pick names that connect to the bravery, challenge or the oceans.

Ruling Family (daimyo). Hakken

Family Names. Ao, Fukai, Kaiyo, Rikaidekinai

SPIDER NAMES

The Spider have names that symbolize ambition, cunning, and loyalty.

Ruling Family (daimyo). Sagi

Family Names. Chusei, Hono, Jaakuna, Nimaijita, Yashin, Yokubo

TIGER NAMES

The Tiger typically pick names that embody values such as duty, discipline, and honor.

Ruling Family (daimyo). Yaban'na

Family Names. Gimu, Kaikoku, Kiritsu, Konbenshon, Omoni, Sekinin

VIPER NAMES

The Viper choose names as the Wyvern do, blending in to their society. They have forsaken their old family names completely, also taking their family names from the Wyvern, though they cannot take the name Jichi.

WEASEL NAMES

The Weasel choose names that embody joy.

Ruling Family (daimyo). Abangyarudo

Weasel Family Names. Furafura, Kakki, Meri, Yorokobi

WOLF NAMES

The Wolf give their children names that symbolize freedom and friendship. All of the Wolf share the same family name: Jiyu.

When addressing each other, they include their tribe names as well, in order to differentiate between them, and because they value tribe over family. It is usually included between the family name and the personal name. The barbarian Hiroto of the Black Boulder tribe would be referred to as Jiyu Black Boulder Hiroto.

Wolf Tribes. Audacious, Black Boulder, Blessed Phantom, Brave Arrow, Broken River, Crimson Scar, Dead Bones, Deep Woods, Endless Hunt, Faithless, Frozen Sun, Green Paw, Hidden Fang, Horned Beast, Iron Oracle, Jade Spear, Long Claw, Lost Earth, Misty Fist, Molten Dagger, Outrunner, Primal Spirit, Red Fury, Risen, Savage Roar, Silent Growl, Silver Thunder, Swift Axe, Vicious Bite, Yellow Moon

WYVERN NAMES

The Wyvern have names that symbolize reason and the spiritual.

Ruling Family (daimyo). Jichi

Family Names. Hyoban, Igi, Kisei, Riyu, Songen, Towairaito, Yugure

VARIANT RULE: ANCESTRY

You might want to highlight the differences between families and castes in your game. If you do, consider using the Notable Ancestry table. In order to do so, first check which modifier you get based on your clan and family in the Ancestry Modifier table, then use a d10 to roll on the Notable Ancestry table, adding your modifier to the roll.

This variant rule assumes that you are using honor scores in your game. If you don't play with an honor score, but still wish to use this variant rule, consider replacing features that modify a starting honor score with features of your own creation, or remove all benefits and only use ancestry as a roleplaying tool.

A character might have a family name other than the ones mentioned on the previous page. Such families are referred to as unnamed families. Consider choosing among those mentioned, if a character is of the noble caste. Only noble families can own land. At the DM's discretion, you can add an unnamed family as nobility. If you do, it can own land and its modifier is 1 higher than that of unnamed families in the Ancestry Modifier table.

Ancestry Modifier

Clan	Family or Tribe	Notes	Modifier
Great Clan	Unnamed Family	Reroll if you gain land	- 1
	Named Family	-	+ 8
	Ruling Family	Roll twice, rerolling duplicates	+ 10
Minor Clan	Unnamed Family	Reroll if you gain land	- 1
	Named Family	-	+ 3
	Ruling Family	Roll twice, rerolling duplicates	+ 6
Damsel	Any Family	Don't roll on the Notable Ancestry table	
Viper	Any Family	Don't roll on the Notable Ancestry table	
Weasel	Any Family	Reroll if you gain land	+ 7
Wolf	Any Tribe		+ 7

Notable Ancestry

d10	Ancestry	d10	Ancestry
0	Great Betrayal	11	Great Hero
1	Defeated	12	Land, large farming region
2	Curse	13	Historic Leader
3	Criminal	14	Land, small town
4	Brilliant Artisan	15	Roll again, gain +1 on your roll
5	Land, small farming region	16	Great Hero
6	Notorious Moneylender	17	Trade Route
7	Classical Artist	18	Land, moderate town
8	Land, medium farming region	19	Legendary Hero
9	Tragic Event	20	Estate
10	Hero	21	Roll twice and choose either roll

Brilliant Artisan. Your family has produced a craftsman noted for his exceptionally fine work. You own a pristine weapon with which you are proficient. Work with your DM to determine how your weapon looks and if it has any history besides being crafted by your ancestor.

Classical Artist. One of your family's distant ancestors was an artist whose work is now considered to be classic in its field. Art-lovers take a liking to you, and your starting honor increases by 1.

Criminal. One of your family's recent ancestors was a notorious condemned criminal (horse thief, murderer, etc.). This is an awful blot on your family's honor. Your starting honor decreases by 2.

Curse. An ancestral curse haunts your family, perhaps as a result of some great evil done by your family in the past. It may be a haunting by a vengeful spirit, a tendency for the men to be killed young, etc. The curse is well-known to all. Exactly what the curse entails is up to the DM, as the basis for an exciting adventure.

Defeated. Your family was once large and powerful, but was defeated in a great struggle for power. This defeat results in lasting dishonor to your family. Your family has an ancestral feud with the victorious family (determined by the DM). In addition, your family might have ancestral alliances with any other defeated families. Your starting honor decreases by 2.

Estate. Your family holds the deeds to many estates and you are the proprietor to one of these estates. This includes control of the peasants who work the land, a large town of which you are the lord, the warriors to

defend it, and an appropriately styled hold for yourself. After all expenses have been paid (including taxes) and money has been put aside for renovations, you have a personal weekly income of 1d8 x 10 gp. The exact size of your estate and its surrounding lands, as well as the number of men in your employ, is decided by the DM. Your starting honor increases by 4.

Great Betrayal. A distant ancestor attempted (and failed) in an act of great treachery against his daimyo. As the victor writes history, your ancestor's name is only spoken in evil tones, and the act has tarnished the family's name forever. Your starting honor decreases by 4 and you have disadvantage on Charisma checks against your daimyo's family.

Great Hero. A distant ancestor was a hero renowned in folklore and legend. All of his deeds were magnificent, especially as the stories were told again and again. His name, family, and deeds are known to all, and might grant you access to people and places otherwise hard to reach. You also gain the Rustic Hospitality feature from the Folk Hero background found in chapter 4 in the *Player's Handbook*. Additionally, your starting honor increases by 2.

Hero. A distant ancestor was a hero and defender of the common people. The people remember this. You gain the Rustic Hospitality feature from the Folk Hero background found in chapter 4 in the *Player's Handbook*. Additionally, your starting honor increases by 1.

Historic Leader. An ancestor of your family is remembered for his religious purity, or his wisdom as a councilor, minister of state, advisor, or chieftain. The ancestor is venerated and respected by the family and is known to others. You gain advantage on an honor check, provided that you positively invoke the name of your historical ancestor. Once you use this feature, you must finish a short or long rest before you can do so again. Additionally, your starting honor increases by 2.

Land, Farming. Your family holds the title to land and some of the land is yours. Your land is farm land and is used for crops. A small farming region has 1 farm, while a medium farming region has 1d4 farms, and a large farming region has 2d4 + 2 farms. After all expenses have been paid (including taxes) and money has been put aside for renovations, each farm provides you with a personal weekly income of 1d4 - 1 sp. The type of crop that is farmed is decided by the DM. Your starting honor increases by 1.

Land, Town. Your family holds the title to land and some of the land is yours. You are the lord of a town and its surrounding lands. After all expenses have been paid (including taxes) and money has been put aside for renovations, a small town provides you with a personal weekly income of 1d12 gp, and a moderate town provides you with 1d4 x 10 gp. The layout of your town, number of inhabitants, number of guards, etc. is decided by the DM. Your starting honor increases by 2.

Legendary Hero (Limit: 1). A distant ancestor was a hero who personally either saved the Emperor or the entirety of the Orient. Known to all, his tales surpass those of all other heroes, and he has come to represent heroism itself. Commoners, nobility, and royalty alike show you great respect and go out of their way to accommodate you. Your starting honor increases by 4.

Trade Route. Your family has a successful trading business. It owns a number of caravans and warehouses. You personally control one of your family's established trade routes. After all expenses have been paid (including taxes) and money has been put aside for renovations, your trade route provides you with a personal weekly income of 1d8 x 10 sp. You can use your trade route free of charge to travel quickly between the locations that make up the route, which are decided by the DM. Additionally, you gain the Guild Membership feature from the Guild Artisan background found in chapter 4 in the *Player's Handbook*.

Notorious Moneylender. A recent ancestor made a good living loaning money (usually at exorbitant interest) to local people. This gave your family a bad reputation, but greater wealth. You start with three times as much wealth as you otherwise would, but your starting honor is decreased by 1.

Tragic Event. Some sad event has occurred to a distant ancestor be it in love, war, or business. However, the nobility of the ancestor's suffering has actually increased the honor of the family. Such events usually find their way into folktales, dramas, or songs. Work with your DM to find a suitable tragic event. Your starting honor increases by 1.

FEUDAL SOCIETY

If a clan holds lands (the damsel, viper, and weasel don't), then each noble family holds a portion of those lands. All families that live on those lands, swear fealty to the noble family who holds the lands. The ruling family holds the capital and the surrounding lands, and all other noble families of the clan swear fealty to the ruling family.

The head of a ruling family is called a daimyo, who commands the entirety of the clan. The daimyo swears fealty to the Emperor.

How a clan's lands are divided amongst families is up to the DM. The lands of a noble family might even be divided further among the members of its family.

PLANES OF EXISTENCE

In addition to the planes described in Appendix C of the *Player's Handbook*, there are two new planes to be found: Jigoku and Tengoku. They are found beyond the Outer Planes and known as Far Planes, though they should not be confused with the Far Realm; an alien dimension of cosmic horror.

JIGOKU

Jigoku is a dark and sinister Far Plane where evil creatures are drawn into existence. It is the source of Taint and where the Oni Lords originate from. A tiny portion of Jigoku has spilled into the Material Plane, creating the Shadowlands as we know them today.

The plane itself can best be described as a maelstrom of pain and suffering, stretching into infinity and even connected to the Void. It is said that the realm of Jigoku has a will of its own, and that the Shadowlands are a manifestation of that will, as it wants to corrupt and twist all life.

OPTIONAL RULE: ENDLESS EVIL

Any creature that finds its way into Jigoku that doesn't have a natural Taint score, must make a DC 15 Constitution saving throw at the end of every hour while still within Jigoku. On a failed save, a creature's alignment becomes evil, and its Taint score increases by 5. On a successful save, its Taint score increases by 1. If a creature has its Taint score increased to 10 while within Jigoku, it becomes an oni. If the creature is of 20th level or higher, or has a CR of 20 or higher, the creature instead becomes a new Oni Lord. This transformation cannot be reversed through any means.

TENGOKU

Tengoku is the Far Plane of light and honor where the Shijin hail from, and thus the foundation of the Orient's existence.

The plane resembles an endless, open domain of pure light, and any creature that finds its way there, exists there as an immaterial form of itself, consisting solely of light.

OPTIONAL RULE: KAMI'S BLESSING

Any non-evil aligned creature that finishes a short or long rest in Tengoku, is cleansed of all curses, diseases, and poisons, as well as all Taint effects, and gains immunity to them for the next 1d4 days.

BLOOD MAGIC

Blood magic, or maho as it is also called, is perhaps the most seductive and effective tool of evil in the Orient. Maho wielders, or maho-tsukai, have served the will of the Shadowlands for centuries, both within the empire and without. While the Phoenix Inquisitors and Snake Clan Bailiffs have dedicated themselves to purging maho from the empire, it is often those most dedicated to its eradication who are most likely to find themselves seduced by its power.

And it is power, most often, that seduces, for maho is an easy path to tremendous magical power. Young shugenjas frustrated at the slow pace at which their power grows, old scholars chafing at the limitations of their elemental magic, peasant folk-magic practitioners - for all these spellcasters, maho offers a way to overcome obstacles that the sanctioned magic of the empire cannot provide.

A creature that succumbs to maho becomes a slave of evil and the Shadowlands. The maho can be a great basis for an adventure in the Orient, and might even lead a group of adventurers into the Shadowlands themselves.

Maybe the clans have been so effective at combating the maho, that it has been centuries since the last maho-tsukai, in which case the maho might be considered myth, rather than fact. Similarly, there might have been no activity within the crowd-patrolled outer reaches of the Shadowlands for centuries, reducing the prestige of the Crowdad Clan, and lowering the guard of all clans against the Shadowlands and its Taint.

PC'S AND THE MAHO

It is okay if a PC becomes tempted by the maho. A PC who can cast spells, can draw upon the maho to gain certain benefits, which might help turn things around in the here and now, but will have dire consequences in the long run.

A PC can gain the following benefits by drawing upon the maho:

- Expend a hit die and add it to an attack's attack and damage rolls
- Expend a hit die and regain a used spell slot with a spell slot level equal to 1d4 + your spellcasting modifier
- Kill a defenseless creature to gain an additional hit die, which lasts until the creature's next long rest

Whenever a PC draws upon the maho, he must attempt a DC15 Wisdom saving throw. On a successful save, the PC can draw upon the maho without any physical or spiritual consequence, although his or her reputation might suffer if the act is witnessed. On a failed save, the PC becomes paralyzed and enters a catatonic state. The paralysis lasts for 24 hours, after which the PC awakens as a slave of evil, and now no longer a PC. The PC's personality is effectively gone, as the maho has taken over, making the character an NPC.

Friends and fellow adventurer's should use the 24 hours of paralysis, to locate spellcasting services, as a *greater restoration* or *wish* spell can pull the afflicted PC back from the maho.

After each saving throw against the maho (whether success or failure), the DC increases by 1, and cannot be reduced again by any means, making it increasingly hard to resist the maho with each attempt. Additionally, with each use of maho, the character gains 1 to its Taint score (see the "Taint Score" section later in this chapter).

A character that succumbs to the maho is called a maho-tsukai. Several cults exist that practice maho. These cults are often small and contained, rarely having more than twenty members. The most powerful (or sometimes the most charismatic) is usually the leader of a cult, and they rarely have knowledge of other cults.

In your game, a particularly powerful or charismatic maho-tsukai, could potentially try to unite the different cults, spelling disaster for the Orient, if the cults aren't stopped by brave heroes.



THE SHADOWLANDS

Beyond the lands of the Crawdad Clan and the Dark Ridge, a vast, desolate wasteland stretches for uncounted miles. Nothing grows that is not corrupted by evil, twisted into a flesh-eating monstrosity. No water runs that is not contaminated and foul. No breezes blow that do not carry the stench of rot and decay. Even the light of the sun must filter through a miasma of noxious vapors and cloying fogs before reaching the earth, pale and dim. And with the exception of the nezumi, no creature dwells in the Shadowlands that is not utterly, irredeemably evil.

The Shadowlands show some diversity of terrain - from the wasted badlands nearest the Twilight Mountains to stinking bogs, twisted forests, and broken mountains. Rivers near the Shadowlands border are muddy, and grow increasingly dark the further you venture into the land. Even the sea is tainted and vile off the eastern coast of the Shadowlands, where the land rises in charred peaks and belching volcanoes.

Legends speak of the first man to discover the maho, becoming so ensorcelled by its power, that his corruption reached heights that haven't been seen since. He is now known as Uragarimono, but was once known by a different name, although that name has long since been forgotten.

Eventually, his mortal body gave in to the enormous forces warping through it. The resulting implosion left a living, corrupted landscape in its wake; so alive and full of Taint, that the area grew to consume a large part of the continent, and even bending reality itself, stretching far greater distances than the mere landmass should suggest. The entire area had an eerie connection to the realm of Jigoku, allowing oni and other hellish creatures into the Material Realm. This landscape, has since become known as the Shadowlands.

PLANAR DISTORTION

The Shadowlands exist on the Material Plane and as an outer plane simultaneously. The land is finite, clearly bounded on all sides in the Orient. Traveling from the Material Plane to the Shadowlands is as simple as traveling over land or across a river—no magic is required.

Distances are sometimes distorted within the Shadowlands - a journey that should be only a few miles can stretch out over days.

THE SHADOWLANDS TAINT

The substance of evil pervades the Shadowlands, poisoning the area with its contaminating presence. This corruption, commonly known as the Shadowlands Taint, affects everything that walks and breathes among it—with the notable exception of the nezumi. All who tread in this dark realm are bathed in its evil, and most suffer horribly from the exposure.

The Taint affects the body, mind, and spirit. It mars the flesh, maddens the brain, and poisons the soul. It causes unnatural growth and infuses the flesh with virulent cancers, eventually transforming its victims into corrupted puppets: tattered husks under the control of the lords of the Shadowlands. It affects the mind as well as the body, causing terrible madness in its victims. Irritability and aggressiveness escalate into paranoia and delusions, culminating in extreme homicidal mania.

TAINT SCORE

The Shadowlands Taint is measured in a Taint score. An initial exposure to the Taint typically results in a Taint score of 1d4, and accumulation is typically fairly rapid after that initial exposure.

For every 24 hours spent in the Shadowlands, a character must make a DC 10 Constitution or Wisdom saving throw (the character's choice). The DC increases by 1 for every consecutive 24 hours the character spends in the Shadowlands. On a failed saving throw, the character's Taint score increases by 1.

MILD TAINT SCORE

A Taint score of 1-4 is considered mild.

Whenever you gain a mild Taint score, roll on the Mild Taint Effects table. If you roll an effect already afflicting you, roll again. If you are afflicted by all effects in the Mild Taint Effects table, you cannot go below a Taint score of 5, unless a *greater restoration*, *wish*, or similar spell is cast on you.

All mild effects last until a character's Taint score reaches 0.

MODERATE TAINT SCORE

A Taint score of 5-7 is considered moderate.

Whenever you gain a moderate Taint score, roll on the Moderate Taint Effects table, as well as the Indefinite Madness table in the *Dungeon Master's Guide*. If you roll an effect already afflicting you, roll again. If you are afflicted by all effects in either table, you cannot go below a Taint score of 8, unless a *greater restoration*, *wish*, or similar spell is cast on you.

The Taint effects are detailed later in this chapter.

All moderate effects last until a character's Taint score reaches 1.

SEVERE TAINT SCORE

A Taint score of 8-9 is considered severe.

Whenever you gain a severe Taint score, roll on the Long-Term Madness table in the *Dungeon Master's Guide*. When afflicted by a long-term madness in this manner, the effect becomes permanent, or until a *greater restoration*, *wish*, or similar spell is cast on you.

REACHING A TAINT SCORE OF 10

When a character's Taint exceeds the capacity of his body and soul to contain it, he is possessed by the evil power of the Shadowlands and transformed into a creature of Taint. Such characters feels an irresistible urge to travel into the Shadowlands, often walking until their feet bleed, slaughtering anyone in their way.

The lucky ones are killed by Crawdad patrols or marauding Shadowlands creatures. The unlucky ones find their way deep into the Shadowlands and are transformed into living servants of evil.

MILD TAINT EFFECTS

d20	Effect (lasts until Taint score is 0)
1	<i>Nausea, vomiting</i>
2	<i>Pain in joints</i>
3	<i>Skin thickens, cracking and turning leathery</i>
4	<i>Skin seeps greasy, yellowish "sweat"</i>
5	<i>Eyelid swells, obscuring vision</i>
6	<i>Hair goes white</i>
7	<i>Phlegmy, wracking cough</i>
8	<i>Pale, grayish dead complexion</i>
9	<i>Sunken eyes, cracked lips</i>
10	<i>Increased aggressiveness</i>
11	<i>Bones begin to warp and thicken</i>
12	<i>Black lichenlike growth across skin itches incessantly</i>
13	<i>Reddened, burnlike sores and scars</i>
14	<i>Eye clouds or blood vessels break, obscuring vision</i>
15	<i>Lips shrink back from gums</i>
16	<i>Gums swell, bleed, and rot</i>
17	<i>Bleeding from eyes, nose, mouth, ears, or lips</i>
18	<i>Hair falls out</i>
19	<i>Eruption of painful sores</i>
20	<i>Sores ooze blood, foul-smelling ooze, or insects</i>

MODERATE TAINT EFFECTS

d20	Effect (lasts until Taint score is 1)
1	<i>Pale Eye</i>
2	<i>Postule Eruption</i>
3	<i>Throat Clamp</i>
4	<i>Yellow-Skin</i>
5	<i>Bone Rot</i>
6	<i>Taint Plague</i>

TAINT EFFECTS

Below are six diseases that can afflict travelers in the Shadowlands. If you feel comfortable doing it, you can expand upon the diseases suggested here, add your own, or even replace them entirely.

PALE EYE

Upon infection the victim's vision begins to become blurry as the eyes turn whiter. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored.

POSTULE ERUPTION

After becoming infected, the first postule erupts from the victim's skin after 1d12 hours, and every 1d12 hours after that. Whenever a postule erupts, the creature must succeed a DC15 Constitution saving throw or be struck by massive pain, having its maximum hit points reduced by 2d4, and becoming incapacitated. On a successful saving throw, the creature's maximum hit points are reduced by half, and it isn't incapacitated. While incapacitated, the creature can attempt another saving throw at the end of each of its turns, ending the effect on a success.

THROAT CLAMP

The victim doesn't feel any physical changes upon infection. After every long rest while infected, the creature must succeed a DC15 Constitution saving throw. After one failed save, the creature can only eat half a ration per day, due to swelling in the throat. After two failed saves, the creature loses the ability to eat entirely. After three failed saves, the creature can only drink half a gallon of water every day. After four failed saves, the creature can neither drink, eat, nor speak. After a total of six failed saves, the creature can no longer breathe, and death is imminent.

YELLOW-SKIN

Upon infection the victim's skin begins to itch. After 24 hours it has changed into a yellow-ish hue, and begins to ooze a foul-smelling, sticky liquid. The skin has become a loose layer on top of naked flesh, and if touched the skin comes off without offering any resistance, putting the victim in agonizing pain.

For every 24 hours infected with Yellow-skin, any damage the victim takes is increased by 5. For example, after 24 hours of infection the victim takes 8 slashing damage from a longsword attack. This damage is then increased by 5, making the victim take a total of 13 slashing damage. After a total of 48 hours of infection, the victim might be hit by an arrow dealing 5 piercing damage. This damage is then increased by 10, making the victim take a total of 15 piercing damage. The disease keeps worsening this way until cured.

BONE ROT

The infection takes hold immediately. The victim feels an increased weight pressing down upon them. The creature loses half its carrying capacity. After 24 hours of infection, the creature must succeed a DC13 Constitution saving throw or lose 5 feet of movement. The creature must repeat the saving throw every 24 hours, losing 5 feet of movement on a failed save. The DC increases by 1 for every 24 hours infected with the plague, whether the creature succeeds on its saving throws or not. When the creature's movement is reduced to 0 due to this disease, the creature's bones turn to powder.

TAINT PLAGUE

Upon infection the victim can no longer benefit from short rests. After 24 hours, the creature must succeed a DC10 Constitution saving throw or gain one Taint score. After another 24 hours, the creature must repeat the saving throw, or lose the ability to benefit from long rests. Every 24 hours after that, if the creature fails its saving throw, it gains another Taint score. The DC increases by 1 for every 24 hours infected with the plague, whether the creature succeeds on its saving throws or not.

HEALING THE TAIN

A spell that restores hit points can reduce a character's Taint level by 1, if it is cast from a 3rd level spell slot or higher. For every spell slot level above 3rd, the Taint score reduction increases by 1. A paladin's Lay on Hands feature can also reduce a character's Taint level by 1 for every 5 hit points healed. Finally, a *lesser restoration* spell can also reduce a character's Taint level by 1.

A *greater restoration*, *wish*, or similar spell can completely remove a character's Taint score, although it is impossible to reduce a Taint score below 1 while still in the Shadowlands.

RESISTING THE TAIN

The most reliable defense against the Taint while traveling in the Shadowlands is jade. Jade absorbs the Tainted energies that would normally corrupt the character carrying it, slowly darkening and softening as its purity gives way to the corruption it is taking in. A "finger" of jade (a piece of jade roughly the size and shape of a human finger) protects a character for seven days before its purity is exhausted, eliminating the need to make saving throws during that period. Multiple fingers of jade protect a character for a longer time, but only to a point: Two fingers last eleven days, three last fourteen days, four last sixteen days, and five or more last for seventeen days. A single finger of jade costs 500 gp.

For some reason gnomes and halflings don't absorb the Taint as easily as other races, as they have advantage on saving throws against the Taint. Nezumi are completely immune to the Taint's effects.

MAGIC IN THE SHADOWLANDS

In the Shadowlands, the elements themselves do not function properly, making it harder for spellcasters to utilize their magic. In order to cast a spell, the spell must be cast using a 3rd level spell slot or higher. If a lower level spell slot is used, the caster must succeed a DC 15 Constitution saving throw or the spell will fizzle. Creatures native to the Shadowlands and creatures that are immune to Taint are exempt from this rule.

DYING IN THE SHADOWLANDS

As terrible as the Taint's effects are upon the living, they are even worse

upon the dead. Any humanoid creature that dies in the Shadowlands reanimates in 1d4 hours as an undead creature, usually a zombie of the appropriate size and type. Crawdad protocols call for burning the bodies of fallen comrades to prevent this ghastly transformation.

SHADOWLANDS CREATURES

Creatures native to the Shadowlands do not acquire Taint and are not harmed by it, but instead have a natural Taint within them, since it makes up part of their very nature. They cannot be cured of their Taint, except with a *wish* spell.

The most commonly found creatures found in the Shadowlands include oni, fiends, undead, lycanthropes, will-o'-wisps, kobolds, ravagers, ogres, trolls, revenants, and crazed elementals.

A creature that escapes the Shadowlands, can be identified by recognizing its Taint, as it will make nearby plant-life wither after prolonged exposure, and most animals will not willingly go near a creature afflicted by Taint.

THE ONI LORDS

Oni Lords are willed into existence within Jigoku, the Realm of Evil, by the Plane itself. They cannot escape Jigoku on their own, but must be summoned by mortals in the Material Plane; this is most easily done within the Shadowlands as the evil of Jigoku radiates into the Material Plane there. Most Oni Lords can summon spawn: oni that reflect their own twisted nature.

AKUMA THE INCINERATOR

Akuma is the largest Oni in existence, and aside from Saisho and Ebanus, he is also considered the most powerful of the Oni Lords. His size alone inspires terror, but his Tainted nature invites despair in even the most battle-hardened veterans.

Akuma has many cult followings, most of which practice a burning of the tongue, often resulting in cultists becoming mute.

BYOKI, HARBINGER OF PESTILENCE

The harbinger of pestilence is feared because of the disease she carries, as it can quickly decimate entire towns, cities, and even entire regions if not kept in check. The disease kills its victims within days, at which point the infected soon awakens as an undead who continues to spread the disease.

This pestilent Oni Lord does not seek to conquer, nor does she seek to merely kill: she wishes to spread her vicious disease to all things living.

EBANUS, THE BLACK PRINCE

Ebanus is the youngest of the Oni Lords, but in all likelihood also the most powerful. The other Oni Lords, maybe with the exception of Saisho who doesn't care for such things, fear Ebanus and dare not cross him. Ebanus has paradoxically given himself the title of Black Prince, though he does not command any armies, nor has he ever created spawn in his own image.

Ebanus is cunning, patient, ruthless beyond measure, and can blend into any society effortlessly.

KYOSO THE SOUL-EATER

Kyoso resembles a twenty-foot-tall half humanoid half serpent creature. Kyoso loves to hunt in solitude, delighting in the chase and kill. She burrows through the earth like a great worm, and surfaces to take her victims by surprise.

NIKOMA THE DESTROYER

Nikoma is a monstrous and quadrupedal oni. Much like Ebanus, he has never bothered creating spawn; he is too wild and too preoccupied with destruction. In fact, nikoma feels a constant need to destroy and kill, which has earned him the title of destroyer. Though he might appear feral, he is not without strategy, and is quick to adapt to new threats.

SAISHO, THE FIRST ONI

Not much is known about Saisho, other than that he is the first and most powerful of the Oni Lords and the de facto ruler of Jigoku. Luckily, he has no interest in the Material Realm.

SHIKIBU THE CORRUPTER

Shikibu and his spawn have the ability to possess the bodies of the deceased, which, after a few days, leaves the body a burned out husk.

TSUBURO THE GLUTTONOUS

Tsuburo has an insatiable hunger, eating any lesser creature that gets in his way. Unlike most other oni lords, he has never created spawn in his own image, nor would he ever do so: tsuburo does not wish to share his meals with anyone or anything.

AGING CHARACTERS

You might want to consider including the detriments of old age in your game for greater realism. For that purpose, those detriments are included below as a variant rule. Work out with your DM if this is something you should include.

The detriments of old age should be used in conjunction with the stages of aging, highlighting when each race reaches middle age, old age, or becomes venerable. The detriments of old age are divided into stages 1, 2, and 3 to make it easy for you to include it in your campaign, whether you want old age to have a minor, medium, or major impact on characters.

MINOR IMPACT

Choose this option if you are unsure whether you will like this rule or not, or if you just want a little added flavor.

To include the detriments of old age in a minor way, apply the effects from Stage 1 in the Detriments of Old Age table to a character when it reaches the age in the Venerable column in the Stages of Aging table.

MEDIUM IMPACT

Choose this option if you like the idea of aging characters, but want a character to enjoy the youth a little longer before feeling the effects of a body slowly giving in.

To include the detriments of old age in a medium way, apply the effects from Stage 1 in the Detriments of Old Age table to a character when it reaches the age in the Old Age column in the Stages of Aging table, then apply the effects from Stage 2 in the Detriments of Old Age table to a character when it reaches the age in the Venerable column in the Stages of Aging table.

MAJOR IMPACT

Choose this option if you enjoy gritty realism, or if you really dislike half-orc barbarians and aarakocra monks.

To include the detriments of old age in a major way, apply the effects from Stage 1 in the Detriments of Old Age table to a character when it reaches the age in the Middle Age column in the Stages of Aging table, then apply the effects from Stage 2 in the Detriments of Old Age table to a character when it reaches the age in the Old Age column in the Stages of Aging table, and finally apply the effects from Stage 3 in the Detriments of Old Age table to a character when it reaches the age in the Venerable column in the Stages of Aging table.

VARIANT: DETRIMENTS OF CHILDHOOD

If you wish to include the detriments of childhood in your game, you can do so according to the Childhood column in the Stages of Aging table. You can make the detriments whatever you want, but here are a couple suggestions for you to get inspiration from, choose between, or combine:

- -2 to all Ability Scores
- No Ability Score can be higher than 8
- Disadvantage on saving throws and ability checks

DETRIMENTS OF OLD AGE

Stage 1	Stage 2	Stage 3
- 1 Strength	- 2 Strength	- 3 Strength
- 1 Dexterity	- 2 Dexterity	- 3 Dexterity
- 1 Constitution	- 2 Constitution	- 3 Constitution
+ 1 Intelligence	+ 2 Intelligence	+ 3 Intelligence
+ 1 Wisdom	+ 2 Wisdom	+ 3 Wisdom
+ 1 Charisma	+ 2 Charisma	+ 3 Charisma
	- 5 feet of movement	- 10 feet of movement
		Need 50% longer rests

STAGES OF AGING

Race	Childhood	Middle Age	Old Age	Venerable
Aarakocra	< 2	15	20	25
Dragonborn	< 4	30	45	60
Dwarf	< 20	125	200	250
Elf	< 15	300	400	600
Genasi	< 15	55	80	110
Gnome	< 15	175	260	350
Goliath	< 15	40	60	80
Hakuma	< 15	40	60	80
Half-elf	< 15	75	110	150
Halfling	< 15	60	90	120
Half-orc	< 10	35	50	65
Hengeyokai	< 18	100	150	200
Human	< 15	40	60	80
Nezumi	< 2	15	25	30
Serafu	< 5	50	75	100
Spirit Folk	< 15	200	300	400
Tiefling	< 15	45	65	85
Vanara	< 10	90	135	180

LANGUAGES

Many different languages are spoken in the Orient, some more peculiar than others. You will find them all listed here.

ORIENTAL, COMMON

Oriental is spoken everywhere within the Jade Empire, although dialects make it possible to discern where a person comes from. Dialects are usually clan specific, but some provinces also develop their own variants.

ORIENTAL, HIGH

Similar to common Oriental, but is used primarily at court and during legal proceedings. It utilizes long, flowery term of address, and overemphasizes pronunciation. It is always used at the emperor's court, as using common Oriental in front of the emperor assures great dishonor. Nobles are taught both the common and high variants during childhood.

KAMI

Kami is the language spoken to commune with spirits and other denizens of Tengoku. It is very hard to learn, but spirit folk and serafu learn it during upbringing, and shugenja often learn it subconsciously through their deep connection with the elements.

NEZUMI

The language of the ratlings. Many Crowdad Clan warriors learn this language, but it isn't otherwise widespread within the empire.

VANARA

The language of the vanara. It doesn't have a script, and the spoken language relies on howls, screams, and grunts, making it very hard for other races to learn - although not impossible.

ONI

The language of the monstrous oni and most other creatures from the Shadowlands or the bowels of Jigoku.

ADVENTURING GEAR

Adventurers in the Orient require much the same types of equipment as their counterparts in the *Player's Handbook*. In most cases, the specific form of items may vary, but the function remains the same. The items that aren't either described or found in the Adventuring Gear table below, are the same as their regular counterparts.

ALE AND WINE

There is no ale or wine in the Orient. In place of ale there is tea, beer, and mead, and in place of wine there is sake and shochu (rice wine).

BACKPACK

Two forms of backpacks are available in the Orient: a wicker basket with shoulder straps or a furoshiki sack, a bundle of fabric folded and thrown over the shoulder.

BOOK

Apart from one or two imported ones, books do not exist in the Orient. Scrolls made from rice pulp are used instead, as paper from cloth fibers doesn't exist either. Scrolls are obtainable as regular and large variants, with the regular being roughly equivalent to 10 pages in a book, and the large being roughly equivalent to 25 pages in a book. Scrolls are very fragile compared to books, making storage in scroll-cases very important. Each scroll-case can hold one scroll, whether its size is regular or large.

CLOTHING

Clothing is somewhat different from other cultures as well. The most common attires are described below.

ARTISAN'S OUTFIT

A pullover shirt, a thigh-length cotton robe (happi), loose knee-length trousers with a drawstring, a simple sash (obi), and sandals.

COLD WEATHER OUTFIT

A heavy robe (kimono), padded with cotton, worn over several other layers: knee-length trousers (hakama), pullover shirt, thigh-length outer robe, and sleeved jacket (haori).

COURTIER'S OUTFIT

A noble's outfit in the finest silks. Jewelry is not necessary to complete this outfit.

ENTERTAINER'S OUTFIT

A light kimono with an embroidered obi (sash).

NOBLE'S OUTFIT

An elaborate silk or fine linen robe (kimono) with exaggerated sleeves, an enlarged sash (obi), and a sleeveless outer jacket (kataginu) that emphasizes the shoulders, bearing the mark of the wearer's family.

PEASANT'S OUTFIT

A pullover shirt and loose, knee-length trousers with a drawstring.

ROYAL OUTFIT

The emperor's court wear is extremely elaborate, with a long train and many layers.

SCHOLAR'S OUTFIT

A long silk kimono with a simple obi (sash), a thigh-length robe (kimono) to serve as a jacket, and sandals.

TRAVELER'S OUTFIT

As artisan's outfit, plus a large straw hat.

EGGSHELL GRENADE

A favorite tool of shinobi, used to create distractions, eggshell grenades are emptied eggshells carefully packed with various alchemical substances. Common grenade types include dust, flashpowder, noise, pepper, poison smoke, and vanishing smoke.

To throw an eggshell grenade make a ranged attack roll. All eggshell grenades have a short range of 10 feet and a long range of 30 feet.

Naturally, eggshell grenades are very fragile and must be stowed carefully to avoid breakage. If a character carrying these items suffers damage from falling, an eggshell grenade is destroyed for every 5 hit points lost from the impact.

Dust. A creature hit by a dust grenade must make a successful Constitution save (DC 13) or become blinded until the end of its next turn. There is no effect if the grenade misses (though the grenade is ruined).

Flashpowder. A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light. Any creature within 10 feet must make a successful Constitution save (DC 13) or become blinded until the end of its next turn. There is no effect if the grenade misses the fire (though the grenade is ruined).

Noise. On impact the bomb creates a short sound depending on what kind of noise bomb you throw. The *shatter* type creates a sound that imitates shattering glass, the *whisper* type sounds like indistinct dialogue, the *scream* type sounds like a quick fearful scream, and the *thunder* type releases a loud thundering boom.

ADVENTURING GEAR

Item	Cost	Weight
Beer, gallon	3 sp	8 lb.
Beer, mug	6 cp	1 lb.
<i>Clothing</i>		
Artisan's outfit	5 sp	6 lb.
Cold weather outfit	5 gp	20 lb.
Courtier's outfit	15 gp	2 lb.
Entertainer's outfit	1 gp	4 lb.
Noble's outfit	10 gp	3 lb.
Peasant's outfit	2 sp	4 lb.
Royal outfit	40 gp	12 lb.
Scholar's outfit	5 gp	4 lb.
Straw hat	5 sp	2 lb.
Traveler's outfit	10 sp	8 lb.
<i>Eggshell Grenade</i>		
Dust	20 gp	-
Flashpowder	120 gp	-
Noise	30 gp	-
Poison Smoke	300 gp	-
Vanishing Smoke	20 gp	-
Furoshiki sack	50 sp	1 lb.
<i>Holy Symbol</i>		
Gong	1 gp	4 lb.
Prayer beads, wooden	5 sp	-
Small bells, silver	5 gp	-
Jade, finger (rare)	500 gp	-
Rations (1/day)	5 sp	1 lb.
Mead, gallon	4 sp	8 lb.
Mead, mug	8 cp	1 lb.
Sake, ceramic bottle	3 sp	3 lb.
Scroll, regular	3 gp	-
Scroll, large	10 gp	-
Scroll, spell	40 gp	1 lb.
Scroll-case	1 gp	1 lb.
Shochu, ceramic bottle	15 gp	3 lb.
Tea, cup	1 cp	-
Tea, pitcher (10 cups)	5 cp	2 lb.
Vial, ceramic	50 sp	-
Wicker basket	1 gp	2 lb.

Poison Smoke. A poison smoke grenade is effective only when thrown into a fire source, where it bursts into a cloud of vile, stinking smoke. The cloud spreads to a radius of 10 feet from the fire source, and has the effect of the *stinking cloud* spell. There is no effect if the grenade misses the fire (though the grenade is ruined).

Vanishing Smoke. On impact the bomb creates a 20-foot-radius sphere of fog centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured. After 1 round the area becomes lightly obscured, as the fog slowly dissipates, and after 1 additional round the fog is gone completely. A wind of moderate speed (at least 10 miles per hour) immediately disperses the smoke.

GLASS

In the Orient ceramics are used in place of glass, with the Pegasus clan being a notable exception to this rule.

RATIONS

A ration in the Orient typically consists of rice cakes.

ARMOR AND SHIELDS

The Orient is a far away land, and there isn't a lot of import and export going on. The people of the Orient mostly rely on their own advances in armor design. For adventurer's who arrive in the Orient from far away lands, this means they don't have access to as large a variety of armor as before. The armor of the Orient is different, although many statistics are identical to those of classical armor types.

LIGHT ARMOR

ASHIGARU ARMOR

Ashigaru armor is a light and inexpensive armor worn by farmers conscripted into a daimyo's army. It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

CORD ARMOR

Cord armor consists of ropelike fibers woven and knotted into a thick, tough fabric. It is typically found among more barbaric cultures or in places where leather is scarce.

REINFORCED SHOZOKU

A reinforced shozoku is a full cloth suit including boots, gloves, hood, and mask, typically made of black fabric, with an underlay of absorbent (and expensive) materials. A reinforced shozoku is typically produced with a particular wearer in mind, as the suit must be a perfect fit for the wearer, in order to ensure no restrictions on the wearer's mobility.

STUDDED LEATHER

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

MEDIUM ARMOR

BRIGANDINE

Brigandine armor consists of a coat of leather plates, each plate consisting of leather with a strip of steel inside it. It is essentially a light form of splint mail, and is quite common in Oriental culture.

DHENUKA

This heavy hide armor is often made from the skin of a rhinoceros, as it symbolizes the strength of the rhino.

HEROIC KOZANE

A heroic kozane is a lamellar armor that has received exceptional treatment. Only the most renowned and honorable of samurai ever wear this armor, and only if gifted by their daimyo. A heroic kozane always includes a face mask (kabuto).

LAMELLAR

Similar to great armor and brigandine armor, lamellar lies between the two in protective value. It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth. Most samurai wear lamellar armor.

PARTIAL ARMOR

A light suit of armor for samurai who do not wish to be heavily burdened, partial armor consists of a breastplate protecting the chest, stomach, and back (haramaki-do), thigh covering (haidate), and shin guards (sune-ate).

HEAVY ARMOR

GREAT ARMOR

Great armor, called o-yoroi, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture. The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (suneate). Wearing great armor is a badge of honor for shogun and samurai of the noble caste, and although few wear this costly attire, they frown on anyone wearing it who isn't a part of the noble caste.

HATOMUNE CUIRASS

Hatomune cuirass, also called pigeon-breast chest armor, is a full suit of armor much like the great armor but without the shoulder pieces and face mask, and it has a sharp central ridge running vertically down the front. It is based on the great armor, but inspired by armor from foreign lands. While this armor offers ample protection, it isn't nearly as prestigious as the great armor.

TAMESHI-GUSOKU

The tameshi-gusoku's design is based on the great armor, but formed from much smaller metal plates. Furthermore, each plate has been folded onto itself over a million times, and the metal has been infused with trace amounts of jade, protecting it's wearer from Taint.

A tameshi-gusoku is the rarest of armors. It is believed that no smith alive today can craft a true tameshi-gusoku, and there are only few left in existence, all owned by noble families that treasure it as highly as the most pristine blade.

SHIELD

TE-DATE

A te-date is made from hard wood and has a rectangular shape, wider at the top and bottom than the middle. Traditionally shields don't see much use in the Orient, as wielding one is considered neither honorable nor pure, compared to simply wielding a weapon. If you use a shield, consider that you will be standing out - and not necessarily in a good way.

ARMOR

Classic Name	Oriental Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>						
Padded	Cord armor	5 gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	Ashigaru armor	10 gp	11 + Dex modifier	-	-	12 lb.
Studded leather	Studded leather	45 gp	12 + Dex modifier	-	-	13 lb.
-	Reinforced shozoku	3,000 gp	13 + Dex modifier	-	-	2 lb.
<i>Medium Armor</i>						
Hide	Dhenuka	10 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Chain shirt	Brigandine	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Breastplate	Partial armor	400 gp	14 + Dex modifier (max 2)	-	-	20 lb.
Half plate	Lamellar	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	20 lb.
-	Heroic kozane	5,000 gp	16 + Dex modifier (max 2)	-	-	20 lb.
<i>Heavy Armor</i>						
Splint	Hatomune cuirass	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	Great armor	1,500 gp	18	Str 15	Disadvantage	65 lb.
-	Tameshi-gusoku	10,000 gp	19	Str 17	Disadvantage	80 lb.
<i>Shield</i>						
Shield	Te-date	10 gp	+2	-	-	6 lb.

WEAPONS

The weapons of the Orient, much like armor and shields, vary somewhat from their counterparts outside of the Orient. Their prices often differ as well, as either the materials or construction method is different.

For easy reference, the weapons of the Orient are lined up next to their classic counterparts in the Weapons table.

SPECIAL WEAPONS

Weapons with special rules are described here.

Chakram. A chakram is a circular bladed weapon. It can be split into two halves or reassembled into a single weapon by using an action - or a bonus action if you are proficient with it. While split in two, it can be dual wielded with both halves dealing the same damage as a full-circle chakram. While both halved are together, it can be thrown with a range of 30/90.

Kusari-gama. The blade deals 1d6 slashing damage, while the chain deals 1d4 bludgeoning damage and has the reach property. Kensai cannot bond with a kusari-gama.

Sai. When dual wielding two sais, your AC increases by 1.

WEAPON PROPERTIES

The weapons of the Orient can have the same properties as those listed in the *Player's Handbook*. There is one new addition, however.

Pristine. A weapon with the pristine property can be pristine but doesn't have to be. The weapon can be acquired from any smith, or you can forge it yourself, as with all weapons. If the weapon is pristine however, it can only be acquired by having it crafted by a master swordsmith in the Orient. The metal is folded unto itself over a million times, ensuring an exceptionally tough blade. Only the elite can ever afford a pristine weapon, as its price is 40 times higher than its standard cost. A katana for example, would cost 1,000 gp instead of 25 gp. A pristine weapon does not suffer from corrosion by acid or other means, like from the black pudding's *corrosive form* feature.

Pristine weapons are often heirlooms that are passed down from generation to generation. They are adorned beautifully, and typically have symbols carved into them conveying the values or accomplishments of its owner or family. It is a great honor to wield a pristine weapon, and it inspires awe everywhere in the Orient. Wielding a pristine weapon might even grant the wielder access to places otherwise closed to the public, like a daimyo's or lord's residence, an ancient temple, or similar.

WEAPONS

Classic Name	Oriental Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>					
Club	Tonfa	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	Tanto	5 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	Tetsubo	5 gp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	Ono	2 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	Uchi-ne	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Mace	Kanabo	5 sp	1d6 bludgeoning	4 lb.	-
Quarterstaff	Bo	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	Kama	20 sp	1d4 slashing	2 lb.	Light
Spear	Yari	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>					
Dart	Shuriken	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	Hankyu	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
<i>Martial Melee Weapons</i>					
Battleaxe	Masakari	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	Nunchaku	1 gp	1d6 bludgeoning	2 lb.	-
Glaive	Naginata	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed, pristine
Greatsword	Nodachi	50 gp	2d6 slashing	6 lb.	Heavy, two-handed, pristine
Halberd	Kamayari	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	Umayari	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	Katana	25 gp	1d8 slashing	3 lb.	Versatile (1d10), pristine
Pike	Nagaeyari	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Scimitar	Wakizashi	25 gp	1d6 slashing	3 lb.	Finesse, light, pristine
Shortsword	Ninja-to	40 gp	1d6 slashing or 1d6 piercing	2 lb.	Finesse, light, pristine
Trident	Magariyari	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
-	War fan	30 gp	1d6 piercing	1 lb.	Finesse, light
War pick	Kuwa	5 gp	1d8 piercing	2 lb.	-
-	Nagamaki	50 gp	1d8 slashing	5 lb.	Versatile (2d4), reach, pristine
-	Dual naginata	75 gp	1d12 slashing	8 lb.	Heavy, two-handed, pristine
-	Sai	5 gp	1d4 piercing	1 lb.	Finesse, light, special
-	Chakram	15 gp	1d4 slashing	2 lb.	Finesse, light, thrown (30/90), special
-	Kusari-gama	10 gp	1d6 slashing or 1d4 bludgeoning	3 lb.	Two-handed, special
<i>Martial Ranged Weapons</i>					
Longbow	Daikyu	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed

SIMPLE WEAPONS

BO

A very tall and long staff weapon, typically around 71 inches long. The bo is usually made with hard wood or a flexible wood, such as red or white oak, although bamboo and pine wood is also used, more common still is rattan for its flexibility.

HANKYU

The hankyu is a bow about five feet tall. They are traditionally made by combining bamboo, wood, and leather. The hankyu is asymmetric, as the grip is positioned about two thirds of the distance from the upper tip.

KANABO

A kanabo is a mace much like a tetsubo, but at 1/3 of its size and made of wood. The kanabo's strategic purpose is often to smash enemies' armor, bones, and the legs of their warhorses

KAMA

A farming implement similar to a sickle used for reaping crops and also employed as a weapon.

ONO

Ono are handaxes employed by many of the common people in the Orient. These ono, however, are cheap to produce and not suited for combat. Ono that are specifically designed for military use are of extreme rarity. They have a very large head with a very convex cutting edge and a large scroll-shaped peen opposite it.

SHURIKEN

Constructed from thin, flat plates of metal derived from a variety of sources including coins, carpentry tools, and other every-day materials. They often have a hole in the center and possess a fairly thin blade sharpened mainly at the tip. The holes add aerodynamic and weighting effects that aid the flight of the blade.

TANTO

The tanto's blade is single or double edged with a length of 6 - 12 inches. Tanto are generally forged without a ridgeline, meaning that their sides have no ridge line and are nearly flat, unlike the structure of a katana.

TETSUBO

This club is almost as tall as a man, made entirely from iron, with iron spikes or studs on one end. One or both ends of this wooden type club can be sheathed in iron.

TONFA

The tonfa is a stick with a perpendicular handle attached a third of the way down the length of the stick, and is about 15-20 inches long. It is traditionally made from red or white oak.

UCHI-NE

Uchi-ne are a short heavy javelin with flights made from either feathers or boar bristle.

YARI

Yari are spears characterized by a straight blade that can be anywhere from several inches to three feet or more in length. Yari blades have an extremely long tang; typically longer than the sharpened portion of the blade. The tang protrudes into a re-enforced hollow portion of the handle resulting in a very stiff shaft making it nearly impossible for the blade to fall or break off.

MARTIAL WEAPONS

CHAKRAM

The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim. It is exceedingly rare in the Orient.

DAIKYU

Just like the hankyu, the daikyu is an asymmetric bow due to its grip placement. It is also made of the same materials as the hankyu, but it is roughly eight feet tall, giving it increased range and power in comparison.

KAMAYARI

The kamayari is essentially a longer yari with a kama at the base of the blade, making it both a weapon with long reach, and makes the wielder able to hook horsemen and dismount them.

KATANA

The katana is the most widely used weapon of the Orient, favored by bandits and samurai alike. It is a versatile weapon, equally capable when wielded with one or two hands. The blade is traditionally around 25 inches long, and the handle is wrapped with leather or silk cords in criss-crossed manner.

KUSARI-GAMA

A kusari-gama is a length of chain with a particularly sharp kama at one end, designed especially for battle, rather than as a farming tool.

KUWA

The kuwa is based on the hoe; a versatile agricultural hand tool used to shape the soil, control weeds, clear soil, and harvest root crops, though it is widely used as a weapon as well.

VARIANT WEAPON PROPERTY: MASTERWORK

Pristine weapons are prestigious in the Orient, and while they do offer some roleplaying possibilities, they don't offer much of an advantage in combat. You can consider letting pristine weapons be masterwork weapons as well, giving the weapon +1 to damage rolls made with it.

A masterwork weapon isn't magical, nor does it gain any bonuses to attack rolls made with it. An existing weapon cannot be made to become a masterwork weapon, but must be crafted as such.

MAGARIYARI

A curved and cross-shaped yari. The two are very similar, but the magariyari is slightly harder to handle, and is often adorned with symbols, making it a more respectable weapon.

MASAKARI

Similar to the ono, but this axe is much larger in size, as well as constructed exclusively for warfare. Much like the katana, the masakari is among the most widely used weapons. Barbarians and samurai of the minor clans often use masakari, while nobility are much more inclined to use the katana.

NAGAEYARI

A massive yari, designed for warfare against enemy cavalry. Its length of over 10 feet, makes it perfect for stopping enemy advancements, but it is often to heavy and slow to use in close quarters combat.

NAGAMAKI

The nagamaki resembles the katana, but is somewhat longer. Its blade is usually close to 3 feet long, with a handle of about equal length, giving the weapon longer reach. The nagamaki's handle is wrapped with leather or silk cords in criss-crossed manner, very similar to that of a katana's. It is the only reach weapon that isn't heavy.

NAGINATA

A naginata consists of a long wooden pole with a curved single-edged blade on the end. Similar to the katana, naginata often have a round handguard between the blade and shaft. The blade is typically just short of 2 feet long, and forged in the same manner as traditional Japanese swords.

NAGINATA, DUAL

Just like the regular naginata, but with a blade in each end. The pole is shortened equally to the length of the second blade, making the weapon's reach shorter. It is a quite exotic weapon that only few learn to master, although the Wanryuku have taken quite a liking to it.

NINJA-TO

The ninja-to has a short and straight blade, making it a better stabbing weapon than the wakizashi. It is among the preferred weapons of the shinobi.

NODACHI

With a blade a little over 3 feet long, a nodachi can put fear into most men. Nodachis are difficult to produce because their blade-length makes traditional heat treatment more complicated: The longer a blade is, the more difficult (and expensive) it is to heat the whole blade to a homogeneous temperature, both for annealing and to reach the hardening temperature. The quenching process then needs a bigger quenching medium because uneven quenching might lead to warping the blade. This makes nodachi very rare, and often a master swordsmith is needed in order to have one forged.

NUNCHAKU

Nunchaku consist of two wooden sticks connected at one end by a short cord or metal chain. It takes considerable practice to master this weapon, and its usage isn't very widespread.

SAI

The sai is a simple weapon typically used for stabbing the solar plexus, but true mastery of the sai also makes it a very effective defensive weapon.

UMAYARI

Similar to a nageyari, but with different weight distribution to make it suitable for use on horseback - simultaneously making it unsuitable in every other situation.

WAKIZASHI

The wakizashi has a blade between 15 and 18 inches, giving it a size right between the smaller tanto and the larger katana. Wakizashi literally means "companion sword", as it is often carried visibly by samurai along with their favored katana.

WAR FAN

This weapon appears to the untrained eye as nothing more than a beautifully crafted hand fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp; very suitable for stabbing, and often used by geisha who operate as spies.

MAGIC ITEMS

Most of the magic items listed in the *Dungeon Master's Guide* can fit in the Orient, but there are a few items that are specific to the Orient: you'll find them on this page. You are free to make up your own, use some of the items below, or even customize the items you find here.

ARMOR, POSSESSED

Armor (any), very rare

This armor grants its wearer 1d6 temporary hit points at the end of each of the wearer's turns.

Cursed. When crafting the armor, the artisan has invested more than the normal effort. The armor has absorbed or stolen the personality and life force of its maker. The first time the armor is donned, and at the end of every long rest its wearer makes thereafter, the DM secretly rolls a Charisma saving throw for the wearer. On a successful save, nothing happens. On a failed save, the wearer becomes possessed by the life force trapped within the armor. The possession is not a sudden occurrence, but rather a gradual insinuation of the new personality in the character's psyche. The process takes 3d4 days.

At first the changes are hardly noticeable - a few odd quirks not evidenced before and a certain positiveness toward the armor. As the days go by, the possession becomes stronger and more pronounced. The character leaves off from his old friends, as the armorer's personality takes over. He abandons old haunts, roaming the streets searching for places the possessing personality once knew. He has memories that are not his. He refuses to abandon or remove the armor.

At the end of the given time period, the character is entirely possessed by the armor. As such, the character does not recognize his old friends, remember events of his own life, or perhaps even the abilities of his character class. He may change his name, adopt a new alignment, display abilities of a new character class, etc. If he is not freed of the possession, the character becomes an NPC under the DM's control.

The possession lasts until the possessed body drops to 0 hit points, or until the life force is turned or forced out by an effect like the *dispel evil* and good spell. When the possession ends, the life force is destroyed, and the armor loses all its magical properties.

ARMOR, WILD (+1, +2, OR +3)

Armor (light or medium), very rare

You retain any armor bonuses from this armor while wild shaped or otherwise in animal form.

ARMOR OF BLENDING

Armor (any), rare

This armor looks like normal armor, but when its command word is spoken, the armor changes shape and form, appearing to all as a set of normal clothes. The armor retains all its properties and functions as normal, even when disguised.

ARMOR OF ONI TAINT, +2, OR +3

Armor (great armor), very rare (+2), legendary (+3), (requires attunement)

This great armor is fashioned to make the wearer appear like an oni. The helmet is shaped to resemble a horned oni's head, while the mempo (face mask) carries a hideous demonic visage.

The armor allows the wearer to make claw attacks that deal 1d6 points of damage, strike as +1 weapons, and increase the target's Taint score by 1. The "claws" are built into the armor's kote, allowing the wearer to wield weapons as well.

Curse. This armor is cursed, a fact that is revealed only when an identify spell is cast on the armor or you attune to it. Attuning to the armor curses you until you doff the armor and are targeted by the *remove curse* spell or similar magic: only removing the armor fails to end the curse. While cursed your Taint score can never be lower than 3, and removing the curse doesn't automatically remove your Taint score.

BELL OF PROTECTION

Wondrous Item, very rare

This large 200 lb. bell is most often found in temples and other holy sites. It has 3 charges and regains 1d3 charges daily at dawn. When suspended from a frame and rung so its tone carries clearly, the bell casts the *hallow* spell on itself, choosing the Everlasting Rest option.

BELL OF WARNING

Wondrous Item, very rare

This small bell is 6 inches long and 4 inches in diameter. It has 3 charges and regains 1d3 charges daily at dawn. When it is hung and the command word is spoken, the bell activates, consuming a charge. While activated, the bell automatically peals if any hidden, invisible, ethereal, or astral creature comes within 30 feet of it. It continues to sound until the detected presence leaves the area or the bell is deactivated. Once activated, the bell is active for up to 8 hours.

BLACK LOTUS, BLESSED

Wondrous item, legendary (requires attunement)

This black flower seems to radiate mystical energies.

The item has 1d10+2 charges.

While attuned to this item, you can expend a charge as an action to immediately gain all the benefits of a short rest, or you can expend two charges as an action to immediately gain all the benefits of a long rest.

When no charges remain, the flower withers and dies.

BLACK LOTUS, TAINTED

Wondrous item, legendary (requires attunement)

This black flower seems to radiate mystical energies.

The item has 1d10+2 charges.

While attuned to this item, you can expend one charge from the lotus along with 1 Hit Die as an action to magically draw life from another creature. Choose a target you can see within 30 feet of you, and deal necrotic damage equal to your Hit Die + your Constitution modifier. You regain lost hit points equal to the damage done. The target must make a DC 20 Constitution saving throw, taking half damage on a success.

You can choose to expend more charges simultaneously, expending another Hit Die for each expended charge, and dealing additional damage for each Hit Die.

When no charges remain, the flower withers and dies.

Curse. This item is cursed, a fact that is revealed only when you attune to it. Attuning to the item curses you until a *remove curse* or similar spell is cast on you. When the curse is lifted, the flower loses all of its charges and withers away.

While cursed you cannot expend Hit Dice during a short rest to regain lost hit points.

CELESTIAL FURY, +3

Weapon (katana), legendary (requires attunement)

This katana has 3 charges and regains 1d3 charges daily at dawn.

While attuned to this weapon, whenever you successfully hit a creature, it must succeed a DC 14 Wisdom saving throw or become stunned until the end of its next turn. Additionally, when you roll a natural 20 on your attack roll, you deal 10 additional radiant damage.

Blindness/deafness. As an action you can expend one of the weapon's charges, in order to cast *blindness/deafness* as a 4th level spell.

Lightning bolt. As an action you can expend one of the weapon's charges, in order to cast *lightning bolt* as a 3rd level spell.

CRAWDAD'S SMITER, +1

Weapon (katana), legendary (requires attunement)

The handle of this weapon resembles a crawdad, which seems to be moving slightly when you smite with this weapon.

While attuned to this weapon, whenever you use your smite feature with a 3rd level spell slot or lower, roll a d20. On a 16 or higher, you don't expend a spell slot on the smite.

EVERPRODUCING RICE MORTAR

Wondrous Item, very rare

Other than a subtle, white radiance surrounding it, this rice mortar looks just like any other. By speaking its command word, the rice mortar produces any type of food or drink for up to 1d10 people. The food spews from its the mortar hot and fresh.

HERON'S PASSAGE, +2

Weapon (any weapon that does slashing damage), legendary (requires attunement)

This blade has 3 charges and regains 1d3 charges daily at dawn.

Swiftness. When you hit a creature with a melee attack using this blade, the target cannot make opportunity attacks against you until the start of your next turn.

Passage. You can expend one of the weapon's charges by using an action to slice open a portal into the Ethereal Plane. This works as the *plane shift* spell, but creates a portal that remains open for 1d4 minutes and then closes. Any creature can pass through the portal, in either direction, while it is open, but once it closes it cannot be opened again.

LIVING TEGAA BRANCH

Wondrous item, uncommon (1d4 berries), rare (2d4 berries)

Blessed by Kirin shortly after being cut, neither this branch nor the berries attached to it, seem to ever wither and die. The berries attached to the branch are magical and of different colors. A character can pick a berry from the branch as an action. A berry withers away and loses its magic after 24 hours when removed from the branch. When the last berry is removed, the branch disappears in a harmless explosion of leaves.

If of uncommon quality, the branch can have no more than 1d4 berries in total and no more than two of the same berry. If of rare quality, the branch can have no more than 2d4 berries in total and no more than three of the same berry. What berries are attached to the branch is determined randomly or chosen by the DM:

Blackberries. If a creature consumes a blackberry, the damage it deals with its melee attacks increases by 1 and the attacks become magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Blueberries. If a creature consumes a blueberry, roll a d6: it is affected by the *polymorph* spell and randomly changes into one of the following creatures as shown in the table below:

d6	Beast
1	Hawk
2	Flying Snake
3	Bharal
4	Elk
5	Ape
6	Honey badger

The creature that consumes the blueberry must maintain concentration (as if concentrating on a spell).

Redberries. If a creature consumes a redberry, it regains 7 (2d4 + 2) hit points.

Silverberries. If a creature consumes a silverberry, it gains a +1 bonus to all ability checks, attack rolls, and saving throws for 1 minute.

Whiteberries. If a creature consumes a whiteberry, its AC is increased by 1 for 1 minute.

MIRROR OF CURING

Wondrous Item, uncommon

Though it looks like a regular, round mirror within a silvered frame and a small handle, it is in fact a magical mirror with therapeutic properties. The mirror has 1d4 charges. Looking into the mirror and speaking its command word, consumes a charge and restores 2d4 + 2 hit points. When all charges are expended, the mirror shatters.

MIRROR OF TRUTH

Wondrous Item, very rare

Though it looks like a regular, round mirror within a gilded frame and a small handle, it is in fact a magical mirror, capable of revealing the truth. The mirror has 1d4 charges. Looking into the mirror and speaking its command word, consumes a charge and causes everything inside the mirror to be seen as with the *true seeing* spell for 1 minute. Additionally, for the duration, any creature that holds the mirror is incapable of lying. When all charges are expended, the mirror shatters.

MONKEY STAFF

Weapon (bo), rare (requires attunement)

This mundane looking bo grants its wielder immense defensive capabilities, and can stretch to fantastic length. It has 3 charges and regains 1d3 charges daily at dawn.

Dodge. Expending one of the weapon's charges, you can take the Dodge action as a bonus action on your turn.

Stretch. By expending one of the weapon's charges as a bonus action on your turn, until the beginning of your next turn, the weapon stretches up to 15 feet. While stretched, the weapon's reach equals its length, and you have advantage on Dexterity (acrobatics) checks.

NET OF SPIRIT SNARING

Weapon (net), very rare

This magical net looks like a common fishing net. When used on corporeal creatures, it works as a regular net. When cast upon an ethereal creature that is Medium or smaller, the creature becomes incapacitated.

NINJUTSU MASTER'S BLINDFOLD

Wondrous item, uncommon (10 feet), rare (30 feet), very rare (60 feet)

This black blindfold can be donned as an action. While worn, it grants its bearer blindsight out to a radius of 10, 30, or 60 feet, but the bearer is blinded beyond that radius.

PEARL OF EBBING TIDE

Wondrous Item, rare

This powerful magical pearl has 1d3 charges. Holding the pearl in one hand, a character can utter the pearl's command word, causing all bodies of water within 30 feet to begin receding. While maintaining concentration (as if concentrating on a spell), at the end of each of the characters turns, the water recedes by 5 feet.

PEARL OF RISING TIDE

Wondrous Item, rare

This powerful magical pearl has 1d3 charges. Holding the pearl in one hand, a character can utter the pearl's command word, causing all bodies of water within 30 feet to begin rising. While maintaining concentration (as if concentrating on a spell), at the end of each of the characters turns, the water rises by 5 feet.

PEGASUS HOOF, +2

Weapon (naginata, kamayari, nagaeyari), legendary (requires attunement)

This magical hoof is mounted at the end of a pole, and deals radiant damage instead of bludgeoning damage. It has 3 charges and regains 1d3 charges daily at dawn.

Shimmering Shield. You can expend one of the weapon's charges by using an action to create a shimmering, magical field around yourself. You gain +2 AC until the end of your next turn.

Teleport. You can expend one of the weapon's charges by using an action to magically teleport yourself and up to three willing creatures you can see within 5 feet of you, along with any equipment they are wearing or carrying, to a location you are familiar with, up to 1 mile away.

PHOENIX FEATHER, +2

Weapon (tanto, katana, wakizashi, or ninja-to), legendary (requires attunement)

This feather functions like a blade, but deals fire or lightning damage (your choice) instead of slashing damage. It has 3 charges and regains 1d3 charges daily at dawn.

Fireball. You can expend one of the weapon's charges by using an action to cast *fireball* as a 3rd level spell. You can choose to expend more charges, with each charge expended increasing the spell's spell level by 1.

Cure Wounds. You can expend one of the weapon's charges by using an action to cast *cure wounds* on yourself as a 5th level spell. You can choose to expend more charges, with each charge expended increasing the spell's spell level by 1.

RING OF JADE PROTECTION

Ring, very rare (requires attunement)

The ring's wearer cannot gain Taint from exposure to the Shadowlands, and gains advantage on all other saving throws against the Taint.

RING OF THE JADE SPIRIT

Ring, legendary (requires attunement)

This blade has 3 charges and regains 1d3 charges daily at dawn.

The ring's wearer cannot gain Taint from exposure to the Shadowlands, and gains advantage on saving throws against the Taint from other sources. Additionally, your Taint score cannot go higher than 5 by any means.

You can expend one of the ring's charges as an action, removing 1d4 levels of Taint score on yourself or another creature that you can touch.

SPIDER'S DEATHLY SILENCE, +2

Weapon (ninja-to), legendary (requires attunement)

While you wield this weapon, whenever you roll a Dexterity (stealth) check lower than 18, you can replace the number with 18.

Additionally, when you kill a creature with this weapon, the creature's space is filled with a magical silence for 1 minute that no sound can pierce through.

SEAL OF DECEPTION

Wondrous item, very rare

Name seals are important for official communications between nobles. No order or document is considered official without the personal seal of the writer of a document. This magical seal can reshape its stamp to match any seal its user has seen. It has 1d6 charges.

By speaking its command word when using the seal, the user attempts to stamp a seal of a specific person. If the character has a stamp of the seal that is being forged, the forgery can only be discerned as such with a successful DC 20 Wisdom (insight) check. If the character attempts to create the seal from memory, the forgery can be discerned with a successful DC 15 Wisdom (insight) check.

SHAMAN'S BONES, +2

Armor (cord), legendary (requires attunement)

This cord armor has the bones of an ancient shaman bound onto it. The shaman's spirit clings to the bones, granting the wearer exceptional protection. This armor grants its wearer +2 to AC and saving throws.

TANTO OF THE STARS, +3

Weapon (tanto), legendary (requires attunement)

While attuned to this tanto, whenever you roll a natural 20 on your attack roll, the tanto casts *greater invisibility* on you. The tanto maintains concentration on the spell, so that you don't have to.

TETSUBO OF STRIKING LUCK

Weapon (tetsubo), very rare (requires attunement)

This weapon appears as a regular tetsubo with strange symbols carved into it. Devised by a particularly warped imagination, the weapon bestows a +1 bonus to ability checks, AC, attack rolls, and saving throws for 1 minute to any creature struck by the weapon. Apart from its regular damage, it deals an additional 1d8 psychic damage. Multiple blows do not have a cumulative effect.

TIGER'S FURY, +1

Weapon (masakari, naginata, nodachi, or nagamaki), legendary (requires attunement)

While attuned to this weapon you can use your rage feature two additional times between rests.

When you attack with this weapon while raging, you double your rage damage, and roll 1 additional weapon die on critical hits.

WONDROUS WRITING SET

Wondrous Item, rare

This magical writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with rare ink. Any writing done with the set can be done in half the usual time. It can also be used to perfectly copy the hand writing of another, so long as the user has seen the hand writing. The set holds enough ink for 5 pages or for copying 5 levels worth of spells. Once the ink is used, the entire set disappears in a flash of black smoke.

WYVERN'S TOOTH, +3

Weapon (katana), legendary (requires attunement)

While attuned to this weapon, you cannot become frightened, and you can never have disadvantage on an attack made with it.

ZERTH BLADE

Weapon (katana), rare (requires attunement)

This vibrant white blade seemingly shifts in and out of existence every few seconds. The blade deals psychic damage, rather than slashing damage.

While attuned to this weapon, it can store spells you cast into it, holding them until you use them. The blade can store up to three levels worth of spells at a time. It can store spells you can cast by expending ki or by expending spell slots. When found, it contains 1d4-1 levels of stored spells chosen by the DM.

Only a character attuned to the blade can cast spells into it by touching the blade when casting the spell, and only of 1st through 3rd level. The spell has no effect, other than to be stored in the blade. If the blade can't hold the spell, the spell is expended without effect. When casting a spell by expending spell slots, the slot used to cast the spell determines how much space it uses. When casting a spell using ki, the spell is cast at its lowest level.

While attuned to and holding the weapon, you can cast any spell stored in it. The spell is cast at the level it was stored as. Regardless of who stored the spell in the blade, it uses your spell save DC, spell attack bonus, and spellcasting ability if you are a spellcaster. If you aren't a spellcaster, the blade uses your Charisma as its spellcasting ability.

SPECIAL MATERIALS

In the Orient, crafted armor and weapons can include special materials which slightly change the properties of an object.

ADAMANTINE

Adamantine is one of the hardest substances in existence.

Medium Armor and Heavy Armor. Only medium and heavy armor can be crafted using adamantine, though the dhenuka is exempt. The armor's cost equals its regular cost + 500 gp

While wearing adamantine armor, any critical hit against you becomes a normal hit.

Weapons and Ammunition. A weapon can only be crafted with adamantine if it is usually crafted with iron or steel. The weapon's cost equals its regular cost + 1,500 gp. The cost of adamantine ammunition equals its regular cost + 75 gp per piece of ammunition.

When using an adamantine weapon, your crit range increases by 1. For example, if you would normally land a critical hit on a roll of 20, you would land a critical hit on a roll of 19 or 20 using an adamantine weapon or adamantine ammunition. When used against adamantine armor, the crit range isn't increased, but it is possible to land a critical hit.

JADE

Jade is expensive and thus rarely used. It provides the perfect material against all creatures of Taint, however.

Traveling in the Shadowlands with jaded armor or weapons protects the wearer against Taint for a total of seventeen days before losing its potency. More weapons or more armor doesn't increase the longevity of the jade, as all jade is slowly corrupted simultaneously.

When jaded armor and weapons lose their potency, the benefits described below also fade.

Light and Medium Armor. Light and Medium armor can only be adorned with jaded armor pieces in some areas. The cost equals the armor's regular cost x 30.

Creatures of Taint can never attack with advantage against a creature that wears jaded light or medium armor.

Heavy Armor. Heavy armor can be entirely covered in jade. The cost equals the armor's regular cost x 50.

Wearing jaded heavy armor grants the wearer resistance to slashing damage from Tainted creatures. Additionally, creatures of Taint can never attack with advantage against a creature that wears jaded heavy armor.

Weapons and Ammunition. All weapons can be crafted with jade, though jade cannot be added to existing weapons. The weapon's cost equals its regular cost x 40, as does ammunition.

Jaded weapons bypass any damage resistances a Tainted creature has against the weapon's damage type.

KIRINWOOD

Kirinwood is an exceptionally tough wood.

Shields and Wooden Weapons. Only shields and wooden weapons can be crafted using kirinwood. The objects's cost equals its regular cost + 500 gp.

An object crafted with kirinwood doesn't dissolve from acid damage.

MITHRAL

Mithral is as hard as steel, but much lighter and more flexible.

Medium and Heavy Armor. Only medium and heavy armor can be crafted using mithral, though the dhenuka is exempt. The armor's cost equals its regular cost + 500 gp

While wearing mithral armor, you don't suffer disadvantage on Dexterity (stealth) checks, even if the armor would normally impose disadvantage.

Weapons. A weapon can only be crafted with mithral if it is usually crafted with iron or steel. The weapon's cost equals its regular cost + 1,500 gp.

A weapon with the Light property weighs nothing if crafted with mithral.

A weapon with the Heavy property loses the Heavy property if crafted with mithral.

All weapon with neither the Light nor the Heavy property gains the Light property if crafted with mithral.

Ammunition. The cost of ammunition crafted with mithral equals its regular cost + 75 gp per piece of ammunition.

Mithral ammunition can be fired out to the long range of the weapon it is fired from without suffering disadvantage.

MOUNTS AND VEHICLES

The mounts and vehicles mentioned in the *Player's Handbook* are also available in the Orient, with the exception of the camel.

Barding for an elephant costs eight times the equivalent armor made for humanoids, and it weights four times as much. For other mounts and animals, the rules for barding in the *Player's Handbook* apply.

MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Chickadee	5 gp	20 ft.	1 lb.
Elephant, draft	150 gp	30 ft.	1500 lb.
Heron	25 gp	40 ft.	10 lb.
Rhinoceros, draft	100 gp	30 ft.	1200 lb.
Rhinoceros, riding	150 gp	50 ft.	1000 lb.
Tiger	1,000 gp	40 ft.	400 lb.
War-Elephant	10,000 gp	40 ft.	1500 lb.
War-Rhinoceros	2,800 gp	50 ft.	1200 lb.

CHICKADEE

The chickadee is a small bird. When bought, they are usually trained to deliver messages. While they are lacking in speed, they are tiny and thus extremely difficult to hit, increasing the odds that a message is delivered as intended.

ELEPHANT

All Oriental elephants require an elephant saddle if one wants to ride it. Their skin is thicker than that of their western counterparts.

Draft. The draft elephant is trained for working fields and carrying massive loads. It is tougher but less aggressive than western elephants.

Riding. The riding elephant is the elephant found in the Mounts and Vehicles chapter in the *Player's Handbook*. It is trained to carry a good amount while still maintaining high travel speed.

War. The war-elephant is expensive, as it is trained for combat and can carry heavy loads. An elephant platform can be mounted on the elephant.

HERON

The heron is a large bird. When bought, they are usually trained to scout ahead, calling when they spot movement. They might also be trained to carry and transport goods quickly - although they cannot carry much.

RHINOCEROS

All rhino require an exotic saddle if one wants to ride it. Furthermore, only the Rhino Clan has successfully managed to do so. The Oriental Rhinoceros has remarkably thick skin, giving it armor-like properties.

Draft. The draft rhinoceros is trained for working fields and carrying impressive loads. It easily runs rampant if brought to a fight.

Riding. The riding rhinoceros can move quickly, and easily scares away many creatures. It doesn't run rampant as easily as the draft rhinoceros, but if it fears for its life, it will do so.

War. The war-rhinoceros is expensive. It is trained for combat and can carry heavy loads. It doesn't scare, and it fights fiercely as long as its rider sits mounted atop it.

TIGER

Only the Tiger Clan has managed to domesticate this animal - it is how they got their name. Warriors of the Tiger Clan often have with them a tiger who obeys their every word. If one does not possess the knowledge and skills need to control such an animal though, it is likely to run away or turn on its master at any time. Regardless, a tiger will not allow another creature to ride it.

TACK, HARNESS, AND MISCELLANEOUS

Item	Cost	Weight
Elephant Ballista	2,500 gp	400 lb.
Elephant feed (per day)	15 cp	-
Elephant platform	500 gp	400 lb.
Elephant platform, walled	1,500 gp	800 lb.
Elephant saddle	40 gp	40 lb.
Elephant stabling (per day)	15 sp	-
Rhinoceros feed (per day)	10 cp	-
Rhinoceros stabling (per day)	10 sp	-

ELEPHANT BALLISTA

The elephant ballista has the statistics of a ballista as found under the Siege Equipment section in Chapter 8 of the *Dungeon Master's Guide*. It can be mounted on an elephant platform, and will still allow for two medium or smaller creatures to stand on the platform.

ELEPHANT PLATFORM

An elephant platform (also called a howdah) is built especially to be mounted on an elephant. It allows for 4 medium or smaller creatures to stand or sit on it. It also allows for mounting of an elephant ballista.

Walled. A walled elephant platform provided half cover for creatures on the platform. It is primarily used to protect archers during wartime.

MOUNT STATISTICS

Below you will find statistics for the mounts and other animals that are introduced in this book.

CHICKADEE

Tiny beast, unaligned

Armor Class 12

hit points 1 (1d4-1)

Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	11 (+0)	12 (+1)

Senses passive Perception 10

Languages -

Challenge 0 (10 XP)

Flyby. The chickadee doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1 piercing damage.

DRAFT ELEPHANT

Huge beast, unaligned

Armor Class 15 (natural armor)

hit points 92 (8d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Charge. If the elephant moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

DRAFT RHINOCEROS

Large beast, unaligned

Armor Class 17 (natural armor)

hit points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (-1)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 30 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 9 (2d8) bludgeoning damage.

Sure-Footed. Whenever the rhino would be knocked prone, it stays on its feet if it succeeds on a DC 10 Strength saving throw.

ACTIONS

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 5) bludgeoning damage.

HERON

Small beast, unaligned

Armor Class 11

hit points 2 (1d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	2 (-4)	13 (+1)	10 (+0)

Skills Perception +4

Senses passive Perception 15

Languages -

Challenge 0 (10 XP)

Keen Sight. The heron has advantage on Wisdom (perception) checks that rely on sight.

ACTIONS

Talons. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1 slashing damage.

RIDING ELEPHANT

Huge beast, unaligned

Armor Class 15 (natural armor)

hit points 69 (6d12 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) bludgeoning damage.

RIDING RHINOCEROS

Large beast, unaligned

Armor Class 17 (natural armor)

hit points 76 (8d10 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	10 (+0)	18 (+4)	3 (-4)	15 (+2)	6 (-2)

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Charge. If the rhino moves at least 20 feet straight toward a creature right before hitting it with a horn attack, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

WAR-ELEPHANT

Huge beast, unaligned

Armor Class 15 (natural armor)

hit points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages -

Challenge 6 (2,300 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the elephant can make two stomp attacks against it as a bonus action.

ACTIONS

Multiattack. The elephant makes two gore attacks.

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 23 (3d10 + 7) bludgeoning damage.

WAR-RHINOCEROS

Large beast, unaligned

Armor Class 17 (natural armor)

hit points 114 (12d10 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	15 (+2)	8 (-1)

Skills Athletics +7

Senses passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Impale. If the rhino moves at least 20 feet straight toward a creature right before hitting it with a gore attack, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the rhino can't impale another target.

Relentless (Recharges after the Rhino Finishes a Short or Long Rest). If the rhino takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Sure-Footed. Whenever the rhino would be knocked prone, it stays on its feet if it succeeds on a DC 10 Strength saving throw.

ACTIONS

Multiattack. The rhino makes two gore attacks.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

WAR-TIGERS OF THE TIGER CLAN

Many warriors of the Tiger Clan have tigers at their disposal, but only a few (relatively speaking) have war-tigers. War-tigers cannot be found anywhere else in the Orient. Just like a regular tiger, a war-tiger will not be mounted by anyone.

The war-tigers of the Tiger Clan have CR 5 (1,800 XP) and use the statistics of a **Saber-Toothed Tiger** as found in the *Monster Manual*, but it wears lamellar barding (giving it 17 AC) and the following additional modifications:

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a reinforced claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make two additional attacks with its claws against it as a bonus action.

Multiattack. The tiger makes one attack with its bite and two with its claws.

New Action: Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

New Action: Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

FAMILIARS

Spellcasters from the Orient have the following additional options when casting the *find familiar* spell, in addition to those in the *Player's Handbook*, though most familiars here are limited to particular archetypes.

ANCESTRAL SPARK

An ancestral spark is the manifestation of one of your ancestors. It resembles a small, swirling ball of chromatic lightning.

ANCESTRAL SPARK

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	10 (+0)	10 (+0)	15 (+2)	15 (+2)

Skills History +5

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages The languages it knew in life, telepathy 60 ft.

Challenge 1/2 (100 XP)

Ephemeral. The spark can't wear or carry anything.

Innate Spellcasting. The spark's innate spellcasting ability is Wisdom (spellsave DC 12, +4 to hit with spell attacks). The spark can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

1/day each: *faerie fire*

LESSER NATURE SPIRIT

A lesser nature spirit is a tiny translucent ball of spiritual energy. They despise violence, avoiding it at all costs. Only pact of the chain warlocks and wu jen can conjure a lesser nature spirit.

LESSER NATURE SPIRIT

Tiny celestial, neutral

Armor Class 14

Hit Points 9 (2d4+4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	14 (+2)	13 (+1)	19 (+4)	11 (+0)

Skills Nature +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages Oriental (common), Druidic, Sylvan, telepathy 120 ft.

Challenge 0 (10 XP)

Ephemeral. The nature spirit can't wear or carry anything.

Innate Spellcasting. The nature spirit's innate spellcasting ability is Wisdom (spellsave DC 14). The nature spirit can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *entangle*, *goodberry*

Speak with Beasts and Plants. The nature spirit can communicate with beasts and plants as if they shared a language.

ACTIONS

Invisibility. The nature spirit magically become invisibles until its concentration ends (as if concentrating on a spell).

LESSER PHOENIX

The lesser phoenix is a mystical creature, reflecting the undying nature of its greater brethren. Pact of the chain warlocks can summon a lesser phoenix, and shogun of the phoenix discipline can conjure it as a watchful companion.

LESSER PHOENIX

Tiny elemental, neutral good

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Skills Perception +4

Damage Resistances lightning

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses passive Perception 14

Languages Common, Oriental, Primordial

Challenge 1 (200 XP)

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

Magic Resistance. The phoenix has advantage on saving throws against spells and other magical effects.

Undying Flames. If damage reduces the phoenix to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is necrotic or from a critical hit. On a success, the phoenix drops to 1 hit point instead, and all creatures within 5 feet take 3d6 radiant damage as the phoenix returns to life in a burst of heavenly flames.

ACTIONS

Radiant Talons. Melee Weapon Attack: +5 to hit, reach 5ft., one target.

Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

VOID THING

A void thing is an incomprehensible void of energy and matter, resembling a dark, crackling orb, slightly distorting the air around it. Only pact of the chain warlocks can summon a void thing.

VOID THING

Tiny aberration, unaligned

Armor Class 19

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Skills Stealth +7

Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages understands all languages but can't speak

Challenge 1 (200 XP)

Ephemeral. The void thing can't wear or carry anything.

Incorporeal Movement. The void thing 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.

Limited Telepathy. The void thing can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Variable Darkness. The void thing spreads darkness in a 5- to 20-foot radius around itself. The void thing can alter the radius as a bonus action.

ACTIONS

Void Tendril. Melee Weapon Attack: +4 to hit, reach 5ft., one creature.

Hit: 5 (2d4) cold, lightning, necrotic, radiant, or thunder damage (void thing's choice).

Invisibility. The void thing and its darkness magically become invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

POISONS

As the flora and fauna differ greatly in the Orient compared to other places in the world, the poisons produced are naturally also different. Using poisons forbidden by Imperial Law, and is also viewed as dishonorable. Some few Spiders and Vipers have been caught using poisons over the centuries, and have been punished accordingly.

Poisons come in the following four types.

Contact. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when they are inhaled. A single dose fills a 5-foot cube.

Injury. A creature that takes slashing or piercing damage from a weapon or piece of ammunition coated with injury poison is exposed to its effects.

POISONS

Item	Type	Price per dose
Bee Venom	Injury	90 gp
Black Piper Venom	Injury	2,000 gp
Fuantei Shi	Ingested	2,500 gp
Jeruku Ropu Smoke	Inhaled	750 gp
Ketsu	Ingested	300 gp
Kirei-Ko	Ingested	100 gp
Pufferfish	Ingested	600 gp
Scorpion Venom	Injury	200 gp
Shadowlands Jellyfish	Contact	1,800 gp
Snake Venom	Injury	200 gp
Warui Paseri	Ingested	150 gp
Wasp Venom	Injury	75 gp

BEE VENOM

A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it takes 7 (2d6) poison damage, and is poisoned for 1 hour. On a successful save, the creature takes half damage and isn't poisoned.

BLACK PIPER VENOM

The Black Piper is the rarest and most venomous of spiders in the Orient. When subjected to its venom, the victim must make a DC 20 Constitution saving throw. On a successful save the creature becomes nauseous, and takes 21 (6d6) poison damage upon completion of its next long rest. On a failed save, the creature feels no initial changes, but is poisoned and becomes afflicted by excessive coughing, chills, and fever over the following day, and whenever the creature finishes a long rest, it takes 21 (6d6) poison damage, and has its maximum hit points reduced by the same amount.

The venom can only be cured by a spell that cures diseases, and the reduction to a character's maximum hit points can only be cured by a greater *restoration* or *wish* spell.

FUANTEI SHI

A colorless, crystalline powder with a telltale bitter taste. It is extracted from a rare and bitter-tasting root called *dog button*. Just tasting the poison is enough for it to enter a creature's system.

A successful DC 17 Wisdom (perception) check is required to taste the poison's bitterness if disguised within a dish. If eaten raw, the bitterness is obvious and no check is needed.

A creature that ingests this poison suffers no effect until the next time it ingests a meal. If the poison has not been neutralized before then, the creature must succeed a DC 17 Constitution saving throw. On a successful save the creature takes 31 (9d6) poison damage, and cannot benefit from eating or drinking before completing a long rest. On a failed save, the creature dies.

JERUKU ROPU SMOKE

Developed from the poisonous evergreen *jeruku ropu*, it causes quickening of the heartbeat, sweating, irregular pulse, and respiratory problems leading to quick paralysis and death.

A creature subjected to this poison becomes paralyzed. The creature can attempt a DC 12 Constitution saving throw at the end of each of its turns. On a successful save the creature is no longer paralyzed, but must make the saving throw again at the end of its next turn. On a failed save the creature stays paralyzed or becomes paralyzed again. With every failed save, the creature takes 2 (1d4) poison damage.

The effect doesn't wear off for 24 hours, but a spell that cures diseases or removes poisons can flush the afflicted creature's system.

KETSU

Also called *death-fever*, made from the cursed hearts of dead murderers.

A creature subjected to this poison must make a DC 14 Constitution saving throw. On a failed save the creature becomes poisoned, and madness takes hold, wrecking its every thought with images of bloody murder. On a successful save the creature neither becomes poisoned nor do murderous tendencies take hold.

The effects persist until the afflicted creature kills an innocent and defenseless humanoid, or is subjected to a spell that removes curses.

KIREI-KO

Originally a cosmetic to shade women's eyes in the Spider and Heron Clans, but since women complained it made their eyes tingle, it became one of the most popular poisons.

A creature that ingests this poison must make a DC 10 Constitution saving throw. On a failed save the creature becomes poisoned for 24 hours. While poisoned the creature cannot see further than 30 feet, has disadvantage on Wisdom (perception) checks that rely on sight, and is always surprised when rolling initiative. On a successful save the creature is poisoned for 1 hour, but experiences no other adverse effects.

PUFFERFISH

Pufferfish is a very poisonous fish, but if prepared correctly, it is a delicacy known as *fugu* sushi. The dish was invented by the Scorpionfly, and it has been accepted as a part of imperial cuisine ever since, although commoners are likely to never taste this expensive meal. The dish requires the chef to have three years of intense training before preparing it, with the slightest mistake spelling certain death for the eaters.

A creature that ingests this poison must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

SCORPION VENOM

Made from the garden variety scorpion.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

SHADOWLANDS JELLYFISH

Touching a shadowlands jellyfish in the Orient can have dire consequences. It causes severe chest pains almost immediately upon contact. Necrosis of the skin, swelling of the throat, and slowing of the heart, sets in shortly thereafter.

A creature subjected to this poison must make a DC 16 Constitution saving throw. On a failed save the poisoned creature suffers 14 (4d6) poison damage, becomes poisoned for 24 hours, and must repeat the saving throw every hour. With each failed save, the damage increases by 1d6. On a successful save the creature takes half damage, but is still poisoned for the duration. While poisoned the creature cannot regain hit points by any means.

SNAKE VENOM

This poison must be harvested from a dead or incapacitated giant poisonous snake.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

WARUI PASERI

Made from the *paseri* plant.

A creature that ingests this poison must make a DC 12 Constitution saving throw. On a failed save the creature becomes poisoned for 24 hours. While poisoned the creature cannot benefit from short or long rests. On a successful save the creature experiences no adverse effects.

WASP VENOM

Two dozen wasps or more are required to make a strong enough dose.

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save the creature becomes poisoned for 1 hour. While poisoned the creature's movement speed is reduced by half. On a successful save the creature experiences no adverse effects.

TALISMANS

A talisman is a single-use magic item similar to a potion or a wand. It can be triggered once before it loses its magical power. A talisman can hold a spell of up to 3rd level, and any character can activate the spell. Most talismans are beneficial to the user. Talismans with offensive capabilities are all but unheard of.

Most talismans are crafted by shugenja or shaman, and sold at temples, shrines, or holy sites.

A typical talisman is a small item of jewelry made from various natural materials: bone, feathers, shells, dried plants, and the like. Some talismans are made of folded paper (origami). Talismans are rarely larger than a holy symbol, and have no appreciable weight.

The form of a talisman is often a clue to its function. A tortoise shell, for example, is obviously protective in nature. Talismans can be identified as any other magic items.

All talismans are activated by using an action, and the talisman crumbles to dust or ash after it is used.

To generate talismans randomly, roll on the Talismans table.

TALISMANS

d100					
Minor	Medium	Major	Talisman	Spell	Cost
01-10	-	-	Bone shield	<i>Sanctuary</i>	50 gp
11-20	-	-	Heron feather	<i>Expeditious retreat</i>	50 gp
21-30	-	-	Golden leaf	<i>Pass without trace</i>	50 gp
31-40	-	-	Gray mask	<i>Disguise self</i>	50 gp
41-50	-	-	Paper umbrella	<i>Fog cloud</i>	50 gp
51-60	01-20	-	Brooch of plenty	-	150 gp
61-70	21-30	-	Black fan	-	150 gp
71-80	31-40	-	Bone key	<i>Knock</i>	150 gp
81-90	41-50	-	Chickadee feather	<i>Levitate</i>	400 gp
91-95	51-55	-	Shard of mirror	<i>Mirror image</i>	400 gp
96-100	56-60	-	Gray pendant	<i>Misty step</i>	400 gp
-	61-65	-	Black mask	<i>Darkness</i>	400 gp
-	66-70	-	Silent bell	<i>Silence</i>	400 gp
-	71-75	01-10	Silver leaf	<i>Speak with plants</i>	400 gp
-	76-80	11-20	Silver tooth	<i>Speak with dead</i>	400 gp
-	81-85	21-30	Tortoise shell	<i>Warding bond</i>	900 gp
-	86-90	31-40	Green acorn	<i>Lesser Restoration</i>	900 gp
-	91-95	41-50	Shadow mask	<i>Nondetection</i>	900 gp
-	96-100	51-60	White acorn	<i>Clairvoyance</i>	900 gp
-	-	61-70	Chromatic stone	<i>Meld into stone</i>	900 gp
-	-	71-80	Goldfish scale	<i>Water breathing</i>	900 gp
-	-	81-85	Lizard's tail	<i>Remove disease</i>	900 gp
-	-	86-90	Mirrored mask	<i>Invisibility</i>	1,000 gp
-	-	91-95	Origami fan	<i>Gust of wind</i>	1,000 gp
-	-	96-99	Origami heron	<i>Haste</i>	1,200 gp
-	-	100	Incense of Focus	-	1,200 gp

BLACK FAN

When activated, a black fan talisman surrounds the user in an aura of power and mystery. This aura inspires a measure of both fear and awe in people the user interacts with, giving the user advantage on Charisma checks for 1 hour. The talisman must be worn visibly on the user's clothing for the duration of the effect. It crumbles into ash at the end of the hour.

BROOCH OF PLENTY

This talisman provides its user with sufficient nourishment for one day's sustenance. It also enhances the user's rest, so that sleeping for 4 hours provides all the benefits of 8 hours of sleep. It crumbles to dust 24 hours after activation.

INCENSE OF FOCUS

A spellcaster who burns this incense at the end of a long rest gains an additional spell slot of 1st, 2nd, 3rd, or 4th level. The spell slot you gain, must be of a level you already have spell slots. Roll a d4 to determine the spell level.

IJUTSU DUELS

Iaijutsu duels are martial in nature, and often reserved for samurai and other swordsmen. The process of conducting a duel is highly formalized. Since duels are often fatal to one or both duelists, they are never provoked by minor insults or passing arguments. When a character has been deeply wronged, he must first gain permission from his lord, before he can issue the challenge. So too must the challenged individual gain permission from his lord to accept the challenge. Simply refusing a challenge is considered a dishonorable act, though it isn't considered dishonorable decline a challenge if permission from one's lord cannot be obtained.

If a challenge is issued and accepted, the challenged may choose the location of the duel, which must always be a public place with witnesses from both sides. He may also choose the time, which can be anywhere up to a year into the future. Not showing up for a formal duel is considered dishonorable.

STANCE, FOCUS, STRIKE

A duel has three phases: stance, focus, and strike.

Stance: In the first round of a duel, the two duelists stand 5 feet apart and ready every muscle for a deadly strike. Both combatants get to make a check to increase their odds. Each combatant can choose between a Strength check to strike hard and fast or a Dexterity check to draw their blade quickly and strike with pinpoint accuracy. Each duelist adds their proficiency bonus to their roll, if they wield a weapon with which they are proficient. The result of their roll is noted down for later.

Focus: In the second round, both duelists appraise each other, looking for signs of their opponent's skill, training, and reflex in their stance. Each duelist gets to attempt a Wisdom (insight) check, to discern the threat their opponent poses. Consult the Duel Focus table below for what the roll reveals. Many duels go no further than this. One duelist concedes victory to the other, recognizing a clearly superior opponent. Such duels are the only bloodless ones. Conceding in this manner is not dishonorable.

DUEL FOCUS

Check Result	Information Gleaned
15+	Opposing duelist's check result from the stance phase
20+	Opposing duelist's character level or CR
25+	Opposing duelist's attack and damage bonus

Strike: In the final round both duelists attempt to strike each other down. The duelist with the highest check in the stance phase goes first with a single melee attack with advantage. If the attack connects, use twice the damage dice you normally would and add the attacker's check from the stance phase as additional damage. The duelist with the lowest check in the stance phase, if he has survived the initial attack, can now make a single melee attack as well, using the same conditions as the initiative winner. If both duelists survive the strike phase, combat continues as per the regular combat rules. The duel continues until one of the combatants is dead.

REWARDING CHARACTERS

Looting the bodies of fallen foes is a common feature of most Dungeons & Dragons games. In the Orient, however, the idea of doing so (or in other ways defile a fallen combatant) is totally abhorrent to most Oriental nobles, as well as many of the Orient's other inhabitants.

Thought this might seem as an issue, there are several possible solutions. Some parties may include a common-caste character, who does this distasteful work for the nobles. The presence of a loyal servant who follows the noble samurai on their adventures, performs tasks that are beneath them (including lighting campfires as well as looting corpses). This method allows you for a traditional method of rewarding characters for their victories.

Another option, if you want to discourage this kind of lower-class mercenary behavior, is to use the characters' lords as a mechanic for dispensing treasure. At the end of an adventure, the characters should always visit their lords and report the tales of their deeds. If they performed a valuable service to their lord, or simply brought honor to the clan or Empire through their glorious deeds, the lord happily rewards them with gifts of money, lands, items, or titles. This is an excellent way to maintain an Oriental flavor while keeping the characters up to par.

A lord's gifts are also an excellent way to reward characters during or after an adventure featuring lots of court intrigue and investigation of mysteries, with little opportunity for killing and looting. Used in conjunction with story-based experience awards, this system allows the game to wander far from the "kick in the door" style of play while remaining Dungeons & Dragons.

ORIENTAL CALENDAR

The Oriental calendar is split into twelve months, each lasting three tendays. There are an additional five days that fall between months, bringing the total number of days in most years to 365. The days making up a tenday don't have formal names. Instead, the number of the day and the number of the tenday were used, as in, "the fourth day of the first tenday of Moyasu". Days of the month are written as the month name followed by the numerical date, for example, "Tosho 15th". When formality was required, this could be spoken or written as "Ichi-gatsu 15".

It is worth to note that the new moon always falls on the 30th in a month, while the full moon always falls on the 15th.

In the Traditional Festivals table, you will find information and dates for universally important festivities in the Orient. In the Calendar table, you can find an overview of all twelve months in the Oriental Calendar, including their informal and formal names, as well as the Faerûnian equivalent names.

TRADITIONAL FESTIVALS

Festival	Definition	Date
New Year	Usually an occasion for families to gather for an annual reunion dinner. It is traditional for every family to thoroughly clean the house, in order to sweep away any ill-fortune and to make way for incoming good luck. Windows and doors are decorated with red color paper-cuts and couplets with themes like good fortune, wealth, and longevity.	Tosho 30th to Shinko 1st
Shangyuan	Celebrating the first full moon of the year. Families go out at night, lighting paper lanterns that glide through the night sky.	Shinko 15th
Winter's End Festival	On the first full moon of spring, red lanterns are lit and fireworks are shot. This is both a celebration for the coming of spring, but also to keep the vicious nian away.	Ageru 15th
Kirin-hi	On the day of the vernal equinox, people face south to pray to Kirin, wishing for peace, righteousness, and a good harvest. Everybody strives to make at least one act of kindness. Beggars often take advantage.	Ageru 19th
Outing Festival	Families go for an outing by the water, picnic, and pluck orchids.	Midori 4th
Hanami	The Oriental traditional custom of enjoying the transient beauty of cherry blossoms. The blossom forecast is announced each year by the local shaman or shugenja. The period consists of having outdoor parties beneath the cherry blossoms.	End Midori to mid Nigiyaka
Dawn of Jade Festival	All capitals have parades and festivities, celebrating the day the First Emperor united the clans. Traditionally, the lord of a region gives a speech in the city square, and the daimyos of the Great Clans are invited to dine with the Emperor.	Midori 28th
Suzaku-hi	On the day of the summer solstice, people face north to pray to Suzaku, wishing for child birth, good health, and wisdom. Healers, women, and children gather herbs during the day, while most men gather to build large bonfires. In the evening, the bonfires are set ablaze for all to see. After the children are put to bed, the rest of the night often involves a good amount of sake and romance.	Chisiki 20th
Lung Boat Festival	Everybody traditionally eats zongzi (rice with fillings, wrapped in bamboo, then boiled), drinks sake, and the common folk watch nobles as they race each other in boats ornamented to resemble lung dragons.	Nigiyaka 5th
The Blessed Honoring	Graves, shrines, and temples are visited, and many gifts are placed there, honoring the ancestors and the spirits.	Moyasu 15th
Ryu-hi	On the day of the autumn equinox, people face west to pray to Ryu, wishing for courage, strength, and integrity. There is no work on this day, and most cities and towns hold competitions with disciplines such as climbing, riding, running, and swimming.	Kurai 21st
Genbu-hi	On the day of the winter solstice, people face east to pray to Genbu, asking for blessings. It is customary to stay home on this day, sitting at the fire and sharing stories.	Korudo 20th

CALENDAR LEGEND

Spring	Summer	Fall	Winter
Vernal Equinox	Summer Solstice	Autumn Equinox	Winter Solstice

CALENDAR

1 TOSHO / ICHI-GATSU HAMMER / DEEPWINTER									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
2 SHINKO / NI-GATSU ALTURIAK / THE CLAW OF WINTER									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
3 AGERU / SAN-GATSU CHES / THE CLAW OF SUNSETS									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
4 MIDORI / SHI-GATSU TARSAKH / THE CLAW OF STORMS									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
5 NIGIYAKA / GO-GATSU MIRTUL / THE MELTING									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
6 CHISIKI / ROKU-GATSU KYTHORN / THE TIME OF FLOWERS									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
7 MOYASU / SHICHI-GATSU FLAMERULE / SUMMERTIDE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
8 SACHI / HACHI-GATSU ELEASIAS / HIGHSUN									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
9 KURAI / KU-GATSU ELEINT / THE FADING									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
10 KAHU / JUU-GATSU MARPENOTH / LEAFFALL									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
11 TEIKA / JUUICHI-GATSU UKTAR / THE ROTTING									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
12 KORUDO / JUUNI-GATSU NIGHTAL / THE DRAWING DOWN									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

ORIENTAL YEARS

In the Orient years aren't marked with numbers, but rather in dynasties, cycles, heavenly stems, and animal names. It might be the second time the Year of the Void Metal Serpent came around during the Jade Dynasty. This would be called the Jade Dynasty Second Cycle Year of the Void Metal Serpent. In factuality, the current dynasty is never referred to in that manner, simply making the year the Second Cycle Year of the Void Metal Serpent.

A dynasty marks a family's rule. The current Emperor, who is a descendant of the First Emperor, makes the current dynasty the Jade Dynasty. If the Sagi family were somehow to overthrow the Emperor, it would become the Sagi Dynasty.

Before the First Emperor united the clans, each clan had their own calendars, defining dynasties solely on the ruling family of their own clan.

You can give your time line a fixed progression of years, or you can roll randomly on the Heavenly Stem Prefix and Animal Zodiac Suffix tables below. If you want a fixed progression, progress once on the Heavenly Stem Prefix table every year, and progress once on the Animal Zodiac Suffix table once every two years. If your starting year was the Year of the Void Metal Serpent, the following year would be Year of the Water Dragon, followed by the Year of the Void Water Dragon, again followed by the Year of the Wood Spider. With a fixed progression, a year of the same name occurs every 120 years.

HEAVENLY STEM PREFIX

d10	Heavenly Stem
1	Earth
2	Void Earth
3	Fire
4	Void Fire
5	Metal
6	Void Metal
7	Water
8	Void Water
9	Wood
10	Void Wood

ANIMAL ZODIAC SUFFIX

d12	Animal
1	Rat
2	Crawdad
3	Tiger
4	Serpent
5	Dragon
6	Spider
7	Pegasus
8	Turtle
9	Wyvern
10	Heron
11	Fox
12	Phoenix

RANDOM EVENTS

In order to make the world a little more dynamic, the DM might want to utilize some of the random events found in this section. They can be used simply for inspiration, or they can be rolled randomly.

There are many events detailed here, each of which is intended to affect a region in the Orient. You can roll first and then decide on the region, or you can decide a region and then roll on a table.

If you wish to roll randomly, use the Monthly Events and Yearly Events tables.

MONTHLY EVENTS

The events listed in the Monthly Events table are minor compared to those in the Yearly Events table. On a given month, you can use the Monthly Event Date to determine on what day the event begins or takes place. First roll a d6 to determine which monthly tendency to use, then roll a d10 to determine the specific day on the tendency.

MONTHLY EVENT DATE

d6		
1-2	3-4	5-6
d10		
1st	11th	21st
2nd	12th	22nd
3rd	13th	23rd
4th	14th	24th
5th	15th	25th
6th	16th	26th
7th	17th	27th
8th	18th	28th
9th	19th	29th
10th	20th	30th

MONTHLY EVENTS

d20	Event
1	Accident
2	Bad Harvest
3	Bad Weather
4	Bandit Activity
5	Birth
6	Death
7	Earthquake, minor
8	Excessive Taxes
9	Famous Person
10	Fire, Minor
11	Flooding
12	Haunting
13	Horrendous Monster
14	Injustice
15	Maneater
16	Marriage
17	Notorious Criminal
18	Outbreak
19	Vengeful Stranger
20	Nothing Happens

YEARLY EVENTS

Yearly events are major happenings that shouldn't happen too often, and that have the potential to drastically alter the course of a campaign. It is strongly advised to use these with caution, and work out any consequences a yearly event might have before implementing it.

To determine when a random event occurs, first roll on the Yearly Event Month table to determine the month of the event. Then roll on the Monthly Event Date table to determine the exact day.

To determine which event occurs, roll on the Yearly Events table.

YEARLY EVENT MONTH

d12	Month
1	Tosho
2	Shinko
3	Ageru
4	Midori
5	Nigiyaka
6	Chisiki
7	Moyasu
8	Sachi
9	Kurai
10	Kahi
11	Teika
12	Korudo

YEARLY EVENTS

d20	Event
1	Assassination
2 - 4	Comet
5	Meteor
6	New Religion
7	Earthquake, Major
8	Famine
9 - 10	Fire, Major
11	Tsunami
12	Uprising
13 - 20	Nothing Happens

EVENT DESCRIPTIONS

Accident. A terrible accident occurs in the region. An avalanche buries an expedition, a roof collapses down upon the building's inhabitants below, a horse runs rampant, etc. The DM decides the exact nature of the accident. The accident will be the topic of conversations for some time.

Assassination. A chieftain, daimyo, lord, or similarly high ranking official is assassinated. If the assassin is caught, he might reveal clues as to who is behind the assassination. In any case, an investigation is started and tensions grow high. Depending on the development, a war might ensue. The PCs might even become suspects themselves.

Bad Harvest. Whether the farmers were lazy, the weather was bad, or due to sheer bad luck, the crop yield has been exceptionally poor. Farm incomes are halved and the price of food is doubled. The common folk suffer most, and many blame their lord, believing the poor yield is punishment for his evil or incompetent actions. Reroll if you roll this event during a non-farming season.

Bad Weather. The weather is particularly foul. If it is winter, blizzards rage across the land, bringing with them extremely cold weather. If it is summer, the weather is exceptionally hot, making it excruciating to be outside, especially if wearing armor. In the spring or during the fall, heavy rains and storms wreak havoc, turning everything into a sodden morass. No matter the season, fast travel becomes impossible, and farm incomes are halved.

Bandit Activity. Several groups of bandits have organized under a singular leader, becoming a notable threat to society. They have established a stronghold in a remote location, either deep in a forest or high in the mountains. They are organized and have spies in many cities, towns, and settlements throughout the region. Trade routes are attacked far more often, reducing their profits by half, and leading to guard forces rising in demand, increasing their price to three times the norm. Lone travelers rarely make it through the area without being plundered or murdered. After a few weeks, the region's daimyo or lord will mobilize his forces to combat the bandits. This provides a good opportunity for an adventure, as the bandit stronghold must first be located.

Birth. The PCs discover an important birth will take place in nine months. It might be one of the PCs themselves who will become a parent, but it might also a daimyo, a lord, or the Emperor himself, which would be cause for great celebration. Through some miraculous circumstance, the

child might also be that of a virgin, bringing religious figures to the area from all across the Orient. The DM decides the exact nature of the birth and its implications.

Comet. An exceptionally bright comet trails the sky for 1d4 weeks. The comet is considered a portent of some great event. The DM chooses a second yearly event which occurs shortly after the comet's passing. The "tail" of the comet might be of an unusual color, which might relate to the upcoming event. For example, if the event is a violent one, the comet's tail might be blood red.

Death. The death of an important figure occurs. If it is a daimyo or a lord, the firstborn son will assume the role of his father. If there are no direct heirs, the courts will attempt to find the closest male relative. At the DM's discretion, this might prove unsuccessful, throwing the region into turmoil until a new daimyo or lord is found (usually by another family assuming power through force or cunning). It might also be the death of an important religious figure, a shogun, or a well respected adventurer or warrior. The death can be due to natural causes, an accident, a duel, or murder. The cause of death, will have a major impact on how the region reacts to the death.

Earthquake, major. A massive earthquake occurs, affecting a 50-mile-radius area. Tremors ripple through the land before and after the main earthquake. The major quake destroys city districts and entire towns, reshapes coast lines and rivers, causes great fires, and likely kills hundreds or thousands of people. For the next month, large queues occupy temples and other sites where healing services are available, and the prices of those services quadruple. In the region, the cost of building materials also quadruples for the next year.

Earthquake, minor. A minor earthquake happens, affecting a 5-mile radius from the epicenter. Especially elders get hurt by the ordeal, requiring many healing services. For the next week, large queues occupy temples and other sites where healing services are available, and the prices of those services double. The cost of building materials also doubles for the next d100 days.

Excessive Taxes. The tax rates increase to three times the norm, either due to some unfortunate accounting error, in order to finance a military campaign, to rebuild the region after a natural disaster or war, or just because the ruler is corrupt. The longer the excessive taxation is in place, the greater the chance of an uprising, or of common folk migrating to another region. If a migration happens, and large numbers are taken in by another clan, it might lead to tensions between the clans. Whatever the outcome, the common folk will show distrust towards nobility.

Famine. Crops wither, animals die, and the common folk starve, as a famine strikes the land. The famine lasts for 1d6 months. For each month, the price of food and drink is doubled. Farms produce no income for the year, but trade routes earn four times the usual amount - if they can protect themselves from marauding peasants, who fight to get hold of any sustenance they can. At the end of every month, roll a d20: on a roll of 18 or higher, a plague also occurs. After three months of famine, and at the end of every month thereafter unless drastic steps are taken by the local government to feed to population, roll an additional d20: on a roll of 16 or higher, an uprising occurs.

Famous Person. A person of great fame arrives in the area. The person is known for exceptional skill within a certain art, discipline, or craft. It might be a master swordsmith, a famous painter, an inspiring philosopher, or a grand master of a particular martial art. The person might be trying to hide his identity or not, but in either case it can be an interesting NPC, offering opportunity for adventure, roleplaying, or character growth. After 1d4 weeks the person leaves the region again.

Fire, Major. A massive conflagration takes hold in a large city. The fire incinerates 4d20 % of housing and 2d20 % of the population. All prices of all building materials in the region are quadrupled and all trade routes that include the region of the fire make four times their regular profit for a month.

Fire, Minor. A fire breaks out in city, town, village, or settlement. In a city the fire destroys 1d20 % of housing, in a town the fire destroys 2d20 % of housing, in a village the fire destroys 4d20 % of housing, and in a settlement the fire destroys all housing. All prices of all building materials in the region are doubled and all trade routes that include the region of the fire make twice the profit for a month.

Flooding. A flooding is caused by the collapse of a dam, dike, or levee, or by a sudden cloudburst upstream. The flooding is 300 feet wide, centered around its origin, and 2d6 feet high. The flooding rushed downstream for 1d6 miles before losing its potency. Before losing its potency, however, the flooding sweeps men away to their death, pulls trees up by their roots, and tears down buildings. When the flooding is over, the water remains at a height of 1 foot until the collapsed construction is rebuilt.

Haunting. Strange, supernatural events are rumored to take place at a specific location within the region. The location might be the site of an ancient battle, a horrific murder, or of some other importance. Whether the

haunting is real or not is up to the DM. A haunting is an opportunity for adventure. If the haunting is real, *Heroes of the Orient: Complete Bestiary* includes many monsters that are suited for it.

Horrendous Monster. A wicked and evil creature appears in the region, starting a reign of terror. *Heroes of the Orient: Complete Bestiary* includes many monsters that are suited as such a monster. The monster's lair is known to most, but the common folk dare not venture near it, afraid of suffering a horrible death. If the monster is not defeated within a few weeks, the common folk begin to bring offerings to it, attempting to appease it and avoid its wrath. If several more weeks pass, cults will begin forming, and more monsters are drawn to the area.

Injustice. In a town or village, wickedness has taken hold of the local magistrates, court officials, or guard captain. Innocent people might be extorted, jailed, or both. The wickedness might occur due to bribes, the longing to punish people that were once rebels, paranoia, pure cruelty, or some dark influence. The injustice can be fought by gathering evidence against the corrupted, or by taking up arms against what might be overwhelming odds. The chance of a PC being accused of a crime and convicted during a show trial is extremely high.

Maneater. A Medium or larger beast has gotten a taste for human flesh and is terrorizing a part of the region. Women and children are carried away never to be seen again. The villagers or townsfolk in the area are paralyzed by fear, afraid to go outside after nightfall. The best continues its reign of terror until slain.

Marriage. An important marriage is soon to take place, with either the bride or groom being a person of note. It could be the daughter of a daimyo or even one of the PCs. If the PCs know either the bride or groom, they are invited to the wedding. In any case, the wedding is a cause for celebration.

Meteor. A meteor smashes violently into the ground, destroying all life and buildings within 4d10 miles, and creating a crater of about a quarter the size. The meteor might bring a strange and otherworldly creature with it, or it might change the surrounding fauna and plant life in some subtle manner. Whether the meteor brings something strange with it or not, it will most certainly be seen as an omen of some kind.

New Religion. A new religion or a new sect of an established religion begins to take hold, quickly gaining new followers. If the religion is non-violent, it is likely to be deemed an acceptable creed. If it is violent, however, religious attacks and temple burnings will keep increasing until the new religion either dominates the region, or until it has been eradicated. The religious war can easily turn into a civil war within the given region.

Notorious Criminal. An infamous and wanted villain is rumored to be in the region. Whether the criminal is a samurai who murdered his lord, an escaped convict, or something entirely different is up to the DM. The same goes for the criminal's actual whereabouts, as the rumors about his presence may be nothing more than rumors. In either case, there may be a reward for capturing or slaying the criminal.

Outbreak. A horrible disease sweeps through the region. The plague lasts for 1d6 months. While the plague is in effect, and for 1 week after it has been eradicated, the region is quarantined with check points surrounding the region every few miles. The price of goods is four times more expensive within the quarantined zone than usually.

Tsunami. A gigantic wave, 5 miles long, 500 feet high, and 100 feet thick strikes the coast. The wave acts on initiative count 20, moving 300 feet directly forward. A Huge or smaller creature that is hit by the wave must make a DC 18 Strength saving throw, taking 6d10 bludgeoning damage on a failed save, or half as much on a successful one. Whenever the wave moves, all creatures caught inside it move with it.

While caught in the wave, at the start of a creature's turn, the creature must make another DC 18 saving throw, taking 5d10 bludgeoning damage on a failed save, or half as much on a successful one. A creature can take this damage only once per round, and the damage is reduced by 1d10 on each subsequent turn.

A creature caught in the wave can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 18 Strength (athletics) check in order to move at all. On a failed check, a creature can't move.

The wave moves up to 1 mile into the land, at which point it stops, leaving behind 20 feet deep water in its wake, which dissipates over the next 2d4 days. The population in the area is reduced by 70% and 95% of housing is destroyed. The price of building materials is quadrupled, while prices of all other items are doubled, and farms in the region have no income for the remainder of the year.

Uprising. The common folk rise up against their daimyo or lord. The uprising begins in a single town or village, but quickly spreads throughout the region. The commoners have no military plan or strategy, but simply attack and ambush any nobles and government officials they can find. If a charismatic leader rises up among them, they become a potent fighting force after 1d4 months, having had time rally behind their leader with a clear strategy, and having armed themselves properly. Of course, the nobil-

ity usually deals swiftly and mercilessly with such uprising, which causes the commoners to fight to their death. The DM decided exactly why the uprising occurs, and how the PCs fit into it.

Vengeful Stranger. An enigmatic character arrives in the region, searching for a specific character, possibly even one of the PCs. He journeys from area to area, making discreet inquiries on farms and in urban areas alike. The vengeful stranger seeks revenge for a past slight. The stranger finds his target after 3d4 days. He is calculated and patient, striking only when he is in the most advantageous position possible, capable of killing his target and, if possible, making his escape afterwards.

OUTBREAK VARIANTS

Below you will find information in eight horrible diseases, including their symptoms, how they affect regions on a massive scale, as well as how you could handle it if one or more PCs become infected. You can use the diseases as-is or for inspiration when creating your own diseases.

As with all diseases, magic such as *lesser restoration*, *heal*, a paladin's Lay on Hands feature, and other effects can cure these diseases.

Black Death. The disease causes living tissue to blacken as it decays. Very contagious with a 90% mortality rate. An infected creature must succeed a DC 10 Constitution saving throw at the end of each 12-hour period after infection. On a failed save, the creature dies.

Creeping Murder. Agonizing pain from every joint and massive headaches are telltale signs of this horrible disease. It is extremely contagious and has a near 95% mortality rate. An infected creature has its hit point maximum reduced by 1d10 hit points at the end of each 24-hour period. Additionally, an infected creature cannot regain hit points by any means. Death occurs at the latest after a number of days equal to 1d4 + a creature's Constitution modifier.

Dead Man's Cough. Highly contagious with a 50% mortality rate. Coughing blood is usually a telltale sign of the disease. As the disease progresses large areas of the lungs are necrotized and turned into a cheese-like substance. An infected creature must succeed a DC 8 Constitution saving throw at the end of each 24-hour period while infected. Each time the saving throw is made, its DC increases by 1. On a failed save, a creature has its Constitution score reduced by a number equal to the difference between the save DC and the save roll. A creature dies if its Constitution score is reduced to 0.

Ghost Pox. This disease covers the body of an infected with fluid filled pustules. Ghost pox is very contagious. From the infected, there is a 25% mortality rate, but survivors have a 50% chance to become blinded. All survivors have severe scarring from the pox. An infected creature must succeed a DC 8 Constitution saving throw 2d4 days after infection. On a failed save, a creature dies. On a successful save, a creature survives, but must make a DC 12 Constitution saving throw, becoming permanently blinded on a failed save.

Green Fever. Infects without discriminating, but typically results in death in the young and healthy, as it turns the healthy body's immune system against itself, primarily targeting the lungs. Symptoms include high fever, runny nose, sore throat, muscle pains, headaches, coughing, and feeling tired, but the disease has its name from the green color that gradually builds up in the sclera. The most contagious disease of all, with a 5% mortality rate among children and elderly, but a 60% mortality rate among the young and healthy. While infected, a creature has its maximum hit points reduced by an amount equal to its Constitution modifier (minimum of 1) at the end of every long rest. A creature dies if its Constitution score is reduced to 0.

Leak Syndrome. This disease is very contagious as it usually originates in a water supply. Symptoms include non-stop vomiting and violent diarrhea which is infectious. An infected creature cannot benefit from drinking. Death occurs after 2d10 days at the latest. Leak Syndrome kills through rapid dehydration. The fatality rate is about 50%.

Purple Nails. Early symptoms include pale skin, fever, chills, night sweats, and muscle pain, while late symptoms include swollen feet and legs, weight loss, irregular heartbeats, a dry cough, and a purple colorization of the tongue and under the nails on both hands and feet. All of the symptoms are caused by an inflamed heart, which has a cumulative effect on the body. An infected creature has its Strength, Dexterity, and Constitution scores reduced by 1 at the end of each 24-hour period after infection. When a creature has one of its ability scores reduced to 0, the creature dies.

Warped Stomach. Spreads primarily through inhalation or ingestion, though it doesn't infect as easily, it has a 100% mortality rate, unless an infected is cured through magic. To avoid becoming infected, a PC must succeed a DC 10 Constitution saving throw every 24 hours while in a contaminated zone. An infected creature cannot benefit from eating, and has disadvantage on Constitution checks and Constitution saving throws. Death occurs after 2d6 days at the latest.

PART 2: RACES

The races of the Orient include a multitude of vastly different people from the Realms as we know them. The common races described in the *Player's Handbook* - elves, tieflings, and so on - are not necessarily known if you start an adventure in the Orient. The Orient has its own common races, in addition to humans: korobokuru, hengeyokai, and nezumi.

That being said, you could be tiefling or half-orc, arriving in the Orient from far away lands.

Alternatively, you might want to play one of the Oriental races in a different setting. This is entirely possible, and you'll find a few backgrounds suited especially for that in Part 4 of this handbook.

Work out with your DM and the rest of your playgroup, how you want to approach a game involving Oriental races and/or classes.

DWARF

KOROBOKURU

Korobokurus are dwarf-like humanoids that live in barren wilderness areas where they seldom come into contact with humans. They live in simple villages, tending small farms in secluded areas. They typically avoid any contact or involvement in the affairs of the world outside their farms, but occasional individuals, driven by wanderlust or inspired by some contact with human civilization, find their way into human lands.

Important. Korobokuru are a dwarf subrace. Use the statistics found in the *Player's Handbook* for their base traits.

A SIMPLISTIC FOLK

Korobokurus stand about 4 feet tall. Their arms and legs are slightly longer in proportion to their bodies than those of a human. They are leaner than dwarves, averaging 120 to 140 pounds. Most are bowlegged. They have big, bright eyes, usually blue, green, or brown. Their ears are small and somewhat pointed. Most adult males have sparse bears, and even a few women have short whiskers sprouting beneath their chins.

Korobokurus look wild and unkempt. They favor simple clothing, such as cotton shirts and trousers, or a kimono tied at the waist with a rope sash. Their clothing is often loose or oversized, wrinkled but clean. They shun bright colors in favor of earth tones. They avoid gaudy jewelry, but often wear colorful stones on leather straps around their necks and sometimes decorate their hair with flowers.

DISTRUSTFUL

Most other races find korobokurus primitive and inferior, and rarely embrace them as equals. In return, they become insular and don't seek interaction with outsiders. Members of other races need to earn their trust.

They particularly despise goblinoid creatures, due to an ongoing conflict with them, and thus initially react to other races with suspicion.

KOROBOKURU NAMES

Like other dwarves, korobokurus bear names that are bestowed by the clan elder. Their names are simple and usually denote natural features such as plants, small animals, brooks, or stones.

Male Names: Bun, Bod, Dath, Fek, Mog, Tod, and Vun.

Female Names: Bin, Dim, Fain, Gim, Mem, Mon, Tas, and Wan.

Family Names (Common Translations): Kio-ban, Gia-min, Hua-kag, Jun-tua, Ten-min, and Yak-rui.

KOROBOKURU TRAITS

Ability Score Increase. Your Strength and Wisdom scores both increase by 1.

Languages. Contrary to your dwarven brethren, you cannot write dwarvish. Korobokurus speak a dialect of Dwarven, but they do not have a script. Literate korobokurus (who are rare) use the Common script to read and write.

Naturalist. You have proficiency with the Nature skill.

Pest Hunter. You cannot suffer disadvantage on attack rolls against goblinoids.

NEZUMI

The nezumi, or "ratlings" as they are often called by humans, are a race of bipedal ratlike humanoids. Nezumi are wild, fierce, and primitive. They are survivalists in a grim terrain, and their outlook is colored by the harsh realities of their existence: barren land, hazardous natural features, and deadly predators, from ogres and goblins to terrible oni. The nezumi come from the Shadowlands, but unlike other creatures that call the Shadowlands home, the Nezumi are not corrupted.

SAVAGE

Nezumi look like nothing so much as humanoid rats. They stand upright, roughly as tall as a human. They have long snouts, pink ears, and pronounced incisors, like ordinary rodents. Their bodies are covered with rough fur, ranging in shade from white through gray and brown to black, sometimes solid and sometimes patterned. Fur patterns tend to run in ratling families.

The nezumi have five-fingered hands, opposable thumbs, and sharp claws. Their long tails are mostly hairless and have the same pink coloration as their ears and palms. Their legs are bent like those of rats and have only three toes.

NEZUMI NAMES

A nezumi name consists of three to five syllables, separated by an apostrophe (which represents a pause in some dialects, a clicking sound in others), and ending with the name of the individual's clan, such as chek, tch, tck, tek, tuk or uk.

Sometimes the syllable oh- is added to the beginning of a name to designate an individual of great age and wisdom. For example, Oh-chi'chek is a respected elder of the chek tribe.

To show that a nezumi has gained great honor in his tribe, the syllable ti- is added before the name of the tribe. For example, Rik'tik'titck has distinguished himself in the tck tribe.

Names: At'tok'tuk, Chet'rop'tik, Chit'i'tchik'kan, Mack'uk, Mat'irt'chuk, Mat'tck, Oh-chi'chek, Rik'tik'titck, Ropp'tch'tch, T'tep'mok, and Z'orr'tek.

NEZUMI TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Nezumi reach maturity around age 5. Compared to humans, nezumi usually don't live longer than 40 years.

Alignment. Lacking sense of property, home, or community, nezumi tend strongly toward chaotic alignments. Most nezumi are good, but are often suspected of evil, due to their appearance.

Size. Nezumi are 5 to 6 feet tall, weighing between 130 and 160 pounds. Your base size is Medium.

Speed. Your base walking speed is 30 feet and you have a climbing speed of 20 feet.

Darkvision. Accustomed to the darkest night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Survivalist. You have proficiency in the Survival skill.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Taint Immunity. Your Taint score cannot increase above 0, and you are immune to all Taint effects.

Claws. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

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

Subrace. The nezumi have several different bloodlines. All members of a tribe tend to be the same bloodline. There are cotton ratlings, dusky ratlings and pale ratlings. Cotton ratlings live in the forests, have puffy fur, small ears, and tend to have gray or brown coats. Dusky ratlings live in the mountains, are slender and lean, and often have black coats. Pale Ratlings dwell in caves and tunnels, and rarely come to the surface during the day - they are the bulkiest of the ratlings, their coats are completely white, and they have burning red eyes. Choose one of these subraces.

COTTON RATLING

Ability Score Increase. Your Charisma score increases by 1.

High Self Esteem. You have advantage on saving throws against being charmed.

DUSKY RATLING

Ability Score Increase. Your Dexterity score increases by 1.

At Home in the Shadows. You have advantage on Dexterity (stealth) checks in dim light or darkness.

PALE RATLING

Ability Score Increase. Your Strength score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Burrower. You have a burrow speed of 10 feet.

HENGEYOKAI

Hengeyokai are intelligent, shapeshifting animals, able to shift freely between human and animal forms. Several subraces exist, defined by the kind of animal form they can assume. They are typically found on the fringes of human-settled lands, where they can mingle in human form but retreat to solitude when they desire.

WILD AND UNTAMED

Hengeyokai tend to be secretive, reclusive, and solitary, dwelling alone or in small bands. They often display personality traits similar to their animal type - so fox hengeyokai are curious and inquisitive, hare hengeyokai are peaceful but easily startled, and so on. Hengeyokai usually do not try to fit into human society, knowing that they are different and believing that they are more closely connected to the spirit world.

ANIMAL ANCESTRY

In animal form, hengeyokai are almost indistinguishable from normal animals except through magic. Naturally, their behavior often provides proof of their intelligence, so careful observation of a hengeyokai in animal form can reveal that it is not what it appears to be.

In human form, hengeyokai look exactly like normal humans, though (like lycantropes) they often display some feature associated with their animal form. For example, a sparrow hengeyokai might have a sharply pointed nose, while a Crawdadhengeyokai's skin might seem rugged to the touch.

HENGEYOKAI NAMES

Hengeyokai names follow human patterns in whatever region they live in.

HENGEYOKAI TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Age. Hengeyokai reach adulthood around age 40 and are relatively long lived, often living past 400 years.

Alignment. Most hengeyokai are chaotic, with a strong independent streak. They are wild and value freedom - theirs and others'. Some types of hengeyokai strongly favor good or evil: carp, Heron, dog, hare, and sparrow hengeyokai are usually good, while badger, fox, raccoon dog, rat, and weasel hengeyokai are usually evil.

Size. Hengeyokai in humanoid form range from under 5 to over 6 feet tall and have slender builds. Your base size is Medium.

Speed. Your base walking speed is 30 feet. Your speed might change when you shapeshift.

Darkvision. Accustomed to twilight forests and dark tunnels, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stealthy. You gain proficiency in the Stealth skill.

Shapechanger. Hengeyokai are shapechangers, and as an action, you can change your form into that of an animal, back into human form, or into a hybrid form. The type of animal depends on your subrace, and each subrace provides different traits. While in animal form, you cannot use any of your class abilities, and your Strength, Dexterity, and Constitution scores change, but your Intelligence, Wisdom, and Charisma scores stay the same. In hybrid form you resemble your chosen animal in humanoid form, can use all class abilities, but cannot use any of your animal abilities.

Distrustful and Suspicious. You have advantage with Wisdom (insight) checks to discern if somebody is lying to you.

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

Subrace. The Hengeyokai may have started out as being able to turn into several or maybe even all animals, but over time, they have drifted apart, creating several subraces. Choose one of the subraces below.

BADGER

Ability Score Increase. Your Strength score increases by 2.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **badger**, as found in the *Monster Manual*.

CAT

Ability Score Increase. Your Dexterity and Wisdom scores both increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **cat**, as found in the *Monster Manual*.

CRAWDAD

Ability Score Increase. Your Constitution score increases by 2.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **crab**, as found in the *Monster Manual*.

HERON

Ability Score Increase. Your Wisdom score increases by 2.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **heron**, as found in the *Mounts and Vehicles* section of this book.

FOX

Ability Score Increase. Your Intelligence score and one other ability score of your choice increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **jackal**, as found in the *Monster Manual*.

HARE

Ability Score Increase. Your Dexterity and Charisma scores both increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **weasel**, as found in the *Monster Manual*.

SPARROW

Ability Score Increase. Your Charisma score increases by 2.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **chickadee**, as found in the *Mounts and Vehicles* section of this book.

SPIDER

Ability Score Increase. Two ability scores of your choice increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **spider**, as found in the *Monster Manual*.

VIPER

Ability Score Increase. Your Dexterity score and one other ability score of your choice increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **poisonous snake**, as found in the *Monster Manual*.

WOLF

Ability Score Increase. Your Strength and Dexterity scores both increase by 1.

Animal Statistics. While transformed, your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of a **wolf**, as found in the *Monster Manual*.



SPIRIT FOLK

Spirit folk are the descendants of humans and various spirits of nature. Spirit folk tend to be serene and calm, attuned to their surroundings and at peace with the world. Their spirit ancestry gives them an awareness of the spirit world, and they show little desire to manipulate that world through magic. They manifest a love and enjoyment of life that many humans can only envy.

BEAUTIFUL AND MYSTICAL

Spirit folk look human. Their eyes are slender and their mouths are small. Their eyebrows are very thin and their complexions are very pale or golden. They have no facial or body hair, but the hair on their heads is thick and luxurious. They appear in all the diversity of humans, and many come close to the ideal of human beauty in their society.

ACCEPTED

Spirit folk typically live as part of human society, and are accepted as equals in human communities, even when their true ancestry is known. They are members of human clans, citizens of the empire, and have blood relations who are entirely human. At the same time, they are part of the spirit world, and never feel completely at home in the mundane life of a human village.

SPIRIT FOLK NAMES

Spirit folk usually have human names, though their given names often reflect their ancestry.

SPIRIT FOLK TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Spirit folk reach adulthood when they are roughly 110 years old and live somewhere between 600 and 700 years.

Alignment. Perhaps because of their strong ties to the natural world, spirit folk tend to seek balance between extremes. They tend towards neutral alignments.

Size. Spirit folk are about the same size and weight as humans. Your size is medium.

Speed. Your base walking speed is 30 feet.

Spirit Sight. You can see in dim light as if it were bright light, and in darkness as if it were dim light, and you can see into the ethereal plane, all within 30 feet of you. You can discern color in darkness.

Languages. You can read, speak and write Oriental and Kami.

Subrace. Spirit folk have three distinct subraces. The mountain spirit folk are a tough race with bulky chests and round heads, who favor the rough terrain of the mountains. The river spirit folk are slender and beautiful, and many walk on their toes if not reminded to do otherwise. They live near lakes and rivers, and have a high daily need for water. Bamboo spirit folk live in or near the forests, and rarely feel comfortable in open areas. Choose one of the subraces below.

BAMBOO SPIRIT FOLK

Ability Score Increase. Your Charisma score increases by 1.

Vanish in the Woods. You can take the Hide action while only lightly obscured if you are in a forest or jungle.

Animalistic. You can cast *Speak with Animals* at will as a ritual.

MOUNTAIN SPIRIT FOLK

Ability Score Increase. Your Constitution score increases by 1.

Peak Vitality. You have advantage on Constitution saving throws against spells.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

RIVER SPIRIT FOLK

Ability Score Increase. Your Dexterity score increases by 1.

Underwater Breathing. You can breathe underwater.

Natural Swimmer. You have a swim speed of 30 feet.

Water Craving. You either need to be submerged in water daily, or drink twice as much water as you would otherwise have to.

VANARA

Vanara are a race of monkey-like humanoids, possessing brave hearts and inquisitive minds. They dwell in deep forests and high mountains, building their villages and towns in such a way as to make a minimal impact on their natural surroundings. They gather in loose clans, but do not keep track of kinship at all, so "clan" is a very loose term for their associations. They subsist largely by hunting and gathering, rather than farming the land. They rarely come into contact with other races, and do not seek them out.

KIND PESTS

Vanara are often viewed with amusement or even exasperation by members of other races, who find their personalities childish and irritating. They are curious in the extreme, frequently badgering people with questions (sometimes very personal questions), picking small items up to examine them, opening doors to see where they lead, and generally exploring places where the human sense of propriety and order would demand they not go. They also tend to be bluntly honest, never couching a negative opinion in gentle terms or hiding their true feelings about anything. At the same time, they are incredibly loyal, undeniably brave when they have to be, and genuinely kind.

THE SIMPLE LIFE

The vanara revere spirits of nature - spirits of the sun, the highest mountains, the oldest forests, and the widest rivers. They revere these spirits with deep personal devotion, offering prayers and songs to them at least daily.

Vanara are very fond of humans, admiring them and respecting their power while laughing quietly at their conservative stodginess. They get along well with other good-aligned races as well, as long as the other race will tolerate them. They loathe evil, however, and their opinion of an entire race or kind can be soured by their experience with one wicked individual.

VANARA NAMES

A vanara receives a name within a week after birth, as soon as the parents observe some sign or portent that suggests an appropriate name for the child. The vanara keeps this name through life, and considers it shameful to use any other name, such as a nickname or honorific.

Male Names: Amanu, Khanu, Mindra, Rava, Thetsu, Vaki, and Vindu.

Female Names: Aki, Kiri, Ghuna, Lakshi, Sitha, Tani, and Vina.

VANARA TRAITS

Ability Score Increase. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Age. Vanara reach maturity around age 30, and can live to a little over 200 years old.

Alignment. Vanara are fiercely chaotic, but never evil. They show little or no respect for social mores, rules with no purpose they can understand, or codes of discipline, and hate tyranny and oppression. Their only concession to social order is their acceptance of caste systems. Their religion allows for the possibility that different divine gifts might be given to different people, although it rejects any different valuation of those gifts. Vanara, there, might respect that religion is the province of the priestly caste among humans, but do not necessarily accord that caste the respect and veneration human priests might expect.

Size. Vanara are usually 4 to 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Powerful Grip. You have a climbing speed of 30 feet.

Prehensile Tail. You can use your tail to hold objects no larger than half a cubic foot, weighing no more than 4 lbs. You cannot wield a weapon or shield with your tail. You have advantage on Dexterity (acrobatics) checks while you aren't holding an object with your tail.

Brave. You have advantage on saving throws against spells and effects that attempt to frighten you.

Brash Honesty. You have disadvantage with Charisma (deception) and Charisma (persuasion) checks.

Languages. You can speak Vanara, and read, speak, and write Oriental.

HAKUMA

Hakuma are to the Orient what tieflings are in most other regions, and just like tieflings their appearance and nature are not their own fault, but rather the result of horrid blood magic performed in ancient times.

JIGOKUAN LEGACY

Hakuma derive from human bloodlines, and while they still resemble humans most of all, they have features that clearly resemble the most prominent inhabitants of jigoku: the horrible oni. While some of their more oni-like features depend on the type of hakuma, there are other features shared by all of them: their eyes have solid colors - smokey black, fiery red, glowing white, or fuming green - with no visible sclera or pupil. Their skin tones include various shades of brown, red, black, or gray, while their hair color is usually gray or white.

THE ORIENT IS HOME

As jigokuan offspring, hakuma call no place in the Orient their own, although some Lands are more tolerant of them than others. The Crawdad and Rhino clans have little respect for hakuma, and some wouldn't hesitate to kill them on sight, unless they are escorted by more civilized folk.

Despite widespread distrust towards them, most hakuma feel the entirety of the Orient is their home, though they mostly settle down in the lands of the minor clans (with the exception of the Rhino). They also tend to believe that a person's actions define them, not their family name.

HAKUMA NAMES

Their first name typically reflects the culture they are raised in, but Oriental Law demands that hakuma be given the family name *Supon*, which they must wear as a dishonorable reflection of their jigokuan heritage. Failure to name a hakuma as such ensures execution by imperial hands. Only the Emperor himself holds authority to remove the *Supon* label from a hakuma. *Supon* directly translates into "spawn".

HAKUMA TRAITS

Ability Score Increase. Your Constitution and Charisma scores both increase by 1.

Age. Hakuma mature at the same rate as humans.

Alignment. Hakuma might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many hakuma toward a chaotic alignment.

Size. Hakuma are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your jigokuan heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Taint Resistance. You have advantage on saving throws against all Taint effects.

Languages. You can read, speak, and write Oriental and Oni.

Subrace. Hakuma have three distinct subraces. Choose one of these subraces below.

BRUTE

Ability Score Increase. Your Strength score increases by 1.

Appearance. You're about a foot taller than most humans with your considerable bulk, you have three tongues, and you smell of sulfur.

Fire Resistance. You have resistance to fire damage.

FOUL

Ability Score Increase. Your Constitution score increases by 1.

Appearance. One of your eyes is permanently red with infection and you reek of decay.

Foul Metabolism. You have resistance to necrotic damage and are immune to disease.

WARPED

Ability Score Increase. Your Charisma score increases by 1.

Appearance. You have a bright blue mane.

Jigokuan Legacy. You know the *chill touch* cantrip. Once you reach 3rd level, you can cast the *invisibility* spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the *darkness* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

SERAFU

Serafu have a mystical heritage, as it is unknown how they originally came to be. They are exceedingly rare, and most stay hidden away from civilization in tiny societies deep within the forests or high up in the mountains.

SMALL FOLK, BIG HEARTS

The serafu are a tiny folk, but their hearts are filled with joy and hope. They easily recognize the good in others, and they believe that all life is precious.

Serafu can vary greatly in appearance depending on their ancestry, though they can all best be described as small, bipedal, and tail-less lizards. While serafu of wyrm ancestry match that description perfectly with their slender bodies, those with turtle ancestry have a more sturdy frame, longer necks, and a beak-like jaw. Serafu of phoenix ancestry also have slender bodies, an actual beak, and are covered in red feathers, though feathers of a few other colors are often mixed in as well. Serafu of sylvan ancestry are broad and tall, have thick, white fur and bark-like skin underneath, with piercing, yellow eyes on their tiger-like faces. All types of serafu have clawed hands and feet.

SERAFU NAMES

Female serafu are referred to by the names of their mothers, followed by the word *-Josei*, while male serafu are referred to by the names of their fathers, followed by the word *-Dansei*. The daughter of Hope, for example, would be called Hope-Josei. Once serafu reach adulthood, they choose a name for themselves, signifying a virtue or concept they wish to embody. Traditionally, they also adopt the name of the toy they were most fond of during childhood as a nickname, wanting to honor their upbringing. Their family names are inherited from their fathers.

"Virtue" Names: Dance, Hope, Joy, Light, Peace, Prosperity, Song.

"Toy" Names: Bones, Branches, Dolls, Fires, Pebbles, Sticks.

Family Names: Ai, Heiwa, Hoyo, Kantan, Nikko, Yorokobi.

SERAFU TRAITS

Ability Score Increase. Your Constitution score increases by 1, and two other ability scores of your choice increase by 1.

Age. Serafu grow quickly. They walk days after hatching, attain the size and development of a 10-year-old human child by the age of 5, and reach adulthood by 15. They live to be around 120.

Alignment. Most serafu are lawful good. As a rule, they are good-hearted and kind and have no tolerance for oppression. They also value honor highly.

Size. Serafu are between 3 and 4 feet tall and average about 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Serafic Ancestry. You have serafic ancestry. Choose one type of serafic ancestor from the Serafic Ancestry table. Serafs are ancient creatures, that are widely respected and worshiped for their benevolence and immense strength. Your ancestral cunning, ancestral magic, and ancestral radiance are determined by the serafic ancestor, as shown in the table.

SERAFIC ANCESTRY

Serafic Ancestor	Ancestral Cunning	Ancestral Magic	Ancestral Radiance
Great Phoenix	Charisma	Spare the Dying	Fire (Dex. save)
Great Sylvan	Wisdom	Druidcraft	-
Great Turtle	Constitution	Shape Water	Cold (Con. save)
Great Wyrm	Intelligence	Thaumaturgy	Thunder (Con. save)

Ancestral Cunning. You have advantage on all saving throws of a particular type against magic. Your serafic ancestry determines the type of save.

Ancestral Magic. You know a cantrip depending on your serafic ancestry. Constitution is your spellcasting ability for it.

Ancestral Radiance. You can use your action to radiate powerful energies in a 30-foot diameter sphere around you. Your serafic ancestry determines the damage type.

When you use your radiance, each creature in the area must make a saving throw, the type of which is determined by your serafic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your radiance, you can't use it again until you complete a short or long rest.

Sylvan Shapechange. If your serafic ancestry is that of the Great Sylvan, you gain the ability to shapechange, rather than the Ancestral Radiance feature. As an action, you can change your form into that of a *Cat* with white fur, or back into serafu form. Once you reach 5th level, you can also shapechange into a *Tiger* with white fur, and once you reach 11th level you can also shapechange into a *Saber-Toothed Tiger* with white fur. While in animal form, you cannot use any of your class abilities, and your Strength, Dexterity, and Constitution scores change, but your Intelligence, Wisdom, and Charisma scores stay the same. Your shapechange otherwise works exactly like the druid's Shapechange feature. Once you use this feature, you must finish a short or long rest before you can do so again.

Languages. You can read, speak, and write Oriental and Kami.

ORIENTAL HUMAN VARIANT

You can easily use humans as presented in the *Player's Handbook* for games set in the Orient, though this human variant attempts to offer more flavorful and distinct humans.

As presented in the *Player's Handbook*, all members of the human race share the following traits:

- Age
- Alignment
- Size
- Speed

Additionally, the following traits are modified from the *Player's Handbook*:

- **Ability Score Increase.** Two ability scores of your choice increase by 1.
- **Languages.** You can read, speak, and write Oriental.

SUBRACES

This variant introduces new subraces for the human. Each subrace offers traits in addition to the ones noted above.

CHICKADEE CLAN

Ability Score Increase. Your Dexterity score increases by 1.

Chickadee Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

CRAWDAD CLAN

Ability Score Increase. Your Constitution score increases by 1.

Crawdad Combat Training. You have proficiency with light and medium armor and a martial weapon of your choice.

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

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

DAMSEFLY OR VIPER CLAN

Ability Score Increase. The ability scores you chose as a human both increase by 2, rather than by 1.

Dark Legacy. Whenever you make a Charisma (persuasion) check to convince others who you are (or who you aren't!), you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

HERON CLAN

Ability Score Increase. Your Dexterity score increases by 1.

Fleet of Foot. Your base walking speed increases to 35 feet.

Heron Weapon Training. You have proficiency with the hankyu and the daikyu.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

PEGASUS CLAN

Mounted Combatant. You gain the Mounted Combatant feat as described in the *Player's Handbook*.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

PHOENIX CLAN

Ability Score Increase. Your Charisma score increases by 1.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

Inner Fire. You gain temporary hit points equal to half your character level (rounded up), whenever you succeed a Wisdom, Intelligence, or Charisma saving throw against a spell cast by a hostile creature that you can see.

Phoenix Resilience. You have advantage on saving throws against being charmed.

RABBIT CLAN

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Forest Born. Difficult terrain caused by plants doesn't slow your movement.

Small Build. You count as one size smaller for the purpose of determining cover.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

RHINO CLAN

Ability Score Increase. Your Constitution score increases by 1.

Rhino Combat Training. You have proficiency with light and medium armor and a martial weapon of your choice.

Speak with Rhinoceroses. Through sounds and gestures, you can communicate simple ideas with rhinos.

Tool and Kit Proficiency. You gain proficiency with smith's tools and the climber's kit.

SCORPIONFLY CLAN

Ability Score Increase. Your Dexterity or Constitution score increases by 1.

Heightened Senses. You gain advantage on a Dexterity saving throw. Once you use this feature, you must finish a long rest before you can do so again.

Seafarer's Endurance. When you would suffer a level of exhaustion due to strenuous activity or malnutrition, you can sacrifice a hit die to not suffer exhaustion. Once you use this feature, you cannot do so again until you finish a long rest.

Skill Versatility. You gain proficiency in one skill of your choice.

SPIDER CLAN

Ability Score Increase. Your Dexterity score increases by 2. Neither of the ability scores you chose as human can be Dexterity.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

Skill Versatility. You gain proficiency in two skills of your choice.

TIGER CLAN

Ability Score Increase. Your Strength score increases by 1.

Historian's Lore. Whenever you make an Intelligence (history) check related to the Clans or Lands of the Orient, you can add twice your proficiency bonus, instead of any proficiency bonus you would normally apply.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

Tiger Combat Training. You have proficiency with light armor and the kama-yari, naginata, and nodachi.

Tiger Endurance. When you take damage, you can use your reaction to roll a d12. Add your constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Speak with Tigers. Through sounds and gestures, you can communicate simple ideas with tigers.

UNAFFILIATED

Ability Score Increase. The ability scores you chose as a human both increase by 2, rather than by 1.

Extra Language. You can speak, read, and write one extra language of your choice.

Skill Versatility. You gain proficiency in one skill of your choice.

WEASEL CLAN

Ability Score Increase. Your Dexterity or Intelligence score increases by 1.

Keen Senses. You have proficiency in the Perception skill.

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.

One Eye Open. For the first two hours, whenever you sleep, you can remain aware of your surroundings.

WOLF CLAN

Ability Score Increase. The ability scores you chose as a human both increase by 2, rather than by 1.

Fleet of Foot. Your base walking speed increases to 35 feet.

WYVERN CLAN

Ability Score Increase. Your Wisdom score increases by 2. Neither of the ability scores you chose as human can be Wisdom.

Honor of the Great Clans. You gain advantage on a Charisma or Honor saving throw. Once you use this feature, you must finish a long rest before you can do so again.

Keen Senses. You have proficiency in the Perception skill.

Kit Proficiency. You gain proficiency with the climber's kit.

PART 3: CLASSES

Oriental classes are very different from other classes, in the sense that they all find part of their identity in nature or feudal society. There are many different kinds of people in the Orient, many fitting the description of either warrior or mage, but only a true swordmaster can be a kensai, only a lifelong student of the void can be a shugenja, and only dedicated people, willing to alter their appearance and live their life by strange rules can be wu jen. They are all rare breeds, but none are so rare as the commanding shogun, having lead entire armies into war.

MULTICLASSING

The rules for multiclassing can be found on page 163 in the *Player's Handbook*. The prerequisites for the two new classes contained in this book, along with what proficiencies are gained if you multiclass into those classes, can be found in the Multiclassing Prerequisites and Multiclassing Proficiencies tables below.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Kensai	Strength 13 or Dexterity 13
Shogun	Charisma 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Kensai	Light armor, simple weapons
Shogun	Light armor, medium armor, shields, simple weapons

BARBARIAN

Barbarians in or from the Orient have the following Primal Path option, in addition to those in the *Player's Handbook*.

PATH OF BRAWN

The Wanryuku, as they are called, are feared and ferocious samurai of the Tiger clan, and make up the bulk of the Tiger army. They wield large weapons like the nodachi or nagamaki, and are often careless for their own well-being in the heat of battle. Their lives don't matter - only the honor of the clan and family matters. They follow the code of bushido (see the Samurai archetype for the Kensai class later in this chapter).

BRAWN TEACHINGS

At 3rd level, when you adopt this primal path, your rage damage is doubled as long as you wield a two-handed or versatile melee weapon with two hands, and while raging you gain resistance to psychic damage.

STALWART

Starting at 6th level, your hit point maximum increases by 6, and for every level past 6th it increases by 1. Additionally, whenever you gain a level and you roll to increase your maximum hit points, you can roll the die twice and take the highest result.

BESTIAL

Starting at 10th level, whenever you successfully attack a hostile creature using a two-handed or versatile melee weapon that is held with two hands, you gain 15 feet of movement on that turn.

Additionally, you have advantage on Charisma (intimidation) checks against any creature which has seen you raging.

TIGER'S ROAR

During the heat of battle, you let out a loud and ferocious roar, bolstering your own will to continue bringing down destruction upon your foes.

Starting at 14th level, whenever you land a critical hit or are critically hit yourself, you gain temporary hit points equal to half your barbarian level (rounded down) immediately after the damage has been dealt.

PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to the options presented here.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level.

ORIENTAL TOTEMS

The totems of the Orient correspond to the spirits of the Path of the Totem Warrior as shown in the following table.

Totem	Spirit
Crawdad	Bear
Heron	Eagle
Wyvern	Tiger
Spider	Wolf
Pegasus	Elk

If your barbarian is of the Tiger Clan, you don't bother with totems. Instead use the Path of Brawn or the Path of the Berserker.

Unlike the spirits in the *Player's Handbook*, the options here don't require a physical object incorporating some part of the totem animal, but instead require deep meditation for 8 hours. You do acquire minor physical attributes associated with your totem spirit though, such as a fiery hue in your eyes if you have a phoenix totem spirit, or skin that appears hard to the touch if you have a Crawdad totem spirit.

Also, your totem spirit might be the mystical phoenix.

Phoenix. While you're raging, whenever you fail a saving throw, you have advantage on saving throws against the same effect on subsequent turns. Additionally, you don't lose your rage if you cannot meet the requirements to keep raging as a result of having failed a saving throw.

ASPECT OF THE BEAST

This option is also available to you when you choose a totem animal at 6th level.

Phoenix. When you roll hit dice to regain lost hit points during a short rest, you can roll each die twice and take either result. The spirit of the phoenix vitalizes your body, making you recover your wounds more reliably.

TOTEMIC ATTUNEMENT

This option is also available to you when you choose a totem animal at 14th level.

Phoenix. When you enter your rage you ignite with volatile flame. While raging, your weapon attacks turn into fire or lightning damage (your choice), and whenever a creature hits you successfully with a melee attack, they suffer fire damage equal to your rage damage.

BARD

Bards in or from the Orient have the following bardic college option, in addition to those in the *Player's Handbook*.

COLLEGE OF THE GEISHA

Geisha are female entertainers, trained from a very young age to be hostesses in noble establishments, performing arts such as music, dance, games, and conversation.

RESTRICTION: FEMALES ONLY

Only females can be geisha. The geisha fills a particular niche in Oriental society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Orient. It might not apply to your DM's setting or your DM's version of the Orient, although it is advised to rename the college in that case.

BONUS PROFICIENCY

Starting at 3rd level, you become proficient with the war fan.

DANCE OF MAGIC

Starting at 3rd level, when you choose this bardic college, you can use your body as a spellcasting focus, eliminating the need for an instrument.

FASCINATION

Also starting at 3rd level, whenever an ally rolls one of your bardic inspiration dice, they have advantage on the roll.

ADDITIONAL EXPERTISE

At 6th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

INFATUATION

Starting at 14th level, hostile creatures have disadvantage on their saving throws against your enchantment and illusion spells.

CLERIC

Clerics in or from the Orient have the following Divine Domain option, in addition to those in the *Player's Handbook*, although if you wish to play a cleric from the Orient, the shamanism domain would be the best fit.

SHAMANISM DOMAIN

Shamans are intermediaries between the mortal world and the realm of spirits - the vast multitude of living beings that infuse the entire world with divine essence. They commune with spirits, demons, nature spirits, and the most powerful of spirits, who might be considered deities. The shaman offers prayers, and services to the spirits, and in return gains the favor of patron spirits who bestow spells and other magical abilities upon him.

SHAMANISM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>faerie fire, goodberry</i>
3rd	<i>earthbind, moonbeam</i>
5th	<i>gaseous form, haste</i>
7th	<i>blight, locate creature</i>
9th	<i>antilife shell, reincarnate</i>

SPIRIT PATRON

At 1st level, you form a bond with a patron spirit who empowers your spellcasting. The type of spirit should correspond to your character's values - for example if your spirit is an animal, you could value nature and life, while if it is an ancestral spirit, you might value tradition, family and loyalty.

Ancestral Spirit. The number of cleric spells you can prepare increases by 1.

Animal Spirit. You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, the type of animal must always be the same, and it is a celestial instead of a beast. Its appearance is that of the chosen animal, but translucent.

Demonic Spirit. You can cast *disguise self* at will, without expending a spell slot. Additionally, you learn a warlock cantrip of your choice, which does not count towards your number of cantrips known.

Primordial Spirit. When you are hit by a melee attack, you can use your reaction to vanish from your current plane of existence and appear in the Ethereal Plane until the start of your next turn, and move up to half your speed as part of the same reaction. You disappear right before the triggering attack connects. The spell fails and the casting is wasted if you are already on the Ethereal Plane.

While on the Ethereal Plane, you can see and hear the plane your originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Once you use this feature, you must finish a short or long rest before you can do so again.

CHANNEL DIVINITY: SPIRIT SIGHT

Starting at 2nd level, you can use your Channel Divinity to see into the spirit world. As an action, you present your holy symbol, and gain truesight out to a range of 60 feet for 1 minute.

GIFT OF PATRONAGE

Starting at 6th level, your patron spirit bestows upon you another feature depending on the type of patron you chose at 1st level.

Ancestral Spirit. You can always cast the *cure wounds* and *healing word* spells, whether you have them prepared or not.

Animal Spirit. You have advantage with Wisdom (perception) checks, as long as you have your familiar within 5 feet of you.

Demonic Spirit. You can cast *polymorph* once without using a spell slot. You can't do so again until you finish a long rest.

Primordial Spirit. You gain an additional use of Channel Divinity.

EFFLORESCENCE

Starting at 8th level, as an action you can restore hit points to any number of friendly creatures within 30 feet of you. The number of total hit points you can restore equals twice your cleric level, and you can divide the healing among your allies as you see fit.

Once you use this feature, you must finish a long rest before you can do so again.

SPIRIT'S FAVOR

Starting at 17th level, you gain resistance to necrotic and radiant damage.

SHUGENJA DOMAIN

Clerics of the shugenja domain have a divine bond with the four elements, granting them access to divine powers. In fact, shugenja are widely regarded as divine, and are the closest thing to a priest in much of Oriental culture. Clerics of the shamanism domain might be considered priests or even divine out in the wilds, but in civilized society among the Great Clans the shugenja is both noble and divine.

SHUGENJA DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, magic missile</i>
3rd	<i>aganazzar's scorcher, gust of wind</i>
5th	<i>lightning bolt, tidal wave</i>
7th	<i>stone shape, storm sphere</i>
9th	<i>maelstrom, wall of stone</i>

SENSE ELEMENTS

Beginning at 1st level, as an action, you can sense the location, size and direction of a particular element within 300 feet of you, choosing either earth, fire, water, or wind. You could, for example, sense an underground river, or locate a hidden cave by sensing the torches burning inside of it. The effect lasts for 1 minute or until you dismiss it as an action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended charges when you finish a short or long rest.

CHANNEL DIVINITY: TURN ELEMENTALS AND FIENDS

Starting at 2nd level, as an action you can spread your arms and speak a prayer censuring elementals and fiends. Each elemental and fiend that can see or hear you within 30 feet of you must succeed a Wisdom saving throw, or become turned for 1 minute or until it takes any damage.

ELEMENTAL AFFINITY

Also at 2nd level, you specialize in one of the following four elements. Your chosen element grants you a new Channel Divinity feature. Choose one from among air, earth, fire, and water.

AIR

CHANNEL DIVINITY: TRUESIGHT

As an action you can use your Channel Divinity to empower your sight, peaking behind the veil and seeing things as they truly are for 1 minute. For the duration, you gain truesight out to a range of 60 feet.

EARTH

CHANNEL DIVINITY: GROUNDING

As an action you conjure forth a translucent, radiant shimmer rising up from the ground beneath you. Up to five creatures of your choosing within 30 feet of you, gain resistance to bludgeoning, piercing, and slashing from nonmagical weapons. The effect lasts for 30 seconds, or until you dismiss it (no action required). The effect also ends early if you are unconscious, or if you lose concentration (as if concentrating on a spell).

FIRE

CHANNEL DIVINITY: SEARING RADIANCE

As an action, flame bursts through your very skin, filling a 20 feet area around you. Each creature in the affected area must make a Constitution saving throw. On a failed save, a creature takes 18 (4d8) radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and isn't blinded by this effect. Elementals and fiends have disadvantage on this saving throw.

WATER

CHANNEL DIVINITY: LIFE LINK

As an action and using your Channel Divinity, you create a link between yourself and up to four willing creatures within 30 feet of you. As long as the link persists, any damage that is taken by a linked creature, is divided evenly among all those linked (rounded down). The effect lasts for 2 rounds.

A creature can unlink itself at will (no action required), and is forcefully unlinked if it is ever more than 30 feet away from you. You can end the link on all affected creatures early at will (no action required). The effect also ends early if you are unconscious, or if you lose concentration (as if concentrating on a spell).

ELEMENTAL POINTS

At 6th level, you tap into a deep wellspring of magic within the elements. This wellspring is represented by elemental points, which allow you to create a variety of magical effects. The number of elemental points available to you equals your cleric level divided by 2 (rounded down). You regain all spent elemental points when you finish a long rest.

METAMAGIC

Also at 6th level, you gain the ability to twist your spells to suit your needs. You gain one Metamagic option of your choice from among those available to the sorcerer in the *Player's Handbook*. You gain another one at 8th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

You fuel your metamagic options with a number of elemental points equal to the sorcery point cost described for each metamagic.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

ELEMENTAL PERSONIFICATION

At 17th level, you gain another feature depending on the Elemental Affinity you chose at 2nd level.

AIR

MISLEAD

You can cast *mislead* without expending a spell slot, by using a bonus action. Once you use this feature, you must finish a short or long rest before you can do so again.

EARTH

SHAKING THE FOUNDATIONS

You continuously and effortlessly shape the ground around you in your favor. The ground around you in a 20 feet radius is considered difficult terrain when hostile creatures try to move through it. Creatures that can fly or levitate are not affected.

FIRE

ERUPTION

Any hostile creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.

WATER

ELEMENTAL METABOLISM

As an action, you can restore an amount of hit points to yourself equal to your cleric level.

Once you use this feature, you must finish a short or long rest before you can do so again.

DRUID

Druids in or from the Orient have the following Druid Circle option, in addition to those in the *Player's Handbook*.

CIRCLE OF CHAOS

The druids of the circle of chaos, find that man should not penalize the chaotic nature of the wilds. Chaos in and of itself is the ultimate aspiration, which is reflected in their personalities and spell casting.

CIRCLE SPELLS

Your mystical connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells as shown in the Circle of Chaos Spells column. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If a circle spell doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF CHAOS SPELLS

Druid Level	Spells
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>gaseous form, hunger of hadar</i>
7th	<i>banishment, dimension door</i>
9th	<i>creation, dominate person</i>

WILD MAGIC SURGE

Starting at 2nd level, spellcasting can unleash surges of untamed magic. Immediately after you cast a druid spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge found under the Wild Magic archetype in the sorcerer class to create a random magical effect. When you cast one of your circle spells, you always roll on the Wild Magic Surge table.

CHAOTIC VITALITY

Starting at 6th level, when you roll on the Wild Magic Surge table, you gain temporary hit points equal to your Wisdom modifier (minimum of 1).

SHIELDED MIND

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it.

CHAOTIC RECOVERY

Starting at 14th level, there's a chance you regain some of your magical energy when a wild magic surge occurs. Whenever you roll 99-100 on the Wild Magic Surge table, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than your druid level (rounded up), and none of the slots can be 6th level or higher.

For example, when you are a 4th-level druid, you can recover up to four levels worth of spell slots. You can recover two a 2nd-level slot or four 1st-level slots.

CIRCLE OF ELEMENTALISM

Elementalists are druids of the old faith, believing the old elements are the driving force behind the cycle of life.

ABSORB SPELL

Starting at 2nd level, when you fail a saving throw against a spell, you can choose to succeed instead. Once you use this feature, you must finish a long rest before you can do so again.

CIRCLE SPELLS

Your mystical connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells as shown in the Circle of Elementalism Spells column. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If a circle spell doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF ELEMENTALISM SPELLS

Druid Level	Spells
3rd	<i>aganazzar's scorcher, pyrotechnics</i>
5th	<i>erupting earth, lightning bolt</i>
7th	<i>fire shield, storm sphere</i>
9th	<i>cone of cold, immolation</i>

ELEMENTAL COMPANION

Beginning at 6th level, you learn the *find familiar* spell, and can use it to summon any **mephit** with a CR maximum of 1/4. Once you reach 10th level, the CR maximum increases to 1/2.

QUICKENED SPELLS

Starting at 10th level, you can cast your circle spells using a bonus action.

INVESTITURE OF THE ELEMENTS

Starting at 14th level, you can cast *investiture of flame*, *investiture of ice*, *investiture of stone*, or *investiture of wind* without expending a spell slot. The elements maintain concentration on the spell, so that you don't have to. Once you use this feature, you must finish a long rest before you can do so again.

CIRCLE OF THE FEY TOUCHED

The fey touched are reclusive druids, who have been blessed by powerful fey. While some do truly consider it a blessing, others might consider it a curse.

CIRCLE SPELLS

Your mystical connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells as shown in the Circle of the Fey Touched Spells column. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If a circle spell doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE FEY TOUCHED SPELLS

Druid Level	Spells
3rd	<i>invisibility, mirror image</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>greater invisibility, phantasmal killer</i>
9th	<i>mislead, seeming</i>

HEART SIGHT

Starting at 2nd level, you can use your action to touch a creature and magically learn the creature's current emotional state. The target must succeed a Charisma saving throw against your druid spell save DC, or you also learn the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

BLINK

Beginning at 6th level, using an action you can magically teleport, along with any equipment you are wearing or carrying, up to 40 feet to an unoccupied space you can see.

BEGUILING DEFENSES

Starting at 10th level, you know how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your druid spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

MAGIC RESISTANCE

Starting at 14th level, you gain advantage on saving throws against spells and other magical effects.

CIRCLE OF THE LAND

In the Orient an additional land is available for circle of the land druids.

VILLAINOUS CLASS OPTION: THE SHADOWLANDS

Druids native to the Shadowlands are evil and remorseless. They do not safeguard nature, but rather seek to corrupt it.

SHADOWLANDS

Druid Level	Spells
3rd	<i>crown of madness, ghost light</i>
5th	<i>fear, vampiric touch</i>
7th	<i>magnetism, wall of bones</i>
9th	<i>creeping darkness, dream sight</i>

FIGHTER

Fighters in or from the Orient have the following Martial Archetype option, in addition to those in the *Player's Handbook*, although if you wish to play a fighter from the Orient, the witch hunter would be the best fit.

BUSHI

Most bushi are warriors of the common people, men without ties to a lord. Some, however, can be found serving samurai, protecting the court, or swelling the ranks of armies. Most are men of low birth who have chosen the way of the warrior to advance in the world, often seeking to defend the lower classes, who's concerns are often far removed from the thoughts of lords and daimyos.

BUSHIDO

As a bushi you must do your best to follow the code of Bushido. See the Bushido sidebar listed under the samurai archetype for the kensai class.

BONDED WEAPON

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time, and if you lose your bonded weapon or it is destroyed, you cannot use maneuvers until you have it reforged, or you bond with a new weapon.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

KI

Also starting at 3rd level, your training and spiritual connection with your bonded weapon, grants you access to a pool of spiritual and martial energy that you may draw upon to infuse your attacks. Your access to this energy is represented by a number of Ki points. You have 3 Ki points. You gain an additional Ki point at 7th level, one more at 11th level, and one more at 15th level.

As long as you are wielding your bonded weapon, you can spend these points to fuel various class features and kensai maneuvers.

You can choose your maneuvers from among the legacy maneuvers from the kensai class. You learn two maneuvers of your choice. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level.

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 1 hour on weapon meditation with your bonded weapon to regain your Ki points.

You use your Intelligence modifier when setting the saving throw DC for a kensai maneuver you execute and when making an attack roll with one.

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

Maneuver attack modifier = your proficiency bonus
+ your Intelligence modifier

BUSHI STANCE

Starting at 7th level, whenever you would learn a kensai maneuver, you can learn a bushi stance in its place. The stances are inspired by and try to emulate certain creatures of legend, which either increase your combat efficiency or social skills in various ways. You can choose from the stances listed below.

While bonded to a weapon, you can use a bonus action and expend 1 ki to enter a stance. The stance lasts for 1 minute, or until you change stances. The effect may also end early if you drop your bonded weapon, if you become unconscious, or die.

CHICKADEE STANCE

You assume a compassionate pose, showing modesty and kindness. While in Chickadee stance, you have advantage on Animal Handling checks and are affected by the *speak with animals* spell.

DAMSELFLY STANCE

You strengthen your mental faculties through your bonded weapon, imitating the willful damselfly. While in Damselfly stance, you have advantage on Intelligence and Charisma saving throws.

RABBIT STANCE

You heighten your awareness, imitating the curious rabbit. Unless deafened, you have blindsight out to 10 feet, while in Rabbit stance.

RHINO STANCE

You empower your vitality, imitating the enduring rhino. While in Rhino stance, at the start of each of your turns, you gain temporary hit points equal to your fighter level divided by 3 + your Intelligence modifier.

SCORPIONFLY STANCE

You assume a reactionary stance, imitating the brave and swift scorpionfly. While in Scorpionfly stance, you have advantage on Dexterity saving throws.

VIPER STANCE

You take on a stealthy stance, allowing you to blend in with your surroundings. While in Viper stance, you have a +10 bonus to Dexterity (stealth) checks, and you leave behind no tracks or other signs of your passage.

WEASEL STANCE

You assume a tactful pose, adopting the vivaciousness of the weasel. While in Weasel stance, you can add your Intelligence modifier to your Charisma checks.

WOLF STANCE

You assume a threatening stance, imitating the proud wolf. While in Wolf stance, your allies have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you.

SKILLED

Starting at 10th level, you gain proficiency in two of the following skills of your choice: Athletics, Deception, Insight, Intimidation, Perception, Persuasion, and Survival.

FOCUSED SELF

Beginning at 15th level, when you roll for initiative and have no ki points remaining, you regain 1 ki point.

COMBAT SAVANT

Starting at 18th level, when a hostile creature attacks you with a melee attack, but before its attack is completed, you can use your reaction to immediately take your next turn, rather than waiting for your turn in the initiative order.

When your turn is completed, the creature who's turn you interrupted continues its turn and the initiative order resumes.

Once you use this feature, you must finish a long rest before you can do so again.

HOGO-SHA

Hogo-sha are elite samurai of the Rhino clan. They are exceptionally few in number, but are among the few samurai who traditionally wear heavy armor. They patrol the dark ridge, guarding the empire against any Shadowlands creatures that attempt the climb.

BUSHIDO

As hogo-sha you must do your best to follow the code of Bushido. See the Bushido sidebar listed under the samurai archetype for the kensai class.

BONDED WEAPON

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated, and while holding the weapon your AC increases by 1 and you have advantage on any checks made to climb. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

GUARDIAN'S BOND

Starting at 3rd level, whenever you finish a short or long rest, you can choose one friendly creature to protect. You can cast *warding bond* at will without expending a spell slot or material components, targeting only that creature. You must be bonded to a weapon in order to use this feature.

GUARDIAN'S WILL

Beginning at 7th level, whenever you finish a short or long rest, you become affected by the *death ward* spell. Additionally, you can take the Search action as a bonus action. You must be bonded to a weapon in order to use this feature.

GUARDIAN'S STRIKE

Starting at 10th level, whenever a hostile creature within your reach attacks you or one of your allies with a melee attack, you may use your reaction to immediately strike back with advantage using your bonded weapon, dealing an additional 1d10 slashing damage if the attack is successful.

GUARDIAN'S TOUCH

Starting at 15th level, you can cast *remove curse* at will, without expending a spell slot.

GUARDIAN'S BLADE

Beginning at 18th level, you can use your reaction for an opportunity attack with your bonded weapon even if you have already expended your reaction this round, but not if you have already used your reaction this turn. Additionally, whenever you take the Dodge action, you can make a single attack with your bonded weapon as a bonus action.

SATSUGAI

Satsugai are elite samurai of the Scorpionfly clan. They are brutal and specialized warriors, capable of incredible feats. Their fighting style is based on a mixture of Spider and Wyvern samurai techniques.

BUSHIDO

As a satsugai you must do your best to follow the code of Bushido. See the Bushido sidebar listed under the samurai archetype for the kensai class.

BONDED WEAPON

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. You deal an additional 1 slashing damage with your bonded weapon. Upon reaching 10th level, this bonus increases to 1d4 slashing damage.

Only one weapon may be selected as a bonded weapon at a time.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

SPIDER'S STEALTH

Also starting at 3rd level, your Dexterity (stealth) checks are made with advantage while you aren't wearing heavy armor.

SWIFT

Beginning at 7th level, your speed increases by 10 feet while you aren't wearing heavy armor. Additionally, you gain proficiency in Dexterity saving throws.

IMPLACABLE

Starting at 10th level, you can move through hostile creatures as if it were difficult terrain and no attacks can be made with advantage against you.

SLAYER

Starting at 15th level, whenever you critically hit a creature with your bonded weapon, you gain the following bonuses:

- You can immediately move 20 feet without provoking opportunity attacks.
- Your next attack against that creature before the end of your next turn is a successful hit, even if you would otherwise miss.
- Before the end of your next turn, you can make one additional attack against the target using your bonus action.

WYVERN'S FEROCITY

Starting at 18th level, when you roll initiative, you can mark a creature that you can see as your prey. On your first turn in the combat, all of your attacks are made with advantage against the target creature, and your walking speed is doubled, so long as you use your movement to take the most direct route towards the target creature.

Once you use this feature, you must finish a long rest before you can do so again.

WITCH HUNTER

Witch hunters combine magical training with combat expertise to battle the spiritual forces of evil in the world. Ghosts and other evil spirits, demons and oni, and practitioners of the maho are the witch hunters' sworn enemies.

DETECT EVIL

Starting at 3rd level, when you choose this martial archetype, you can cast *detect evil and good* at will, without expending a spell slot. When you cast the spell in this way, it only detects aberrations, fiends, and undead, but it also detects creatures infected with Taint.

BANE OF EVIL

Also starting at 3rd level, once per turn when you hit an aberration, fiend, undead, or a creature infected with Taint with a melee weapon attack, you can roll one additional weapon damage die.

Once you reach 7th level, whenever you successfully hit an aberration, fiend, undead, or creature of Taint with your Bane of Evil feature, you ignore all resistances the creature has for the rest of your turn.

When you reach 18th level, you can roll two additional weapon damage dice instead of one.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a short or long rest.

MIND'S FINESSE

Beginning at 7th level, you can add your Intelligence modifier to all saving throws.

COURAGEOUS

Starting at 10th level, you can no longer be frightened. Additionally, whenever a creature attempts to frighten you, until the end of your next turn, your attacks are made with advantage against the creature that attempted to frighten you.

RESIST EVIL

Starting at 15th level, you have advantage on saving throws against spells cast by aberrations, fiends, undead, and creatures infected with Taint.

KENSAI

THE KENSAI

Level	Proficiency		Kensai	
	Bonus	Features	Maneuvers Known	Ki
1st	+2	Martial Discipline, Unarmored Defense	-	-
2nd	+2	Ki, Weapon Bond	3	2
3rd	+2	Grace (1)	3	3
4th	+2	Ability Score Improvement	3	4
5th	+3	Extra Attack, Weapon Bond Improvement	3	5
6th	+3	Martial Discipline feature	4	6
7th	+3	Clash (1)	4	7
8th	+3	Ability Score Improvement	4	8
9th	+4	Weapon Bond Improvement	4	9
10th	+4	Martial Discipline feature	5	10
11th	+4	Clash (2)	5	11
12th	+4	Ability Score Improvement	5	12
13th	+5	Grace (2)	5	13
14th	+5	Battle Clarity	5	14
15th	+5	Martial Discipline feature	6	15
16th	+5	Ability Score Improvement	6	16
17th	+6	Clash (3)	6	17
18th	+6	Martial Discipline feature	6	18
19th	+6	Ability Score Improvement	6	19
20th	+6	Iaijutsu, Weapon Bond Improvement	6	20

The kensai masters body, mind, weapon, and will. He devotes his strength and his life to the service of a master or an ideal he accepts as greater than himself. Some kensai become masters in their own right, but even one who to the highest of positions sees himself as a servant of some higher power.

Kensai literally means “sword saint”, as it reflects their mastery and deep connection they have with their blade, and their pure martial skill.

CREATING A KENSAI

When creating a kensai character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your kensai.

QUICK BUILD

You can make a kensai quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Charisma. Second, choose the Great Clan Warrior background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per kensai level

hit points at 1st Level: 8 + your Constitution modifier

hit points at Higher Levels: 1d8 (or 5) + your Constitution modifier per kensai level after first

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, ninja-to, wakazashi

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, Persuasion, and Stealth.

EQUIPMENT

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

- (a) a melee weapon that deals slashing damage
- (a) 2 tanto, (b) 2 ono or (c) 5 uchi-ne
- (a) A dungeoneer’s pack or (b) an explorer’s pack

MARTIAL DISCIPLINE

As a kensai you commit yourself to follow a particular martial school or philosophy known as a martial discipline. Choose between the wise and deadly Blademaster, the mystical Master of the Unseen Hand, the abominable

Ravager, the honorable Samurai, or the shadowy Shinobi. Each discipline is detailed at the end of the class description. Your discipline grants you features at 1st level, and then again at 6th, 10th, 15th and 18th level.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can not use a shield and still gain this bonus.

KI

Starting at 2nd level, your training and spiritual connection with your bonded weapon, grants you access to a pool of spiritual and martial energy that you may draw upon to infuse your attacks. Your access to this energy is represented by a number of Ki points. Your kensai level determines the number of points you have, as shown in the Ki column of the Kensai table.

As long as you are wielding your bonded weapon, you can spend these points to fuel various class features and kensai maneuvers.

A single attack can only be empowered by one feature or maneuver that has a Ki cost. For example, you couldn’t be in the samurai’s Spider stance and expend 1 Ki to increase the reach of an attack, and then use the crescent sweep maneuver to hit all creatures within reach.

When you learn a new kensai maneuver, you can replace any number of kensai maneuvers you know with a new kensai maneuver.

There are five schools of maneuvers, all detailed at the end of this class description. Which schools you have access to is determined by your chosen martial discipline.

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 1 hour on weapon meditation with your bonded weapon to regain your Ki points.

You use your Charisma modifier when setting the saving throw DC for a kensai ability or maneuver you execute and when making an attack roll with one.

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

Maneuver attack modifier = your proficiency bonus
+ your Charisma modifier

WEAPON BOND

The core of the kensai is the connection she shares with her weapon. Often an heirloom or somehow important to the kensai in a personal way, this blade typically has no innately magical or special properties until it is in the kensai's hands. Without a bonded weapon, many class abilities cease to function, and you can neither use maneuvers nor regain Ki without a bonded weapon.

Starting at 2nd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time, and if you lose your bonded weapon or it is destroyed, you cannot use maneuvers until you have it reforged, or you bond with a new weapon.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

Beginning at 5th level, a bonded weapon is treated as magical for purposes of overcoming damage resistance and what effects can damage it, even if it is a non-magical weapon. Additionally, after one hour of meditating with your weapon, any damage it has suffered is magically repaired.

When you reach 9th level, when you hit a creature with your bonded weapon, you can use your bonus action to expend 1 Ki, to let spiritual force damage leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes force damage equal to your Clash damage + your Charisma modifier.

Beginning at 20th level, you can add a d4 to all attack rolls made with your bonded weapon.

GRACE

Starting at 3rd level, if you have disadvantage on an attack with your Bonded Weapon, you may spend your bonus action to negate the disadvantage effect for that turn.

For example, if you have advantage on an attack, and some circumstance gives you disadvantage, instead of the two canceling each other out, you can use this feature to negate the disadvantage effect to retain your advantage.

Once you use this feature, you can't do so again until you finish a short or long rest.

At 15th level, you can use this feature twice between rests.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th you can increase one ability score of your choice by 2 or 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.

CLASH

Starting at 7th level, once per turn, you can empower your bonded weapon with spiritual energies, allowing you to deal an additional 1d4 force damage whenever you hit a creature with it.

At 11th level, this bonus increases to 2d4 force damage, and at 17th level it increases to 3d4 force damage.

BATTLE CLARITY

By 14th level, you are able to enter a state of perfect mental clarity on the battlefield. Whenever you are charmed or paralyzed, you may expend 1 Ki as a bonus action to negate the effect.

IAIJUTSU

Through intense training, understanding of an enemy's movements, and inhuman speed, you have learned to land your strikes reliably.

Beginning at 20th level, you can make opportunity attacks with your bonded weapon against hostile creatures that enter your reach.

MARTIAL DISCIPLINES

BLADEMASTER

The blademaker is the purest of the kensai, focusing solely on his connection with and mastery of his blade. Blademasters are usually calm and honorable, and eventually train students in the way of the kensai.

Most blademasters are unaffiliated with a clan, and spend their days with meditation and training in secluded areas for from imperial influence.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers and Shadow Maneuvers lists, detailed at the end of this class description.

FIGHTING STYLE

Starting when you choose this martial discipline at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DUELING

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

GREAT WEAPON FIGHTING

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

WAY OF THE BLADE

You gain proficiency with martial weapons and the perception skill.

BLINKSTRIKE

Your intense training, sharp senses, and incredible speed, allow you to move into battle quickly. You move so quickly, that you seem to blur out of existence for a split second before reappearing blade in hand.

Beginning at 6th level, once per turn when you take the Attack action, you may teleport up to 30 feet as part of the same action, teleporting right before you make your attack.

Attacking this suddenly leaves your target unprepared for the incoming strike, granting you advantage on the strike's attack roll, and dealing 2d6 additional weapon damage. Once you reach 11th level, you can expend 1 Ki to increase the extra damage from 2d6 to 4d6, and upon reaching 17th level, you can expend 2 Ki to increase your additional damage from 2d6 to 6d6.

You must be able to attack immediately after teleporting, in order to get these bonuses.

KI DEFENSE

Starting at 10th level, while wielding only your bonded weapon and no other weapons, your AC increases by the number of medium or larger creatures within 5 feet of you that you can see.

Additionally, you can focus on single creature that you can see by expending 1 Ki as a bonus action. The target you are focusing on, has disadvantage on all attack rolls against you, and you have advantage on saving throws against spells and effects from that creature.

Your focus is broken if you can no longer see the creature, if you lose your concentration (as if concentrating on a spell), or if you focus on a new target.

INNER PEACE

Through mastery of your Ki, your bond to your weapon, and your deep spirituality, you've found inner peace.

Starting at 15th level, while wielding your bonded weapon, you cannot become charmed or frightened, and if you are surprised at the start of combat, you may act normally on your first turn if you use your blinkstrike feature. Additionally, you gain truesight out to a range of 5 feet, while wielding your bonded weapon.

KAI

Through sheer will and deep understanding of the blade, you've learned to turn a successful hit into a deadly strike.

Beginning at 18th level, when you successfully hit a creature with your bonded weapon, you can maximize the damage of all dice.

Once you use this feature, you must finish a short or long rest before you can do so again.

MASTER OF THE UNSEEN HAND

The master of the unseen hand has a magical connection to the Weave, which he feels as tiny vibrations in the very air. They exploit these vibrations, by adopting them onto themselves, making them harder to pinpoint. Stronger masters of the unseen hand eventually learn to control these vibrations remotely, crushing their foes with invisible force, flinging massive objects into the sky, or disarming enemies with a single thought. Their mastery of the craft of telekinesis makes Masters of the Unseen Hand potent and versatile combatants.

Masters of the Unseen Hand are few and far between, but wherever they go, they inspire awe. They usually wield one-handed weapons, so their other hand is free for the somatic requirements of telekinetic manipulation.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers and Weave Maneuvers lists, detailed at the end of this class description.

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.

UNSEEN

You harness power from the Weave and begin vibrating at extreme frequencies, almost becoming invisible to the normal eye.

You can cast *blur* on yourself as an action. When cast this way, you do not need to maintain concentration on the spell, but its duration is reduced to 30 seconds.

You can use this feature a number of times equal to your kensai level divided by 3 rounded down, to a minimum of 1. You regain all expended charges when you finish a short or long rest.

TELEKINETIC CHARGES

Starting at 6th level, you gain telekinetic charges, which you can use to empower your telekinetic abilities.

The amount of telekinetic charges available to you are equal your Charisma modifier (minimum of 1). You regain all expended charges when you finish a long rest.

You lose all your telekinetic powers, if you are not wielding your Bonded Weapon.

WEAVE SIGHT

As your spirit has infused your bonded weapon for some time, your connection to the Weave has been strengthened through your weapon. You sense that your perception of the world could be strengthened, if only you let go of your sight.

Starting at 6th level, you gain 10 feet of blindsight from your bonded weapon. You can blindfold yourself to gain 60 feet of blindsight from your bonded weapon instead, as long as it is on the same plane of existence as you.

UNSEEN HAND

At 6th level, you gain a deeper control over the tiny vibrations in all things, and you learn how to control these vibrations. You can spend 1 telekinetic charge to cast *telekinesis*, requiring only the somatic components of the spell, with a limited range of 20 feet.

Telekinesis lasts between turns, but does not cost an action or a telekinetic charge to maintain on a turn, unless you actively move what you have in your telekinetic grasp.

You must maintain concentration or the spell will fail.

When you reach 10th level, the range of your telekinesis increases to 40 feet, and at 15th level it increases to 60 feet.

TELEKINETIC WIELDER

You become adept at controlling precise vibrations in the weave, allowing you to use your telekinesis to disarm your opponents and use their weapons against them.

Beginning at 10th level, as an action and by spending 1 telekinetic charge, you can try to pull a creature's weapon out of its grasp. The creature must succeed a Strength saving throw, becoming disarmed on a failed save. If the creature fails its saving throw, you may immediately attack with the weapon, using a bonus action. At the end of your turn, the weapon drops to the floor, unless you use a bonus action to fling it away, up to 20 feet in any direction.

Your attack modifier for telekinetically wielded weapons is your proficiency bonus + your Charisma modifier, and you add your Charisma modifier to the damage you deal.

WEAVE BLADE

When you strike the air in front of you with your bonded weapon, a deadly telekinetic strike slices downwards further away from you.

Starting at 10th level, as long as you are wielding your bonded weapon in one hand and wield no other weapons, the reach of your bonded weapon increases to 30 feet. When attacking a creature further away than you would normally be able to, all damage is converted to force damage, but you cannot land a critical hit.

Additionally, whenever you hit a Large or smaller creature with your bonded weapon, you can expend 1 Ki to push the creature back 10 feet.

TELEKINETIC FLIGHT

Upon reaching 15th level, you can expend 1 telekinetic charge as an action to lift a number of willing creatures into the air, including yourself, equal to your charisma modifier. Creatures that have been lifted gain a fly speed of 60 feet but they cannot move on their own. During your movement, you can move the creatures.

You do not have to move all creatures you are lifting in the same direction, but any lifted creatures plummet to the ground if they move more than 30 feet away from you.

On your next turn, you can extend the use of your Telekinetic Flight feature, by using your action to maintain your grasp on all affected creatures, allowing you to move them up to 60 feet once more. If you don't use your action to maintain control, all affected creatures plummet towards the ground.

Extending the feature over several turns, does not cost additional telekinetic charges.

FLING

You learn to hurl a creature with incredible force, smashing it into a wall, through a door, or straight up in the air.

Starting at 18th level, by expending two telekinetic charges as an action, you can try to grab onto a Huge or smaller creature telekinetically. The creature must succeed a Dexterity saving throw against your maneuver save DC, or be flung 100 feet in a direction of your choosing.

You can choose to expend a third telekinetic charge, to impose disadvantage on the target's saving throw.

You let go of your telekinetic grip immediately after flinging a creature.

SAMURAI

The samurai is a noble and honorable warrior, specialized in a versatile array of stances, enabling the samurai to take on a wide variety of roles. The samurai utilizes versatile or two-handed weapons, making him a dangerous foe on the field of battle.

Samurai must serve a lord, whom they are sworn to protect. Should their master die for any reason, it is the samurai's duty to take his own life, so that he may protect his master again in the next life. If a samurai does not have a lord to serve, they cease being samurai, and become ronin. Ronin are universally viewed as dishonorable, and lose their status as nobility.

BUSHIDO

As a samurai, you too must do your best to follow the code of bushido. Should you become ronin, you can be the kind that still tries to live by the code, or abandon it completely.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers list, detailed at the end of this class description.

WAY OF THE WARRIOR

You gain proficiency with medium armor and martial weapons.

GREAT WEAPON FIGHTING

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

MARTIAL STANCE

Starting at 6th level, whenever you would learn a kensai maneuver, you can learn a martial stance in its place. The stances are inspired by and try to emulate certain creatures of legend, which increase your combat efficiency in various ways. You can choose from the various stances listed below.

If you are wielding a versatile or two-handed bonded weapon, you can use a bonus action and expend 1 ki to enter a stance. The stance lasts for 1 minute, or until you change stances. The effect may also end early if you drop your bonded weapon, if you become unconscious, or die.

CRAWDAD STANCE

You assume a pose where you become one with the ground beneath you. While in this stance, your AC increases by 1, and when you are subjected to an effect that would move you or knock you prone, you can spend 1 Ki to negate the effect.

HERON STANCE

You become fast and agile as the Heron. When you enter Heron stance, and then as a bonus action on each of your turns while in Heron stance, you may take the Dash action, and by expending 1 Ki you can also take the Dodge action as a bonus action.

PEGASUS STANCE

While mounted, your mount's speed increases by 30 feet, and whenever you or your mount take magical damage, you can use your reaction and expend 1 Ki to take only half damage.

PHOENIX STANCE

Your imitate the wise and undying phoenix, gaining advantage on saving throws against effects that would attempt to incapacitate or restrain you, and whenever damage reduces you to 0 hit points, you can expend 2 Ki to make a Constitution saving throw (DC5 + damage taken). On a success you drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by necrotic damage or by a critical hit.

SPIDER STANCE

You imitate the cunning spider, striking to kill. The first successful attack you make during your turn deals an additional 1d10 Force damage, and once per turn you can expend 1 Ki to extend the reach of an attack by 5 feet.

TIGER STANCE

You imitate the proud Tiger, leading your comrades into battle. While in Tiger stance, at the end of each of your turns, you gain temporary hit points equal to your Charisma modifier. By expending 2 Ki, you can extend this feature to affect all allies within 10 feet of you.

WYVERN STANCE

You imitate the mighty Wyvern, becoming precise and deadly in combat. While you are in this stance, no attacks can have advantage against you, and you can spend 1 Ki to gain advantage on an attack with your bonded weapon.

ENHANCED CLASH

Beginning at 10th level, as long as you wield a bonded weapon that is held in two hands, your Clash dice become d8s.

STRENGTHENED STANCES

At 10th level, entering a stance becomes second nature to you. You may choose to strengthen one of your stances, granting it an improved feature on top of the regular stance. You can strengthen a second stance when you reach 15th level.

IMPROVED CRAWDAD STANCE

While in Crawdad stance, you cannot be critically hit.

IMPROVED HERON STANCE

While in Heron stance, your speed increases by 20 feet while you aren't wearing heavy armor.

IMPROVED PEGASUS STANCE

While mounted and in Pegasus stance, your initiative increases by 10, and attack rolls against you are made with disadvantage.

IMPROVED PHOENIX STANCE

While in phoenix stance, you gain resistance to fire, lightning, psychic, and thunder damage.

IMPROVED SPIDER STANCE

The additional damage you deal while in Spider stance turns into 2d10 Force damage.

IMPROVED TIGER STANCE

While in Tiger stance, you and all allies within 10 feet of you can add your Charisma modifier to their first attack roll each turn.

IMPROVED WYVERN STANCE

While in Wyvern stance, you cannot be frightened. Entering Wyvern stance while frightened suspends the effect.

HONOR BOUND

The samurai encompasses honor like few others.

Starting at 15th level, you can automatically succeed an honor check or honor saving throw. Once you use this feature, you must finish a short or long rest before you can do so again.

If you play without an Honor Score, you instead get advantage on a Charisma saving throw.

STANCE MASTERY

Starting at 18th level, you can enter a second stance by expending 2 Ki as an action. While you have two stances active simultaneously, you can switch one of your two stances to another by expending 2 Ki as an action. You can only have one improved stance active at any given time.

BUSHIDO

Bushido is the code of the samurai, the moral and ethical path every true samurai tries to follow.

Honesty and justice. A samurai deals honestly and openly with others and cleaves to the ideals of justice. Moral decisions do not come in shades of gray, only right and wrong.

Heroic courage. A samurai never fears to act, but lives life fully and wonderfully. Fear is replaced with respect and caution.

Compassion. A samurai takes every opportunity to aid others, and creates opportunities when none arise. It is a responsibility to help others.

Polite courtesy. A samurai has no reason to be cruel, and no need to prove his strength. Courtesy distinguishes a samurai from an animal, and reveals one's true strength.

Honor. A samurai's conscience is the judge of her honor. The decisions she makes and how she carries them out are a reflection of her true nature.

Complete sincerity. When a samurai has said that she shall perform an action, it is as good as done. She need not make promises; speaking and doing are as if the same.

Duty and loyalty. A samurai feels responsible for her actions and their consequences, and loyal to the people in her care. A samurai's loyalty to her lord is unquestionable and unquestioning.



SHINOBI

Only a chosen few ever become true shinobi, as mastering the art requires a level of dedication that leaves most daunted and gasping for air.

The shinobi are master infiltrators and deadly assassins, that have near mythical status in the Orient. Should a shinobi be detected, however, their immense speed, superhuman agility, and mastery of misdirection, make them near impossible to catch or harm.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers and Shadow Maneuvers lists, detailed at the end of this class description.

AT HOME IN THE SHADOWS

Starting when you choose this martial discipline at 1st level, while you are in dim light or darkness you gain the following bonuses:

- You are permanently under the effects of the *jump* spell
- You gain 10 feet of movement
- You gain darkvision out to a range of 60 feet
- You can take the Hide action as a bonus action

SHINOBI VERSATILITY

You can cast either *disguise self* without expending a spell slot, or *enhance ability* on yourself as a 2nd level spell without expending a spell slot or material components.

Once you use this feature, you must finish a short or long rest before you can do so again.

MASTERFUL MANEUVERING

Beginning at 6th level, you can learn twice the number of kensai maneuvers you would otherwise be able to.

NINJUTSU

Beginning at 6th level, whenever you use a kensai maneuver that includes an attack against no more than a single creature, you deal a number of d6 equal to the maneuver's Ki cost as additional force damage.

For example, if you use the *dazing blow* maneuver, the attack would deal an additional 2d6 force damage, as the maneuver costs 2 Ki.

Additionally, you gain proficiency with eggshell grenades.

NINPO MANEUVERS

Starting at 10th level, you can choose maneuvers from the Ninpo Maneuvers list, detailed at the end of this class description.

NINPO INSTINCT

Starting at 15th level, you gain advantage on initiative rolls and Dexterity (acrobatics) checks.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, by expending 2 Ki you can act normally on your first turn.

NINPO MASTERY

Starting at 18th level, you become permanently affected by the *freedom of movement* spell. Additionally, you can cast *misty step* by expending 1 Ki, and *mislead* by expending 5 Ki.

VILLAINOUS CLASS OPTION: RAVAGER

On rare occasion, when a kensai dies in the Shadowlands, his soul is bathed in Taint and tormented by the Lords of the Shadowlands. This torture will feel like months to the soul, while only a few hours have passed on the Material Plane. When the kensai's soul returns to its body, it is reunited with the part of the soul that infused the kensai's bonded weapon. Instead of becoming a creature of undeath and Taint, the kensai becomes something else entirely. Something between alive and dead.

Contrary to most other creatures of Taint, the ravager retains his free will, and although the experience has changed him, he is not necessarily evil. Whether a ravager is good and kindhearted or not, he most likely enjoys the suffering of others - even if he only does so in secret.

A ravager can't necessarily be identified as such, if they cover the revealing areas of their bodies. The only real difference are minor physical changes and the eyes. A ravager's eyes reflect his tortured soul, filled with blackness and Taint.

Talk with your DM about whether or not the Ravager is allowed in your game, as it is a villainous class option much like the Death Domain and Oathbreaker options in the Dungeon Master's Guide.

MANEUVERS

You can choose your maneuvers from the Legacy Maneuvers and Sadistic Maneuvers lists, detailed at the end of this class description.

DARK RETURN

Having witnessed the Shadowlands in death has warped your very nature permanently. You gain the following features:

- You have complete immunity against Taint.
- When healed with magic or potions you only regain half the amount of hit points you are healed for, rounded down.
- If you die you can only be resurrected by a *true resurrection* or *wish* spell.
- You cannot be frightened.
- You gain resistance to necrotic and psychic damage.
- Your eyes become black as the blackest night.
- Your gain a minor physical feature, as determined in the Minor Physical Feature table.

NOTORIETY

You gain proficiency with martial weapons and in the Intimidation skill.

EXPLOITIVE INSIGHT

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can gain certain information about the creature. The DM tells you one of the following (if applicable):

- If the creature has any damage vulnerabilities
- If the creature has any fears or can be intimidated
- Whether or not the creature is affected by the Taint or has used blood magic within the past day

MORTIFICATION OF THE FLESH

Beginning at 6th level, you can regain expended Ki by inflicting pain on yourself. This dark ritual grants you a feeling of serenity, letting you refocus your ki when it shouldn't be possible.

Using a bonus action, you can deal 1d6 necrotic damage to yourself with your bonded weapon and regain 1 Ki. This damage cannot be reduced or prevented in any way.

VISAGE OF TERROR

Starting at 6th level, you can spend 4 Ki to cast *phantasmal killer* as a 4th level spell on a hostile creature using only somatic components. You take on the illusory manifestation for the inflicted target.

EYES OF DREAD

Your eyes become black pits of maddening horror, as you learn to direct the tainted power of the Shadowlands through them.

Starting at 10th level, you are permanently under the effect of the *eyebite* spell. By expending 2 Ki as an action, you can target a creature with either the *asleep*, *panicked*, or *sickened* effect.

DESPAIR

Beginning at 10th level, when you successfully attack a creature that is frightened by you with your bonded weapon, you can add 2d6 psychic damage to the attack's damage roll.

CRIMSON CUT

Starting at 15th level, once per turn you can use your action to make an attack with your bonded weapon that deals necrotic damage equal to 2d8 + your kensai level.

If the creature you hit is not resistant to necrotic damage, you regain 2 ki and gain temporary hit points equal to half the damage done.

You can use this feature a number of times equal to your Charisma modifier. Once you finish a long rest, you regain all expended uses.

RAVAGE

By 18th level, you can cast *harm* by expending 7 Ki. If you instead spend 10Ki, the target creature has disadvantage on its saving throw.

MINOR PHYSICAL FEATURE

d6 Feature

- 1 Your fingernails resemble claws
- 2 Your spine protrudes through the skin as spikes
- 3 Your skin is leathery and cracked
- 4 You smell of decomposition and rot
- 5 Your veins are blackened and bulge visibly
- 6 Your heart beats once per hour and you are icy cold to the touch



KENSAI MANEUVERS

LEGACY MANEUVERS

MIND OVER BODY

Your training and mental endurance allow you to use your focus to overcome physical challenges.

Cost: 2 Ki

When you fail a Strength, Dexterity, or Constitution saving throw, you can reroll the saving throw and use the new result.

REJUVENATION

Drawing upon her Ki reserves, the Kensai bolsters her physical wellbeing.

Cost: 1 Ki per hit die

As an action, you may heal yourself for 1 hit die + your Constitution modifier for every 1 Ki used, expending any hit dice you use.

QUICK-STRIKE

While tumbling away from danger, the kensai's blade bursts forth in a sudden thrust. Attacking this quickly shouldn't be possible.

Cost: 1 Ki

When you use the Disengage action, you may spend a bonus action to make a single weapon attack with your bonded weapon.

NINPO MANEUVERS

FLY

The kensai draws upon ancient magics, conjuring silent winds that carry her into the air.

Cost: 4 Ki

As an action, you can cast the *fly* spell on yourself, without using verbal or material components. The spell's duration is reduced to 1 minute if cast in this way.

MIRROR IMAGE

Through tricks, misdirection, and sheer speed, it seems as if the kensai conjures forth copies of herself.

Cost: 3 Ki

As an action, you can cast *mirror image*.

INVISIBILITY

Only the most powerful of kensai, who truly master the art of ninjutsu, know how to become truly invisible.

Cost: 3 Ki

As an action, you can cast the *invisibility* spell on yourself, without using verbal or material components.

SADISTIC MANEUVERS

BLOOD SURGE

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

Cost: 3 Ki

When you fail a saving throw, you can succeed on the save instead. For every use after the first before taking a long rest, you suffer one level of exhaustion.

BRUTAL DISPLAY

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

Cost: 2 Ki

When you reduce an enemy to 0 hit points on your turn, you can use a bonus action to attempt to frighten all enemies within 30 feet of you. All affected creatures must succeed on a Wisdom saving throw or be frightened until the start of your next turn.

EXPOSE

After successfully damaging a creature the kensai may spend Ki to make them momentarily vulnerable.

Cost: 1 Ki

After dealing damage to a creature with your bonded weapon, you expose or create a vulnerability in the creature's defenses. The next attack roll made against this creature by an ally other than the kensai will be made at advantage.

PAIN MIRROR

Setting her feet and drawing upon her Ki, the kensai uses her spirit and energies to retaliate against anyone who would dare strike her.

Cost: 4 Ki

As a reaction to being damaged, you may mirror the incoming damage back at the attacker. The creature that damaged you must succeed a Charisma saving throw or take force damage equal to half the damage you took (rounded down) + your kensai level. On a successful save, the creature takes half the damage.

THRIVE ON PAIN

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

Cost: 3 Ki

When you hit an enemy with a melee attack, you can bolster your own defenses, gaining temporary hit points equal to the damage dealt + your Constitution modifier.

SHADOW MANEUVERS

DAZING BLOW

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

Cost: 2 Ki

When you hit a Large or smaller creature with a melee weapon attack, you can attempt to daze the target. The target must succeed a Constitution saving throw, or lose its ability to make opportunity attacks until the beginning of your next turn.

CRESCENT SWEEP

Infusing an attack with her Ki, the kensai strikes out at all surrounding creatures with superhuman speed.

Cost: 4 Ki

As an action, you may empower one attack to try and hit all enemies within 5 feet of you. You use the same attack and damage rolls for all affected enemies.

HEEL CUT

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

Cost: 2 Ki

When you hit a Large or smaller creature with a melee weapon attack, you can attempt to cripple the target. The target must succeed a Dexterity saving throw, or have its walking speed halved until the end of your next turn.

KI SHURIKEN

The kensai manifests her Ki as a volley of spiritual shuriken, which she launches at her enemies.

Cost: 4 Ki

A line of pure spiritual energies 5 feet wide and 30 feet long bursts from your bonded weapon in a direction of your choosing, piercing through any creature in its path. Each creature in the line must make a Dexterity saving throw. A creature takes force damage equal to your kensai level + your Charisma modifier on a failed save, or half as much damage on a successful one.

SERPENT'S REACH

You strike forward like a slithering snake, extending yourself almost beyond your ability to maintain your balance.

Cost: 1 Ki

When you make a melee weapon attack, you can increase your reach for that attack by 5 feet.

SHADOW SKIN

You enter a meditative state that makes your body blend into your surroundings, making it hard to pinpoint your exact location.

Cost: 3 Ki

When you would be hit by an attack, using your reaction you can force the attacking creature to miss you instead.

WEAVE MANEUVERS

ELEMENTAL EMPOWERMENT

Like the seasons your strikes are ever changing. Drawing upon The Weave with your Ki, you empower your attacks with elemental damage.

Cost: 1 Ki

On a successful weapon attack, you replace the damage type of your weapon with either Acid, Cold, Fire, or Lightning damage, and add 1d4 damage of the same type to the attack's damage roll.

KI-SIGHT

Powering your Weave Sight with Ki, has enabled you to detect things that might otherwise not be seen.

Cost: 3 Ki

As a bonus action, if you are using the Weave Sight feature, you may invoke Ki-Sight, granting you 30 feet of Truesight until the beginning of your next turn.

HAND OF FORCE

Focusing telekinetic powers through your Ki, you manifest a large hand of shimmering, translucent force that can smash, push, grapple, or block an opponent.

Cost: 5 Ki

As an action, you cast *bigby's hand* as a 5th level spell using only somatic components.

MONK

Monks in or from the Orient have the following Monastic Order option, in addition to those in the *Player's Handbook*.

WAY OF ANCIENT SYMBOLS

Certain monastic orders in the Orient bestow supernatural powers on their members by inscribing magic tattoos on their skin. These tattooed monks shave their heads, speak in cryptic riddles and maxims, and - in many cases - travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

TATTOO

Tattooed monks gain their powers from the magic tattoos that eventually grow to cover their bodies. Starting when you choose this tradition at 3rd level, you gain a tattoo. You can find all available tattoos at the end of this class description.

All tattoos are magical, and the abilities they bestow are supernatural. A tattooed monk in an antimagic field loses all benefits of his tattoos.

You gain another tattoo at 6th level, two at 11th level, and a final tattoo at 17th level for a total of five tattoos.

ANCIENT SYMBOLS

ARROWROOT

You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your monk level x 5.

As an action, you touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

BAMBOO

You have advantage on Constitution saving throws.

BAT

You have advantage on Dexterity saving throws.

BELLFLOWER

You have advantage on Charisma saving throws.

BUTTERFLY

You have advantage on Wisdom saving throws.

CENTIPEDE

Prerequisite: 6th level

You can cast *misty step* without expending a spell slot.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed (to a maximum of 5). You regain expended charges when you finish a long rest.

CHAMELEON

Prerequisite: 6th level

You can cast *alter self* without expending a spell slot.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed (to a maximum of 5). You regain expended charges when you finish a long rest.

CRAWDAD

Whenever you take damage, it is reduced by an amount equal to the number of ancient symbols you have tattooed.

HERON

Your step of the wind feature becomes permanent instead of costing 1 Ki.

CRYSANTHEMUM

Prerequisite: 11th level

For every full hour you are in direct sunlight, you heal a number of hit points equal to twice the number of ancient symbols you have tattooed.

DRAGON

You can use your action to exhale destructive energy. The type of Dragon you have tattooed determines the size, shape, and damage type of the exhalation. The Dragon can be either black, blue, brass, bronze, copper, gold, green, red, silver, or white.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is also determined by the type of Dragon you have tattooed. The DC for this saving throw equals 8 + your Wisdom modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Refer to the Draconic Ancestry table for the Dragonborn race in the *Player's Handbook* for details on size, shape, damage type, and saving throw type.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed. You regain expended charges when you finish a long rest.

DAMSELFLY

Prerequisite: 6th level

As a bonus action you can increase your AC by 3 for a number of rounds equal to the number of ancient symbols you have tattooed (to a maximum of 5).

Once you use this feature, you must finish a short or long rest before you can do so again.

FALCON

Prerequisite: 11th level

You and all allies within 10 feet of you can add your Wisdom modifier (minimum of 1) to saving throws against fear effects.

WYVERN

Prerequisite: 6th level

You can add your Wisdom modifier to the attack and damage rolls of a single attack each round.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed (to a maximum of 5). You regain expended charges when you finish a long rest.

MONKEY

Prerequisite: 6th level

You have advantage with Dexterity (acrobatics) checks.

PHOENIX

Prerequisite: 17th level

You can spend your reaction to reduce any spell damage you take by half.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed (to a maximum of 5). You regain expended charges when you finish a long rest.

SPIDER

Prerequisite: 17th level

As a reaction to being attacked with a melee weapon, you can remove the attacker's ability to add any modifiers to the attack roll.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed (to a maximum of 5). You regain expended charges when you finish a long rest.

SCORPION

Prerequisite: 11th level

Once per round, when you successfully hit with an unarmed attack, you can add an amount of poison damage to your strike equal to the number of ancient symbols you have tattooed (to a maximum of 5).

TIGER

Prerequisite: 17th level

You gain a +1 bonus on all unarmed attack rolls.

Additionally, once every long rest, you can turn an unarmed hit into a critical hit.

TORTOISE

You gain proficiency with two skills of your choice.

PEGASUS

Prerequisite: 17th level

Once on each of your turns, you can grant yourself advantage on a damage roll you make.

You can use this feature a number of times equal to the number of ancient symbols you have tattooed. You regain expended charges when you finish a long rest.

WASP

Prerequisite: 11th level

When you use your flurry of blows feature, instead of making two strikes, you make a number of strikes equal to the number of ancient symbols you have tattooed (to a maximum of 5).

Once you use this feature, you must finish a short or long rest before you can do so again.

WHITE MASK

Prerequisite: 6th level

You are immune to spells and effects that try to read your thoughts or discern whether you are lying or not.

WAY OF PURITY

The shin are pure of heart, and prefer to spend their time in deep meditation, rather than adventuring. From time to time, however, it does happen, that a shin monk wishes to travel the world, to observe and preserve its beauty as it should be: pure and untouched by civilization.

WILDSHAPE

Starting when you choose this tradition at 3rd level, you can use your action to magically assume the shape of a beast or pseudodragon for the cost of 3 Ki. You must choose a shape from the following list:

- Cat
- Constrictor Snake
- Hawk
- Mastiff
- Owl
- Poisonous Snake
- Pseudodragon

You can stay in a wildshape for a number of hours equal to half your monk level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

The remaining wildshape rules located in the druid entry in the Player's Handbook also apply.

PURITY OF THE SHIN

Beginning at 6th level, by expending 2 Ki as an action, you can cause your entire body to become suffused with a heatless fire that sheds bright light in a 30 feet radius, and dim light for another 30 feet.

Creatures within 10 feet of you, have disadvantage on attack rolls against you while the light shines.

The light lasts for a number of minutes equal to your Wisdom modifier. The effect ends early if you chose to end it as a bonus action, if your concentration is broken (as if concentrating on a spell), or if you fall unconscious, or die.

PURITY OF MIND

Starting at 11th level, your mastery of the Ki flowing through you makes you immune to magical effects that would stun you or slow you, as well as magical sleep effects.

MUTING GAZE

Beginning at 17th level, you learn how to utilize the ancient muting gaze, turning your eyes into mesmerizing orbs of pure white light. Choose a single creature within 30 feet of you that you can see, which can also see you. The creature must make a Wisdom saving throw. On a failed save it becomes silenced for 1 minute and suffers 2d10 psychic damage. On a successful save it doesn't become silenced, and suffers no damage.

The creature can repeat the saving throw at the end of each of its turns, taking no damage and ending the effect and gaining immunity to your Muting Gaze feature for 24 hours on a successful save. At the end of each of the creature's turns, if the effect persists, the psychic damage it suffers increases by 1d10.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended charges when you finish a long rest.

WAY OF RIGHTEOUS FURY

Monks who follow the way of fury are warrior monks - also referred to as Baoli, they are religious soldiers who protect large monasteries. Unlike shamans, Baoli are more militant than holy, and receive very little religious instruction. Instead they are trained in the art of fighting.

Brutal, reckless, and fueled by a bloody Ki frenzy, Baoli are feared throughout the land. Much like samurai, Baoli serve a master whom they obey without question.

KI FRENZY

Starting when you choose this tradition at 3rd level, you gain the ability to focus your Ki power into a frenzy of berserk energy, provided that you aren't wearing armor or using a shield. It empowers you with supernatural combat skills.

If you are able to cast spells, you can't cast them or concentrate on them while in Ki frenzy.

You can spend 2 Ki and use a bonus action to enter your Ki frenzy, which lasts for 1 minute. It ends early if you are incapacitated, if you don't wear armor or a shield, or if you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your Ki frenzy as a bonus action.

While your Ki frenzy is active, you gain the following benefits:

- Your walking speed increases by 10 feet.
- You have advantage on Dexterity checks and Dexterity saving throws.
- All physical damage you take, both magical and nonmagical, is reduced by an amount equal to your Wisdom modifier.
- You have advantage on melee attack rolls using Dexterity, but attack rolls against you also have advantage.

You can use this feature twice. You regain all expended uses of it when you finish a long rest.

HASTE

Starting at 6th level, you can use your action to spend 4 Ki points to cast the *haste* spell on yourself, without needing material components.

BRUTALITY

Beginning at 11th level, when you roll a 1 on a martial arts die, you can re-roll the die and must use the new roll, even if the new roll is a 1.

FURIOUS BLOWS

Beginning at 17th level, while you are in your Ki frenzy, you deal 2 additional damage with every successful melee attack.

PALADIN

Paladins in or from the Orient have the following Sacred Oath option, in addition to those in the *Player's Handbook*, although if you wish to play a paladin from the Orient, the oath of the stalwart defender or the oath of the ancients would be the best fit.

OATH OF THE STALWART DEFENDER

The stalwart defender is an elite samurai from the Crawdad Clan, who utilizes heavy armor - a unique characteristic among samurai in the Orient - but fits perfectly with the Crawdad philosophy of strength and endurance. As the usage of a shield is not widespread in the Orient, hida defenders usually wield large, two-handed weapons.

BUSHIDO

As a stalwart defender, you too must do your best to follow the code of Bushido. See the Bushido sidebar listed under the samurai archetype for the kensai class.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE STALWART DEFENDER SPELLS

Paladin Level	Spells
3rd	<i>alarm, longstrider</i>
5th	<i>arcane lock, warding bond</i>
9th	<i>beacon of hope, counterspell</i>
13th	<i>freedom of movement, stonewall</i>
17th	<i>greater restoration, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Sacred Defense. As an action, you call forth radiant energies that infuse yourself and all willing creatures within 30 feet of you. All creatures affected can take the Dodge action as a bonus action while the effect persists. The effect lasts for a number of rounds equal to your Charisma modifier, or until your concentration is broken (as if concentrating on a spell).

Sacred Watch. As a bonus action, you call upon divine energy to safeguard you against hidden dangers. For 1 minute, all traps, hidden doors, and invisible or hidden creatures within 60 feet of you radiate a subtle white glow, making you aware of their exact nature and location. The glow is visible only to you. The effect ends if your concentration is broken (as if concentrating on a spell).

BONDED WEAPON

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time, and if you lose your bonded weapon or it is destroyed, you cannot use your Channel Divinity feature until you have it reforged, or you bond with a new weapon.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

STALWART DEFLECTION

You have learned how to help protect allies within your reach.

Starting at 7th level, while wielding a melee weapon in two hands, when an ally within 5 feet of you is hit by a melee attack, you may use your reaction to increase the ally's AC by an amount equal to your proficiency bonus, potentially making the attack miss.

PEAK PHYSICALITY

Beginning at 15th level, you gain advantage on Strength and Constitution saving throws.

STALWART CHAMPION

At 20th level, as an action, you become one with the spirit of the Crawdad for a number of rounds equal to your Charisma modifier, gaining the following benefits:

- Your AC increases by an amount equal to your proficiency bonus
- You can use two reactions every round
- You cannot be pushed or knocked prone against your will
- Your concentration cannot be broken

Once you use this feature, you can't do so again until you finish a long rest.

RANGER

Rangers in or from the Orient have the following Ranger Archetype options, in addition to those in the *Player's Handbook*.

ISHI

The Ishi of the Tiger Clan are expert combatants and tacticians, serving as officers in the Tiger army. Ishi might not be as strategically and tactically superior as a shogun, but they are far superior to any regular warrior, while possessing stronger combat prowess than most shogun as well.

BUSHIDO

The Ishi follow the code of bushido - to them, however, it is not just a code to follow or aspire to; it is a way of life. See the Bushido sidebar listed under the samurai archetype for the kensai class.

ANCESTRAL FAVOR

Starting at 3rd level, you can add your Wisdom modifier (minimum of 1) to an attack roll using a weapon. If the attack connects, it deals additional damage equal to your ranger level.

Once you use this feature, you must finish a short or long rest before you can do so again.

ISHI INFLUENCE

Also starting at 3rd level, you gain advantage on Charisma (persuasion) checks.

SUPERIOR BATTLE TACTICS

Starting at 7th level, as an action, you can allow a willing creature within 30 feet of you that you can see, which can also see you, to use their reaction to either make a single attack, or move up to their speed without provoking attacks of opportunity.

Once you use this feature, you must finish a short or long rest before you can do so again.

INSPIRE GREATNESS

Beginning at 11th level, you can empower your allies, strengthening their resolve and battle prowess. As an action, you grant up to five willing creatures within 30 feet of you that can see and hear you temporary hit points equal to your Wisdom modifier + half your ranger level.

Additionally, until the start of your next turn, all affected creatures can also add your Wisdom modifier (minimum of 1) to their attack rolls and saving throws.

Once you use this feature, you must finish a long rest before you can do so again.

FAVORED BATTLEFIELD

Starting at 15th level, when fighting in your favored terrain, you and all allies within 10 feet of you gain +1 to attack rolls and advantage on Dexterity saving throws.

If you are blinded, charmed, deafened, frightened, or unconscious, you don't gain this benefit.

NITEN MASTER

The Niten is a unique Wyvern clan school for samurai, which teaches extraordinary techniques using two blades simultaneously. Their philosophy values duty above all else - if a warrior is to protect his daymio, he can do so better with two blades, rather than one.

The Wyvern clan does have regular samurai, but they are famed for their Niten, and their unique style. They usually wield a katana in one hand and a wakizashi in the other.

BUSHIDO

The Niten follow the code of bushido. See the Bushido sidebar listed under the samurai archetype for the kensai class.

BONDED WEAPON

Starting at 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time, and if you lose your bonded weapon or it is destroyed, you cannot use maneuvers until you have it reforged, or you bond with a new weapon.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

NITEN TECHNIQUE

Starting at 3rd level, whenever you take the Attack action and attack with a melee weapon that you're holding in one hand, you can use a bonus action to attack with a light melee weapon that you're holding in the other hand. One of the weapons must be your bonded weapon, in order for you to gain this bonus. Contrary to other combatants, only one of the weapons you are wielding must be light - not both.

NITEN MANEUVERS

Also starting at 3rd level, you can satisfy the somatic and material components of ranger spells while wielding a weapon in each hand.

In addition to your spellcasting, you gain access to powerful kensai maneuvers. The number of maneuvers you can learn increases as you gain levels in this class, as shown in the Niten Maneuvers table below. Each maneuver you learn also counts towards your maximum of spells known, and each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

You can choose your maneuvers from among the legacy and shadow maneuvers from the kensai class.

Instead of Ki, you expend spell slots to power your maneuvers. The spell slot must be of a level equal to or higher than the maneuver's Ki cost. For example, in order to use the *shadow skin* maneuver, which has a cost of 3 Ki, you would need to expend a 3rd level spell slot.

NITEN MANEUVERS	Maneuvers
Ranger Level	Known
3rd	1
5th	2
7th	3
9th	4
13th	5
17th	6

You use your Wisdom modifier when setting the saving throw DC for a niten ability or maneuver you execute and when making an attack roll with one.

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

Maneuver attack modifier = your proficiency bonus
+ your Wisdom modifier

NITEN PARRY

Starting at 7th level, your AC increases by 1 as long as you are wielding a melee weapon in each hand.

NITEN SPEED

Beginning at 11th level, your speed increases by 10 as long as you are wielding a melee weapon in each hand.

NITEN MASTERY

Starting at 15th level, whenever you take the Attack action and attack with a melee weapon that you're holding in one hand, you can use a bonus action to attack twice with a melee weapon that you're holding in the other hand. One of the weapons must be your bonded weapon.

ROGUE

Rogues in or from the Orient have the following Roguish Archetype options, in addition to those in the *Player's Handbook*.

SHADOW SPY

Shadow spies, also called Kage, are trained to blend into their surroundings, to observe and remember the smallest details about an opposing force, and to run like the wind to bring a report back alive. The best Kage are members of the Spider Clan.

WIND RUNNER

The wind carries you aloft. Starting at 3rd level, you gain a flying speed of 10 feet. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Your flying speed increases as you gain levels in this class. It increases to 20 feet when you reach 6th level, 30 feet when you reach 9th level, 40 feet when you reach 13th level, and 50 feet when you reach 17th level.

A THOUSAND FACES

As a shadow spy you have learned to employ magics that assist you in infiltration. At 3rd level, you gain the ability to cast *alter self* at will, without expending a spell slot.

MASTER DECEIVER

Beginning at 9th level, your mastery of deception lets you turn failure into success. If you fail to deceive a creature with a Charisma (deception) check, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

EAVESDROP

Starting at 13th level, whenever you place your hand against a solid surface, using an action you can hear with perfect clarity as if you stood on the other side of the surface you touch. You can eavesdrop through most barriers in this manner, but you are blocked by 6 feet of stone, 3 inches of common metal, a thin sheet of lead, or 12 feet of wood or dirt.

MIND MAPPING

Starting at 17th level, when you place your hand against a solid surface, using an action you can map the layout and any creatures that aren't hidden on the other side of the surface you are touching. You map an area as either a 60 feet cone or a 30 feet half-circle. You can mind map through most barriers in this manner, but you are blocked by 6 feet of stone, 3 inches of common metal, a thin sheet of lead, or 12 feet of wood or dirt.

SKIRMISHER

The Orient can be unforgiving, especially in the mountainous regions. Skirmishers rely on mobility and specialize in archery and tracking.

ARCHERY

Starting at 3rd level, when you choose this roguish archetype, you gain a +2 bonus to attack rolls you make with ranged weapons.

SKIRMISH ATTACK

Also starting at 3rd level, once per turn, instead of making a sneak attack, you can make a skirmish attack. A skirmish attack requires you to move at least half of your speed before making the attack. The attack deals additional damage equal to your Sneak Attack damage, as shown in the Sneak Attack column of the Rogue table.

SCOUT

Starting at 9th level, your speed increases by 10 feet while you aren't wearing heavy armor, and difficult terrain doesn't hinder your movement.

Additionally, while traveling, even when you are engaged in another activity (such as foraging, navigating, or tracking), you remain alert to danger.

SKIRMISHER'S STEALTH

Beginning at 13th level, you combine speed and stealth in combat to make yourself hard to pin down. You are difficult to detect even if you attack or otherwise take actions that would normally reveal your presence.

At the start of your turn, pick a creature you are hidden from. You remain hidden from that creature during your turn, regardless of your actions or the actions of other creatures. If you don't make a Dexterity (stealth) check before the end of your turn, your skirmisher's stealth ends.

AMBUSCADE

You strike fast and hard. Starting at 17th level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack or Hide action.

If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

SHOGUN

THE SHOGUN

Level	Proficiency		Command Dice
	Bonus	Features	
1st	+2	Imposing Authority, Ready for Battle, Watchful Companion	-
2nd	+2	Ancestral Decree, Fighting Style, Might	1
3rd	+2	Strategic Discipline	1
4th	+2	Ability Score Improvement	1
5th	+3	Extra Attack	2
6th	+3	Beacon, Bountiful Rest	2
7th	+3	Strategic Discipline feature	2
8th	+3	Ability Score Improvement	2
9th	+4	Overwatch	3
10th	+4	Strategic Discipline feature	3
11th	+4	Ancestral Decree improvement	3
12th	+4	Ability Score Improvement	3
13th	+5	Battle Cry	4
14th	+5	Leading by Example	4
15th	+5	Strategic Discipline feature	4
16th	+5	Ability Score Improvement	4
17th	+6	Master and Commander	5
18th	+6	Strategic Discipline feature	5
19th	+6	Ability Score Improvement	5
20th	+6	Martial Law	5

The Shogun is a master tactician and commander that excels at keeping an overview and directing a battle towards a favorable outcome. He can take quite a beating, but only has limited combat capabilities himself. Shogun usually specialize in either offensive or defensive tactics, although they are capable in both.

CREATING A SHOGUN

When creating a Shogun character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your kensai.

QUICK BUILD

You can make a shogun quickly by following these suggestions. First, put your highest ability score in Charisma, followed by Constitution and Strength or Dexterity. Second, choose the Noble background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per shogun level

hit points at 1st Level: 10 + your Constitution modifier

hit points at Higher Levels: 1d10 (or 6) + your Constitution modifier per shogun level after first

PROFICIENCIES

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Deception, History, Insight, Intimidation, Medicine or Persuasion.

EQUIPMENT

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

- (a) a simple weapon or (b) a martial weapon
- A chainmail, a shield and a masked helmet (with the mask resembling the beast you choose as a watchful companion)
- (a) A dungeoneer's pack or (b) an explorer's pack

IMPOSING AUTHORITY

You have advantage on all Charisma (persuasion) and Charisma (intimidation) checks, as long as you have at least one ally within 10 feet of you.

READY FOR BATTLE

Whenever you roll initiative, you gain temporary hit points equal to your shogun level + your Charisma modifier.

WATCHFUL COMPANION

You may choose a tiny beast that can fly, with a CR of 0 (such as a Bat, Hawk, or Raven). This beast is now your Watchful Companion. It will soar high above you when commanded to do so, but needs at least 8 hours of sleep every day, along with food and water. While your Watchful Companion is in the air, up to a range of 100 feet from you, it grants you its vision through a telepathic bond. It's hit points equal half your hit points, or the hit points noted in the creature's statblock - whichever is highest.

If your Watchful Companion dies, you may get a new one, by acquiring another beast using the same restrictions as the first time, and bonding with it over a period of 24 hours. Watchful Companions cannot attack and you may only have one Watchful Companion at any given time.

COMMAND DICE

Starting at 2nd level, your strategic and tactical understanding allows you to direct the flow of battle in remarkable ways. How often you do this is represented by a number of command dice. Your shogun level determines the number of command dice you have, as shown in the Command Dice column of the Shogun table, and they are d6's. You can spend these dice to fuel various shogun features.

When you spend a command die, it is unavailable until you finish a short or long rest, at the end of which you regain them by focusing your body and spirit.

Some of the features that are fueled by your command dice require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Command save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

ANCESTRAL DECREE

Upon reaching 2nd level, by expending a command die as an action, you can grant another creature that can see and hear you temporary hit points equal to the command die.

Beginning at 11th level, when you use your ancestral decree feature, you affect all willing allies within 30 feet of you that can see and hear you.

FIGHTING STYLE

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

ARCHERY

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

DEFENSE

While wearing armor, you gain +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.

MIGHT

Starting at 2nd level, as an action, you can direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one command die. The creature can immediately use its reaction to make one weapon attack with advantage, adding the command die to the attack's damage roll.

STRATEGIC DISCIPLINE

As a shogun you commit yourself to follow a particular set of battle tactics. You specialize either in the watchful Crawdad discipline, the swift Heron discipline, the versatile Wyvern discipline, the brutal Tiger discipline, the mystical Phoenix discipline, the dark Spider discipline, or the enigmatic Pegasus discipline.

Each discipline is detailed at the end of the class description. Your discipline grants you features at 3rd level, and then again at 7th, 10th, 15th and 18th 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 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.

BEACON

Starting at 6th level, when an allied creature within 30 feet of you fails a saving throw, by expending a command die as a reaction, the creature may add your command die to its saving throw.

BOUNTIFUL REST

Beginning at 6th level, when you roll a 4 or below on a hit die during a short rest, you can reroll the die and must use the new roll, even if the new roll is a 4 or below.

OVERWATCH

Upon reaching 9th level, by expending a command die as an action, you gain the ability to place a magical ward on a willing creature within 30 feet of you that you can see. Roll your command die and note down the number.

As soon as a hostile creature makes a successful melee weapon attack against the overwatched ally, if the ally is still within 30 feet and you can still see them, using your reaction you instantly switch places with them, receiving the hit instead of them and ending the overwatch effect. The damage to you is reduced by an amount equal to the number you noted down from your expended command die, but the damage taken can't be reduced or prevented in any other way.

The overwatch effect ends early if you fall unconscious, become paralyzed or stunned, if you ward another creature with your overwatch feature, or if you take a short or long rest.

BATTLE CRY

Starting at 13th level, when you successfully hit a creature with a weapon attack, you can expend 1 command die to let out a fearsome battle cry. You add the command die to the attack's damage roll, and all hostile creatures within 30 feet of you must make a Wisdom saving throw or become frightened by you. The creature you attacked has disadvantage on the saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures without hearing, and creatures that cannot be charmed or frightened are not affected.

LEADING BY EXAMPLE

Beginning at 14th level, when you successfully hit a creature twice during your turn, all allies within 30 feet of you attack with advantage against the creature until the beginning of your next turn.

MASTER AND COMMANDER

Starting at 17th level, whenever you roll a command die, you may roll the die twice and take either result.

MARTIAL LAW

When you reach 20th level, when you roll for initiative and have no command dice remaining, you regain 2 command dice.

STRATEGIC DISCIPLINES

CRAWDAD DISCIPLINE

The Crawdad discipline relies on outlasting the enemy by emphasizing group survivability.

ARMORED COMPANION

When you choose this strategic discipline at 3rd level, your watchful companion's AC equals your AC.

DECREE OF IRON

Also starting at 3rd level, your ancestral decree feature grants additional temporary hit points equal to your Charisma modifier.

WAR HISTORIAN

Upon reaching 7th level, whenever you make an Intelligence (history) or Wisdom (insight) check related to war, strategy, or army movement, you can add your proficiency bonus to your roll, even if you are already proficient.

EVER WATCHFUL

Upon reaching 10th level, you can ignore the distance requirement on your overwatch feature, as long as your watchful companion can see both you and your overwatched ally.

Additionally, you can now ward any number of allied creatures with your overwatch feature, and becoming paralyzed or stunned doesn't end the effect, but instead suspends the effect until you are no longer paralyzed or stunned.

BEACON OF HEROISM

Starting at 15th level, when you use your beacon feature, the affected creature can reroll its failed save, taking the higher of the two rolls, and then adds your command die to the roll.

HARASSMENT

Starting at 18th level, by expending a command die as a bonus action, you can command your watchful companion to harass a foe. Choose a foe within 30 feet of you that you and your watchful companion can see. Your watchful companion now harasses the target creature by flying around it, and screeching and clawing at it, giving the target creature disadvantage on all attack rolls. Your watchful companion occupies the same space as the target creature while the harassment is active. The watchful companion cannot be hit by attacks from creatures other than the harassed creature. The command die determines how many rounds the harassment lasts.

HERON DISCIPLINE

The Heron discipline relies on speed, positioning, and avoiding attacks.

DECREE OF SWIFTNES

When you choose this strategic discipline at 3rd level, your ancestral decree feature grants +10 to walking speed, as long as the affected creature has temporary hit points remaining from your ancestral decree feature.

HASTY COMPANION

Also starting at 3rd level, your watchful companion's movement speed is doubled, and it doesn't provoke opportunity attacks.

UNEXHAUSTED

Upon reaching 7th level, you have advantage on Constitution saving throws against effects that would exhaust you.

FLIGHT OR FRIGHT

Starting at 10th level, by expending a command die when you take the Attack action, you add the command die to your attack's damage roll, and allow all allies within 30 feet of you who are not frightened to use their reaction to move up to their speed without provoking opportunity attacks.

WINGS OF THE HERON

Starting at 15th level, the spirit of the Heron infuses you, granting you a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. Additionally, other creatures have disadvantage on opportunity attack rolls against you.

UNHINDERED HERD

Starting at 18th level, you become permanently affected by the *freedom of movement* spell. Additionally, by expending a command die as an action, you can cast *freedom of movement* on a willing creature within range without expending a spell slot or material components. The spell lasts a number of rounds equal to the command die + your Charisma modifier.

PEGASUS DISCIPLINE

The Pegasus discipline relies heavily on a spirit steed which provides versatile utility when combined with the shogun's own arsenal of abilities.

DECREE OF INITIATIVE

When you choose this strategic discipline at 3rd level, a creature that is affected by your ancestral decree feature when it rolls initiative, can add your Charisma modifier to its initiative roll.

STEED COMPANION

Also starting at 3rd level, your watchful companion is replaced by the spirit of an ancient pegasus. You learn the *find steed* spell, which you can cast without expending a spell slot. When cast in this way, the steed is always either a pegasus or a unicorn and has the statistics of either a pegasus or a unicorn with a few exceptions. Neither steed can attack, cast spells, or take legendary actions, and the pegasus has its flying speed reduced to 30 feet. It also can't interact physically with any creature besides you, and you can only have one steed at a time. You don't need to bond with either steed, and it doesn't require food or water.

ANIMAL WHISPERER

Starting at 7th level, you can use Charisma instead of Wisdom for Wisdom (animal handling) checks.

SPIRIT RIDER

Starting at 10th level, while you are mounted on your steed, using your action you can command it to use its attack or multiattack feature. Additionally, the flying speed of your pegasus increases to 60 feet.

STEED ALLY

Starting at 15th level, as an action, the flying speed of your pegasus companion increases to 90 feet, and you can command your unicorn companion to use either its healing touch, teleport, or shimmering shield ability, or cast one of its spells.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

CELESTIAL BOND

Starting at 18th level, whenever your pegasus or unicorn companion would take damage, you can choose to take all or a portion of the damage instead. This damage can't be reduced or prevented in any way.

PHOENIX DISCIPLINE

The phoenix discipline favors spellcasters, and otherwise offers a mystical mixture of protection from spells, as well as healing.

DECREE OF THE MYSTIC

When you choose this strategic discipline at 3rd level, your ancestral decree feature allows an affected creature to add a d4 to the damage rolls of its spell attacks that target only one target, as long as the affected creature has temporary hit points remaining from your ancestral decree feature.

PHOENIX COMPANION

Also starting at 3rd level, your watchful companion transforms into an undying bird of mystical origins. It gains the statistics of a **lesser phoenix**. The phoenix doesn't require food or water, and if it dies you can summon it back using an action. If summoned, the dark companion will appear in a spot you choose within 10 feet of you.

BURNING VITALITY

Upon reaching 7th level, you no longer require food or water.

BEACON OF HOPE

Upon reaching 10th level, when you use your beacon feature, and the affected creature still fails its saving throw, you can expend another command die as part of the same reaction and add it to the creature's save on top of the previous command die. You can keep adding command dice to the save in this manner, as long as you have command dice to expend.

FIERY REBIRTH

Starting at 15th level, when an ally within 30 feet of you that you can see drops to 0 hit points, by expending a command die as a reaction, you empower them with the spirit of the mighty phoenix, making the ally drop to 1 hit point instead. Any creatures standing within 15 feet of a creature affected by this feature, takes fire damage equal to the command die expended + your Charisma modifier.

FLAMES OF LIFE

Starting at 18th level, if your watchful companion is ignited by benign flames, using a bonus action you can command it to move up to its speed and expend one of your shogun hit dice on a friendly creature it touches in order to heal it.

SPIDER DISCIPLINE

The Spider discipline relies on trickery and dirty fighting.

DARK COMPANION

When you choose this strategic discipline at 3rd level, your watchful companion transforms into a demonic spirit with which you form a connection.

It gains the statistics of an **imp**. The spirit doesn't require food or water, and if it dies you can summon it back using an action. If summoned, the dark companion will appear in a spot you choose within 10 feet of you.

MIGHTY MANDIBLES

Also starting at 3rd level, your might feature allows the affected creature to add your Charisma modifier to the attack's damage roll.

SPIDER'S BALANCE

Upon reaching 7th level, you have advantage on Dexterity (acrobatics) checks to keep your balance, and standing up from prone only uses 5 feet of movement.

TRICKSTER'S ADVANCE

Upon reaching 10th level, by expending a command die as an action, you can empower a friendly creature that you or your companion can see, to move up to its speed and take the Hide action as a reaction. The creature adds the command die to its Dexterity (stealth) check.

PARALYTIC SURPRISE

Starting at 15th level, whenever you successfully attack a surprised creature, by expending a command die, the creature must succeed a Constitution saving throw or remain surprised and become paralyzed until the end of its next turn. You add your command die to the attack's damage roll as poison damage.

FIGHTING DIRTY

Starting at 18th level, whenever you or a friendly creature within 30 feet of you lands an opportunity attack or a critical hit against a creature that is hostile towards you, they deal an additional 2d6 poison damage.

TIGER DISCIPLINE

The Tiger discipline is the warrior's discipline, relying on hitting the enemy often and hard.

DECREE OF THE WARRIOR

When you choose this strategic discipline at 3rd level, your ancestral decree feature allows an affected creature to add a d4 to the damage rolls of its weapon attacks that target only one target, as long as the affected creature has temporary hit points remaining from your ancestral decree.

POUNCE

When you reach 7th level, you gain proficiency with siege weapons and vehicles (land).

WARRIOR'S MIGHT

Starting at 10th level, your might feature allows the affected creature to move up to its speed as part of the same reaction, and make two attacks in place of one.

BESTIAL AGGRESSION

Starting at 15th level, your allies have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you.

BREAK ARMOR

Upon reaching 18th level, when you land a successful weapon attack against a foe, you can expend a command die to reduce the target's AC by 2 for a number of rounds equal to your Charisma modifier. Once a creature's armor has been reduced in this manner, you cannot do so again on the same creature for 24 hours. You add your command die to the attack's damage roll.

WYVERN DISCIPLINE

The Wyvern discipline focuses on all of your commands equally, makes them more reliable, and allows you to make commands more often.

ANCESTRAL COMMANDS

When you choose this strategic discipline at 3rd level, your command dice turn into d8's.

WYVERN COMPANION

Also starting at 3rd level, your watchful companion transforms into a spiritual and translucent **pseudodragon**. It cannot be frightened, you don't need to bond with it, it doesn't require food or water, and if it dies you can summon it back using an action. If summoned, the pseudodragon will appear in a spot you choose within 10 feet of you.

ADDITIONAL FIGHTING STYLE

Upon reaching 7th level, you can choose a second option from the Fighting Style class feature.

ANCIENT COMMANDS

Starting at 10th level, your command dice turn into d10's.

DRACONIC FOCUS

Starting at 15th level, you gain one additional command die.

COMMANDING PRESENCE

Starting at 18th level, whenever you roll a command die, you may add your Charisma modifier (minimum of 1) to the roll.

SORCERER

Sorcerers in or from the Orient have the following Sorcerous Origin options, in addition to those in the *Player's Handbook*.

VOID DISCIPLE

Of all the elements forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: void.

Shugenja and wu jen have access to a variety of elements and end up specializing in one, but void disciples (also called Boido Deshi) understand that everything in the world contains all the basic elements, held together by the least tangible essence. Void is like the silence between notes of music, giving rhythm and shape to the whole. To those who sense the relationship of void to all other things, and who have the innate ability to personally perceive that relationship, distance and form become inconsequential. This deep understanding of the void cannot be learned, but must be felt.

Having deep insight into the workings of the void can grant substantial powers, but manipulating things through the void often comes at great personal risk. When one dabbles in powers such as these, the pitfalls are deep and treacherous, but the rewards are almost unimaginable, and go far beyond anything other mages can accomplish.

UNBREAKABLE CLARITY

Beginning at 1st level, when you adopt this sorcerous origin, you have advantage on saving throws against being charmed and against any spell or effect that attempts to silence you, or otherwise interrupt you in casting a spell.

Additionally, you are resistant to psychic damage, and magic can't put you to sleep.

SENSE VOID

Beginning at 6th level, you have learned to reach out with your mind, exploring the unseen layer of reality most people rarely experience. Your consciousness departs from your body and extends into the world, allowing you to use all of your senses (sight, hearing, touch, taste, and smell) to perceive whatever area, person, or thing you direct your attention to.

In order to do so successfully, you must succeed a Charisma saving throw, with the DC determined by distance, as shown in the Sense Void DC table.

While sensing the void, you can detect magic and read emotional states. If you are scrying on another creature in this manner, it must succeed a Wisdom saving throw against your spellsave DC, in order to be aware that it is being observed or touched through the void. If it succeeds its saving throw by 5 or more, the creature also becomes aware of who you are and where you are physically located.

Sense void lasts for 1 minute or until you end the condition as an action. The effect also ends early if any harm is done to your body.

Once you use this feature, you cannot do so again until you finish a long rest.

SENSE VOID DC

DC	Distance
10	100 feet, line of sight
15	100 feet
20	1 mile
25	10 miles
30	100 miles

ALTERING THE COURSE

Starting at 14th level, as an action you can rip a creature out of the flow of time, sending them either back or forth. The affected creature must re-roll its initiative roll, adding either its own or your initiative modifier (your choice). Alternatively, you can double the area of effect for a spell, as the void weakens the spell's edges.

Once you use this feature, you must finish a long rest before you can do so again.

VOID SUPPRESSION

Beginning at 18th level, as an action you can open a vein into the void that fills a 30-foot area centered on you. The area is lightly obscured, counts as difficult terrain, and all creatures within the area gain the following effects:

- Cannot be blinded, charmed, deafened, frightened, incapacitated, invisible, paralyzed, petrified, or stunned.
- Cannot benefit from healing except from potions.
- Disadvantage on all saving throws.
- Vulnerability to bludgeoning, piercing, and slashing damage.

Additionally, whenever a creature starts its turn inside the suppression field, its maximum hit points are reduced by 1d6.

The suppression field lasts for 1 minute, until your concentration is broken (as if concentrating on a spell), or until you fall unconscious, or die.

WARLOCK

PACT BOON

Warlocks in or from the Orient have the following Pact Boon options, in addition to those in the *Player's Handbook*.

PACT OF THE IMMATERIAL

You can use your action to become incorporeal until the end of your turn. While incorporeal, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside a creature or an object and are ejected into the nearest empty space.

You can use this feature a number of times equal to your warlock level divided by 3. You regain all expended charges when you finish a long rest.

PACT OF THE INVOKER

You learn a 1st level spell from the wizard spell list. The spell counts as a warlock spell for you, but it doesn't count against your number of spells known. You can cast the spell once without expending a spell slot. You must finish a long rest before you can do so again. If you want to cast the spell at a higher level than 1st, you must expend a spell slot as normal.

Once you reach 5th level in this class, you learn an additional eldritch invocation, then again at 11th level, and finally at 17th level, for a total of three extra eldritch invocations. These eldritch invocations don't count towards your maximum of invocations known.

PACT OF THE SWIFT

Your initiative rolls always equal your Charisma score (losing ties, including against Lair Actions).

OTHERWORLDLY PATRONS

Warlocks in or from the Orient have the following Otherworldly Patron options, in addition to those in the *Player's Handbook*.

THE GREAT PHOENIX

Your patron is an ancient Phoenix. It is a creature that has seen gods come and go, and to whom a mortal's lifespan is as a single day. These beings are viciously protective of life and seek to burn out evil, especially those evils that would attempt to cheat the sacred cycle of life, death, and rebirth.

A Great Phoenix will often send lesser Phoenix into the world to accomplish these ends. Few Phoenix are powerful enough to forge pacts with mortal races, but those that are draw their power from the Fires of Creation itself.

EXPANDED SPELL LIST

The Great Phoenix lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT PHOENIX EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, burning hands</i>
2nd	<i>heat metal, pyrotechnics</i>
3rd	<i>beacon of hope, fireball</i>
4th	<i>death ward, fire shield</i>
5th	<i>immolation, reincarnate</i>

KINDLED SPIRIT

Starting at 1st level, your patron has ignited your soul with a mote of its own eternal life force. You learn the *create bonfire* cantrip, and it does not count against your list of cantrips known.

Additionally, when you would make a saving throw to avoid fire or radiant damage from a spell that you cast, you instead take no damage and gain temporary hit points equal to your Charisma modifier + 1.

FIREBIRD'S VENGEANCE

Starting at 6th level, you can call upon your patron to avenge good folk when they are harmed. When a creature you can see within 60 feet deals damage to you or a friendly creature, you can use your reaction to force the attacker to make a Dexterity saving throw. It takes fire damage equal to 2d10 + your Warlock level on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

TRUE NATURE OF FIRE

Starting at 10th level, your patron has shown you how to channel the fire of your soul, which is more powerful than any dark fire your enemies can use against you. You gain resistance to fire damage, and when you cast a spell

of 1st level or higher that deals fire damage, you can cause the spell to deal radiant damage instead.

INEXTINGUISHABLE SOUL

Starting at 14th level, your patron has revealed the ancient Fires of Creation to you and taught you some of its secrets. You gain the ability to summon fiery wings as a bonus action. When these wings are active, you gain a flying speed equal to half your walking speed, and they last until you dismiss them with a bonus action on your turn.

Additionally, as an action, you can wrap yourself or another friendly creature in your wings to channel the fiery energy of Creation into their soul. The target regains 10d10 hit points. Once you use this feature, your wings vanish and cannot be conjured again until you finish a long rest.

THE GREAT SYLVAN

Your patron is an antediluvian and mythical creature from which all fey descend. It is both powerful and wise, but it often feels the world moves too fast for its own good, and the destructive ways of the mortal races have made it withdraw into the unknown depths and corners of the world. The Great Sylvan has chosen you to act in its place, as a protector of all that good in the world.

The Great Sylvan grants you powerful spells and abilities, only some of which are capable of harming others. It implores you to only ever do others harm as a last resort, relying on incapacitating rather than killing. All life is precious to the Great Sylvan, and so too it should be to you.

EXPANDED SPELL LIST

The Great Sylvan lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT SYLVAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>animal friendship, faerie fire</i>
2nd	<i>barkskin, heat metal</i>
3rd	<i>create food and water, plant growth</i>
4th	<i>dominate beast, freedom of movement</i>
5th	<i>awaken, tree stride</i>

SYLVAN MAGIC

Starting at 1st level, you learn the *druidcraft*, *mending*, *meld earth*, and *shillelagh* cantrips, which don't count towards your list of cantrips known. Additionally, you learn to speak, read, and write Sylvan.

NATURALIST

Starting at 6th level, you can cast the *animal messenger* and *speak with plants* spells at will, and the *lesser restoration* spell by expending a warlock spell slot. Neither spell counts against your spells known maximum.

FAULTLESS TRACKER

Starting at 10th level, you can cast the *locate animals and plants* and *locate creature* spells at will. Neither spell counts against your spells known maximum.

PLANAR EMPOWERMENT

Starting at 14th level, you can cast the *contact other plane* spell and *planar binding* as a 5th level spell without expending a spell slot. If you cast *contact other plane* using this feature, you do not need to make an Intelligence saving throw, as the creature you contact is your Great Sylvan patron, though it will only answer one question, rather than five.

Once you cast either spell using this feature, you must finish a long rest before you can do so again.

THE GREAT TURTLE

Your patron is an immense creature of legend, older than even the Great Phoenix. It lives far beneath the waves of the ocean, and many hundred generations might pass between its trips to the surface. Your patron might even be Genbu himself, carrying the entirety of the Orient on his shell.

The Great Turtle values diplomacy, good health, and laughter. Nothing is more valuable to the Great Turtle than a smile. However, its sheer size makes it hard or impossible for the Great Turtle to go and experience these things on its own. Thus it has chosen you to act as an intermediary; to spread joy and hope wherever you may go, allowing the Great Turtle to experience the wonders of the world through you.

EXPANDED SPELL LIST

The Great Turtle lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT TURTLE EXPANDED SPELLS

Spell Level	Spells
1st	<i>create spring, cure wounds</i>
2nd	<i>aid, lesser restoration</i>
3rd	<i>wall of water, water walk</i>
4th	<i>control water, watery sphere</i>
5th	<i>commune with nature, dispel evil and good</i>

AMPHIBIOUS

Starting at 1st level, your patron grants you a gift, allowing you to feel at home beneath the waves. You can breathe water, you gain a swim speed equal to your walking speed, and you are invisible while fully submerged in water. Additionally, you learn to speak, read, and write Aquan.

SEMI-LIQUID PHYSIQUE

Starting at 6th level, you gain resistance to cold damage and ranged weapon attacks can never be made with advantage against you or friendly creatures who stand in cover behind you.

WATER FORM

Starting at 10th level, using an action, you can transform into a **water elemental**. You can stay in this form for a number of hours equal to half your warlock level. You then revert to your normal form. You revert to your normal form earlier by using an action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While transformed, the rules for the druid's Wild Shape feature also apply to you.

Once you use this feature, you must finish a long rest before you can do so again.

GREAT TURTLE'S BLESSING

Starting at 14th level, when a hostile creature comes within 10 feet of you, you can use your reaction to conjure forth a geyser from your palm, targeting the creature. The target must succeed on a Strength saving throw against your spellcasting DC or be forcefully pushed 15 feet backwards.

Additionally, the Great Turtle's blessing causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

THE GREAT WYRM

Your patron is an ancient and noble creature, capable of controlling storm, wind, and weather. The Great Wyrms rewards you with fragments of its power, as long as you act as its benevolent agent, doing good and helping those in need wherever you may encounter them.

In stark opposition to other Serafs, the Great Wyrms is strongest when it engages its foes head on in the thick of battle, looking them in the eye as it battles them. The powers it grants you reflect its own values.

EXPANDED SPELL LIST

The Great Wyrms lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT WYRM EXPANDED SPELLS

Spell Level	Spells
1st	<i>color spray, thunderous smite</i>
2nd	<i>knock, warding wind</i>
3rd	<i>call lightning, sleet storm</i>
4th	<i>Mordenkainen's private sanctum, storm sphere</i>
5th	<i>control wind, destructive wave</i>

BONUS CANTRIPS

Starting at 1st level, you gain the *shocking grasp* and *thunderclap* cantrips, which don't count against your number of cantrips known.

TEMPESTUOUS

Also starting at 1st level, when you deal lightning or thunder damage to a Large or smaller creature, you can also push it up to 5 feet away from you. Additionally, whenever a creature within 5 feet of you hits you with an attack, you can use your reaction to deal 1d8 lightning or thunder damage to it.

STATIC DISCHARGE

Beginning at 6th level, when you use the Attack action on your turn, you can use a bonus action to cast *shocking grasp*.

WIND WALKER

Starting at 10th level, you can call upon mystical winds to surround you and help you on your way. You can use the Dash action as a bonus action on your turn. When you do so, other creatures have disadvantage on opportunity attacks against you and you gain a flying speed equal to your walking speed. You fall if you end your turn in the air and nothing else is holding you aloft.

SONIC BOOM

Starting at 14th level, as an action you can instantly move 100 feet in a direction of your choosing. Each creature you pass through takes 18 (4d8) thunder damage, and must succeed a Strength saving throw or become knocked prone.

Once you use this feature, you must finish a long rest before you can do so again.

SEISHIN MYSTIC

The seishin mystic is a mortal creature, that has become inhabited by an antediluvian spirit - as such a seishin mystic doesn't have a patron in the traditional sense, as the patron is a part of the warlock, and the powers come from within.

Seishin mystics enjoy great respect among the people of the Orient, as most clans honor the spirits, and when a mortal is selected to become a vessel, the mortal must be honored as the spirits themselves. However, very few actually understand them, and most think them a little crazy - which more often than not turns out to be true.

Whether your spirit is goodhearted or wicked is up to you though. Maybe the spirit pretends to be good, only to further its own evil plot. Regardless of the type of spirit, it is a great ordeal for a mortal body to be possessed in this way, and as a result most seishin mystics end up speaking in riddles, and refer to themselves in the third person. Their eyes glow with a subtle hue, the color depending on the spirit's current mood.

EXPANDED SPELL LIST

The spirit within you lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SEISHIN MYSTIC EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, sanctuary</i>
2nd	<i>lesser restoration, warding bond</i>
3rd	<i>magic circle, spirit guardians</i>
4th	<i>arcane eye, staggering smite</i>
5th	<i>hallow, legend lore</i>

RIDDLE OF INTERACTION

Starting when you adopt this otherworldly patron at 1st level, you can cast *charm person* or *augury* as a 1st level spell without expending a spell slot.

Once you use this feature, you must finish a short or long rest before you can do so again.

RIDDLE OF HEALTH

The spirit within you bolsters your vitality. Starting at 1st level, you gain 1 additional hit point per warlock level, and you become immune to possession from entities other than your patron.

OTHERWORLDLY AWARENESS

Once you reach 6th level, you gain blindsight out to a radius of 30 feet, and you cannot be surprised, even while unconscious.

RIDDLE OF FLAME

The spirit within you bursts forth in white flames, igniting your body for a short time. Beginning at 6th level, you can cast *fire shield* on yourself without expending a spell slot or material components. While the shield persists, your attacks deal an additional 1d6 fire or cold damage, depending on if your fire shield is warm or chill.

Once you use this feature, you must finish a short or long rest before you can do so again.

CLEANSING SPIRIT

At 10th level, the spirit's symbiotic grip on you has tightened, and the spirit's powers flow through your very veins, constantly cleansing you, making you immune to disease and poison.

TIMELESS BODY

At 14th level, your spirit sustains you 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, but you no longer need air, food, or water.

ELDRITCH INVOCATIONS

COLLARED CHAINS

Prerequisite: 15th level, Pact of the Chain feature

You can have up to two familiars of different types simultaneously.

DEATH'S REFUSAL

Prerequisite: 9th level

You can cast *revivify* once using a warlock spell slot. You can't do so again until you finish a long rest.

ELDRITCH MATERIALS

Prerequisite: 15th level, Pact of the Blade feature

You can perform a special ritual with your pact weapon, giving it the properties of special and rare materials. The ritual takes 1 hour to complete, during which time you cannot be disturbed, or the ritual will fail. Your pact weapon gains the properties of adamantine, jade, kirinwood, or mithral. The weapon must be of a type that can be of the material you choose, or the ritual will fail.

ELDRITCH EYES

Prerequisite: blindsight, darkvision, devil's sight, tremorsense, or truesight

The range of your vision increases by 30 feet, and you can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

FEY HASTE

Prerequisite: the Archfey patron

When a hostile creature comes within 10 feet of you, you can use your reaction to move up to your speed.

FIRE LANCE

Prerequisite: 5th level, the Great Phoenix patron

You learn the *fire bolt* cantrip, which doesn't count against your cantrips known maximum. Additionally, when you use your action to cast *fire bolt*, you can cast it again as a bonus action if you target the same creature.

FISTS FROM BEYOND

Prerequisite: 5th level, the Seishin Mystic patron, Martial Spirit invocation
You can attack twice with your unarmed strikes, instead of once, whenever you take the Attack action on your turn. Additionally, you can roll a d6, rather than a d4, when dealing damage with your unarmed strikes.

FORCED FATE

Prerequisite: 5th level, the Great Old One patron

When you fail a saving throw, you can expend a warlock spell slot as a reaction to succeed the saving throw instead. You can't do so again until you finish a short or long rest.

FULMINATION

Prerequisite: 5th level, the Great Wyrms patron, thunderous smite spell

When you cast *thunderous smite* using a spell slot of 2nd level or higher, its damage increases by 2d6 for each spell slot above 1st.

GRAND INVOKER

Prerequisite: 15th level, Pact of the Invoker feature

Whenever you finish a long rest, you can replace one known eldritch invocation (except this one) with one unknown eldritch invocation.

GRAVITY WELL

Prerequisite: 15th level

You can cast *reverse gravity* once using a warlock spell slot. You can't do so again until you finish a long rest.

ILLOGICAL INITIATIVE

Prerequisite: 15th level, Pact of the Swift feature

You add your proficiency bonus to your initiative.

IMPERVIOUS SHELL

Prerequisite: 5th level, the Great Turtle patron

As a reaction when you take damage, you can cast *shield* without expending a spell slot. When you cast the spell in this manner, it does not protect against the triggering attack.

INCORPOREAL MIND

Prerequisite: 5th level, Pact of the Immaterial feature

When you become incorporeal, any effects that cause you to be blinded, charmed, deafened, or frightened are removed.

LIMITED MAGIC IMMUNITY

Prerequisite: 5th level, the Great Sylvan patron

Unless you wish to be affected, you are immune to spells of 2nd level or lower. Cantrips still affect you as normal.

MARTIAL SPIRIT

Prerequisite: the Seishin Mystic patron

You can use Charisma instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll a d4 in place of the normal damage for your unarmed strikes.

MASTER ESCAPIST

Prerequisite: 15th level, Pact of the Immaterial feature

Unless paralyzed or petrified, you can use your action to become incorporeal even while incapacitated. When you do so, the effect that caused you to be incapacitated is removed.

OTHERWORLDLY ARMOR

Prerequisite: 15th level

You gain a +1 bonus to AC and saving throws.

STOLEN PACT MAGIC

Prerequisite: 12th level, Pact of the Invoker feature

You gain an additional warlock spell slot, but once it is expended you must finish a long rest before you regain it.

THERMAL FLUX

Prerequisite: 15th level, the Seishin Mystic patron

When you hit a creature with *eldritch blast* or an unarmed strike, you can cast *cone of cold* or *heat metal* as a bonus action using a warlock spell slot. However, the spell must be centered on a creature you hit with *eldritch blast* or an unarmed strike. You have advantage on Constitution saving throws to maintain concentration on the *heat metal* spell, as you are assisted by your patron.

THUNDERCRACK

Prerequisite: 15th level, the Great Wyrms patron, Fulmination invocation

When you deal damage with *thunderous smite*, your target has disadvantage on its saving throw against it.

TIE BREAKER

Prerequisite: 5th level, Pact of the Swift feature

You win all initiative ties.

WIZARD

Wizards in or from the Orient have the following Arcane Tradition options, in addition to those in the *Player's Handbook*.

WU JEN

The cycle of life is all that matters. Wood represents growth, but in order to do so, it must soak up water which is in the earth, metals and minerals which are in the water and earth, as well as heat from the sun. These are the elements the wu jen focus on.

Wu jen are spellcasters with mysterious powers. They command the elements, spirit forces and powers of nature. They are seldom found living with the rest of society. Instead they live as hermits in the wilderness, purifying their bodies and minds to contact various natural and supernatural powers of the world. From these entities, they learn their spells – magical means to control the invisible forces of the world. In order to be allowed a connection to the Weave, through these entities, many wu jen must prove daily, that they are a part of nature, and not a part of society. Wu jen usually accomplish this, by living by a strict code of taboos: things they simply cannot do. These are often things others would call silly or even ridiculous.

VARIANT FEATURE: MYSTICAL TABOOS

To maintain their supernatural power, and because culture and tradition dictate it, wu jen must abide by certain taboos that might seem inconsequential to other characters but are vitally important to the wu jen. You can choose a taboo at 2nd level, 6th level, 10th level, and 14th level. You can only choose a taboo once and your DM decides which taboos are available for you to choose from.

Adventuring Life. Apart from magical items that you are attuned to, you cannot own more than you can carry. If you own something that for any reason isn't on your person, somebody else will take ownership of it. If it is a piece of land, there might be a filing error, transferring ownership to somebody else. If you drop a coin, a bird might scoop down and pick it up. Somehow, the universe simply doesn't allow you to own anything not on your person. However, you gain the ability to open or close a hole into your personal pocket dimension. The dimension works exactly like a bag of holding.

A Game of Words. When in a conversation, your first word must always be the last word that was spoken by the creature that spoke before you. It must be incorporated into your sentence in such a way, that it makes sense. When doing so, which you must always attempt, you always know if the creature you converse with is lying to you.

Cold Shoulder. You cannot light a fire or cast spells that deal fire or radiant damage. In fact, all fire within 5 ft. of you simply goes out or bends around you. Your skin is always icy cold to the touch.

Color Repellent. Choose a color. You can never wear or touch that color. No matter how hard you try, you simply cannot, as it moves just past you as if with magnetism. This includes spells and weapons of a certain color as well.

Corpse Aversion. You can never move closer to a corpse than 10 feet. If you try, you are met with an invisible and unbreakable barrier. Spells that try to teleport you closer fail. The same is true for corpses trying to get near you.

Directional Restriction. Choose a direction: north, east, south, or west. You can never face that direction or target anything in that direction. You simply physically can't. However, as a bonus action, you can magically teleport 60 feet in the direction opposite of the direction you chose.

Eldritch Stutter. No matter how hard you try, you cannot utter sentences that contain more than five words. Whenever you speak, a faint whisper repeats your every word, giving people around you the creeps. You have disadvantage on Charisma (persuasion) checks but advantage on Charisma (intimidation) checks that involve speech. Additionally, if you cannot speak, the faint whisper continues to work, allowing you to fulfill verbal components for spells even while silenced.

Gender Assumption. Every other day, you cannot wear clothing appropriate to your gender. When you wear clothes that fit the gender opposite of yours, your voice changes to fit that gender and other creatures must pass a Wisdom (insight) check to discern your actual gender (DC = 8 + your proficiency bonus + your Intelligence modifier).

Questionable Hygiene. You cannot bathe. In fact, water is like solid matter to you, no matter its temperature. Rain feels like hail, and you can walk on water. You can never swim or dive.

Special Diet. You cannot eat meat of any sort. Attempting to do so sickens you, and you are poisoned until you finish a short or long rest. Luckily, your jaw and teeth are harder than steel, allowing you to eat anything else and gain sustenance. Anything else.

ELEMENTAL MASTERY

Starting when you choose this arcane tradition at 2nd level, you can choose an element you wish to master. You gain different features at 2nd level, 6th level, and 14th level, depending on which element you choose here.

Earth. You have advantage on Constitution saving throws to maintain concentration.

Fire. As a bonus action, you can *burn* one or more hit dice to regain hit points.

Metal. Your AC magically increases by 1.

Water. You gain 2 additional hit points per wizard level.

Wood. You have advantage on saving throws against magical charm effects, and if given a command while charmed, you can roll a d20 - on a 10 or higher you can ignore the command.

LINGUIST

You know two additional languages of your choice.

WATCHFUL SPIRIT

Starting at 6th level, you can gain advantage on an initiative roll.

Once you use this feature, you must finish a short or long rest before you can do so again.

ELEMENTAL RESISTANCE

Starting at 6th level, you gain resistance to a damage type, depending on which elemental mastery you chose at 1st level.

Earth. You gain resistance to acid damage.

Fire. You gain resistance to fire damage.

Metal. You gain resistance to force.

Water. You gain resistance to cold damage.

Wood. You gain resistance to lightning damage.

IMPROVED SPELL CRITICAL

Starting at 10th level, your spell attacks score a critical hit on a roll of 19 or 20.

ELEMENTAL EMPOWERMENT

Starting at 14th level, you gain another feature depending on the elemental mastery you chose at 1st level.

Earth. Being in touch with the earth, has taught you feel even the slightest vibrations making their way through the ground. You gain tremor sense with a range of 30 feet. You must yourself be in contact with the ground for this feature to work.

Fire. If another spellcaster within 60 feet of you is casting a spell that deals fire damage, you may use your reaction, in order to try and make the spell blow up in the caster's hands.

The caster must succeed a Charisma saving throw, or be targeted by his own spell. On a failed save, the casting is simply interrupted.

You automatically sense if a caster is casting a fire spell, but you must pass an Arcana check (DC 10 + the spell's level) to know which spell.

Once you use this feature, you must finish a long rest before you can do so again.

Metal. You are resistant to bludgeoning, piercing, and slashing damage.

Water. As an action or a reaction to taking damage, you may entomb yourself in ice. At the end of each of your turns, you gain temporary hit points equal to your Intelligence modifier for each wizard level.

While entombed you cannot age, you don't need food or drink, and you can stay entombed for up to 1 year at a time. You are awake while encased in ice, and can rest as normal, but you cannot take any actions or reactions, other than to end the effect.

The effect lasts until you end it using an action. The effect can also end early if all temporary hit points are removed or if you take fire damage equal to your wizard level.

Once you use this feature, you cannot use it again until you finish a long rest.

Wood. The maximum amount of damage you can suffer in a single attack is equal to twice your character level.

VARIANT FEATURE: ROLEPLAYING TABOOS

To maintain their supernatural power, a wu jen must abide by certain taboos. You can choose a taboo at 2nd level, 6th level, 10th level, and 14th level. Possible taboos include:

- You cannot own more than you can carry.
- You must make a daily offering to one or more spirit powers.
- You cannot touch a dead body.
- You cannot wear a certain color.
- You cannot light a fire.
- You cannot sit facing in a certain direction.

Work with your DM to find fitting taboos for your wu jen.

VILLANOUS CLASS OPTION: MAHO-TSUKAI

Mahu-tsukai are blood mages, often operating in cells. The use of maho is outlawed, and as such all maho-tsukai operate in secrecy. Maho-tsukai learn their abilities from another maho-user, from an oni, or in rare cases through contact with unknown powers while dreaming.

MAHO

Starting when you choose this arcane tradition at 2nd level, you can cast your wizard spells by fueling them with your own life force, rather than expending a spell slot. When you do so, roll a number of d6 equal to the spell's level. You and all creatures within 5 feet of you take necrotic damage equal to the total.

When you take damage from your maho, your hit point maximum is decreased by an amount equal to the damage you take. This reduction lasts until you finish a long rest.

BLOOD PATH INITIATION

Also starting at 2nd level, you choose whether you wish to follow the path of the blood mage, the path of the blood magus or the path of the blood necromancer.

BLOOD MAGE

Unholy Vitality. As a maho-tsukai mage, your hit point maximum increases by 4, and whenever you gain another level in this class, it increases by 2.

BLOOD MAGUS

Regeneration. As a maho-tsukai magus, at the beginning of each of your turns, you gain temporary hit points equal to your Constitution modifier (minimum of 1), so long as you have at least 1 hit point. Additionally, any severed limbs regenerate when you finish a short or long rest.

BLOOD NECROMANCER

Grim Harvest. As a maho-tsukai necromancer, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

BLOOD PATH ZEALOTRY

Starting at 6th level, you gain a feature dependent upon the blood path you choose at 2nd level.

BLOOD MAGE

Blood Empowerment. You can empower spells that you cast by expending a spell slot with maho, increasing the spell to a higher level. For example, if you were to cast *fireball* using a 3rd level spell slot, you could then roll 2d6 with your maho feature, to increase the spell's level to a 5th level spell. When casting in this way, you need to supply any material components as you normally would.

BLOOD MAGUS

Martial Magics. You add your Intelligence modifier to your melee attack and damage rolls, and your attacks count as magical for the purpose of overcoming resistances and immunities.

BLOOD NECROMANCER

Undead Thralls. You add the animate dead spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

MAHO MASTERY

Beginning at 10th level, whenever you cast a spell using your maho while one or more hostile creatures are within 5 feet of you, you can make a Constitution saving throw (save DC = 10 + the spell's level). On a successful save, you take no damage from the casting, as you draw upon the vitality of nearby enemies. If you succeed the saving throw by 5 or more, you regain a number of hit points equal to half the damage you would have taken on a failed save.

MAHO VARIANT

As maho uses blood, you can decide that the blood replaces material components. If a spell has component requirements with a cost that is consumed by the spell, you can consider letting blood replace those materials as well by making the maho deal extra damage to the caster equal to double the regular damage + the spell's level.

BLOOD PATH MASTERY

At 14th level, you once more gain a feature dependent upon the blood path you choose at 2nd level.

BLOOD MAGE

Relentless. If you drop to 0 hit points and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. If you drop to 0 hit points due to using your maho, you have advantage on the saving throw.

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.

BLOOD MAGUS

Necrotic Strikes. Your melee weapon attacks deal an additional 2d8 necrotic damage, and you regain hit points equal to the necrotic damage dealt.

BLOOD NECROMANCER

Conjure Plasmin. Using a bonus action, you can conjure forth a **plasmin**. In order to do so, you must be able to see a creature at 0 hit points within 30 feet of you. The plasmin appears in the target creature's space, and acts on your turn. As the target creature is drained of all its remaining blood, it cannot be brought back to life through any means other than a *true resurrection* or *wish* spell. You cannot conjure a plasmin from constructs, oozes, undeads, or other creatures that don't have blood.

The plasmin is destroyed if it is ever further than 100 feet away from you. When it dies, it splashes to the ground and turns into black, coagulated blood.

Once you use this feature, you cannot do so again until you finish a short or long rest.

PLASMIN

Medium ooze (Tainted), unaligned

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	1 (-5)	2 (-4)

Damage Resistances slashing

Damage Immunities necrotic, psychic

Damage Vulnerabilities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Taint Score 1

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bound by Maho. The ooze is bound to a maho-tsukai with which it forms a telepathic bond. The maho-tsukai can command the ooze using a bonus action on each of its turns.

Maho Fuel. While a maho-tsukai is within 20 feet of the ooze, the maho-tsukai can choose to fuel its spells with the ooze's vitality, rather than its own. If a maho-tsukai chooses to do so, the ooze takes the damage the maho-tsukai would otherwise have taken from casting a maho spell.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 8 (2d6 + 1) necrotic damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be cursed with blood rot. The cursed target can't regain hit points. If the cursed target is reduced to 0 hit points, it has disadvantage on death saving throws. If the cursed target dies, its blood begins to swirl, and rises as a **plasmin** in 1d4 rounds. The curse lasts until removed by the *remove curse* spell or other magic.

PART 4: BACKGROUNDS

While many of the backgrounds in the core rule books could be applicable in some form or another in the Orient, this chapter offers backgrounds specific to the Orient.

If your campaign takes place away from the Orient, consider the far traveler background, located in the *Sword Coast Adventurer's Guide*.

As in the Player's Handbook, each of the backgrounds presented here provides proficiencies, languages, and equipment, as well as a background feature and some a variant form. For personality traits, ideals, bonds, and flaws, most of the backgrounds in this chapter use a thematically similar backgrounds in the Player's Handbook as their foundation.

FREE SPIRIT

You live in the wilds, either alone or amongst your nomadic people. You live by a pond, deep in the woods, by the shore, or high up in the mountains. The noise of civilization is hard for you to bear, but you might have had some contact with some of the clans.

You are most likely korobokuru, nezumi, or hengeyokai, but you could be human as well.

Skill Proficiencies: Animal Handling, Nature, Survival

Languages: One of your choice from among dwarvish, nezumi, hengeyokai, or spirit tongue

Tool Proficiencies: One type of artisan's tools

Equipment: A tool with which you are proficient, a waterskin, a set of traveler's clothes, and a pouch containing 10gp.

FEATURE: ORIENTAL HERITAGE

You have excellent knowledge of terrain and natural resources in the Orient. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you always know the time of day and which way is north.

SUGGESTED CHARACTERISTICS

Use the tables for the soldier in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a free spirit.

GREAT CLAN WARRIOR

You belong to one of the Great Clans of the Orient and you have likely been in numerous battles.

A warrior from one of the great clans is esteemed and considered a noble in the Orient. The way of the warrior is a station far above mundane working life.

You are most likely a human, but you could be korobokuru, or hengeyokai.

Skill Proficiencies: Medicine, and up to two skills of your choice, as appropriate to your clan

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice, and up to one of additional language, as appropriate to your clan

Equipment: A scroll proving your clan affiliation and heritage, a set of fine clothes, and a pouch containing 30gp.

GREAT CLANS OF THE ORIENT

As tradition has it, the Orient is populated by clans, with thousands, of families belonging to each clan. Some of these clans are ancient, and date back much further than the empire itself.

The Crawdad Clan. The warriors of the Crawdad clan are well known throughout the Orient, famed for being sturdy and brave, never afraid to push forward even when faced with certain defeat. The Crawdad often send patrols into the Shadowlands, which ensures that their warriors can speak Nezumi and are proficient with the Survival skill.

The Heron Clan. The Heron are cultured, sophisticated, and noble. Heron are masters of political intrigue, which is ensured by their proficiency in the Insight and Persuasion skills. While their warriors are not as unyielding as the Crawdad warriors, they are widely regarded as excellent bodyguards.

The Pegasus Clan. The Pegasus are taught to ride horses as soon as they can walk. It is as natural to them as breathing. In fact, all Pegasus ride horses and they do so often. When a member of the Pegasus can no longer ride, they become Yowai: a title that is honorable for the elderly but dishonorable for the young. They are no longer allowed to work or be warriors.

The Pegasus have proficiency with the Animal Handling skill, and gain the following Born Rider feature.

The Phoenix Clan. The Phoenix Clan does have warriors, although they aren't regarded as skilled or feared as those of other clans. Some of the most powerful shugenja and wu jen are members of the phoenix clan though, making them capable of defeating many a foe.

The Phoenix are extremely religious and magic is not only used freely, but encouraged - this grants the Phoenix proficiency with the Arcana and Religion skills.

The Spider Clan. The Spider are masters of intrigue and deception, both having a high influence at the Imperial Court, and producing some of the most efficient assassins in the Empire. Being a Spider grants you either proficiency in the Deception or Stealth skill, depending on what you're trained to do. It also grants you the Swamp Lander feature, as all Spider are accustomed to navigating dangerous swamps.

The Tiger Clan. The families of the Tiger are united by their dedication to the highest ideals of the empire - respect for the ancestors, and strength of arms. They are also the most renowned historians, emphasizing the importance of recording history for future generations. Oriental history is taught to children as much as bushido, martial arts, and discipline is. The Tiger are proficient with the Intimidation and History skills.

The Wyvern Clan. The Wyvern are a physical and spiritual people. They have several gigantic monasteries, and in fact their capital of Takai Machi is built around the largest monastery in the Orient. They live high in the mountains, where they can focus on the things that matter to them without too much interference from the other clans. Members of the Wyvern are proficient with the Insight skill, and gain the Mountain Born feature.

FEATURE: HEIRLOOM

As a warrior of one of the great clans, you have an heirloom of great significance to you. You have either inherited it or earned it through impressive accomplishments. Work with your Dungeon Master to come up with details: Why did you get this? What is the full story? You might prefer for the DM to invent these details as part of the game, allowing you to learn more about your heirloom as your character does.

The Dungeon Master is free to use your heirloom as a story hook, sending you on a quest to learn more about its history or true nature, or confronting you with foes who want to claim it for themselves or prevent you from learning what you seek.

Choose or randomly determine your heirloom from among the possibilities in the table below.

HEIRLOOM

d8	Object or Item
1	An ancient shogun mask resembling a specific animal
2	A large metallic or colored scale with strange symbols drawn on the inside
3	A seemingly ordinary wakizashi
4	A jade figurine of your clan's animal
5	A trinket (see "Trinkets" in chapter 5 of the <i>Player's Handbook</i>)
6	A bonsai tree over 500 years old
7	A riding horse which has been your best friend for years
8	A scroll containing your family tree, but half of it is missing

SUGGESTED CHARACTERISTICS

If you belong to the Crawdad or Tiger Clan use the tables for the soldier background as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a Great Clan warrior. If you belong to the Heron Clan use the noble background, for the Wyvern Clan use the hermit background, for the Phoenix Clan use the sage background, for the Spider Clan use the criminal background, and for the Pegasus Clan use the folk hero background. All backgrounds can be found in the *Player's Handbook*.

GREAT CLAN WARRIOR ADDITIONAL FEATURES

These features are for the Pegasus, Spider, and Wyvern, respectively.

Born Rider. You're accustomed to riding horses. You have advantage on any check you make to remain mounted.

Swamp Lander. You're an expert in navigating swamps and avoiding the natural dangers that come with them. Difficult terrain doesn't slow your travel in a swamp and you cannot become lost in a swamp except through magical means. You also have advantage on saving throws against wilderness hazards such as quicksand and razorvine, as described in chapter 5 of the *Dungeon Master's Guide*.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

JADE BAILIFF

You belong to the jade bailiffs: a sacred duty that is binding for life. Work out with your Dungeon Master how you got into the adventuring life. You might be on a secret mission for the emperor himself, or you might have fled your duties because you fell in love.

You are most likely a human, but you could be hengyokai if you have managed to hide your true race.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Your choice of a gaming set

Languages: One of your choice

Equipment: An olive-green bailiff uniform with matching cloak and helmet, and a pouch containing 20gp.

FEATURE: RESPECT AMONG THE CLANS

Jade bailiffs are esteemed throughout the land, and it is their duty to accommodate you with base necessities. You always have free room and board in any place where members of great or minor clans dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.

SUGGESTED CHARACTERISTICS

Use the tables for the soldier in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a minor clan member.

MINOR CLAN MEMBER

You belong to one of the minor clans of the Orient, and as such your clan is of little importance in the grand scheme of things.

You are most likely a human, but you could be korobokuru or hengyokai. If your clan isn't one of the clans listed below, or if you come up with a rich enough backstory for one of the clans listed below, you could even be nezumi.

Skill Proficiencies: Survival, and two skills of your choice, as appropriate to your clan

Tool Proficiencies: Your choice of a gaming set or a musical instrument

Languages: One of your choice from among dwarvish, nezumi, hengyokai, or spirit tongue

Equipment: A hunting trap, a set of traveler's clothes, and a pouch containing 10gp.

MINOR CLANS OF THE ORIENT

Here you will find a list of the minor clans, but there might exist many more clans which are even less noticeable. This makes it possible for you, to create your own clan for the purpose of your background. Maybe it is a new clan, or you might even have founded it yourself. Talk with your Dungeon Master if you want to create your own clan.

The Chickadee Clan. The Chickadee are compassionate warriors who live a modest life. They are generous like no other, and they love to tell stories and produce some of the finest art. The Chickadee gain proficiency with the Nature and Performance skills.

The Damselfly Clan. All surviving members of the Damselfly Clan live their lives among other clans, trying to blend in as best they can. They have a strong distaste of the Tiger, as it was they that destroyed the Damselfly. The Damselfly gain proficiency with the Deception skill, and with the Disguise Kit.

The Rabbit Clan. The Rabbit live in large camps, herding their livestock, and otherwise live off of the land. The Rabbit gain proficiency with the Medicine and Nature skills.

The Rhino Clan. The Rhino are a hardy folk, protecting the northern part of the Dark Ridge. They are also renowned for riding rhinos into battle and for being skilled craftsmen. The Rhino gain proficiency with the Animal Handling skill and one artisan's tool of your choice.

The Scorpionfly Clan. The Scorpionfly are at home on the sea, and spend more time at sea than they do on land. Their culture requires them to become brave and tough at a very young age. The Scorpionfly don't gain proficiencies with any skills, but rather Navigator's Tools and Vehicles (water).

The Viper Clan. Today the Viper Clan consists of less than fifty clan members and unbeknown to the Wyvern, they hide among them. The remaining Viper wish to redeem themselves, although a few rotten apples are surely attracted to the power offered by the maho. The Viper gain proficiency with the Insight skill, and with the Disguise Kit.

The Weasel Clan. The Weasel are nomads that roam around the Orient. They don't have lands of their own, but they wouldn't want them if they could have them. They love life on the road, experiencing new things to sing songs about. They are born entertainers, and they are always joy-

ful and happy. The Weasel gain proficiency with the Performance skill, and with two musical instruments of your choice.

The Wolf Clan. The Wolf Clan consists of roughly 30 tribes, each with a shaman leading them. They don't have any fields nor livestock, but live completely off of the land. The Wolf gain proficiency with the Nature skill, and either the Athletics or Acrobatics skill (your choice).

FEATURE: WANDERER

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition 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.

VARIANT: BY POPULAR DEMAND

Restriction: Weasel only.

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

VARIANT: FALSE IDENTITY

Restriction: Damselfly and Viper only.

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

VARIANT: MERCENARY AT SEA

Restriction: Scorpionfly only.

You know the mercenary life as only someone who has experienced it can. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in the chapter 8 of the *Player's Handbook*).

Additionally, when you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with. Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master determines how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

SUGGESTED CHARACTERISTICS

If you belong to the Chickadee, Rabbit, or Wolf Clan use the tables for the outlander background as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a Minor Clan member. If you belong to the Damselfly or Viper Clan use theurchin background, for the Rhino Clan use the guild artisan background, for the Scorpionfly use the sailor background, and for the Weasel Clan use the entertainer background. All backgrounds can be found in the *Player's Handbook*.

SCHOLAR OF THE ANCIENT WAYS

You have spent your early years training at an ancient monastery, school or dojo, hidden away from civilization and clouded in mystery. You have had little contact with the outside world, and your understanding of it is limited to what you have been taught, which in all likelihood is more philosophical in terms of how the world should be, rather than how it is.

You have trained every day for as long as you can remember, becoming an expert in your field. You might have been trained in advanced assassination techniques, learning to blend into a crowd and strike without mercy. You might have studied the history and culture of the Orient, far away lands, or learned about the planes and their inhabitants. You could also have gained deep insight into natural phenomena and spirituality, and learned how to manipulate the Weave, making you a powerful and wise shaman.

Whatever your scholarly training has been about, it is based on ancient knowledge, which cannot be found in the rest of the Orient - or the world for that matter, as the ancient ways have long been forgotten.

Skill Proficiencies: Three skills of your choice, as appropriate to your specialty

Languages: Two of your choice

Equipment: A sacred text which is the foundation of your training, a set of common clothes, and a pouch containing 10gp.

SPECIALTY

To determine the nature of your scholarship, roll a d8 or choose from the options in the table below.

d8	Specialty	Skill Proficiencies
1	Martial Artist	Acrobatics, Medicine, Performance
2	Master Swordsman	Athletics, Intimidation, Survival
3	Tactician	Deception, Insight, Perception
4	Loremaster	Arcana, History, Insight
5	Infiltrator	Acrobatics, Deception, Stealth
6	Elementalist	Arcana, Nature, Religion
7	Shaman	Arcana, Insight, Nature
8	Diplomat	Deception, Performance, Persuasion

FEATURE AND SUGGESTED CHARACTERISTICS

As each specialty differs greatly, you should use a feature from a different background that fits your specialty.

Martial Artist. Use the Gladiator variant feature from the entertainer background, along with the tables for suggested characteristics for the folk hero background in the *Player's Handbook*.

Master Swordsman. Use the Heirloom feature from the great clan warrior background in this book, along with the tables for suggested characteristics for the soldier background in the *Player's Handbook*.

Tactician. Use the Retainers variant feature from the noble background, along with the tables for suggested characteristics for the soldier background in the *Player's Handbook*.

Loremaster. Use the Researcher feature along with the tables for suggested characteristics for the sage background in the *Player's Handbook*.

Infiltrator. Use the False Identity feature along with the tables for suggested characteristics for the charlatan background in the *Player's Handbook*.

Elementalist. Use the Shelter of the Faithful feature along with the tables for suggested characteristics for the acolyte background in the *Player's Handbook*.

Shaman. Use the Wanderer feature along with the tables for suggested characteristics for the outlander background in the *Player's Handbook*.

Diplomat. Use the Position of Privilege feature along with the tables for suggested characteristics for the noble background in the *Player's Handbook*.

YAKUZA

The yakuza are many different things, depending on who is asked. Some call them protectors of the common folk, others think of them as thugs and extortionists, still others rely on them as an unofficial police force. They are simultaneously despised and respected, sometimes even supported by the local authorities. On one hand, they represent the shadowy underworld, directing and controlling local activities. On the other hand, they provide protection for the helpless and watch over those in their care. Of course, such care has a price, and that is how the yakuza make their living.

As a yakuza your body will be covered in tattoos, signifying your rank within the organization. An increase in rank or remarkable exploits, require you to get additional tattoos.

Skill Proficiencies: Deception, Intimidation

Languages: One of your choice

Equipment: A ledger with 20 names of “customers” (three of which still owe you 5gp each), a set of fine clothes, and a pouch containing 25gp.

FEATURE: INSIGHTFUL CRIMINAL

You know a lot about what goes on in your “territory”, and a lot about what goes on outside it as well. In any civilized area, you might know things others don't. See how much you know by consulting the table below.

DC	Type of Knowledge	Examples
5	Common, known by at least a substantial minority of the local population	A local mayor's reputation for drinking; a neighborhood's reputation for criminal activity.
10	Uncommon but available, known by only a few people in the area	A local shaman's shady past; a prominent merchant's family history
15	Obscure, known by a few, hard to come by	A samurai's family history, the location and identity of a reliable purchaser of stolen goods
20	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge	A mighty Wu Jen's birth name, key figures in the underworld

SUGGESTED CHARACTERISTICS

Use the tables for the criminal background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a yakuza.

PART 5: FEATS AND SPELLS

As in the Player's Handbook, a feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides. See the *Player's Handbook* regarding the rules of using feats in your game.

FEATS

BONDED WEAPON WIELDER

You learn a ritual that creates a magical bond between yourself and one weapon that deals slashing damage. You perform the ritual over the course of 8 hours, which can be done during a long rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Only one weapon may be selected as a bonded weapon at a time.

You need to meditate for 1 hour with your bonded weapon every day, or the bond is broken, and you must yet again infuse the weapon with your spirit. The meditation can be done during a short rest.

HENGEYOKAI ANCESTRY

Whether you're already hengeyokai or not, you've discovered that you have a hengeyokai ancestry which you can draw upon. You gain the following benefits:

- When you select this feat, choose a hengeyokai subrace.
- As an action, you can change your form into that of an animal, back into human form, or into a hybrid form. The type of animal depends on the ancestry you select. While in animal form, you cannot use any of your class abilities, and your Intelligence, Wisdom, Charisma, and hit points stay the same, but you otherwise gain the statistics of the referenced animal. In hybrid form you resemble your chosen animal in humanoid form, retain all your statistics and class abilities, but cannot use any of your animal abilities.

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

IMMOVABLE

Strong in body and mind, you gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You cannot be grappled, knocked prone, or moved by a Huge or smaller creature, except through magical means.

INSTINCTIVE

You are exceptionally instinctive. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (insight) checks to discern if somebody is lying to you, and Wisdom (perception) checks to spot traps or their related triggers.
- You instinctively know the fastest route to travel and how a trap works when you inspect it.

KNIFE JUGGLER

You have mastered the throwing of weapons. You gain the following benefits:

- When you throw a weapon or item, you can also draw it as part of the same action.
- When you use the Attack action to throw a weapon or an object, you can use your bonus action to make an additional throw with a light thrown weapon with which you are proficient.
- The short and long range of all thrown weapons with which you are proficient is doubled for you.
- You can use your reaction to throw a light thrown weapon with which you are proficient, when a hostile creature enters the short range of your thrown weapon.

OFFENSIVE DUELIST

When you are wielding a two-handed or versatile melee weapon in two hands with which you are proficient and another creature hits you with a melee attack, you can use your reaction to immediately retaliate with an opportunity attack. Additionally, you can ignore any AC a hostile creature gains from wielding a shield.

PHOENIX TOUCHED

You have been blessed by the great phoenix. You gain the following benefits:

- When you drop to 0 hit points, but don't die outright, you instead drop to 1 hit point as violent flames burst forth from you. Any creature within 10 feet of you when you erupt must attempt a Dexterity saving throw (save DC = 8 + your proficiency modifier + your Constitution modifier), taking 21 (6d6) fire damage on a failed save or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Once you use this feature, you must finish a long rest before you can do so again.

- You have advantage on death saving throws.
- When you take fire damage, you can use your reaction to gain resistance to fire damage until the start of your next turn.

TAINED

Your body has adapted to repeated Taint exposure, granting you the following benefits:

- Your gain immunity against Taint and all its effects.
- You instinctively recognize any creature corrupted by Taint.
- You gain advantage on attack rolls against any creature native to the Shadowlands.
- Your physical appearance changes. Roll on or choose from the Minor Physical Feature table in the Villainous Class Option: Ravager entry for the kensai class.
- You gain advantage on Charisma (intimidation) checks against creatures unaffected by taint.

TATTOOED

As a reward for your heroic deeds, a master tattooed monk inscribes a magical tattoo unto your skin. Choose a tattoo without prerequisites from the Way of Ancient Symbols monk in this book.

All tattoos are magical, and the abilities they bestow are supernatural. If you stand in an *antimagic field* you lose all benefits of your tattoos.

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

YARI MASTER

Thanks to extensive training with spears and spear-like weapons, you gain the following benefits with the yari, kamayari, umayari, nagaeyari, and magariyari:

- When you take the Attack action with your weapon, you can use your bonus action to increase your reach by 5 feet until the end of your turn.
- You have advantage on attack rolls against mounted combatants.
- When a mounted combatant enters your reach, you can use your reaction to make an opportunity against them or the creature they ride.
- A successful attack against a ridden creature, reduces the creatures movement to 0 until the end of its next turn.

VOID TOUCHED

You have been touched by the void. Though this has infected you to your core, you have learned to draw upon the power of the void. You gain the following features:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- If you fail a saving throw, you can choose to succeed instead.
- After rolling initiative, you can steal another creature's initiative and replace it with your own.
- Once you use either feature, you cannot do so again until you finish a long rest.

SPELLS

BARD SPELLS

1ST LEVEL

Attraction (transmutation)
Smoke Ladder (transmutation)

2ND LEVEL

Cataracts (transmutation)
Fire Wings (transmutation)
Know the Shadows (illusion)

3RD LEVEL

Backbiter (abjuration)
Chameleon (illusion)
Elemental Weapon Manifestation (evocation)

4TH LEVEL

Dehydrate (transmutation)
Magnetism (transmutation)

6TH LEVEL

Gambler's Luck (enchantment)
Glassee (transmutation)

CLERIC SPELLS

1ST LEVEL

Create Spring (transmutation)
Elemental Burst (evocation)

2ND LEVEL

Ancestral Vengeance (necromancy)
Ghost Light (necromancy)

3RD LEVEL

Commune with Spirit (divination)
Detect Taint (divination)
Lay to Rest (necromancy)
Protection from Spirits (abjuration)
Surelife (abjuration)
Transfer Vitality (necromancy)

4TH LEVEL

Jade Bolt (evocation)
Wall of Bones (necromancy)

5TH LEVEL

Commune with Greater Spirit (divination)
Dispel Taint (evocation)
Dream Sight (divination)
Longevity (necromancy)
Wall of Spirits (necromancy)

6TH LEVEL

Possess Person (necromancy)
Substitution (abjuration)

7TH LEVEL

Fatigue (transmutation)
Jade Aura (abjuration)

8TH LEVEL

Possess Monster (necromancy)

DRUID SPELLS

CANTRIPS (0 LEVEL)

Hail of Stone (evocation)
Poison Needles (transmutation)

1ST LEVEL

Create Spring (transmutation)

3RD LEVEL

Backbiter (abjuration)
Chameleon (illusion)
Cobra's Breath (transmutation)
Detect Taint (divination)
Protection from Spirits (abjuration)
Surelife (abjuration)
Sustain (transmutation)

Thorn Skin (transmutation)

4TH LEVEL

Jade Bolt (evocation)

5TH LEVEL

Dispel Taint (abjuration)
Dream Sight (divination)

PALADIN SPELLS

2ND LEVEL

Ancestral Vengeance (necromancy)

3RD LEVEL

Detect Taint (divination)
Invisibility to Spirits (illusion)
Lay to Rest (necromancy)
Protection from Spirits (abjuration)

5TH LEVEL

Dispel Taint (abjuration)

RANGER SPELLS

1ST LEVEL

Create Spring (transmutation)

2ND LEVEL

Know the Shadows (illusion)

3RD LEVEL

Backbiter (abjuration)
Chameleon (illusion)
Cobra's Breath (transmutation)
Sustain (transmutation)
Thorn Skin (transmutation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Fiery Eyes (evocation)
Hail of Stone (conjuration)
Jade Strike (evocation)
Poison Needles (transmutation)

1ST LEVEL

Elemental Burst (evocation)

2ND LEVEL

Cataracts (transmutation)
Earth Bolt (evocation)
Fire Shuriken (evocation)
Fire Wings (transmutation)

3RD LEVEL

Ice Blast (evocation)

4TH LEVEL

Dehydrate (transmutation)
Jade Bolt (evocation)
Magnetism (transmutation)

5TH LEVEL

Jaded Flames (evocation)

6TH LEVEL

Blood of Fire (necromancy, maho)

7TH LEVEL

Fatigue (transmutation)

8TH LEVEL

Jade Lightning (evocation)

9TH LEVEL

Heart Ripper (necromancy)
Internal Fire (evocation)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Fiery Eyes (evocation)
Jade Strike (evocation)

1ST LEVEL

Smoke Ladder (transmutation)

2ND LEVEL

Cataracts (transmutation)

Ghost Light (necromancy)
Know the Shadows (illusion)

3RD LEVEL

Chameleon (illusion)
Elemental Weapon Manifestation (evocation)
Protection from Spirits (abjuration)

4TH LEVEL

Dehydrate (transmutation)
Wall of Bones (necromancy)

5TH LEVEL

Creeping Darkness (evocation)
Dream Sight (divination)
Jaded Flames (evocation)

6TH LEVEL

Blood of Fire (necromancy, maho)
Substitution (abjuration)

8TH LEVEL

Jade Lightning (evocation)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Fiery Eyes (evocation)
Hail of Stone (conjuration)
Jade Strike (evocation)
Poison Needles (transmutation)

1ST LEVEL

Attraction (transmutation)
Elemental Burst (evocation)
Smoke Ladder (transmutation)

2ND LEVEL

Cataracts (transmutation)
Earth Bolt (evocation)
Fire Shuriken (evocation)
Fire Wings (transmutation)

3RD LEVEL

Cobra's Breath (transmutation)
Ice Blast (evocation)
Invisibility to Spirits (illusion)

4TH LEVEL

Dehydrate (transmutation)
Magnetism (transmutation)
Wall of Bones (necromancy)

5TH LEVEL

Creeping Darkness (evocation)
Jaded Flames (evocation)

6TH LEVEL

Blood of Fire (necromancy, maho)
Gambler's Luck (enchantment)
Glasse (transmutation)
Possess Person (necromancy)

8TH LEVEL

Jade Lightning (evocation)
Possess Mosnter (necromancy)

9TH LEVEL

Heart Ripper (necromancy)
Internal Fire (evocation)

SPELL DESCRIPTIONS

ANCESTRAL VENGEANCE

2nd-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You call out to an ancestral spirit, listing the crimes of your target and urging your ancestor to punish the miscreant. The ancestral spirit imposes this punishment in the form of a sharp blow to the target. The target creature must make a Constitution saving throw. A target takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each spell level above 2nd.

ATTRACTION

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sharp piece of metallic shrapnel)

Duration: Concentration, up to 1 minute

A mystical aura surrounds the target creature, weakening its resolve. The target creature must succeed a Wisdom saving throw, or take 2 extra damage whenever it suffers bludgeoning, slashing, and piercing damage for the duration.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1 for each spell level above 2nd.

BACKBITER

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You place an enchantment on a wooden-hafted weapon (such as a bo, naginata, nunchaku, or similar weapon). Make a ranged spell attack against the wielder. On a hit, the next attack roll the wielder makes with the weapon before the end of your next turn is made against itself, as the weapon's shaft twists around, bringing its full momentum with it.

BLOOD OF FIRE (MAHO)

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dagger and your own blood)

Duration: Instantaneous

You cut a mystic pattern into one palm with a knife and enchant your own blood. From the wound shoot four explosive missiles of blood. You can direct the missiles at the same target or at different ones. Make a separate ranged spell attack roll for each missile. On a hit, the target takes 3d10 necrotic damage. Each creature within 5 feet of a creature struck by a missile, must make a Constitution saving throw. A target takes 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

You cannot replace the material components for this spell. For each missile of blood you fire, you take 1d10 necrotic damage. This damage cannot be reduced or prevented in any way.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, you shoot an extra missile for each spell level above 6th.

CATARACTS

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a few grains of sand)

Duration: Instantaneous

You raise your arms, hurling grains of sand into the air. You target a creature within range. The target creature must succeed a Constitution saving throw or have its vision reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. Creatures with blindsight, tremorsense, or truesight are unaffected by the spell.

CHAMELEON

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (the shed skin of a small lizard)

Duration: Up to 10 minutes

You touch a willing target and alter the coloration and texture of its armor, clothing, and skin to continuously match its surroundings. The target gains advantage on Dexterity (stealth) checks and can hide even when not obscured, as long as it stands next to a surface of at least the same height as the creature.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each spell level above 3rd.

COMMUNE WITH GREATER SPIRIT

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense and a copy of the Hon)

Duration: 1 minute

A copy of the Hon is not necessary if the caster is located at a shinjitsu

shrine or in a shinjitsu temple. You contact a kami or a proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Kami beings aren't omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the kami's knowledge. In a case where a one-word answer could be misleading or contrary to the kami's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

COMMUNE WITH SPIRIT

3rd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense)

Duration: 1 minute

You contact an ancestor, a spirit, or a proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Spirits aren't omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the spirit's knowledge. In a case where a one-word answer could be misleading or contrary to the spirit's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

COBRA'S BREATH

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the shed skin of a small lizard)

Duration: Instantaneous

As you stretch your arms behind your back and arch your torso forward, you open your mouth and a venomous liquid sprays forth. Each creature in a 10-foot cone must make a Constitution saving throw. On a failed save a creature takes 6d6 poison damage and becomes poisoned until the end of its next turn. On a successful save it takes half as much damage and doesn't become poisoned.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell level above 3rd.

CREATE SPRING

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Up to 8 hours

A spring of water bubbles forth from the natural rock or earth you touch. The spring cannot arise from creatures, plants, or artificial constructions such as buildings. The spring puts forth six gallons of water per hour. The water is fresh, clear, and cool.

CREEPING DARKNESS

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a whisker from an old black cat)

Duration: Concentration, up to 1 minute

You create a 30-foot wide and 20-foot high amorphous cloud of inky blackness. You can shape and move the cloud as you desire within the spell's range. You can move the cloud up to 20 feet per round. It can seep through the smallest cracks and float through the air, as you desire. A creature with darkvision can't see through this darkness, nonmagical light can't illuminate it, and no sound can enter or exit the cloud. A strong wind disperses the cloud.

DEHYDRATE

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: S, M (a dry sponge)

Duration: 1 minute

You choose a point within range, creating a 50-foot-sphere where all moisture is evaporated for the duration of the spell. This affects clouds and fog, and any superficial moisture such as that on the surface of a damp mushroom. It doesn't, however, affect puddles or larger bodies of water, nor does it prevent rain in the area. If a creature within the area is affected by the

gaseous form spell, it can choose to revert to its regular form or be pushed to the nearest space that isn't affected by this spell.

DETECT TAINT

3rd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You can sense the presence of the Shadowlands Taint by focusing on an area, creature, or object. You learn the number of Tainted creatures in the area and the strength of the strongest Tainted aura present. If you are free of Taint, the strongest Tainted aura is "overwhelming" (see below). If the strongest Tainted aura is higher than your character level, you are stunned for 1 round and the spell ends. If a Tainted aura is outside your line of sight, you discern its direction but not its exact location.

Taint Score	Aura Strength
1	Dim
2-3	Faint
4-6	Moderate
7-9	Strong
10	Overwhelming

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISPEL TAINT

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a willing creature. If the creature has a Taint score of 5 or lower, its Taint is completely removed.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the maximum amount of Taint you can remove increases by 1 for each spell level above 5th.

DREAM SIGHT

5th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a stick of incense worth at least 10 gp which the spell consumes)

Duration: 1 minute

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations. Your spirit can move 100 feet per round, and can see and hear anything you could if you were in the same location. The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. Your spirit can do nothing but move and observe - it cannot speak, attack, cast spells, or perform any other action.

When the spell ends, your spirit instantaneously returns to your body and you wake up. If your body is disturbed while your spirit is wandering, or when you use your action to dismiss the spell, the spell ends.

EARTH BOLT

2nd-level evocation

Casting Time: 1 action

Range: Self (20-foot line)

Components: V, S

Duration: Instantaneous

With a shout, you touch the ground at your feet and create a bolt of geomantic force that travels 20 feet long and 5 feet wide through the earth, causing the earth, rock, or sand to fly into the air, striking creatures along its path. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is thrown 10 feet backward. If the creature is Large or smaller it lands prone when thrown. On a successful save it takes half as much damage and isn't thrown.

ELEMENTAL WEAPON MANIFESTATION

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Up to 1 minute

You tighten your grip in the air, and a magical weapon with which you are proficient manifests in your hand. Choose one of the following effects; for the duration you wield a weapon with the chosen statistics:

Fire Masakari: The weapon manifests as a weightless, burning masakari. The flames are benign to you, only slightly warm to the touch. The masakari deals 2d8 fire damage (2d10 when wielded with two hands). When you successfully hit a creature, all creatures within 5 feet of the target must succeed a Dexterity saving throw or take 1d8 fire damage (1d10 when wielded with two hands).

Lightning Blade: The weapon manifests as a weightless wakizashi made of crackling lightning. The blade deals 2d6 lightning damage. As an action, you can make a ranged spell attack with the weapon (range 20/60), dealing 2d6 lightning damage on a successful hit.

Rock Naginata: The weapon manifests as a weightless naginata of pure rock. The glaive seems to constantly crack, shatter, and reassemble itself, like a maelstrom of living rock. The naginata deals 2d10 force damage. Any creature hit by the naginata, must succeed a Strength saving throw or be pushed back 10 feet.

Water Bo: The weapon manifests as a weightless bo and deals 2d6 cold damage (2d8 when wielded with two hands). You have disadvantage on attacks against creatures that are vulnerable to cold damage, but any successful hit against them lands as a critical strike.

Wind Blade: The weapon manifests as a weightless and invisible tanto. You can sense cold winds surrounding the blade. The blade deals 2d4 piercing damage and 2d4 force damage on a successful hit. Once a hit lands successfully, the blade bursts out of your hand and deep into the wound. Until the affected creature spends its action to dig out the blade and thus ending the spell, it takes 2d4 force damage at the start of each of its turns for the duration of the spell.

ELEMENTAL BURST

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You designate a target point - an item composed of one of the five elements (wood, fire, water, stone, or air). The item then releases the magical energy within it in a sudden, explosive burst. The effects of the burst depend on the element that makes up the target item:

Wood, Metal, or Stone: The item throws off sharp slivers. Creatures within 10 feet of the item must make a Dexterity saving throw. A creature take 1d8 piercing damage on a failed save, or half as much damage on a successful one.

Fire: The fire shoots out glowing sparks. Creatures within 20 feet of the item must make a Dexterity saving throw. A creature take 1d4 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.

Water: Water crashes out in all directions. Creatures within 10 feet of the item must make a Dexterity saving throw. A creature take 1d6 bludgeoning damage and is knocked prone on a failed save. It takes half as much damage and isn't knocked prone on a successful save.

FATIGUE

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a Large or smaller creature, and try to forcefully drain its stamina. The creature must succeed a Constitution saving throw or become fatigued. While fatigued, whenever the creature uses the Attack, Cast a Spell, Dash, Dodge, or Ready action, moves more than half its movement, or makes a Dexterity (acrobatics) or Strength (athletics) check, it suffers one level of exhaustion. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

FIERY EYES

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your eyes begin to glow with an unnatural fire. You can determine the color of the light, from a reddish glow to brilliant yellow. For the duration, your eyes project a 10-foot line of bright light clearly illuminating the area.

While the light shines, you use your action to make a ranged spell attack against a creature or an object, increasing the light's intensity to fiery levels. On a hit, the target takes 1d12 fire damage. A flammable object hit by your beam ignites if it isn't being worn or carried.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

FIRE SHURIKEN

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a shuriken coated with pine sap and sulfur)

Duration: Instantaneous

You flick your wrist and fiery shuriken burst forth at high velocity. You create six shuriken. You can direct the shuriken at the same target or at different ones. Make a separate ranged spell attack roll for each shuriken. On a hit, the target takes 1d4+1 fire damage.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, you shoot an extra shuriken for each spell level above 2nd.

FIRE WINGS

2nd-level transmutation

Casting Time: 1 minute (ritual)

Range: Self

Components: V, S, M (a feather from an exotic bird worth at least 1gp, which the spell consumes in flames)

Duration: Concentration, up to 20 minutes

You transform your arms into wings of brilliant fire, resembling those of a phoenix. The flame does not damage you or any items you carry. Since your arms are transformed, you cannot hold items in your hands or cast spells that require somatic components while using the fire wings, but any items you wear on your arms functions normally. The wings allow you to fly at a speed of 60 feet, with perfect maneuverability. When the spell ends, you fall if it you are still aloft.

GAMBLER'S LUCK

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (small statuette of good luck)

Duration: 1 minute, Concentration

You touch a willing creature, attempting to change their luck. Roll a d20; on a roll of 11 or higher, the target creature gains a +1 bonus to all dice rolls for the duration. On a roll of 10 or lower, the target creature gains the following madness instead: "I must gamble on everything I do and I cannot decline a game of chance if asked. The only bets I can decline, are those that are obviously suicidal to me." The madness lasts until cured.

GHOST LIGHT

2nd-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create a green, torch-sized radiance within range. The radiance sheds dim light in a 30-foot radius. As a bonus action on your turn, you can move the light up to 60 feet to a new spot within range. The light winks out if it exceeds the spell's range. Creatures that start their turn within the light must succeed a Wisdom saving throw or become frightened until the end of their next turn.

GLASSEE

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small crystal shard)

Duration: 1 minute

You touch a solid surface; either up to 6 feet of stone, 3 inches of common metal (excluding lead), or 12 feet of wood or dirt. You shape a one-way glass window, 3 feet wide and 2 feet high. For the duration of the spell, you (and only you) can see through the window.

HAIL OF STONE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a rain of stones, causing damage to creatures and objects within a 15 foot radius must succeed on a Dexterity saving throw or take 1d6 bludgeoning damage.

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

HEART RIPPER

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With the sweep of a hand, you send invisible bolts of force surging wildly towards an area within range. Roll 20d10; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points.

Starting with the creature that has the lowest current hit points, each creature affected by this spell has its chest caved in and its heart pulled from its body, instantly killing the creature. 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.

Undead, constructs, oozes, and other creatures with no anatomy or no heart are unaffected by the spell.

ICE BLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

The air around you begins to shimmer and ice spikes spray from you at extreme velocity. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage and 3d6 piercing damage on a failed save, or half as much damage on a successful one.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the spell's damage increases by 1d6 cold damage and 1d6 piercing damage for each spell level above 3rd.

INTERNAL FIRE

9th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of charcoal)

Duration: Instantaneous

You touch a creature, channeling waves of heat into its body, attempting to light it on fire from the inside. The target creature must make a Constitution saving throw with advantage. On a successful save, the creature takes 6d6 fire damage and is stunned until the end of its next turn. On a failed save, the creature dies.

Constructs, oozes, and other creatures with no anatomy are unaffected by the spell.

INVISIBILITY TO SPIRITS

3rd-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of charcoal)

Duration: Up to 1 hour

A creature you touch becomes invisible to spirits until the spell ends. Creatures with the spirit subtype can neither hear nor see the creature. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

JADE AURA

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of charcoal)

Duration: Concentration, up to 10 minutes

Divine light washes out from you and coalesces in a soft, green radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed green light in a 5-foot radius and immune to the effects of Taint, and creatures of Taint have disadvantage on attack rolls against them until the spell ends. In addition, when a creature of Taint hits an affected creature with a melee attack, the aura lashes with brilliant, green light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

JADE BOLT

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You call up holy jade power to smite your enemies. Make a ranged spell attack against the target. On a hit, the target takes 10d6 radiant damage and is blinded until the end of its next turn. Only Tainted creatures are affected by the spell; other creatures are unaffected.

At higher levels. When you cast this spell using a spell slot of 5th level or higher, the spell's damage increases by 2d6 for each spell level above 4th.

JADED FLAMES

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of jade worth at least 200 gp which the spell consumes)

Duration: Instantaneous

The caster chooses a resistance against a specific damage type. A green streak flashes from your pointing finger to a point you choose within range and then blossoms with a loud screech into an explosion of radiant, green flames. Each Tainted creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target loses its resistance to the damage type the caster chose and takes 10d10 radiant damage and loses on a failed save, or half as much damage on a successful one. Creatures that aren't naturally Tainted are unaffected. The flames spread around corners.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the spell's damage increases by 2d10 for each spell level above 5th.

JADE LIGHTNING

8th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a finger of jade worth at least 500 gp which the spell consumes)

Duration: Instantaneous

You create a bolt of crackling, green lightning that arcs toward a Tainted target of your choice that you can see within range. The bolt then leaps from that target to another Tainted target of your choice within 30 feet of the first target. The bolt continues to arc between Tainted targets, until there are no more targets to arc to or until its damage is reduced to 0, whichever occurs first. A target must be a creature that is naturally Tainted, and a target can only be targeted once by the bolt.

A target must make a Constitution saving throw. The target takes 20d12 radiant damage on a failed save, or half as much damage on a successful one.

Each subsequent creature hit by the bolt, makes its save against half the damage that the first creature took. For example, if the first creature succeeded on its save against a total of 130 radiant damage, it will take only 65 damage, and the next creature that is targeted attempts a save against 65 damage, reducing that in half on a successful save.

At higher levels. When you cast this spell using a spell slot of 9th level or higher, the spell's damage increases by 2d12 for each spell level above 8th.

JADE STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one Tainted creature within the spell's range, otherwise the spell fails. On a hit, you add your spellcasting ability modifier to your weapon's damage and bypass any damage resistances the target has against your attack, as your weapon crackles with green lightning.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 radiant damage to the target, then by another 1d8 at 11th level (2d8), and against at 17th level (3d8).

KISS OF THE SPIDER

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a poisonous spider)

Duration: Up to 1 minute

You touch a willing creature, who's unarmed strikes become poisonous. For the duration, the target deals an additional 1d4 poison damage with all unarmed strikes. If the target scores a critical hit on a creature, the creature becomes poisoned until the end of its next turn.

KNOW THE SHADOWS

2nd-level illusion

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You bend surrounding shadows and blend them to yourself and those near you, making you all one with the darkness. As long as you remain within 10 feet of dim light or darkness, your ability to hide is greatly enhanced. Creatures of your choice within 10 feet who are also within 10 feet of dim light or darkness become invisible and gain advantage on Dexterity (stealth) checks. A creature becomes visible if it moves more than 10 feet away from you, more than 10 feet away from dim light or darkness, or if it uses the Dash action.

LAY TO REST

3rd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a few drops of holy water)

Duration: Instantaneous

You touch a corpse or other remains and drip holy water on them. If the remains belong to a creature that is bound to undeath as a spirit, the spirit is forcefully propelled to the afterlife, destroying the undead creature.

LONGEVITY

5th-level necromancy

Casting Time: 8 hours

Range: Touch

Components: V, S, M (a fresh peach and precious stones worth at least 1,000 gp)

Duration: Instantaneous

You target a willing creature within range. The target creature must make a DC 15 Constitution saving throw. On a successful save, the creature's lifespan is extended by 2d10 years. On a failed save, the creature dies of old age. The spell can be cast on the same creature several times, but the save DC increases by 1 each time.

MAGNETISM

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of lodestone)

Duration: Instantaneous

This spell allows you to pull iron or steel objects that weigh no more than 10 lb. into your grasp by projecting a magnetic ray at any object within range. If you target an object carried or held by another creature, the creature must succeed a Strength saving throw to hold on to the object. If you target an object that is held in two hands by a creature, the creature has advantage on its saving throw.

POISON NEEDLES

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of needles and a drop of poison)

Duration: Instantaneous

You extend your hand toward a creature you can see within range and poison needles burst forward. Make a ranged spell attack. On a hit, the target takes 1d4+1 poison damage and 1d4+1 piercing damage.

This spell's poison and piercing damage increases by 1d4+1 when you reach 5th level (2d4+2), 11th level (3d4+3), and 17th level (4d4+4).

POSSESS MONSTER

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Charisma saving throw or be possessed by you for the duration, losing control of its own actions. While possessing a creature in this manner, your own body falls prone and lies lifeless. This spell has no effect on undead. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target and you return to your own body.

POSSESS PERSON

6th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Charisma saving throw or be possessed by you for the duration, losing control of its own actions. While possessing a humanoid in this manner, your own body falls prone and lies lifeless. This spell has no effect on undead. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target and you return to your own body.

PROTECTION FROM SPIRITS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Until the spell ends, one willing creature you touch is protected against creatures with the spirit subtype.

The protection grants several benefits. Creatures with the spirit subtype have disadvantage on attack rolls against the target and the target has advantage on saving throws against spells and effects that originate from creatures with the spirit subtype. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

SMOKE LADDER

1st-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You mold and shape ordinary smoke into a misty ladder. Reaching into the smoke given off by a fire, you cast the spell while shaping the ladder. The ladder weighs nothing, and you can easily handle a smoke ladder of any length. The ladder is always steady and rigid; it need not be supported or leaned against an object.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the ladder exists for up to 8 hours. When you use a spell slot of 5th level or higher, the ladder exists for up to 24 hours.

SUBSTITUTION

6th-level abjuration

Casting Time: 1 minute (ritual)

Range: 10 feet

Components: V, S, M (offerings fitting your deity or spirit worth at least 100 gp which the spell consumes)

Duration: Up to 8 hours

You create a mystic connection between you and a specially prepared figure representing a deity or spirit you revere. For the duration, half of any damage you take is transferred to the figure. If the figure absorbs damage that reduces it to 0 hit points, it is destroyed, and you take any leftover damage. The figure has 20 hit points and is restored to that number of hit points upon completion of a short rest, provided it has at least 1 hit point remaining. You can, as a bonus action on your turn, break the link to the item so that it no longer absorbs damage dealt to you. You can reestablish your link to the item during a short rest.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the spell lasts for up to 24 hours. When you use a spell slot of 8th level or higher, the spell lasts for up to a week.

SURELIFE

3rd-level abjuration

Casting Time: 1 hour

Range: Self

Components: V, S

Duration: Up to 1 minute

This spell allows you to protect yourself against some condition - such as drowning or falling a large distance - that would ordinarily cause certain death. You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature. You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition.

At Higher Levels. When you cast this spell using a spell slot of 4th or 5th level, the spell lasts for up to 10 minutes. When you use a spell slot of 6th or 7th level, the spell lasts for up to 1 hour. When you use a spell slot of 8th level or higher, the spell lasts for 8 hours.

SUSTAIN

3rd-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (warm sake and a rice cake)

Duration: 8 hours

You touch a willing creature, uttering mystical incantations. For the duration, the target creature does not need food or drink to sustain itself, and it has advantage on Constitution saving throws against exhaustion. Additionally, the target creature is protected from the effects of extreme cold weather. If a creature is suffering from exhaustion due to hunger, thirst, or cold weather before being affected by this spell, the exhaustion is suppressed for the duration of the spell.

THORN SKIN

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small thorn)

Duration: Concentration, up to 10 minutes

You stretch your body as you raise your arms above your head, causing your skin sprouts thorns all over. For the duration, whenever a creature hits you with a melee attack, thorns shoot out from your skin, dealing 2d8 piercing damage to the attacker. A creature that has you grappled, takes 4d8 damage at the start of each of its turns, and must succeed a Constitution saving throw or be forced to release you.

TRANSFER VITALITY

3rd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You touch two willing creatures and transfer up to 30 hit points from one creature to the other.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the spell allows you to transfer up to 10 additional hit points for each spell level above 3rd.

WALL OF BONES

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of bone)

Duration: Concentration, up to 10 minutes

You create a wall of assorted bones on the ground within range. On a side of your choosing, flailing arms try to grab and claw everything they can, and skulls fill the air with maniacal laughter. You can make the wall up to 60 feet long, 15 feet high, and 5 foot thick, or a ringed wall up to 20 feet in diameter, 15 feet high, and 5 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Strength (athletics) or Dexterity (acrobatics) check against your spell save DC. On a failed check, a creature is grappled by the skeletal arms within the wall.

The side of the wall with arms and wailing skulls protruding, selected by you when you cast this spell, deals 3d8 necrotic damage to each creature that ends its turn within 10 feet of that side. A creature takes the same damage when it enters the wall's radius for the first time on a turn or ends its turn there. Creatures that come within 5 feet of the wall for the first time on a turn, or end their turn there, must succeed a Strength (athletics) or Dexterity (acrobatics) check against your spell save DC or become grappled. A grappled creature can use its action on its turn to repeat the check, ending the grappled condition on a success.

The other side of the wall deals no damage and does not attempt to grapple.

The wall can be damaged and thus breached. Each part of the wall within a 5-foot square has AC 14 and 20 hit points per inch of thickness. Reducing a square to 0 hit points destroys it and might cause connected squares to collapse at the DM's discretion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

WALL OF SPIRITS

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of jade worth at least 100 gp which the spell consumes)

Duration: Concentration, up to 1 minute

Innumerable spirits appear, flying back and forth in an area of your choosing, creating a translucent wall. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. 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-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 5 feet thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Creatures of Taint can't physically pass through the wall. Additionally, if a creature of Taint ends its turn within 30 feet of the wall, it must succeed a Wisdom saving throw or take 8d8 radiant damage and be pushed back 30 feet, landing prone. On a successful save, it takes half the amount of damage, and is pushed back 10 feet.

The wall is immune to all damage and can't be dispelled by dispel magic. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall. It has no effect on creatures unaffected by Taint.

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