

v0.90

# RYOKO'S

GUIDE TO THE YOKAI REALMS



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See page 385 for a full list of playtesters!

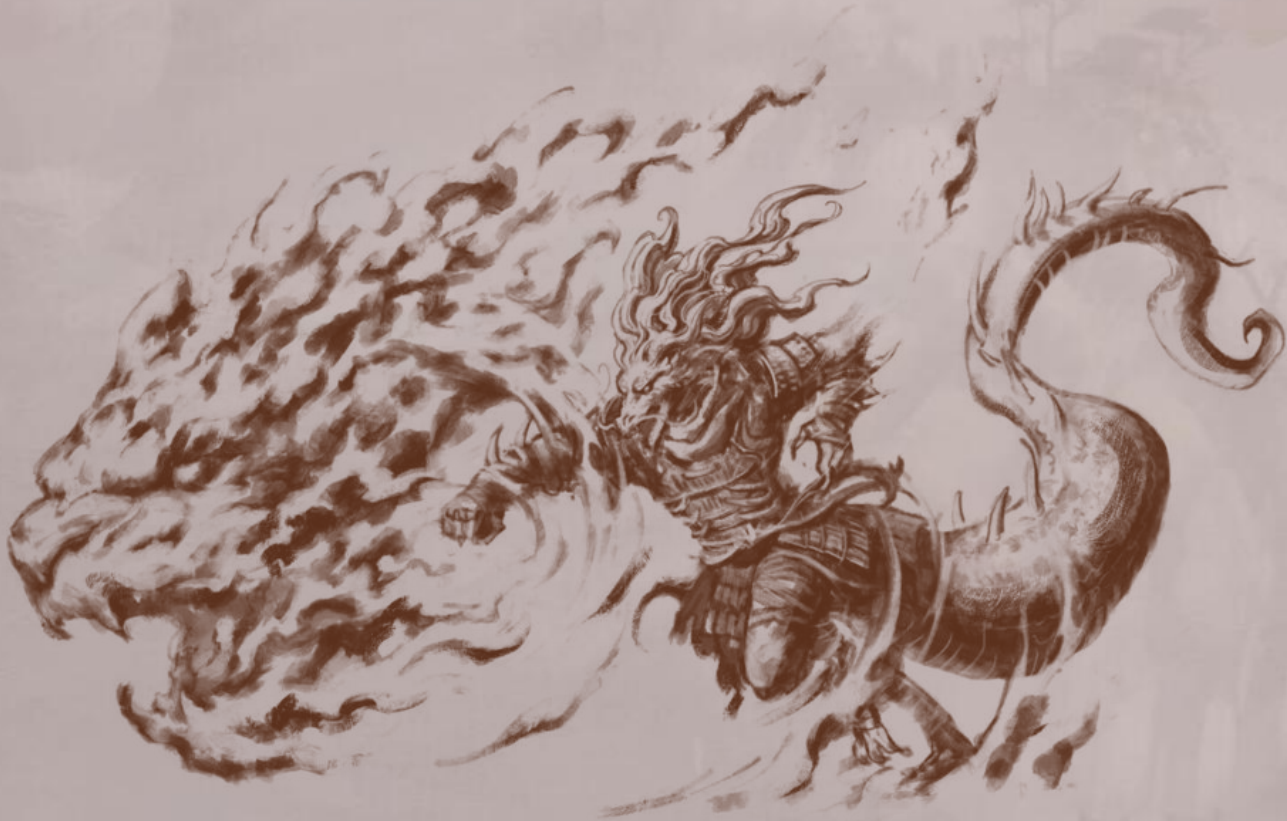
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## Funny Quote



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**Content Warning.** This book explores themes and subject matter that some players and GMs may find difficult. These themes include body horror, creature dissection, death, disability, drowning, insects, massive terror creatures, spiders, and visible bodily trauma. For more details about these themes and how to incorporate them safely into your game, please refer to the Safety chapter on page 381.

# WELCOME TO THE BETA-TEST

This is the BETA-release document for *Ryoko's Guide to the Yokai Realms*. Similar to *Unearthed Arcana* released by other publishers, this is a playtest document, designed to collect your thoughts and experiences so we can ensure the final book is reflective of what you want to see. We've already playtested extensively among ourselves, but doubtless, as a community, together we will find new ways to present information in a clearer way, tweak the balance of features that are too effective or a little lacking, and correct any grammar or spelling errors. As a BETA-test, this is not the final version of *Ryoko's Guide*. Some material that was unlocked as Stretch Goals across the kickstarter campaign, such as the Disciple of Fusion bender subclass and advanced weapon mastery system, will be added in a future update.

## WHAT IS USEFUL FEEDBACK?

As you explore *Ryoko's Guide to the Yokai Realms* and *Wrath of the Kaiju*, we are particularly interested in your personal playtest experience. There are a lot of us, so to ensure we get the maximum value out of your playtesting, here's a few things to consider when you explore the BETA.

### USE GAMEPLAY TO INFORM YOUR FEEDBACK

When exploring a new book, it's impossible not to form opinions at a first glance. Maybe a feature seems a little overtuned, or a stat block seems underpowered. But then, upon playing it, the limitations and virtues of these new ideas become clear. This is why it's extremely important to play the material you leave feedback on. When leaving feedback, provide the context in which you tested it and then your thoughts. An example might look like this:

**My players and I ran a few one-shot adventures using the races in Ryoko's. We found the red oniborne, karasu tengu, kitsune, and lion turtle worked great, but we found the isetsu's Brittle Shell trait a little powerful in the very early game, particularly on backline supporting builds. Maybe the bonus to AC could scale with proficiency somehow, rather than being a flat +2?**

This feedback is excellent because it clearly explains what was tested and what the problem was. It even suggests a solution. This isn't necessary, but it's helpful to get an idea of what you might want to see in a feature that you feel isn't working. A less useful piece of feedback might look like this:

**I was reading the karasu tengu and saw they're way too overpowered.**

This feedback isn't helpful because it doesn't point to a specific feature that is potentially problematic for us to work on, and it hasn't been informed by actual playtest experience.

### GIVE A PAGE NUMBER AND PARAGRAPH WHEN POINTING OUT GRAMMAR ERRORS

This is a simple one, but telling us "yo, I noticed a spelling error in this book", is hard for us to correct. A great example of grammar feedback might look like this:

**On page 152, in the third paragraph, you misspelt the word "failure" lol.**

### TAKE YOUR TIME TO EXPLORE THE BOOK

We get it; who wants to read when you can dive right in and get playing, right? That said, *Ryoko's Guide* and *Wrath of the Kaiju* are not designed to be beginner books, and they introduce some fairly complex ideas and systems as they expand on the core rules of 5th edition. Please take the time to read and familiarise yourself with the new mechanics, and read adventures and stat blocks in full before running them. This will save a lot of confusion and prevent wasted playtesting time—oftentimes, the answer can be found within the book.

With that in mind, if you're ever not sure on how something works, even if it is explained in the book, that's great feedback for us! It shows we need to devote more time to explaining exactly how something should work and communicate it to you more clearly. A good example of such feedback might look like this:

**I read through the rules on kaiju fighting a couple of times, and even ran a couple of the adventures that close with a kaiju fight, but I'm still confused about the Chaos Threshold. Is the Chaos Threshold a vulnerable area?**

For what it's worth, no, Chaos Threshold isn't a vulnerable area, but if you were confused about that, or anything else after a read through or two, it tells us we need to find a way to communicate things more clearly.

**OMG, you should totally include [Creature/  
Mechanic/Race] in the final book!**

We love hearing about what you want to see in a TTRPG book! That in mind, we're almost certainly not going to be adding any more races, mechanics, subclasses, or kaiju to *Ryoko's Guide*. The book is already bursting with content as it is, and we still haven't put all the Stretch Goals in! However, feedback like this is still helpful for projects we create in the future. For our \$3,000,000 stretch goal we committed to returning to the Yokai Realms, so please feel free to share what you'd want to see in the future. Just remember that it will be saved for next time, and won't be able to appear in *Ryoko's Guide to the Yokai Realms* or *Wrath of the Kaiju*.

Everyone who gives feedback for *Ryoko's Guide* or *Wrath of the Kaiju* will be thanked in print in the final release. It's been an incredible journey to reach here, your support and goodwill is inspiring, and it's an honour to work with you all at this stage to finalise the project.

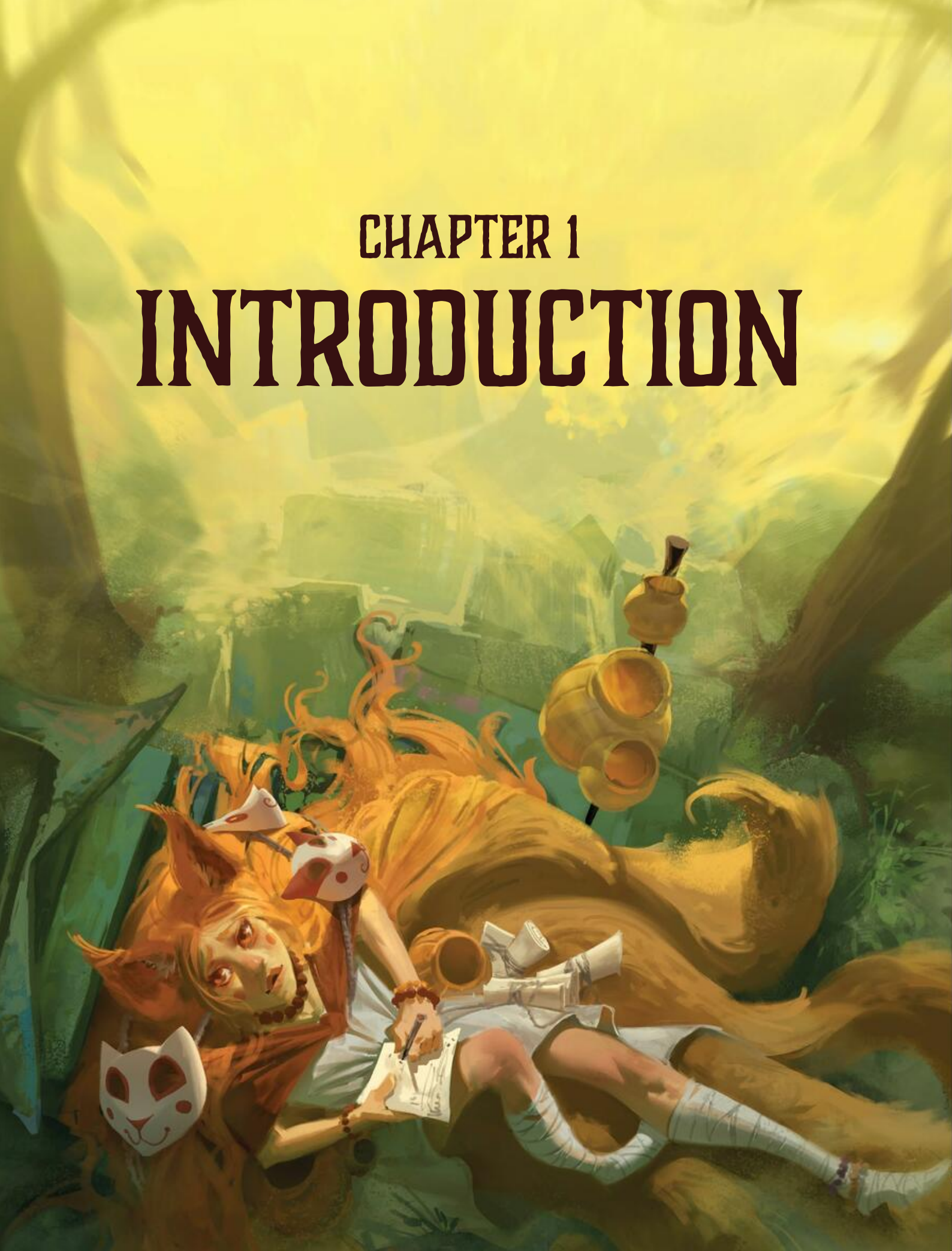


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SCAN OR CLICK  
TO LEAVE FEEDBACK!



CHAPTER 1  
**INTRODUCTION**



# INTRODUCTION

"Oh, yikes, more adventurers.

Look, I should probably have worked out a gentler way to say this by now, but chances are high you're going to die... like, quite soon. Don't panic though! In the unlikely event you survive long enough to read it, I've prepared some very useful information. Not to brag, but of the four adventurers who proofread my notes, two are still alive, and the two that died provided extremely helpful (albeit harshly worded) feedback in their dying moments. It turns out *loi* dragons aren't vulnerable to tickling, but I stand by my assertion that it was worth a try.

In this guide you'll find everything you need to get along in the *Yokai Realms*. It's a dangerous place, sure, but it's also beautiful, exciting, and there's a tea place down the road that makes the best *matcha* in the multiverse. In my book you'll find notes on the people and creatures who live here, new magic, weapons, and, most importantly, new ways to fight.

I should also mention that there are these things called *kaiju*—giant monsters with the power to wipe entire civilisations off the map. Rule one of fighting them is don't, but rule zero is: if you're gonna die anyway, may as well go down swinging! When your back is against the wall, and you're facing down a three-hundred-tonne beetle the size of a palace, the knowledge in this tome might just save your life. Heck, you may even win, and be able to craft up one beast of a weapon to show for it.

If you survive, I'm doing a tea and biscuits social at my place next Thursday. *Bombuku* is gonna be there; he's a great engineer, and will be able to craft prostheses for any limbs you might be missing by that point. Drop by if you're still alive—we can share stories!"

— Ryoko

## RULE ZERO

*Ryoko's Guide to the Yokai Realms* is your toolbox (it can be a sentient toolbox if you wish to get into the spirit of things), bursting with new mechanics, classes, races, feats, spells, weapons, creatures, magic items, backgrounds, and just about everything else you could imagine. You are in charge of what you take from this toolbox and can change anything that you wish, leaving behind whatever you don't need. If there is an AC that seems a little low, a creature stat block that would work perfectly for another being you have in mind, or a *kaiju* vulnerability that can be reshaped to make an epic character moment, then craft and chisel away what's here until it's perfect for your games. Remember: if you're all having fun, you're doing it right!

## STRUCTURE

This book has three parts:

**Part One: New Mechanics** is the aptly named section dedicated to expanding the core 5e system with new concepts and rulings. *Kaiju Battle Mechanics*, *Combo Attacks*, *Prostheses*, and the *Advanced Weapon Mastery System* all fall into this section.

**Part Two: Player Options** is for the player characters. This section introduces playable races, subclasses, the new bender class, and backgrounds for character creation.

**Part Three: The Toolbox** is everything else. The treasure, spells, and creatures with which to populate your world.

## FORMATTING & FEATURES

*Ryoko's Guide* uses enhanced formatting to improve the gaming and reading experience.

**Formatting.** This book uses bolding and italics to help the reader identify key information at a glance. Dice calculations ("1d10 + 5 cold damage"), check modifiers (+7 to hit), conditions that are being applied ("fall prone"), areas & distances ("a 10-foot radius"), and checks and saving throws ("DC 21 Dexterity saving throw") are bolded. Spell names ("*water wurm*"), magic items ("*kaijurigama*"), foreign languages ("a certain *je ne sais quoi*"), and book names ("*Wrath of the Kaiju* and *Ryoko's Guide to the Yokai Realms*") are italicised.

**Language.** The content herein is written in British English; spellings such as "armour class" and "paralysed" are used across the book.

**Non-standard Ability Checks.** *Ryoko's Guide* breaks from the standard association of abilities and skills, allowing you to be creative in how you mix and match them. For example, *Arcana* is typically an Intelligence check. However, if a sorcerer or bard is examining a magic item, you might ask for an **Arcana (Charisma)** check to reflect their spellcasting ability and expertise. If you do, the player makes a Charisma check and, if they have proficiency in the *Arcana* skill, adds their proficiency bonus to the result.

Tool proficiencies are referenced just like skill proficiencies: a **Strength (smith's tools)** check requires a player to make a Strength check and, if they have proficiency in smith's tools, add their proficiency bonus to the result.

If something, perhaps a magic item or feat, says that you gain “**advantage** on Athletics checks”, this means that you gain advantage on all checks that use the Athletics skill, regardless of which ability is used. When checks use the word ‘or’, this indicates either skill/tool or ability can be used in any combination. For example a **Strength or Dexterity (Athletics or woodcarver's tools)** check means you can use any one of the four check permutations: **Strength (Athletics)**, **Dexterity (Athletics)**, **Strength (woodcarver's tools)**, or **Dexterity (woodcarver's tools)**.

**Combined Checks.** Combined checks involve one or more creatures making two or more checks, and combining the results. For example, a Harvesting check is the combined result of a Carving check and Assessment check (see Chapter 4). A roll of 20 on the d20 is never an automatic success on checks for Tracking, Harvesting, and Crafting.

**QR Codes.** Everything we made didn't fit into this book, and we haven't quite perfected our casting of magic mouth to the point where music can play directly from the page. Accordingly, this book has links to files hosted on the Loot Tavern website. You gain access by scanning the QR codes (or clicking on them if this is a PDF), or by entering the shortened URLs into your browser.

## WHAT IS THE YOKAI REALMS?

The Yokai Realms is what you make of it! It's the world you create from the tools provided in *Ryoko's Guide* and *Wrath of the Kaiju*—the races, classes, monsters, backgrounds, magic items, spells, NPCs, and, of course, kaiju! All of these things come with lore and history that you can lift directly into any campaign and setting, or adapt and change however you like. You could imagine the Yokai Realms as its own plane of existence, but it could equally be integrated into an existing setting. These books don't aim to prescribe how you must build your game but rather to plant a thousand seeds to bloom into the world you create.





CHAPTER 2

# KAIJU FIGHTING



# KAIJU BATTLE MECHANICS

"Kaiju are like natural disasters; they aren't something one can simply conquer. You 'win' if you're still alive when the earth stops shaking."

— Ryoko

## OVERVIEW

Kaiju are colossal, apex monsters of the Yokai Realms. Manifestations of primal magic, their mere presence can shatter the ecological balance of an entire continent. Snow-capped mountains are decapitated with the swipe of a claw, a valley is drowned as a slumbering behemoth dams a river, and a civilisation is decimated by a rampaging colossus.

Due to their immense power and size, entering into battle with a kaiju is unlike battling any other creature. Kaiju have ability scores, actions, traits, and a challenge rating, like smaller creatures, but defeating a kaiju is a far more complex endeavour. Characters must scale the kaiju, target vulnerable areas, and deplete its Chaos Threshold. As the battle progresses, a kaiju's behaviour and tactics will evolve in response to player actions. In its death throes, a kaiju attacks recklessly, and the party must deliver a well-timed Finishing Blow to secure victory.

**Player Knowledge.** The mechanics for fighting kaiju should not be a secret. Players should understand the fundamentals of the system (vulnerable areas, death throes, etc.) so they can launch themselves into the fantasy of battling these behemoths with confidence. You might choose to share these mechanics with them directly. Alternatively, you can explain kaiju behaviours, battle tactics, and vulnerable areas through NPCs and clues your players find along their journey. *Wrath of the Kaiju* contains ready-made adventures that give information on battling kaiju for players to enjoy, and *Bombuku's Notebook of Knowhow* is a companion catalogue that gives players all the information they need to play, without any spoilers on specific adventures.



## KAIJU BEHAVIOUR & CHAOS THRESHOLD

Although kaiju can't be defeated by brute force alone, attacking a kaiju can provoke changes in its behaviour. Some kaiju transform to battle adventurers in new ways, or gain mighty, new abilities as they take damage. Heroes must always be ready to adapt their tactics and think on their feet to survive a kaiju's evolving onslaught.

**Chaos Threshold.** Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated, but begins to Rampage instead, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's rampage is often necessary to expose its vulnerable areas (see page 6) and take it down.

**Behaviour Table.** A kaiju's stat block is accompanied by a table that details the new behaviour it adopts when a triggering event occurs, such as the party exploiting one of the kaiju's vulnerable areas. The behaviours aren't listed in any particular order; how players approach a fight will dictate how a kaiju's behaviour evolves. When a kaiju finishes a long rest, it loses any behaviours it has gained.

### UNDERSTANDING THE CHAOS THRESHOLD

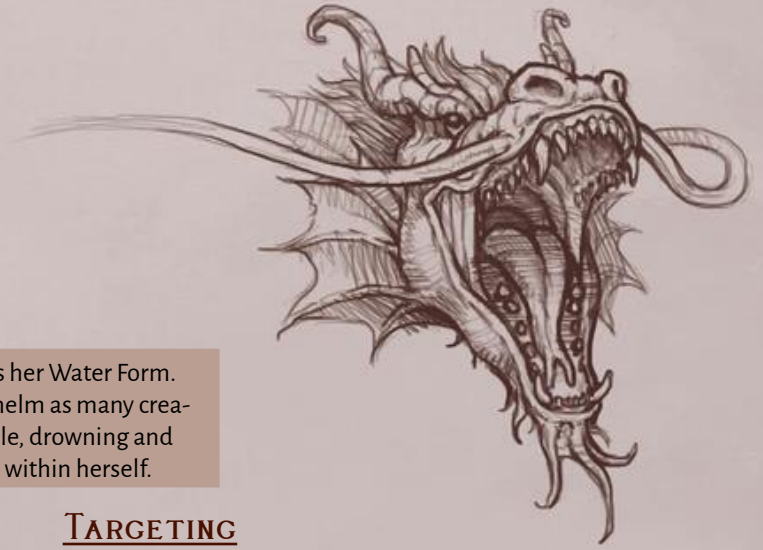
When a character attacks a kaiju (and not one of its vulnerable areas, see page 6), you can describe the kaiju becoming increasingly enraged each time it takes damage. Eventually, this rage manifests in a rampage—a change in behaviour where the kaiju focuses its unbridled fury on the player characters, attacking with extreme aggression and without caution. This change in behaviour often reveals a vulnerable area that was not previously targetable.

## EXAMPLE - BAKURYŌ

Bakuryō, the Ascendant Cascade, is a dragon kaiju with a Chaos Threshold of 250. When her Chaos Threshold is reduced to 0, her Rampage behaviour is triggered, causing her to enter her Water Form, transforming her abilities and tactics, and altering the nature of the battle.

### BAKURYŌ BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryō's Chaos Threshold is reduced to 0 hit points	Bakuryō enters her Water Form. She aims to whelm as many creatures as possible, drowning and crushing them within herself.



## VULNERABLE AREAS & DEFEAT

Vulnerable areas are special weaknesses that cunning adventurers must exploit to defeat a kaiju. Each vulnerable area is listed in the kaiju's stat block. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. A kaiju's vulnerable areas regain all hit points when the kaiju finishes a long rest, and its vulnerable areas can't regain hit points by any other means unless explicitly stated in the kaiju's stat block.

**Exploiting Vulnerable Areas.** While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

### GM TIP: TRACKING DAMAGE

Instead of a regular pool of hit points, every kaiju has a Chaos Threshold (see page 5) and a number of vulnerable areas, each with its own pool of hit points. Before a kaiju battle begins, check the kaiju's Vulnerable Areas table and write down the hit points of each vulnerable area, as well as the kaiju's Chaos Threshold. You will need to track damage to these locations separately.

**Calamitous Damage.** If a GM feels that an event is sufficiently catastrophic to cause serious harm to the kaiju, the GM can choose to treat one appropriate vulnerable area as exploited. For example, a GM may decide that crushing a kaiju under a collapsing mountain or submerging it completely in molten lava causes calamitous damage.

## TARGETING

**Attacks.** When a creature attacks a kaiju, it can choose where on the kaiju it strikes. Effects that specifically target creatures, like *eldritch blast* or *magic missile*, can target vulnerable areas on a kaiju. For example, a sorcerer might cast *fire bolt*, targeting Bakuryō's fins, tail, or snout, as long as the target is within the spell's range. In Bakuryō's case, the Fins are also a vulnerable area.

**Area of Effects.** When an area of effect contains a kaiju, the effect's area might include one or more vulnerable areas. An area of effect's damage can only be applied to a single vulnerable area or, if no vulnerable area is chosen, to the kaiju's Chaos Threshold. The creature that created the area of effect chooses which part of the kaiju to affect with it. For example, if the radius of a *fireball* hits Bakuryō's Fins and Upturned Scale, the spellcaster can choose whether the spell damages one of these vulnerable areas, or if it instead damages Bakuryō's Chaos Threshold. Effects that can travel around corners can damage vulnerable areas if they are within the area of effect, even if it is not currently visible to the creature.

**Rule Zero.** The GM has the final say on whether a vulnerable area is targetable by any creature.

## INACCESSIBLE VULNERABLE AREAS

Some of a kaiju's vulnerable areas are always exposed and targetable, while others must be revealed by provoking certain behaviours from the kaiju, as described in the Behaviours table beside the kaiju's stat block. Thus, combats evolve, and adventurers must adapt to the ever-changing threats and opportunities that present themselves as they engage a kaiju.

## DEFEAT

**Death Throes.** When all of a kaiju's vulnerable areas are exploited, it enters its death throes, desperately fighting with no sense of self-preservation. In addition to unique effects included in each kaiju's Behaviour table (see Kaiju Behaviour & Chaos Threshold on page 7), the kaiju has **advantage** on all weapon attacks, and attack rolls made against it have their critical hit threshold reduced by 2. For example, a creature that normally needs to roll a 20 on its d20 to score a critical hit against a kaiju would instead score a critical hit on a roll of 18-20.

**Finishing Blow.** While in its death throes, a kaiju can be defeated with a Finishing Blow. To deliver a Finishing Blow, the kaiju must take sufficient damage on a single turn, as shown by the Finishing Blow number in its stat block. When this occurs, the kaiju is defeated.

**Death Rattle.** The death of a kaiju leaves a mark upon the world. On initiative count 20 of the round following a Finishing Blow, the effects listed in the Death Rattle section of the kaiju's appendix entry take effect. This may manifest as a ruinous wave of necrotic energy withering all life for miles around, or as a more subtle erosion of magic and wonder across the world at the destruction of such an awesome behemoth.

## MOVING ON KAIJU

As Gargantuan creatures, kaiju are battlefields unto themselves. Scaling a kaiju allows creatures to reach vulnerable areas, take cover from attacks, and move with the kaiju as it tears across the landscape.

**Mounting a Kaiju.** Before a creature can move across a kaiju, the creature needs to mount it, using the normal rules for mounted combat. If a creature flies, drops, or teleports onto a kaiju on its turn, the creature can use movement equal to half its speed to catch itself and become mounted on the kaiju. A creature that is on a kaiju but isn't mounted on it immediately falls **prone** in the nearest unoccupied space to the kaiju. Some items and prostheses, like the grappling hook and climbing claws (see page 79), allow creatures to mount and move across kaiju more easily.



## RULES REMINDER: MOUNTS

Once during your move, you can mount a creature that is within **5 feet** of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0 feet.

If an effect moves your mount against its will while you're on it, you must succeed on a **DC 10 Dexterity saving throw** or fall off the mount, landing **prone** in a space within **5 feet** of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall **prone** in a space within **5 feet** of it.

## UNWILLING MOUNTS

*Ryoko's Guide* introduces a new type of mount, in addition to the standard 'controlled' and 'independent' mounts in 5th edition: unwilling. A creature on an unwilling mount doesn't gain any benefits it would normally gain from being mounted, and an unwilling mount doesn't gain any beneficial effects a rider might impart to a mount.

**Movement.** Players can use the kaiju schematic presented in each kaiju's appendix entry to see how far their characters must climb to reach various parts of a kaiju's body. After a creature has mounted a kaiju, the creature moves with the kaiju as it moves. If a kaiju is conscious, any part of its body is treated as difficult terrain for a creature mounted on it. Creatures with a climbing speed ignore this difficult terrain.

**Kaiju Cover.** A kaiju can feel creatures on its body. Even if a creature is in a position on a kaiju that the kaiju can't see, the kaiju can attack that creature without suffering disadvantage. However, be it because a creature's location on the kaiju's body makes it harder for the kaiju to reach it, or because the kaiju doesn't want to damage itself with its own strikes, creatures mounted on a kaiju have half cover (**+2 bonus** to AC) against the kaiju's melee weapon attacks. Like other obstacles, the GM might also rule that certain parts of the kaiju's body also provide cover against effects originating outside the kaiju.

## OPTIONAL RULE: TOTAL KAIJU COVER

Creatures might be able to position themselves on a kaiju so as to be untargetable by some of its attacks. For example, a player character clinging to Bakuryō's head may be safe from her Bite attack. Ultimately, it is at the discretion of the GM whether a character is positioned in a manner to grant full cover against some of the kaiju's attacks.

**Scaling and Falling.** Reaching a kaiju's vulnerable areas may require an adventurer to scale the creature. To repel unwanted passengers, all kaiju have a special bonus action. Typically, this is called Shake Off, but some kaiju re-theme this effect; for example, Raiko has Static Pulse instead of Shake Off. Either way, the DC of this saving throw is equal to 8 + the kaiju's Proficiency Bonus.

**Shake Off.** The kaiju twists and shakes its body violently. Each creature mounted on it must succeed on a **Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in an unoccupied space within **5 feet** of the kaiju.

### BRACING

A gnome grips a ship's rigging as the vessel plunges down the face of an enormous wave; a dragon rider presses her knees into the flank of her scaled mount a moment before it executes a barrel roll; and a titan-slaying hero plants his feet wide, hefting his axe for a killing blow. Whatever the situation, bracing yourself can improve your odds of not plunging a thousand feet to an untimely demise.

**Brace.** You can brace yourself using surfaces or objects in your immediate vicinity by spending an amount of movement equal to half your speed. When you do so, you are **braced** until the start of your next turn: your speed is **0 feet**, and you have **advantage** on ability checks and saving throws you make to avoid being moved against your will. This condition ends when you move away from the surface or object you used to brace yourself, or when you become incapacitated. You can brace yourself on a creature at least two sizes larger than you, or any creature with the Kaiju subtype. If you are braced on a creature, the first attack roll you make against that creature before the start of your next turn has **advantage**.

## EXAMPLE: EXPLOITING A VULNERABLE AREA

**GM:** Iminada's skeleton cracks and shatters under Kortov's onslaught! The kaiju lets loose an earth-shaking, mournful cry, and spectral waves of necrotic energy crackle and swirl around it. Humperdink, it's your turn.

**Humperdink:** I'm still mounted on its tail after bracing last turn. How far away is the Heart?

**GM:** It's about 30 feet from you; you can feel the booming thuds of its beat ripple across the creature's entire body.

**Humperdink:** Perfect! First, I'm going to brace myself against the kaiju again by using 15 feet of movement, and then I'm going to cast *eldritch blast* through the Heart, Bon Jovi style.

**GM:** Okay, you have disadvantage on ranged attacks because you are within 5 feet of a hostile creature. Make your attack rolls.

**Humperdink:** I get advantage on the first of my *eldritch blast* attacks because I'm braced, so that cancels out for a flat roll.

**GM:** Absolutely. Roll it out.

**Humperdink:** That's a 25 to hit on the first roll, 27 to hit on the second, and 28 on the third!

**GM:** Your beams all thread between two ribs and hit—roll damage for each.

**Humperdink:** 36 force damage, total.

**GM:** Your brutal barrage of blasts, in conjunction with the damage the Heart took last round, is enough to severely wound Iminada. The kaiju twists wildly in the air, and you feel the thundering pulse of its Heart rise to a fervorous speed before suddenly falling silent. Iminada's Heart vulnerability is exploited!

**Humperdink:** We're eating whale tonight!

## PREPARING FOR BATTLE

Understanding a kaiju's behaviour, physiology, and history is crucial in discovering its vulnerabilities. The Clues section of each adventure in *Wrath of the Kaiju* details how the GM can convey this knowledge to the players. In addition, a creature can use a bonus action to make an **Intelligence (Insight)** or **Wisdom (Survival)** check (DC equal to 10 + the kaiju's Proficiency Bonus) while it is within **90 feet** of a kaiju and can see it, identifying one visible vulnerable area on a success.

## A GARGANTUAN ADVENTURE

Every kaiju comes with its own epic adventure in the *Wrath of the Kaiju* adventure book, which can be run at three different levels of play. Each adventure comes with history, locations, battle maps, NPCs, clues, encounters, loot, and plot hooks to place kaiju battles in the context of a living, dynamic world for players to explore.

*Ryoko's Guide* offers statistics for the highest CR variation of each kaiju. Their respective variations can be found in *Wrath of the Kaiju*.



APRIL 2014

# BAKEKUJIRA

Sail the seas long enough and you will eventually see the enormous ghostly form of a bakekujira leaping from frothing waves, leaving only the barest of splashes. These kaiju are the souls of great sea beasts visiting their birth plane from beyond the ethereal veil as they pursue some unfinished business. Iminada, the colossal, spectral whale, is likely the most well-known kaiju in the Yokai Realms. She is the archetypal bakekujira, as aloof, deadly, and beautiful as the untamable ocean.

## IMINADA

Iminada was once the lord of whales, responsible for the welfare not just of her pod but of all the innocent beasts of the sea. When a leviathan reared up from the deep, Iminada fought back and was eventually dragged to the deepest trench of the ocean floor, where she eventually drowned. Separated from her family, she longs for nothing more than to see her pod grow, and travels the Umigiri Coast each full moon seeking souls to take back with her to the Sea of Songs in the Ethereal Plane.

### LAIR ACTIONS

Wherever Iminada roams, the border between the Material and Ethereal Planes thins. The area within **1 mile** of Iminada is her lair.

**Lair Actions.** On initiative count 20 (losing initiative ties), Iminada takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row.

**Soul Tsunami.** An ethereal wave composed of the souls of majestic sea creatures passes in a direction of Iminada's choice through a **300-foot cube** centred on a point within Iminada's lair. Each creature of Iminada's choice in the area must succeed on a **DC 18 Charisma saving throw** or have its soul wrenched; it takes 14 (**4d6**) necrotic damage, and its body is pushed up to **60 feet** in the same direction of the wave.

**Umigiri Fog.** Three **20-foot-radius spheres** of fog coalesce centred on points of Iminada's choice within her lair. The spheres spread around corners and heavily obscure their areas. The spheres remain until initiative count 20 of the following round (winning ties).

**Water Jet.** Jets of water shoot from any source of water at least 2 feet deep within Iminada's lair. Make a ranged weapon attack against two different targets of Iminada's choice within **30 feet** of such a source of water (**+10** to hit). On a hit, a creature takes 28 (**8d6**) bludgeoning damage, and if it is a Huge or smaller creature, it is pushed up to **60 feet** in a direction of Iminada's choice.

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

#### IMINADA XP MILESTONES

Criteria	Total XP
Chaos Threshold raised to 0	15,000 XP
Body exploited	45,000 XP
Heart exploited	45,000 XP
Iminada defeated	15,000 XP
<b>Total</b>	<b>120,000 XP</b>

### NONLETHAL ENDING

If the corpse for which Iminada searches is placed inside her ribcage when all of her vulnerable areas are exploited, she is appeased and eventually returns to the Ethereal Plane.

### DEATH RATTLE

Iminada's corpse begins to swell, drawing in a storming vortex of buffeting, howling necrotic energy. Each creature within **120 feet** of Iminada must succeed on a **DC 18 Constitution saving throw** or be unable to regain hit points for **2d6 days**. The wave of necrotic energy washes over the landscape; all creatures lower than CR 1 within **3 miles** wither and die over the next **24 hours**, and nothing new can grow there for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

## BEHAVIOURS & VULNERABLE AREAS

Iminada has two vulnerable areas: her Body and her Heart. Unlike other kaiju, her Chaos Threshold starts at a negative value; she must be healed **up** to 0 in order to fully manifest and begin her rampage.

### IMINADA VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Body	<p><b>Targeting.</b> This vulnerable area can't be targeted until Iminada's Rampage behaviour is active.</p> <p><b>Exploitation.</b> Iminada's broken flesh sloughs from her skeleton, and a huge wave converges on Iminada.</p>	26	22	250
Heart	<p><b>Targeting.</b> This vulnerable area can't be targeted until Iminada's Rampage behaviour is active. Even then, until her Body vulnerable area is exploited, Iminada's Heart can only be targeted by reactions (such as ones prepared with the Ready action) when she makes an Ethereal Bite attack. Once her Body vulnerable area is exploited, her Heart can be targeted as normal.</p> <p><b>Exploitation.</b> The thumping rhythm that kept the tempo of Iminada's whale song ceases, and she stops singing.</p>	26	22	150

### IMINADA BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Iminada's Chaos Threshold is raised to 0.	<p><b>Gained Features.</b> Iminada's Ethereal Bite and Tail Swipe attacks deal extra necrotic damage.</p> <p><b>Lost Features.</b> Ethereal Vanishing bonus action.</p> <p><b>Vulnerable Areas.</b> Iminada's Body and Heart vulnerable areas can be targeted and damaged.</p>
Imploding Current	Iminada's Body vulnerable area is exploited.	<p><b>Area Effect.</b> A circular wave 100 feet tall converges on Iminada's location. Each other creature within <b>500 feet</b> of Iminada must succeed on a <b>DC 18 Strength saving throw</b> or take 28 (<b>8d6</b>) bludgeoning damage and be pulled to the nearest unoccupied space within <b>30 feet</b> of Iminada.</p>
Shattered Heart	Iminada's Heart vulnerable area is exploited.	<p><b>Lost Features.</b> Song of Desolation action and Undying Beat legendary action.</p>
Death Throes	Iminada has two exploited vulnerable areas.	<p><b>Effect.</b> Iminada falls <b>prone</b> in the nearest unoccupied sea water to her.</p> <p><b>Lost Features.</b> Iminada loses her flying and swimming speeds.</p> <p><b>Finishing Blow.</b> Iminada is destroyed when she takes damage equal to her Finishing Blow in a single turn.</p>



# IMINADA, THE SOVEREIGN UNDEAD

Gargantuan Undead (Kaiju), Chaotic Neutral

Armour Class 22 (natural armour)

Chaos Threshold -150 (see Forced Resurrection)

Finishing Blow 90

Speed 5 ft., fly 60 ft. (hover), swim 60 ft.

Vulnerable Area Identification DC 18

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	29 (+9)	12 (+1)	21 (+5)	18 (+4)

Saving Throws Str +14, Int +9, Wis +13

Skills Perception +13

Damage Resistances acid, cold, fire

Damage Immunities necrotic, poison; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, paralysed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 23

Languages —

Challenge 26 (120,000 XP across all phases) Prof Bonus +8

**Forced Resurrection.** Iminada begins combat with a negative Chaos Threshold. This value can never decrease and, whenever Iminada would regain hit points, her Chaos Threshold is instead raised by an amount equal to the hit points that would have been restored (maximum of 0). Iminada can be targeted by spells and effects that restore hit points or revive the dead even if she is unwilling or the effect doesn't usually affect Undead. Spells with the power to revive the dead, such as *revivify*, or that don't specify a number of hit points, such as *greater restoration*, raise Iminada's Chaos Threshold by an amount equal to ten times the spell's level.

**Potions.** As an action, a creature within reach of Iminada can douse a *potion of healing* on her, restoring hit points to her as if she consumed it. Alternatively, a creature within **60 feet** of Iminada can use an action to make a **DC 14 Dexterity (Athletics)** check, smashing a thrown potion against her bones on a success, raising her Chaos Threshold as above.

**Kaiju Force.** Iminada can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, she deals double damage to objects and structures, and her weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Iminada is **immune** to any spell or effect that would alter her form or move her to another plane of existence against her will.

**Legendary Resistance (4/Day).** If Iminada fails a saving throw, she can choose to succeed instead.

**Mourning Tide.** A melancholy aura spreads around Iminada. At the start of Iminada's turn, each creature within **1 mile** of Iminada that is not at least waist deep in sea water must succeed on a **DC 20 Constitution saving throw** or be cursed. While cursed in this way, its creature type is Undead, and it can't regain hit points. At the end of each long rest, the creature can repeat the saving throw, ending the curse on itself on a success. Once a creature succeeds on the saving throw, it is **immune** to Iminada's Mourning Tide for the next **24 hours**. Spells that remove curses only suspend the curse for **24 hours**.

**Sovereign Undead.** Iminada is **immune** to any effect that turns Undead. Iminada can detect the presence, direction, and distance of all Undead within **1,000 feet** of her.

## ACTIONS

**Multiattack.** Iminada makes two Tail Swipe attacks or one Tail Swipe attack and one Ethereal Bite attack.

**Ethereal Bite.** *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 28 (**4d10 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

**Tail Swipe.** *Melee Weapon Attack:* **+14** to hit, reach 20 ft., up to two targets within **20 feet** of each other (use separate attack roll for each target). *Hit:* 16 (**4d4 + 6**) force damage, plus 11 (**2d10**) necrotic damage if Iminada is rampaging.

**Song of Desolation (Lost While Heart Exploited).** All dead flesh and corporeal Undead within **20 miles** of Iminada (other than herself) take 82 (**15d10**) necrotic damage that ignores resistances and immunities. This damage is halved for each mile a creature is away from Iminada (minimum of 1). If this action deals more than 175 necrotic damage in one use, Iminada regains one expended use of Legendary Resistance.

## BONUS ACTIONS

**Ethereal Vanishing (Lost While Rampaging).** Iminada and all creatures mounted on her teleport up to **60 feet** to an unoccupied space Iminada can see.

**Shake Off.** Iminada twists and shakes her body violently. Each creature currently scaling her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

Iminada can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iminada regains spent legendary actions at the start of her turn.

**Attack.** Iminada makes one Ethereal Bite or Tail Swipe attack.

**Launch.** Iminada flies up to half her flying speed without provoking opportunity attacks.

**Undying Beat (Lost While Heart Exploited).** Iminada's heartbeat thuds with an intoxicating rhythm. Each creature within **500 feet** of Iminada that can hear it must succeed on a **DC 20 Wisdom saving throw** or immediately move up to its speed directly towards her. Undead with a CR or level lower than Iminada's CR automatically fail this saving throw.

# KABUTO

The clang of metallicised chitin is a surefire indicator of the presence of male kabuto wrestling over a female's egg clutch. Kabuto is the term used for the loosely related assortment of horn-bearing beetles native to the Tofuoka Hills. From the tiniest rhinoceros beetle to the huge také kabuto, and even a legendary kaiju kabuto, all of these arthropods share a few traits.

## NOMI

Like all kaiju kabuto, Nomi is hermaphroditic, displaying both the acid spraying capabilities of female kabuto and the horn and wrestling propensity of males. With their thick adamantine-chitin plating, gallons of acid, and a horn some 20 feet long, Nomi is a formidable creature. But naturalists the world over struggle to decide how to classify them; sure, they have six legs, but they also have two additional arms replete with opposable thumbs—a true monstrosity!

### LAIR ACTIONS

Nomi's lair is their hatchery, the place they have laid or plan to lay their eggs. In the act of acidifying a pool of water to be able to rear their eggs, Nomi suffuses the area with magic that they can use to elicit lair actions.

**Lair Actions.** On initiative count 20 (losing initiative ties), Nomi takes a lair action to cause one of the following effects. They can't take the same action two rounds in a row, except during their death throes, when they take the Hatch lair action each round.

**Acid Rain.** Acidic droplets condense and fall in a **100-foot-radius, 300-foot-high cylinder** centred on a point of Nomi's choice in their lair. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 21 (**6d6**) acid damage on a failed save, or half as much damage on a successful one.

**Hatch.** Chrysalises in Nomi's lair hatch a také kabuto\* (CR 7, AC 14) and a kabuto matriarch\* (CR 4, AC 9).

**Quake.** Each creature on a surface in Nomi's lair must succeed on a **DC 17 Strength saving throw** or be knocked **prone**. Creatures with four or five legs have **advantage** on this saving throw, and creatures with six or more legs automatically succeed.

\*See pages 18-19. When these creatures are generated using this lair action, their AC is 5 lower than in their statistics (mentioned in paragraph).

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

#### NOMI XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	25,000 XP
Abdomen exploited	25,000 XP
Eyes exploited	16,500 XP
Wings exploited	16,500 XP
Nomi defeated	7,200 XP
<b>Total</b>	<b>90,200 XP</b>

### NONLETHAL ENDING

If Nomi ends their turn prone and restrained by a creature that is grappling them, they give up and tap the ground. If released, Nomi leaves the area and does not return for **10d100 years**.

### DEATH RATTLE

All arthropods within 10 miles of Nomi become very aggressive for the next **2d6 days**. Somewhere in the world, an enormous, adamantine-shelled egg magically emerges from deep within the earth. At some point in the next **10d100 years**, Nomi hatches from this egg.

## BEHAVIOURS & VULNERABLE AREAS

Nomi has three vulnerable areas: their Abdomen, Eyes, and Wings.

### NOMI VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Abdomen	<p><b>Targeting.</b> Nomi's Abdomen can be targeted as normal.</p> <p><b>Vulnerability.</b> Nomi's Abdomen has <b>vulnerability</b> to piercing damage.</p> <p><b>Exploitation.</b> Nomi's underside ruptures, spraying acid in a wide area.</p>	23	25	150
Eyes	<p>Nomi's two Eyes share a pool of hit points. When the vulnerable area is reduced to half its hit points or fewer, one eye is destroyed.</p> <p><b>Targeting.</b> After Nomi uses their Blind Charge legendary action, their Eyes can't be targeted until the end of the next turn.</p> <p><b>Exploitation.</b> Nomi's eye sockets become gory pits.</p>	23	25	150
Wings	<p><b>Targeting.</b> Nomi's Wings can't be targeted until Nomi's Rampage behaviour is active. While rampaging, Nomi's Wings can only be targeted before the end of the turn after Nomi uses their Airborne Jaunt or Take Flight action.</p> <p><b>Vulnerability.</b> Nomi's Wings have <b>vulnerability</b> to slashing damage.</p> <p><b>Exploitation.</b> Nomi crashes to the ground.</p>	23	20	100

### NOMI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Nomi's Chaos Threshold is reduced to 0.	<p><b>Effect.</b> Nomi's exterior carapace is destroyed, reducing their AC as well as that of their Abdomen and Eyes vulnerable areas by <b>5</b>.</p> <p><b>Gained Features.</b> Airborne Jaunt bonus action and Take Flight legendary action.</p> <p><b>Vulnerable Areas.</b> Nomi's Wings vulnerable area can be targeted.</p>
Acid Burst	Nomi's Abdomen vulnerable area is exploited.	<p><b>Area Effect.</b> Each creature within <b>30 feet</b> of Nomi must make a <b>DC 18 Dexterity saving throw</b>, taking 21 (<b>6d6</b>) acid damage on a failed save, or half as much damage on a successful one. Three acid pools appear in locations of Nomi's choice within <b>60 feet</b> of them (see Acid Pool trait).</p> <p><b>Lost Features.</b> Acid Spray action.</p>
Directionless	Nomi's Eyes vulnerable area is exploited.	<p><b>Lost Features.</b> Blind Charge legendary action and darkvision. They are considered blind beyond the radius of their tremorsense.</p>
Dashed Wings	Nomi's Wings vulnerable area is exploited.	<p><b>Effect.</b> Nomi falls <b>prone</b>.</p> <p><b>Lost Features.</b> Airborne Jaunt bonus action and Take Flight legendary action.</p>
Death Throes	Nomi has three exploited vulnerable areas.	<p><b>Effect.</b> Nomi falls <b>prone</b>.</p> <p><b>Lost Features.</b> Their burrowing speed is reduced to <b>0 feet</b> and their walking speed is reduced to <b>5 feet</b>. Additionally, they lose their proficiency in the Athletics skill, and they have <b>disadvantage</b> on Athletics and Acrobatics checks.</p> <p><b>Finishing Blow.</b> Nomi is destroyed when they take damage equal to their Finishing Blow in a single turn.</p>



# NOMI, THE ADAMANTINE CHARGE

Gargantuan Monstrosity (Kaiju), Chaotic Neutral

Armour Class 25 (natural armour)

Chaos Threshold 150

Finishing Blow 70

Speed 40 ft., burrow 40 ft.

Vulnerable Area Identification DC 17

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	9 (-1)	18 (+4)	17 (+3)

**Saving Throws** Str +14, Dex +10, Con +14, Wis +11

**Skills** Athletics +14, Intimidation +10, Perception +11

**Damage Resistances** slashing

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 21

**Languages** —

**Challenge** 23 (90,200 XP across all phases) **Prof Bonus** +7

**Acid Pool.** A number of Nomi's attacks and traits create acid pools: **5-foot-radius circles** of corrosive liquid that last for **1 hour**. A creature that enters an acid pool for the first time on a turn or starts its turn there takes 25 (**10d4**) acid damage. A nonmagical object that is in a pool on initiative count 0 is destroyed.

**Kaiju Force.** Nomi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, they deal double damage to objects and structures, and their weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Nomi is **immune** to any spell or effect that would alter their form or move them to another plane of existence against their will.

**Legendary Resistance (4/Day).** If Nomi fails a saving throw, they can choose to succeed instead.

**Trampling Charge (1/Turn).** If Nomi moves at least **20 feet** straight toward a creature and then immediately hits it with an Adamantine Armblade attack, that target must succeed on a **DC 22 Strength saving throw** or be knocked **prone**. If the target is prone, Nomi can make one Stomp attack against it (no action required).

## ACTIONS

**Multiattack.** Nomi makes two Adamantine Armblade attacks.

**Adamantine Armblade.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (**3d10 + 7**) slashing damage. This attack scores a critical hit on a roll of 19 or 20 and ignores the effects of *adamantine armor*.

**Pincer.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 14 (**2d6 + 7**) piercing damage, and the creature is **grappled** (**escape DC 22**). Until the grapple ends, the creature is **restrained**, and Nomi can't target another creature with their Pincer attack.

**Stomp.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (**4d4 + 7**) bludgeoning damage.

**Toss.** Nomi throws one creature it is grappling with their pincer a number of feet equal to **2d6 × 10** in any direction. If the creature collides with an obstacle that prevents it from moving the full distance, it takes 24 (**7d6**) bludgeoning damage before falling down.

**Acid Spray (Recharge 5-6; Lost While Abdomen Exploited).** Nomi sprays a wave of acid from their abdomen in a **120-foot cone**. Each creature in the area must make a **DC 22 Dexterity saving throw**, taking 50 (**20d4**) acid damage on a failure, or half as much damage on a success. Three Acid Pools appear centred on points of Nomi's choice in the area of the cone.

## BONUS ACTIONS

**Airborne Jaunt (While Rampaging; Lost While Wings Exploited).** Until the end of the next turn, Nomi gains a flying speed equal to their walking speed, and their Wings vulnerable area is targetable. While Nomi is flying, the first time a creature that is below Nomi comes within **30 feet** of them on a turn, it must make a **DC 22 Strength saving throw**. It takes 18 (**4d8**) bludgeoning damage and is knocked **prone** on a failed saving throw, or takes half as much damage and is not knocked prone on a successful one.

**Shake Off.** Nomi twists and shakes their body violently. Each creature currently scaling them must succeed on a **DC 15 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

Nomi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nomi regains spent legendary actions at the start of their turn.

**Attack.** Nomi makes one Pincer attack or uses their Toss.

**Blind Charge (Lost While Eyes Exploited).** Nomi lowers their head, picking a direction. Until the end of the next turn, Nomi's Eyes vulnerable area is not targetable. At the end of the next turn, Nomi charges, moving in the chosen direction until they collide with a creature or obstacle, or move a distance equal to their walking speed. If Nomi collides with a creature's space, that creature must make a **DC 22 Strength saving throw**. On a failure, the creature takes 27 (**5d10**) bludgeoning damage and is knocked **prone** and **grappled** by Nomi (**escape DC 22**), who pins it down using one leg. While grappled in this way, the creature is **restrained**. If Nomi collides with a solid object, like a thick wall, they take 27 (**5d10**) bludgeoning damage and lose one unspent legendary action (regaining it as normal at the start of their next turn).

**Take Flight (While Rampaging, Lost While Wings Exploited).** Nomi ends the grappled and restrained conditions on themselves, gains a flying speed equal to their walking speed until the end of this turn, and can immediately fly up to that speed. This movement doesn't provoke opportunity attacks. Until the end of the next turn, their Wings vulnerable area is targetable.

KABUTO  
MATRIARCH

## KABUTO MATRIARCH

Large Beast (Yokai), Unaligned

**Armour Class** 14 (natural armour)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	19 (+4)	2 (-4)	13 (+1)	4 (-3)

**Skills** Survival +3

**Damage Resistances** slashing

**Damage Immunities** acid

**Senses** tremorsense 60 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +2

**Acidic Eruption.** When the kabuto takes 5 or more piercing, slashing, or thunder damage in a single instance, acid sprays out. Each creature within 5 feet of the kabuto takes 5 (2d4) acid damage.

### ACTIONS

**Gizzard Rock.** Ranged Weapon Attack. +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 5 (2d4) acid damage.

**Acid Spray (Recharge 4-6).** The kabuto sprays a 30-foot cone of acid from its abdomen. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 15 (6d4) acid damage on a failure, or half as much damage on a success.

### BONUS ACTIONS

**Take Flight.** The kabuto gains a flying speed equal to its walking speed. Until the start of its next turn, it gains **vulnerability** to slashing damage. If it takes 10 or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in 10 (3d6) weeks.



# TAKÉ KABUTO

Huge Beast (Yokai), Unaligned

**Armour Class** 19 (natural armour)

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

**Saving Throws** Str +7, Dex +1, Wis +4

**Skills** Athletics +7

**Damage Resistances** slashing; bludgeoning and piercing from nonmagical attacks that aren't adamantite

**Damage Immunities** acid

**Senses** tremorsense 90 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +3

**Charge.** If the kabuto moves at least **20 feet** straight toward a target and then immediately hits it with a Gore attack, the target takes an extra **9 (2d8)** piercing damage. If the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

**Honourable.** If the kabuto ends its turn prone and restrained by a creature that is grappling it, it becomes subdued. It immediately stops behaving aggressively and spends its turns disengaging and moving away from the area.

## ACTIONS

**Gore.** *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* **17 (3d8 + 4)** piercing damage.

**Pincer.** *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* **20 (3d10 + 4)** bludgeoning damage and, if the target is a creature, it is **grappled (escape DC 15)**. Until the grapple ends, the kabuto can't target another creature with its Pincer attack and, if the creature is Huge or smaller, it is **restrained**.

**Toss.** The kabuto throws one creature it is grappling with its pincer directly upward, causing it to reach a height in feet equal to **2d6 × 10**. If the creature collides with an obstacle that prevents it from reaching the specified height, it takes **24 (7d6)** bludgeoning damage before falling down.

## BONUS ACTIONS

**Blind Charge.** The kabuto lowers its head, picking a direction. At the end of the next turn, the kabuto charges, moving in the chosen direction until it collides with a creature or obstacle, or moves a distance equal to its walking speed. If the kabuto collides with a Huge or smaller creature, that creature must make a **DC 15 Strength saving throw**. On a failure, the creature takes **16 (3d10)** bludgeoning damage and is knocked **prone**. If the kabuto collides with a solid object, like a thick wall, it takes **16 (3d10)** bludgeoning damage and is **stunned** until the end of its next turn.

**Take Flight.** The kabuto gains a flying speed equal to its walking speed. Until the start of its next turn, it gains **vulnerability** to slashing damage. If it takes **15** or more slashing damage in a single instance, it loses its flying speed and can't use this bonus action until its wings regrow in **10 (3d6)** weeks.



TAKÉ  
KABUTO

# KOI DRAGONS

Koi dragons are the spirits of waterways in the Yokai Realms. Their long, sinuous bodies are like the lengths of grand rivers, their limbs and claws the nourishing tributaries. Though a koi dragon's physical form may be elsewhere, it knows all that happens near its rivers' banks. The rustle of their scales sliding over one another is like the noise of a rushing stream, and their mottled colouration is likened to a koi fish. In fact, it is said that when a koi dragon moves on from this plane, one of the river's koi will turn against the tide of the river, swimming upstream and growing into the watercourse's new draconic avatar.

## BAKURYŌ

Bakuryō is the shepherd of the Hakuryo valley, a benevolent soul that revels in the harmony of sky, water, and earth. She prizes perseverance in the face of adversity. Farmers that toil in fields (and pursue sustainable farming practices) might find themselves invigorated when they drink from the river or their crops spared from a devastating drought by a dragon's divine rain.

### LAIR ACTIONS

Bakuryō's lair is the valley carved by the river she embodies. She can exert her influence to manipulate the environment to take lair actions.

**Lair Actions.** On initiative count 20 (losing initiative ties), Bakuryō takes a lair action to cause one of the following effects. She can't take the same action two rounds in a row.

**Apokoilypse.** Unnaturally large koi fish swim to the water's edge, spraying water and gravel at creatures. Each creature of Bakuryō's choice within **15 feet** of any body of water in the lair must succeed on a **DC 18 Dexterity saving throw** or be **blinded** until initiative count 20 of the following round.

**Mireball.** A ball of mud launches up, landing on a point of Bakuryō's choice within the lair. It explodes with the effects of the *mireball*\* spell (**save DC 18**).

**Water Whip.** Up to three tendrils of water whip at nearby creatures. Each tendril makes a melee spell attack (**+10** to hit) against a different creature within **30 feet** of one a body of water within the lair. On a hit, a creature takes 14 (**4d6**) slashing damage and, if it is Large or smaller, must succeed on a **DC 18 Strength saving throw** or be pulled **25 feet** towards that body of water.

\*See page 287

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

#### BAKURYŌ XP MILESTONES

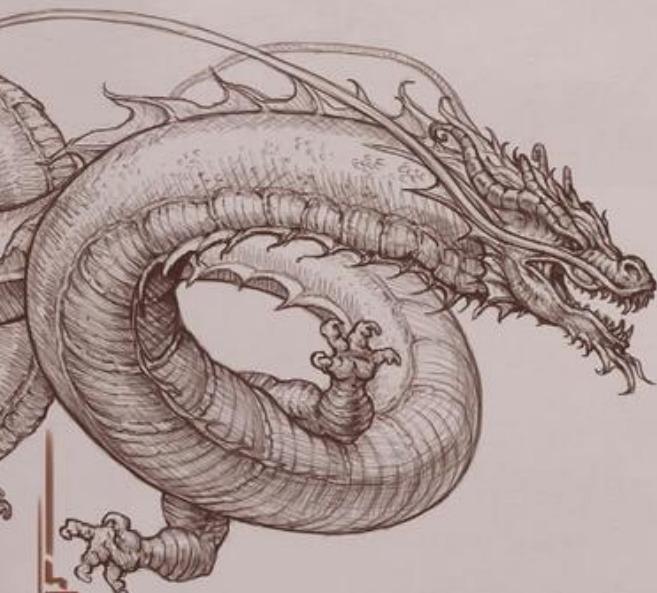
Criteria	Total XP
Chaos Threshold reduced to 0	43,000 XP
Fins exploited	31,000 XP
Upturned Scale exploited	31,000 XP
Water Form exploited	25,000 XP
Bakuryō defeated	15,000 XP
<b>Total</b>	<b>145,000 XP</b>

### NONLETHAL ENDING

After Bakuryō's Upturned Scale vulnerable area has been exploited, and as long as she's not in her Water Form, a character within reach of the underside of Bakuryō's jaw can make a **Strength** check to re-right the scale. The DC for this check is **DC 29** while she has unexploited vulnerable areas, or **DC 19** when all her vulnerable areas are exploited.

### DEATH RATTLE

The water from all the surrounding rivers, lakes, and springs surges towards the koi dragon, gathering debris in its flow. Each creature within **300 feet** of Bakuryō must succeed on a **DC 19 Dexterity saving throw** or take 35 (**10d6**) bludgeoning damage as they are hit by the rocks in the river's flow. One round later (at the end of the same initiative count on which Bakuryō was slain) each creature within **1000 feet** of Bakuryō must make a **DC 19 Constitution saving throw**, taking 35 (**10d6**) thunder damage and being **deafened** for **1d6 days** on a failure, or taking half as much damage and being **deafened** for **1d6 hours** on a success. A creature that fails the saving throw by 10 or more is permanently **deafened** and can be restored after receiving **1d6** castings of the *regenerate* spell, each at least **24 hours** apart.



## BEHAVIOURS & VULNERABLE AREAS

Bakuryō has three vulnerable areas: her Fins, Upturned Scale, and Water Form.

### BAKURYŌ VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Fins	<p><b>Targeting.</b> Bakuryō's Fins can only be targeted when they are glowing, and can't be targeted while she is in her Water Form.</p> <p><b>Immunity.</b> This vulnerable area is <b>immune</b> to all damage. When the Fins are glowing (see Charge bonus action), they lose immunity to the damage type Bakuryō is charging (gold if radiant, orange if thunder).</p> <p><b>Exploitation.</b> After a series of flickers, Bakuryō's Fins stop glowing.</p>	27	17	60
Upturned Scale	<p><b>Targeting.</b> This vulnerable area is not targetable when Bakuryō is in her Water Form.</p> <p><b>Exploitation.</b> Blood begins to pour from the wound, highlighting the upturned scale's unusual orientation.</p>	27	22	100
Water Form	<p><b>Targeting.</b> This vulnerable area is only targetable while Bakuryō is in her Water Form. In this form, Bakuryō can't be scaled.</p> <p><b>Immunity.</b> This vulnerable area has <b>immunity</b> to all damage types except cold, force, and lightning. Cold damage can freeze her (see Freezable trait), allowing creatures to damage her with bludgeoning, slashing, and piercing damage for a short time.</p> <p><b>Exploitation.</b> Bakuryō returns to her normal, scaled form with a roar.</p>	27	22	120

### BAKURYŌ BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Bakuryō's Chaos Threshold is reduced to 0.	<p><b>Effect.</b> Bakuryō ends the grappled and restrained conditions on herself and enters her Water Form (see statistics).</p> <p><b>Lost Features.</b> While in her Water Form, Bakuryō can't use her Breath Weapon action.</p> <p><b>Vulnerable Areas.</b> Bakuryō's Water Form can be targeted. Her Fins and Upturn Scale can no longer be targeted.</p>
Heavenly Cascade	Bakuryō's Water Form vulnerable area is exploited.	<p><b>Area Effect.</b> A torrential downpour begins in a <b>10-mile radius</b> of the kaiju lasting <b>1 hour</b>, lightly obscuring anything beyond <b>30 feet</b> and heavily obscuring anything beyond <b>60 feet</b>.</p> <p><b>Gained Features.</b> Bakuryō regains her Breath Weapon action, unless the Fins vulnerable area has already been exploited.</p> <p><b>Vulnerable Areas.</b> Bakuryō's Fins and Upturned Scale can be targeted again.</p>
Hollow Roar	Bakuryō's Fins vulnerable area is exploited.	<p><b>Gained Features.</b> Bakuryō gains her Hollow Roar bonus action.</p> <p><b>Lost Features.</b> Bakuryō loses her Breath Weapon action.</p>
Death Throes	Bakuryō has three exploited vulnerable areas.	<p><b>Effect.</b> Bakuryō falls <b>prone</b>.</p> <p><b>Lost Features.</b> Bakuryō loses her flying and swimming speeds.</p> <p><b>Finishing Blow.</b> Bakuryō is killed when she takes damage equal to her Finishing Blow in a single turn.</p>



# BAKURYŌ, THE ASCENDANT CASCADE

Gargantuan Dragon (Kaiju), Lawful Good

**Armour Class** 22 (natural armour)

**Chaos Threshold** 250

**Finishing Blow** 70

**Speed** 60 ft., fly 80 ft., swim 120 ft.

**Vulnerable Area Identification** DC 18

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	30 (+10)	20 (+5)	24 (+7)	27 (+8)

**Saving Throws** Con +18, Wis +15, Cha +16

**Skills** Insight +15, Intimidation +16, Perception +15, Religion +13

**Damage Resistances** fire, radiant, thunder

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 25

**Languages** all, telepathy 300 ft.

**Challenge** 27 (145,000 XP across all phases)

**Proficiency Bonus** +8

**Kaiju Force.** Bakuryō can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, Bakuryō deals double damage to objects and structures. Bludgeoning, piercing, and slashing damage Bakuryō deals is magical for the purposes of overcoming resistance and immunity.

**Kaiju Fortitude.** Bakuryō is **immune** to any spell or effect that would alter her form, move her against her will, or move her to another plane of existence against her will.

**Legendary Resistance (5/Day).** If Bakuryō fails a saving throw, she can choose to succeed instead.

## WATER FORM

While in her Water Form, Bakuryō can't use her Breath Weapon action and gains the following traits.

**Fluid Form.** Bakuryō has **immunity** to all damage types except cold, force, and lightning, she can enter a hostile creature's space and stop there, and she can move through a space as narrow as 1 inch wide without squeezing. Her Fins and Upturned Scale vulnerable areas aren't targetable, she can't be scaled, and she can't use her Breath Weapon action.

**Freezable.** When Bakuryō takes **20** or more cold damage in a single turn, she freezes. Until the end of her next turn, she is **restrained** and she loses her immunity to nonmagical bludgeoning, piercing, and slashing damage.

**Whelming Force.** The first time on her turn that Bakuryō enters a Large or smaller creature's space, that creature must succeed on a **DC 26 Strength saving throw** or become **grappled** by her (**escape DC 18**). While grappled in this way, that creature has full cover from attacks and effects that originate outside of Bakuryō, is **restrained**, is unable to breathe unless it can breathe water, and takes **28 (8d6)** force damage at the start of each of its turns. Bakuryō can have no more than five Large creatures or ten Medium or smaller creatures grappled in this way at one time. If Bakuryō exits her water form while grappling a creature, that creature is thrown from her body, landing **prone** in an unoccupied space within **5 feet** of Bakuryō.

## ACTIONS

**Multiattack.** Bakuryō uses her Rapture ability if able. She then uses her Breath Weapon if charged, or makes one Bite attack, one Claw attack, and one Tail attack.

**Bite.** *Melee Weapon Attack:* **+18** to hit, reach 15 ft., one target. *Hit:* **23 (2d12 + 10)** piercing damage plus **10 (3d6)** radiant damage.

**Claw.** *Melee Weapon Attack:* **+18** to hit, reach 10 ft., one target. *Hit:* **24 (4d6 + 10)** slashing damage.

**Tail.** *Melee Weapon Attack:* **+18** to hit, reach 30 ft., one target. *Hit:* **21 (2d10 + 10)** bludgeoning damage. If the target is a creature, it must succeed on a **DC 26 Strength saving throw** or be knocked **prone**.

**Breath Weapon (While Fins are Glowing, Lost While In Water Form).** Bakuryō discharges a devastating burst of energy in a **300-foot cone** and her Fins stop glowing (see Breath Weapon Charge bonus action). Each creature in that area must make a **DC 26 Constitution saving throw**. On a failed save, the creature takes **78 (12d12)** damage of the type of energy Bakuryō charged. On a successful save, a creature takes half as much damage.

**Rapture (Recharge 5-6).** In a dazzling burst of white light, Bakuryō attempts to seize command of the spirits of nearby creatures. Each creature within **120 feet** of Bakuryō must succeed on a **DC 24 Charisma saving throw** or have its body overwhelmed with divine magic, causing it to be **blinded**, **deafened**, **restrained**, and lifted **30 feet** in the air where it hovers in place. This effect lasts until the end of this turn. Once a creature succeeds on a saving throw against this effect, it is **immune** to Bakuryō's Rapture for the next **24 hours**.

## BONUS ACTIONS

**Breath Weapon Charge (Lost While Fins Exploited).**

Bakuryō begins charging her Fins, choosing either radiant or thunder. Her Fins glow orange if charging thunder, and gold if charging radiant. At the start of her next turn, her Breath Weapon becomes charged. If she doesn't use her Breath Weapon action by the end of her next turn, it ceases to be charged.

Bakuryō can't take this bonus action if she has discharged her Breath Weapon this turn.

**Hollow Roar (While Fins Exploited).** Each creature within **60 feet** of Bakuryō must succeed on a **DC 16 Constitution saving throw** or take **26 (4d12)** thunder damage.

**Shake Off.** Bakuryō twists and shakes her body violently. Each creature mounted on her must succeed on a **DC 16 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

Bakuryō can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bakuryō regains spent legendary actions at the start of her turn.

**Attack.** Bakuryō makes one Claw or Tail attack.

**Hurricane Spiral.** Bakuryō uses Shake Off, and then moves up to half her speed without provoking opportunity attacks.

# RAIJŪ

When the hairs raise on the back of your neck, when the air tastes of ozone, when the clap of thunder peals out of a cloudless sky, is that the natural phenomenon meteorologists attribute to air pressure and moisture, or is it a Raijū relishing in exuberance and emotion? These kaiju are the lords of the sky, travellers that manifest as wind, thunder, and lightning.

## RAIKO

Raiko is a Raijū tethered to the emotion of anger. The stronger his fury, the more devastating his storm. He is a prideful being and, when insulted, smashes together his ceramic bracers to create thunderclaps. The ceramic orbs that adorn his neck and waist act as insulating capacitors; if broken, his elemental powers become even more unpredictable...

### LAIR ACTIONS

Raiko's focused wrath conjures a storm, turning the area and the sky above into his lair.

**Lair Actions.** On initiative count 20 (losing initiative ties), Raiko takes a lair action to cause one of the following effects. He can't take the same action two rounds in a row.

**Gale.** Raiko causes a gust to surge in a direction of his choice: North, North-east, East, South-east, South, South-west, West, or North-west. Each creature in the lair other than Raiko must succeed on a **DC 18 Strength saving throw** or be pushed **15 feet** in that direction.

**Lightning Strike.** 1d4 bolts of lightning strike the ground. Each creature within **5 feet** of one of these points must make a **DC 18 Dexterity saving throw**, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. Each bolt has the following targeting preferences, with no more than one bolt striking the same point:

1. First, strike a Small or larger piece of grounded metal.
2. Next, strike a creature made of metal or wearing metal armour.

3. Next, strike the ground beneath a flying creature, passing through the flying creatures, which must make the saving throw as well.

4. Targets thereafter are randomly determined.

**Thunderous Boom.** A peal of thunder tears through the air. Each creature other than Raiko that is in his lair must succeed on a **DC 18 Constitution saving throw** or become **deafened** and **stunned** until the start of its next turn. A creature that fails this save by **10** or more is **paralysed** while stunned in this way.

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

#### RAIKO XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	50,000 XP
Bracers exploited	37,500 XP
Storm Form exploited	20,000 XP
Tempest Orbs exploited	37,500 XP
Raiko defeated	20,000 XP
<b>Total</b>	<b>165,000 XP</b>

### NONLETHAL ENDING

If Raiko is pierced with a Huge or larger piece of conductive metal, and that metal is connected to the ground, Raiko is destroyed nonlethally. The kaiju reemerges as a storm **10d100 years** later.

### DEATH RATTLE

Raiko bursts in a deafening harmony of explosive thunder and howling roar. Each creature within **120 feet** of him must make a **DC 18 Constitution saving throw**, taking 81 (18d8) thunder damage and becoming **paralysed** for **1 minute** on a failed save, or taking half as much damage and not becoming paralysed on a successful one. The roar echoes across the continent, and the clouds are severed in two by the force of the blast. No rain can fall in a **3-mile radius** of this point for the next **10d100 years**. This effect can only be ended early by the *wish* spell.

## BEHAVIOURS & VULNERABLE AREAS

Raiko has three vulnerable areas: his Bracers, Storm Form, and Tempest Orbs.

### RAIKO VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Bracers	<p>These two Bracers share a pool of hit points.</p> <p><b>Targeting.</b> The Bracers are targetable from range, by a creature scaling Raiko's forearm or hand, or by a creature that readies an action to attack the bracers when Raiko makes a Claws attack against a target within the creature's reach. This vulnerable area can't be targeted while Raiko is in his Storm Form.</p> <p><b>Exploitation.</b> Both bracers fracture and fall from Raiko's forearms.</p>	25	21	120
Storm Form	<p>Each Elemental has the number of hit points indicated in the HP column of this table, instead of their usual number. The Elementals use the statistics detailed in Raiko's Storm Form section.</p> <p><b>Targeting.</b> The Elementals are targetable like a normal creature.</p> <p><b>Exploitation.</b> An Elemental that is permanently banished to another plane or that is grounded (see the Groundable trait) is destroyed. When all the Elementals are destroyed, this vulnerable area is exploited.</p>	25	17	90
Tempest Orbs	<p>A number of Tempest Orbs equal to twice the number of player characters adorn Raiko, evenly split between his belt and necklace. Each has the number of hit points indicated in the HP column of this table. If more than one orb is in an area of effect, only one of the orbs takes damage from the effect (GM's choice). When all the orbs are destroyed, this vulnerable area is exploited.</p> <p><b>Targeting.</b> The orbs are targetable from range, or by a creature scaling Raiko's neck or chest (necklace), or scaling his belly or waist (belt). This vulnerable area can't be targeted while Raiko is in his Storm Form.</p> <p><b>Destruction.</b> When an orb is destroyed, each creature within <b>120 feet</b> of Raiko, including Raiko, must make a <b>Dexterity saving throw</b>. The creature with the lowest result takes 28 (<b>8d6</b>) lightning damage.</p> <p><b>Exploitation.</b> When the final tempest orb is destroyed, lightning shoots off of Raiko uncontrollably.</p>	25	21	30

### RAIKO BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Raiko's Chaos Threshold is reduced to 0 hit points.	<b>Effect.</b> Raiko enters his Storm Form, splitting into a number of Elemental creatures equal to the number of player characters. Each Elemental appears in the nearest unoccupied space to each player character, its 'focus'. Each Elemental mirrors its chosen player character's size and initiative count, taking its turn immediately before that player character.
Eye of the Storm	Raiko's Storm Form vulnerable area is exploited.	<b>Area Effect.</b> Each creature within <b>120 feet</b> of where Raiko appears that is not behind full cover must succeed on a <b>DC 18 Strength saving throw</b> or be knocked <b>prone</b> . Creatures that are flying have <b>disadvantage</b> on this saving throw. <b>Effect.</b> Raiko exits his Storm Form.
Thunderless	Raiko's Bracers vulnerable area is exploited.	<b>Lost Features.</b> Thunderclap action.
Ungrounded	Raiko's Tempest Orbs vulnerable area is exploited.	<b>Gained Features.</b> Galvanic Fracture trait.
Death Throes	Raiko has three exploited vulnerable areas.	<b>Effect.</b> Raiko's speed falls to <b>0 feet</b> , and he falls <b>prone</b> . <b>Lost Features.</b> Galvanic Charge bonus action. <b>Finishing Blow.</b> Raiko is destroyed when he takes damage equal to his Finishing Blow in a single turn.

# RAIKO, THE INFINITE TEMPEST

*Gargantuan Elemental (Kaiju), Chaotic Neutral*

**Armour Class** 20 (natural armour)

**Chaos Threshold** 240

**Finishing Blow** 85

**Speed** 60 ft., climb 60 ft

**Vulnerable Area Identification** DC 18

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	24 (+7)	18 (+4)	23 (+6)	25 (+7)

**Saving Throws** Dex +13, Con +15, Wis +14, Cha +15

**Skills** Acrobatics +13, Athletics +15, Intimidation +15, Perception +14

**Damage Immunities** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, deafened, exhaustion, paralysed, petrified, stunned

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 24

**Languages** All

**Challenge** 25 (165,000 XP across all phases)

**Proficiency Bonus** +8

**Conductive.** Raiko has **advantage** on attack rolls againsts targets made of metal or wearing metal armour. Creatures made of metal or wearing metal armour have **disadvantage** on saving throws against Raiko's Galvanic Charge, Galvanic Fracture, and Static Pulse.

**Galvanic Fracture (While Tempest Orbs Exploited).** At the start of each of Raiko's turns, each creature within **120 feet** of Raiko (including himself) must make a **Dexterity saving throw** as bolts of lightning chaotically spiral through the air. The creature with the lowest result takes **45 (10d8)** lightning damage.

**Kaiju Force.** Raiko can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, he deals double damage to objects and structures, and his weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Raiko is **immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (4/Day).** If Raiko fails a saving throw, he can choose to succeed instead.

**Prideful.** If Raiko hears a comment that he deems to be insulting or derogatory towards himself (GM's discretion), then, while he can see the source of that insult and the source is within **30 feet** of him, Raiko has **disadvantage** on attack rolls against creatures other than the source of the insult until the end of his next turn, or until he hears another comment that satisfies the conditions of this trait, whichever comes first.

## STORM FORM

While in his Storm Form, Raiko splits into a number of Elementals equal to the number of player characters, which appear adjacent to a player character, their 'focus'. These Elementals use the tempest elemental statistics, but have only **90** hit points each. Each elemental mirrors its focus' size and initiative count, taking its turn immediately before its focus.

## ACTIONS

**Multiattack.** Raiko makes two Claws attacks and one Stomp attack. He can replace any number of attacks with Bolt attacks.

**Claws.** *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target. *Hit:* **21 (4d6 + 7)** slashing damage plus **13 (3d8)** lightning damage.

**Stomp.** *Melee Weapon Attack:* **+15** to hit, reach 10 ft., one target on the ground. *Hit:* **33 (4d12 + 7)** bludgeoning damage. Each creature within **10 feet** of the target takes **13 (3d8)** lightning damage as lightning earths itself through them. Creatures wearing metal armour take twice as much lightning damage.

**Bolt.** *Ranged Spell Attack:* **+15** to hit, range 120 ft., one target. *Hit:* **31 (7d8)** lightning damage.

**Thunderclap (Recharge 4-6; Lost While Bracers Exploited).** Each creature within **40 feet** of Raiko must make a **DC 23 Constitution saving throw**. A creature takes **90 (20d8)** thunder damage and is **deafened** for **1 minute** on a failed save, or takes half as much damage and isn't deafened on a successful one.

## BONUS ACTIONS

**Galvanic Charge (Lost During Death Throes).** Raiko and all creatures scaling him shift into a bolt of pure, crackling energy, move in a straight line **10 feet** wide, passing through creatures and objects, and reform in an unoccupied space up to **120 feet** away. Each creature Raiko moves through in this way must succeed on a **DC 23 Dexterity saving throw** or take **18 (4d8)** lightning damage.


**Static Pulse.** A furious current of electricity ripples across Raiko's body. Each creature scaling Raiko must succeed on a **DC 16 Constitution saving throw** or take **18 (4d8)** lightning damage, be unable to take reactions until the start of its next turn, and be thrown off, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

Raiko can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Raiko regains spent legendary actions at the start of his turn.

**Attack.** Raiko makes one Claws or Bolt attack.

**Charge.** Raiko uses his Galvanic Charge.



## TEMPEST ELEMENTAL

*Large Elemental, Chaotic Neutral*

**Armour Class** 17

**Hit Points** 190 (20d10 + 80)

**Speed** 0 ft, fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	19 (+4)	5 (-3)	16 (+3)	12 (+1)

**Damage Immunities** lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Auran

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Conductive.** The elemental has **advantage** on its Static Claw and Spark attack rolls if the target or its armour is made of metal.

**Groundable.** When the elemental has one-third of its hit points (63) or fewer and comes into contact with a Small or larger piece of grounded metal, the elemental instantly disappears into the ground.

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. A creature that starts its turn in the elemental's space, touches the elemental, or hits it with a melee attack while within **10 feet** of it takes **13 (3d8)** lightning damage. The elemental can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The elemental makes five attacks with any combination of Static Claw and Spark.

**Static Claw.** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* **12 (2d4 + 7)** lightning damage, and the target can't take reactions until the start of its next turn.

**Spark.** *Ranged Spell Attack:* **+11** to hit, range 60 ft., one target. *Hit:* **11 (1d8 + 7)** lightning damage. On a critical hit, the target is **blinded** until the end of its next turn.

**Tempest (Recharge 5-6).** Each creature in a **60-foot cone** must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes **18 (4d8)** lightning damage, **18 (4d8)** thunder damage, and is **deafened** and knocked **prone**. On a successful save, a creature takes half as much damage and isn't deafened or knocked **prone**.

# UBUSUNA

An ubusuna kaiju is an act of rebellion. It is the fear, anger, and self-preservation of nature itself manifested into a moving mountain. When forest spirits—kodama—are influenced by great events, be it a call to war, the threat of extinction, or irreverent tree felling, they infuse the greatest plant in their forest. With a unified will, the infused being—an ubusuna kaiju—tears the land around it free of the earth's confines and either flees to pastures new or fights the threat. Though they are not malicious by nature, the fact remains that a giant *anything* moving across the land results in untold collateral damage.

## MAGATSUCHI

When the Egregious Emperors were buried, Tokihito's favourite toy, a golden kirin, was buried with him, and a zelkova sapling was planted next to the three graves. From the moment the sapling's roots found this toy, the tree was destined to become a goldenheart, and the Home of the Forgotten became a place of legend.

### LAIR ACTIONS

Magatsuchi's lair is the earth it animates. Its magical influence fills every rock, plant, and mote of earth throughout its domain. It can animate this Wandering Earth to birth new growths of life, or bring limbs of rock smashing down from on high.

**Lair Actions.** On initiative count 20 (losing initiative ties), Magatsuchi takes a lair action to cause one of the following effects. It can't take the same action two rounds in a row. It loses access to all lair actions during its Death Throes.

**Animate Plants (While Rampaging; Lost When Telepathic Connection Exploited).** Magatsuchi smashes one of the spirit lanterns that hangs from its boughs, releasing a kodama that infuses a plant or plant-covered statue on the Wandering Earth, transforming it into a hunting narcissus\* (CR 6).

**Grasping Growth.** Grasping roots and vines grow rapidly, reaching for up to two creatures of Magatsuchi's choice within **10 feet** of the ground of the Wandering Earth. Each creature must succeed on a

**DC 17 Strength saving throw** or become **restrained** by the growth. As an action, a creature can make a **DC 17 Strength** check, freeing itself or a creature within its reach on a success. A creature that ends its turn restrained in this way takes 10 (3d6) bludgeoning damage.

**Smash.** With a tree, building, or rock bound by roots, Magatsuchi strikes at a **10-foot-radius circle** on the ground of the Wandering Earth. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking 42 (12d6) bludgeoning damage on a failure, or half as much damage on a success. Creatures in the area that are restrained by Grasping Growth or trapped by Magatsuchi's Tomb of Roots legendary action automatically fail this saving throw. All buildings in the area are destroyed.

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award experience based upon milestones achieved, divided among the party.

#### MAGATSUCHI XP MILESTONES

Criteria	Total XP
Chaos Threshold reduced to 0	12,500 XP
Goldenheart exploited	12,500 XP
Spirit Lanterns exploited	12,500 XP
Telepathic Connection exploited	12,500 XP
Magatsuchi defeated	3,900 XP
<b>Total</b>	<b>53,900 XP</b>

### NONLETHAL ENDING

If the kodama inhabiting Magatsuchi can be convinced there is no need to act aggressively, they cease infusing Magatsuchi.

### DEATH RATTLE

Magatsuchi is lethally wounded, falling to rot and decay over the next year. The kodama of Magatsuchi's forest home become especially defensive, attacking almost all Humanoids on sight for the next **10d100** years.

## MAGATSUCHI BEHAVIOURS & VULNERABLE AREAS

Magatsuchi has three vulnerable areas; its Goldenheart, Spirit Lanterns, and Telepathic Connection.

### MAGATSUCHI VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Goldenheart	<b>Targeting.</b> Magatsuchi's Goldenheart can't be targeted until Magatsuchi's Rampage behaviour is active. The Goldenheart has three-quarters cover against ranged attacks.	20	19	150
Spirit Lanterns	Magatsuchi has a number of Spirit Lanterns equal to its CR evenly spaced around its lower boughs. The lanterns have <b>immunity</b> to poison damage. This vulnerable area becomes exploited once all the Spirit Lanterns are destroyed. <b>Targeting.</b> Magatsuchi's Spirit Lanterns can be targeted by attacks as normal, and area of effects can target multiple lanterns.	20	15	1
Telepathic Connection	<b>Targeting.</b> This vulnerable area is unique in that it can't be targeted directly. Instead, whenever Magatsuchi takes psychic damage—either to its Chaos Threshold or another vulnerable area—an equal amount of psychic damage is dealt directly to its Telepathic Connection.	20	—	150

### MAGATSUCHI BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Magatsuchi's Chaos Threshold is reduced to 0.	<b>Gained Features.</b> Animate Plants lair action. <b>Vulnerable Areas.</b> Magatsuchi's Goldenheart vulnerable area becomes targetable.
Broken Heart	Magatsuchi's Goldenheart vulnerable area is exploited.	<b>Effect.</b> Magatsuchi immediately uses its Whomping Whirl and Constrict Tomb legendary action options (targeting every tomb created; no legendary actions required). <b>Lost Features.</b> Heart of Gold bonus action and Razorleaf action.
Dark Night of the Soul	Magatsuchi's Spirit Lanterns vulnerable area is exploited.	<b>Area Effect.</b> Each creature within <b>300 feet</b> of Magatsuchi must succeed on a <b>DC 17 Charisma saving throw</b> or be possessed by the kodama until the end of its next turn. While possessed, the target is <b>incapacitated</b> and loses control of its body. The kodama controls the body but doesn't deprive the target of awareness. The kodama uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. <b>Lost Features.</b> Lantern Flare action.
Psychic Disruption	Magatsuchi's Telepathic Connection vulnerable area is exploited.	<b>Effect.</b> Creatures animated by Magatsuchi's Animate Plants lair action immediately fall to 0 hit points. <b>Lost Features.</b> Animate Plants lair action and Dissonant Echo bonus action.
Death Throes	Magatsuchi has three exploited vulnerable areas.	<b>Effect.</b> Magatsuchi's speed falls to <b>0 feet</b> . <b>Lost Action.</b> Tomb of Roots and Constrict Tomb legendary action options, and all lair action options. <b>Finishing Blow.</b> Magatsuchi is destroyed when it takes damage equal to its Finishing Blow in a single turn.

# MAGATSUCHI, THE AUREATE HEART

Gargantuan Plant (Kaiju, Yokai), Chaotic Neutral

Armour Class 19 (natural armour)

Chaos Threshold 100

Finishing Blow 75

Speed 40 ft. (see Wandering Earth)

Vulnerable Area Identification DC 16

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	30 (+10)	15 (+2)	20 (+5)	23 (+6)

Saving Throws Str +13, Dex +3

Damage Immunities poison

Condition Immunities charmed, paralysed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense (see Earthsense), passive Perception 15

Languages —

Challenge 20 (53,900 XP across all phases) Prof Bonus +6

**Earthsense.** Magatsuchi's tremorsense extends throughout the earth, plants, and buildings to which it is connected, as well as the ground **60 feet** beyond this matter.

**Kaiju Force.** Magatsuchi can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** Magatsuchi is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Kodama Infused.** The connection between the kodama and Magatsuchi can be interrupted by psychic assaults. If Magatsuchi takes **20** or more psychic damage in a single turn, it loses one legendary action, which it regains at the start of its next turn as usual. If it has no legendary actions to lose, it can't take bonus actions on its next turn.

**Legendary Resistance (3/Day).** If Magatsuchi fails a saving throw, it can choose to succeed instead.

**Wandering Earth.** Magatsuchi's many roots allow it to animate a large expanse of earth. The speed represented here is the speed at which this earth can move. Magatsuchi (the tree) does not move relative to the objects and creatures that occupy this earth.

## ACTIONS

**Multiattack.** Magatsuchi makes one Branch Slam attack and four Lantern Flare attacks.

**Branch Slam.** Melee Weapon Attack. **+13** to hit, reach 30 ft., one target. *Hit:* 25 (**4d8 + 7**) bludgeoning damage, and the target must succeed on a **DC 21 Strength saving throw** or be pushed **30 feet** away from Magatsuchi.

**Lantern Flare (Lost While Spirit Lanterns Exploited).** Ranged Spell Attack. **+12** to hit, range 120 ft., one target. *Hit:* 10 (**1d8 + 6**) radiant damage. This attack ignores half and three-quarters cover and, on a critical hit, a target is **blinded** until the end of its next turn.

**Razorleaf (Recharge 5-6; Lost While Goldenheart Exploited).** With a whip of its branches, Magatsuchi flicks a torrent of amber-tipped leaves in a **120-foot cone**. Each creature in the area must make a **DC 21 Dexterity saving throw**, taking 42 (**12d6**) slashing damage on a failure, or half as much damage on a success.

## BONUS ACTIONS

**Heart of Gold (Lost While Goldenheart Exploited).** With a wispy golden bolt, Magatsuchi heals another Plant it can detect within **300 feet** of itself. The Plant regains 19 (**3d8 + 6**) hit points.

**Dissonant Echo (Lost While Telepathic Connection Exploited).** One creature of Magatsuchi's choice within **120 feet** of it, as well as each creature scaling Magatsuchi, must make a **DC 14 Charisma saving throw**. On a failure, a creature takes 10 (**3d6**) psychic damage and is **paralysed** until the start of its next turn. Creatures scaling Magatsuchi that are paralysed in this way immediately fall, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

Magatsuchi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Magatsuchi regains spent legendary actions at the start of its turn.

**Attack.** Magatsuchi makes one Lantern Flare attack.

**Tomb of Roots (Lost During Death Throes).** Magatsuchi grows a cage of woody material around one Huge or smaller creature within **180 feet** of it that is within **10 feet** of the ground, which must succeed on a **DC 21 Dexterity saving throw** or be trapped inside. The root tomb provides three-quarters cover from effects on the other side of it. The root tomb has **AC 15, 20** hit points, **vulnerability** to fire damage, and **immunity** to piercing, poison, and psychic damage.

**Constrict Tombs (Costs 2 Actions; Lost During Death Throes).** Magatsuchi constricts all of its tombs of roots. Each creature trapped in a root tomb takes 16 (**3d10**) bludgeoning damage and is **restrained** until it leaves the root tomb.

**Whomping Whirl (Costs 2 Actions).** Magatsuchi flails in a whirl of crushing branches. Each creature within **30 feet** of Magatsuchi must make a **DC 21 Dexterity saving throw**. On a failure, a creature takes 16 (**3d10**) bludgeoning damage and is pushed **30 feet** away from Magatsuchi. On a success, a creature takes half as much damage as is not pushed.

## HUNTING NARCISSUS

Large Plant (Yokai), Unaligned

**Armour Class** 16 (natural armour)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	5 (-3)	10 (+0)	10 (+0)

**Damage Resistances** piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** tremorsense 60 ft., darkvision 120 ft., passive Perception 10

**Languages** understands Sylvan and Terran but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Drowsy Poison.** A creature poisoned by the narcissus must make a **DC 15 Constitution saving throw** at the end of each of its turns. On a failure, the creature falls **unconscious** until the start of its next turn. A creature that fails the saving throw by **5** or more falls **unconscious** for **10 minutes**. On a success, the creature is no longer poisoned by the narcissus. A creature unconscious in this way wakes if it takes damage, or someone uses an action to shake or slap it awake.

**False Appearance.** If the narcissus is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the narcissus move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the narcissus is animate.

**Kodama Infused.** The connection between the narcissus and the kodama that infuses it can be interrupted by psychic assaults. If the narcissus takes psychic damage then, until the end of its next turn, its speed is halved, it can't take reactions, and it can take only an action or bonus action, not both.

**Pounce.** If the narcissus moves at least **20 feet** straight toward a creature and then immediately hits it with a Bite attack, that target must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. If the target is prone, the narcissus can make one Bite attack against it as a bonus action.

### ACTIONS

**Multiattack.** The narcissus makes one Bite attack and two Crystalline Bulb attacks.

**Bite.** *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) piercing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

**Crystalline Bulb.** *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) slashing damage, and the target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** by the narcissus' Drowsy Poison for **1 minute**. A creature poisoned in this way takes 2 (**1d4**) acid damage at the start of each of its turns.

**Poison Pollen (Recharge 5-6).** *Saving Throw:* **DC 15 Constitution, 30-foot cone.** *Failure:* A creature takes 27 (**6d8**) poison damage and is **poisoned** by the narcissus' Drowsy Poison for **1 minute**.

# BUILDING YOUR OWN KAIJU

"Great, as if we needed more world-ending threats. I'll start prepping resurrection spells; please make it back in at most three pieces this time."

— Ryoko

So, you've tussled with a few kaiju and feel like you're ready to roll up your sleeves and create your own. Well, here's a brief guide on transforming an ordinary stat block into a devastating, multidimensional, colossal boss battle to unleash on your victims/players. You may have already created your own custom boss stat block and want to elevate it with kaiju mechanics, or perhaps you want to adapt an existing stat block, like an ancient black dragon or a tarrasque.

Before we step forth on this journey of kaiju creation (from here on out, we're officially monster-parents together), you should familiarise yourself with the kaiju battle mechanics detailed in the first half of this chapter. Even better, you could run a few kaiju fights and even be a player in one that is run by a fellow GM. The *Wrath of the Kaiju* adventure book uses the kaiju in this chapter in several adventures, each of which is playable at multiple levels. The more experience you have in how kaiju boss battles are designed to flow, the better shape you'll be in for creating your own.

## FIRST STEPS

To ensure a kaiju battle is epic and engaging, it must evolve. Players should be rewarded for their cunning, ingenuity, and audacity, while monsters—including the kaiju—should adapt their tactics in response to the players' actions. With that in mind, the first and most important step is understanding your kaiju. How does it behave? What are its strengths and weaknesses? What hidden powers might it have? How does its stat block represent its physical or mental features?

**Let's Make A Kaiju.** To make a kaiju, we undertake the following steps:

- Establish the target CR for the kaiju using the number of party members and average player level (APL).
- Choose a baseline monster from which to draw statistics (or make your own).
- Give the kaiju vulnerable areas.
- Give the kaiju behaviours and ways to move between those behaviours.
- Add defensive and offensive statistics.
- Calculate the CR and check if it is appropriate for your party.

## CHOOSING A BASELINE

When transforming a normal creature into a kaiju, we first want to know who we're creating it for. How many people are in the party, and what's their average level (APL)? The Recommended Kaiju Statistics table below gives the target CR for parties with between 3 and 6 members and with an APL of between 5 and 20. As a rule of thumb, you want to choose a monster whose baseline CR is between 0 and 6 levels lower than the target CR.

### RECOMMENDED KAIJU STATISTICS

APL*	CR by Number of Player Characters				Finishing Blow
	3 PCs	4 PCs	5 PCs	6 PCs	
5	7	9	10	11	30
6	8	10	11	12	30
7	9	11	12	13	35
8	10	12	14	15	35
9	11	13	15	16	40
10	12	14	16	17	40
11	15	17	19	20	45
12	17	19	20	21	50
13	18	20	21	22	55
14	19	21	22	23	60
15	20	22	23	24	65
16	21	23	24	25	70
17	22	24	25	26	75
18	23	25	26	27	80
19	24	26	27	28	85
20	25	27	28	29	90

\*Players of level 4 and below are too frail for the might of a kaiju.

For the purpose of this guide, we'll assume our party has four level 12 characters. According to the table above, that gives us a target CR of 19. Let's transform the *ōmukade* (CR 15) into the ancient *ōmukade*, a CR 19 kaiju fit to give our party a challenge! Already a fearsome and powerful yokai, our ancient *ōmukade* will rise as a colossal, city-devouring centipede of destruction. Here's the base *ōmukade* stat block that we'll work from.

# ŌMUKADE

Huge Fey (Yokai), Chaotic Neutral

**Armour Class** 21 (natural armour)

**Hit Points** 187 (15d12 + 90)

**Speed** 50 ft., burrow 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	10 (+0)	8 (-1)

**Saving Throws** Dex +9, Con +11

**Damage Resistances** acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

**Reactive Growth.** When the ōmukade takes acid, cold, fire, lightning, poison, or thunder damage, its size increases by one category if there is room (to a maximum of Gargantuan). Each time this occurs, its weight is multiplied by eight, the reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **1d8** damage. This trait then can't trigger again until the start of the ōmukade's next turn. When the ōmukade finishes a long rest, it returns to its normal size and these benefits end.

**Crusher.** A creature that starts its turn grappled by the ōmukade takes **15** bludgeoning damage.

## ACTIONS

**Multiattack.** The ōmukade makes one Bite or Swallow attack and two Raptorial Stab attacks.

**Bite.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 25 (**4d8 + 7**) piercing damage. If the target is a creature smaller than the ōmukade, it is **grappled (escape DC 20)**. Until this grapple ends, the target is **restrained** and the ōmukade can't use its Bite attack on another target.

**Constrict.** *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one creature smaller than the ōmukade. *Hit:* 62 (**10d10 + 7**) bludgeoning damage, and the target is **grappled (escape DC 20)**. The target is also **restrained** until this grapple ends.

**Raptorial Stab.** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 20 (**3d8 + 7**) piercing damage.

**Swallow.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one creature two or more sizes smaller than it that is grappled by the ōmukade. *Hit:* 25 (**4d8 + 7**) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the ōmukade, and it takes 28 (**8d6**) acid damage at the start of each of the ōmukade's turns.

If the ōmukade takes 30 damage or more on a single turn from a creature inside it, the ōmukade must succeed on a **DC 26 Constitution saving throw** at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within **10 feet** of it. If the ōmukade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using **15 feet** of movement, exiting **prone**.



## VULNERABLE AREAS

Vulnerable areas are specific weak points player characters must exploit to defeat a kaiju (for more, see page 6). Most kaiju have three vulnerable areas. After the characters have exploited them all, the kaiju enters its death throes and can be defeated. These vulnerable areas might be revealed only when certain behaviours are triggered and typically must be specifically targeted (as if they were a separate entity).

**Creating Vulnerable Areas.** All game design is storytelling; you should craft vulnerable areas that play into a creature's lore, physiology, temperament, and unique traits. These vulnerable areas should have variety so that each phase of the fight presents new opportunities for different types of characters to excel, and nothing will feel repetitive.

The vulnerable areas presented so far in this book can be broken into three categories: easy, prepared, and hidden:

- Easy vulnerable areas are quick to spot and simple to reach.
- Prepared vulnerable areas require characters to take specific courses of action in order to be able to exploit them, such as preparing spells or magic items that deal certain damage types.
- Hidden vulnerable areas are only revealed when a kaiju performs a certain behaviour, creating a naturally evolving battle.

A healthy mix of these types of vulnerable areas makes for an engaging kaiju encounter.

### MAKING AN ANCIENT ŌMUKADE

To craft our ancient ōmukade, we first create a short list of potential vulnerable areas that could work. Anything can be a vulnerable area, although it's best to keep things specific. For example, a missing scale vulnerable area will often work better than a vulnerable area that is all the scales on a kaiju's body. This is an opportunity to be creative, and if you are struggling for ideas, you can find inspiration by drawing from a kaiju's physiology, traits, temperament, and lore.

**Potential Vulnerable Areas.** Potential easy vulnerable areas include antennae, eyes, mouth, legs, and teeth. Potential prepared vulnerable areas include taking elemental damage or taking damage while underground; these require preparation in the form of specific damage types or by coaxing the kaiju to an underground location, respectively. Potential options for hidden vulnerable areas are taking damage from creatures it has swallowed or exploiting a missing scale in its armour after a specific action is taken. To make these areas hidden, the kaiju's specific action (such as a Swallow attack) would need to occur after it begins a new behaviour, like its Rampage.

After forming a list of options, we can pick three non-similar vulnerable areas. There is no correct answer here; choose the options that spark your imagination! Here are our choices for this kaiju:

**Eyes (Easy).** Eyes are always a safe bet; they are a simple vulnerability for players to understand—no one likes getting poked in the eye. And to think your mum said all those hours playing *The Legend of Zelda* was a waste of time...

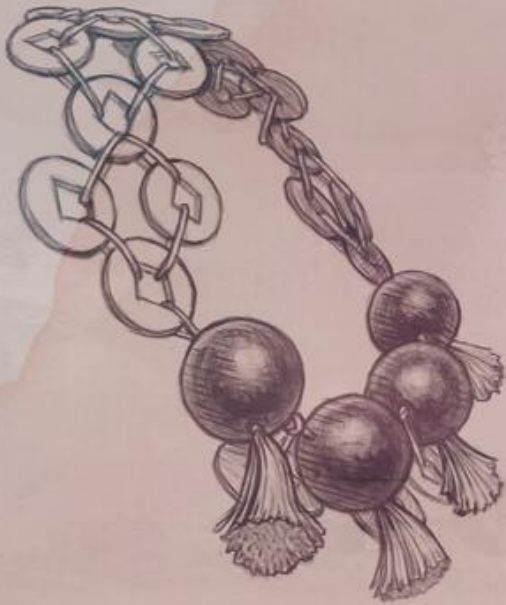
**Overgrowth (Prepared).** The ōmukade's most iconic trait is its Reactive Growth, which causes it to increase in size when it takes acid, cold, fire, lightning, poison, or thunder damage. For this vulnerable area, let's lean into that trait. The Overgrowth vulnerable area will be exploited when players deal enough acid, cold, fire, lightning, or thunder damage to the ancient ōmukade. Each time it takes one of those damage types, it will grow in size due to its Reactive Growth trait, ultimately causing its scales to shatter and muscles to tear under its own weight. You've heard of the square-cube law, right? Let's see how big is too big for this kaiju. This vulnerable area will also reward players for preparing the means to deal specific damage types in advance of the fight. Ways to communicate this information to players are detailed in the Implementing Your Kaiju section.

**Belly of the Beast (Hidden).** The ōmukade can swallow people, but sometimes, a meal bites back. Striking at the ancient ōmukade from inside it will certainly be dangerous, but it's exactly the type of madcap lunacy that we're hoping to reward adventurers for trying. This vulnerable area will be targetable by creatures swallowed by the ancient ōmukade. By limiting our kaiju to only swallow creatures while it is rampaging, we now have a vulnerable area that only becomes accessible once the players have triggered a certain behaviour from the kaiju.

With the vulnerable areas decided, we can create a vulnerable area table for quick reference when we run the fight. We'll discuss how to calculate the AC and hit points for these vulnerable areas in the Balance: Hit Points and Damage section.

## ANCIENT ŌMUKADE VULNERABLE AREAS

Vulnerable Area	Special Traits	AC	HP
Eyes	<p>The ōmukade's two Eyes share a pool of hit points. When the vulnerable area is reduced to half its hit points or fewer, one eye is destroyed.</p> <p><b>Targeting.</b> The ōmukade's Eyes can be targeted as normal.</p> <p><b>Exploitation.</b> The ōmukade's Eyes become messy pits in its chitin.</p>	21	60
Overgrowth	<p><b>Targeting.</b> Whenever acid, cold, fire, lightning, or thunder damage would be dealt to the ancient ōmukade's Chaos Threshold, it is instead dealt to this vulnerable area. Once this vulnerable area is exploited, those damage types target the Chaos Threshold as normal.</p> <p><b>Exploitation.</b> The ōmukade falls <b>prone</b>, collapsing under its own incredible weight.</p>	21	30
Belly of the Beast	<p><b>Targeting.</b> The Belly of the Beast vulnerable area can only be targeted by creatures inside the ancient ōmukade.</p> <p><b>Exploitation.</b> The ōmukade vomits out all creatures inside it.</p>	16	40



## BEHAVIOURS

With the three vulnerable areas decided, we're ready to think about how our kaiju will change its tactics in response to player actions across a fight. The Ancient Ōmukade Behaviours table shows how the kaiju's behaviour evolves as the battle progresses, typically by adding or removing actions, traits, and movement options. For example, when the adventurers destroy Nomi's Wings vulnerable area, Nomi can no longer fly (see page 15). This is reflected in their Behaviour table; they lose their Airborne Jaunt and Take Flight actions.

Between three vulnerable areas being exploited, the ancient Ōmukade's Chaos Threshold being depleted, and the kaiju entering its death throes, we have plenty of points in the fight to initiate changes in behaviours, abilities, and tactics.

**An Evolving Battle.** Before we craft the behaviour table itself, we should consider how players might approach this fight. Broadly speaking, battles are more satisfying if some vulnerable areas only become accessible once the players have triggered a certain behaviour. If we set up our kaiju behaviours in this way, battles will always run with a natural narrative that is responsive to player character actions.

For this battle, the ancient Ōmukade will not use its Bite, Constrict, or Swallow actions until its Chaos Threshold has been depleted, triggering its Rampage behaviour. It will be-

gin the fight cautiously, using its burrowing speed to tunnel beneath the party—potentially ambushing them—emerging to strike with its Raptorial Stab attacks before retreating under the earth. Once the characters deplete the ancient Ōmukade's Chaos Threshold, an all-out-brawl begins. It stops using hit-and-run tactics and starts its Rampage, biting, constricting, and swallowing targets.

**Vulnerable Areas & Behavior.** It's important we remember why our kaiju's behaviour evolves in response to its vulnerable areas being exploited—it's getting hurt!! Not only is that going to anger a creature, it will inevitably alter its traits and tactics. This is where your vision for a kaiju comes into play. For example, we decided that exploiting the ancient Ōmukade's Eyes vulnerable area will result in it losing its sight and darkvision, rendering it blind beyond the radius of its tremorsense. That seemed logical—the eyes were what allowed it to truly “see”, but its tremorsense comes from its ability to sense vibrations through the earth. Similarly, it will gain an Acidic Vomit action after its Belly of the Beast vulnerable area is exploited, spewing forth caustic bile from its wounded innards—sometimes a wound is also a weapon!

Making these changes has meant introducing some new actions and traits, which we'll explore in the following section.

### ANCIENT ŌMUKADE BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	The ancient Ōmukade's Chaos Threshold is reduced to 0.	<b>Gained Features.</b> Bite, Constrict, and Swallow actions. <b>Lost Features.</b> Tunnel Hunter trait. <b>Vulnerable Areas.</b> The ancient Ōmukade's Belly of the Beast vulnerable area can now be targeted by a creature it has swallowed.
Blinded	The ancient Ōmukade's Eyes vulnerable area is exploited.	<b>Lost Features.</b> Vision and darkvision. The ancient Ōmukade is blind beyond the radius of its tremorsense.
Overgrown	The ancient Ōmukade's Overgrowth vulnerable area is exploited.	<b>Effect.</b> The ancient Ōmukade falls <b>prone</b> . <b>Lost Features.</b> Reactive Growth trait. The ancient Ōmukade's speed is halved.
Reflux	The ancient Ōmukade's Belly of the Beast vulnerable area is exploited.	<b>Effect.</b> The ancient Ōmukade immediately regurgitates all swallowed creatures, which land <b>prone</b> in a space within <b>10 feet</b> of it. <b>Gained Features.</b> Acidic Vomit action. <b>Lost Features.</b> Swallow action.
Death Throes	The ancient Ōmukade has three exploited vulnerable areas.	<b>Effect.</b> The ancient Ōmukade falls <b>prone</b> . <b>Lost Features.</b> Its burrowing speed is reduced to <b>0 feet</b> , and its walking speed is reduced to <b>5 feet</b> . <b>Finishing Blow.</b> The ancient Ōmukade is destroyed when it takes damage equal to its Finishing Blow in a single turn.

## BALANCE: HIT POINTS AND DAMAGE

We've decided the storytelling beats of the battle—the kaiju's vulnerable areas and behaviours—now we need to assign its statistics. This section will take you through the defensive facets (hit points, Chaos Threshold, vulnerable area statistics, Legendary Resistances, and Finishing Blow), the offensive options (areas of effect, saving throw DCs, and legendary actions), and finish by showing you how to modify the challenge rating of your new kaiju to suit the level of difficulty that fits your players.

### DEFENSIVE STATISTICS

The first step in this process is to understand that transforming a regular stat block into one that works with the kaiju mechanics isn't about making the battle more challenging—it's about making it more engaging.

**Hit Points.** We don't need to overthink this; the initial ōmukade stat block has 187 hit points. That number is a good estimate for hit points to divide across our kaiju's Chaos Threshold and vulnerable areas. As we have one Chaos Threshold and three vulnerable areas, the simplest way to do this is to divide the stat block's hit points by four; that's 46 hit points each. We can use a bit of game design foresight to allocate these hit points and choose an AC for each target.

**Chaos Threshold.** This is the amount of damage a kaiju needs to take before it starts rampaging. Remember, damage to a vulnerable area does not contribute towards the chaos threshold.

The initial phase of the fight, where the ancient ōmukade burrows, is an exciting introduction to a battle, but might grow a little tedious if it goes on too long. Let's put the Chaos Threshold at **30** hit points to get players into the action quickly. That leaves us roughly 160 hit points to play with across the vulnerable areas.

**Vulnerable Areas.** These are the areas which need to be exploited in order to start a kaiju's death throes. A kaiju can't be killed until they are all exploited! Whenever a vulnerable area is exploited, the kaiju's behaviour changes in some small way.

Keep things simple: the ōmukade has an AC of 21 so, unless there is a compelling storytelling point, all of its vulnerable areas will have this AC.

**Eyes.** The Eyes vulnerable area is easy to reach and makes for an obvious target. Let's give it a little more hit points to compensate (**60**). Although the eyes themselves aren't armoured, they are a smaller, moving target, so let's keep its **AC** at **21**.

**Overgrowth.** It's important to recognise that the Overgrowth vulnerable area can only be exploited by dealing damage of a type the ōmukade has resistance to, so we should cut this area's hit points in half to compensate. Let's give Overgrowth **30** hit points (an effective hit point total of **60**). Overgrowth can be triggered by taking damage anywhere on the ancient ōmukade's body, so it makes good sense to stick to the creature's base **AC** of **21**.

**Belly of the Beast.** This vulnerable area requires characters to be swallowed by the ancient ōmukade. The challenge of surviving in its body is already extreme, so we can reflect that with slightly fewer hit points (**40**). It also makes sense to lower the **AC** to **16**, as players are bypassing the Ōmukade's chitinous armour, and they are attacking at disadvantage while blinded inside the kaiju—we need to ensure players can still take meaningful actions even if swallowed.

**Saving Throw Proficiency.** A saving throw modifier is to a spell as an AC is to a weapon attack. Adding proficiency to saving throws can really beef up your kaiju, especially when used in conjunction with Legendary Resistances. If a creature doesn't have an ability's abbreviation (for example 'Str') listed under its Saving Throws, then it does not have proficiency in this saving throw. If you choose to give the creature saving throw proficiencies, the value equals the creature's ability modifier plus its proficiency bonus. The table below summarises proficiency bonuses by creature CR.

### CREATURE PROFICIENCY BONUS BY CR

CR	Proficiency Bonus
0-4	+2
5-8	+3
9-12	+4
13-16	+5
17-20	+6
21-24	+7
25-28	+8
29-32	+9
33+	+10

Some abilities—Dexterity, Constitution, and Wisdom—are targeted more frequently by spells and effects than others. Adding proficiency to those saving throws affects the kaiju's CR more than proficiency in Strength, Intelligence, and Charisma, as described on page 39.

**Legendary Resistance.** It's not much fun if the kaiju gets stunned by a monk for three rounds in a row, so it's worth considering one to three uses of Legendary Resistance if the base creature doesn't already have any. These will affect the kaiju's CR, so be sure to factor that into your calculation (see page 39 for more on this). The Legendary Resistance trait is always worded as follows:

**Legendary Resistance (X/Day).** If the kaiju fails a saving throw, it can choose to succeed instead.

**Finishing Blow.** The Finishing Blow is the final, climactic act of a kaiju fight. It can only be performed when a kaiju is in its death throes and requires a sufficient amount of damage to be dealt to the kaiju in a single turn. The Recommended Kaiju Statistics table (page 32) indicates the recommended values for Finishing Blows for kaiju of different challenge ratings. The Finishing Blow value is always more than the average expected damage output of a character at that level. The intent is to encourage players to finish a creature in unison, either by using the Ready action or Combo Attacks (see page 43). In our example, the party is made up of four level 12 characters, so we want a Finishing Blow value of 50.

## OFFENSIVE & OTHER STATISTICS

Creating new actions and traits for your kaiju can help it feel different to the base statistics from which it's built on, and add to the storytelling aspects of the fight (especially if gained or lost with specific behaviours). One to two is usually enough; any more and you risk overcomplicating the encounter! When creating new actions or traits, it's best to do so in a way that doesn't increase a kaiju's damage output. If it does—such as when adding legendary actions, see below—it can affect the kaiju's challenge rating.

**Areas of Effect.** Actions that let a kaiju affect a large area aren't essential to a fight, but they can add moments of high tension and force player characters to adapt their spacing on a battlefield. For the *ōmukade*, after its Belly of the Beast vulnerable area is exploited, it begins vomiting; this is a storytelling point and adds an interesting tactical change to the fight.

**Acidic Vomit.** In order to keep the challenge of the creature roughly consistent, we want this action to deal approximately the same damage as if the kaiju used its Multiattack action. We will predict that, on average, its Reactive Growth will trigger once, and that all the attacks it makes as part of its Multiattack hit, giving an average damage of 77. We want to incentivise the *ōmukade* to use Acidic Vomit when it can hit two or more creatures; therefore, we want the damage to be slightly more than half of Multiattack's damage; 42 (12d6) would be appropriate. No recharge is needed when the damage output does not significantly increase.

## CALCULATING AOEs

When calculating the damage of an area of effect, such as Acidic Vomit or a Breath Weapon, assume two creatures are caught in the area and they both fail their saving throws. Therefore, at 42 (12d6) acid damage on a failed Dexterity saving throw, Acidic Vomit will deal around 84 acid damage per use.

**Saving Throw DCs.** When introducing a new action that forces a saving throw, it's important to consider what ability score the creature will use for that action. To calculate a saving throw DC, we always use the formula: DC = 8 + the creature's proficiency bonus + the ability modifier used for that effect.

But which ability do we use for the calculation? This depends on how the creature is producing the effect. A spellcasting enemy will typically use Intelligence, Wisdom, or Charisma to cast its spells. For actions that come from a monster's ability to naturally create an effect, like a horned devil's wounding Tail attack, we use its Constitution. For something related to physical power, like a minotaur's Charge trait, we use its Strength.

The Acidic Vomit action relies on the ancient *ōmukade*'s bile glands' ability to produce acid, so the DC calculation will use its Constitution modifier. For simplicity's sake, we will use the *ōmukade*'s proficiency bonus of +5, even though a CR 19 creature would usually have a +6 bonus. That gives us a formula of 8 + 5 (proficiency bonus) + 6 (Constitution modifier) = 19. This means the Dexterity saving throw that creatures must make against Acidic Vomit has a DC of 19.

**Legendary Actions.** To keep things simple here, we're only going to discuss two legendary action options: Attack and Move. You can give your kaiju any number of legendary actions with which to take these options, but typically one to four work best. Adding the Attack option increases the kaiju's damage output and thus its CR (see page 39 for more details).

**Attack.** The kaiju makes one attack from its Actions against a target within reach or range of that attack. Typically, this is the least powerful attack the kaiju has. For the *ōmukade*, we will choose the Raptorial Stab attack, which, unlike Bite, it can take before it begins its Rampage behaviour.

**Move.** A legendary action can be used to move either up to the kaiju's speed or up to half the kaiju's speed without provoking opportunity attacks. For the ōmukade, we will choose the former: it has such a formidable carapace that it doesn't concern itself with opportunity attacks.

## CALCULATING CHALLENGE RATING

As stated earlier, our goal isn't to make the kaiju more challenging, but to make the fight against it more interesting. However, adding features to make a fight more exciting, such as Legendary Resistances and actions, impacts the challenge a fight poses. If the creature you're adapting already has legendary actions and resistances—great—you can leave it be! If you're adding them, then you need to modify the creature's CR. Don't worry, you're only doing this to make sure you don't kill your whole party and to give them the right number of experience points; you won't be changing any other statistics and will keep the proficiency bonus exactly as it is.

**Hit Points.** For every 30 hit points you add above the monster's original hit point maximum, increase the CR by 1.

**Saving Throw Proficiency.** If you add proficiency to Dexterity, Constitution, or Wisdom saving throws, increase the CR by 1 for each ability chosen. If you add proficiency to Strength, Intelligence, or Charisma saving throws, increase the CR by 0.5 for each ability chosen.

**Legendary Resistance.** For every use of Legendary Resistance you add to the kaiju, increase its overall CR by 1.

**Legendary Actions.** For every additional 20 damage a kaiju can deal per round with legendary actions, increase its CR by 1. For example, if you give a kaiju three legendary actions, the Attack and Move options, and an attack that deals 20 damage, we would increase the CR by 3; we always assume it uses all those legendary actions to take the Attack option and that every attack hits.

**Ōmukade Example.** For the ancient ōmukade, we will give it two uses of Legendary Resistance, increasing its CR by 2. We will give it two legendary actions with an Attack option that deals 20 damage per hit on average; this gives a total of 40 extra damage, also increasing its CR by 2.

With two uses of Legendary Resistance and two 20-damage legendary actions, the ancient ōmukade's CR is 4 higher than the original ōmukade (see page 334). This means it has a CR of 19. This is exactly what we were aiming for with our party of four 12th-level player characters (see Recommended Kaiju Statistics table, page 32). Remember, we won't worry about changing its proficiency bonus to match its new CR—that involves a lot of faff.

## CORE KAIJU TRAITS

All kaiju share some traits—these are features you should add to every kaiju you create. These additions are already factored into the Recommended Kaiju Statistics table:

**Creature Size: Gargantuan.** Gargantuan is the largest size category in 5e. Kaiju are colossal behemoths; all should be this size category.

**Vulnerable Area Identification.** This represents how hard it is for a player character to identify a kaiju's vulnerable area (see page 6). This DC always equals 8 plus the kaiju's proficiency bonus.

**Trait: Kaiju Force.** This feature represents a kaiju's nigh-unstoppable power to shatter through buildings and obstacles. It prevents a kaiju from being "cheesed" by spells such as *wall of force* and *forcecage*. Here's the wording:

**Kaiju Force.** The kaiju can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Trait: Kaiju Fortitude.** This feature represents a kaiju's phenomenal presence of being. The trait prevents a kaiju from being "cheesed" by spells such as *banishment* and *polymorph*. Here's the wording:

**Kaiju Fortitude.** The kaiju is **immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Bonus Action: Shake Off.** Shake Off, or a flavourful equivalent such as Raiko's Static Pulse, is critical as a means for a kaiju to interact with creatures mounted on it. You can find the full rules for mounting and moving across kaiju on page 7. Here's how it's worded:

**Shake Off.** The kaiju twists and shakes its body violently. Each creature mounted on it must succeed on a **DC (8 + proficiency bonus) Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

And with those final touches we're finished! Now that everything is implemented, let's take a look at our completed kaiju stat block.

# ANCIENT ŌMUKADE

Gargantuan Fey (Kaiju, Yokai), Chaotic Neutral

Armour Class 21 (natural armour)

Chaos Threshold 30

Finishing Blow 50

Speed 50 ft., burrow 30 ft., climb 50 ft.

Vulnerable Area Identification DC 13

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +9, Con +11

Damage Resistances acid, cold, fire, lightning, and thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 19 (25,000 XP)

Proficiency Bonus +5

**Crusher.** A creature that starts its turn grappled by the ancient ōmukade takes **15** bludgeoning damage.

**Kaiju Force.** The ancient ōmukade can use an action to move through any object or magical barrier as though it were difficult terrain, destroying it in the process. In addition, it deals double damage to objects and structures, and its weapon attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Kaiju Fortitude.** The ancient ōmukade is immune to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Legendary Resistance (2/Day).** If the ancient ōmukade fails a saving throw, it can choose to succeed instead.

**Reactive Growth (Lost While Overgrowth Exploited).** When the ancient ōmukade takes **10** or more acid, cold, fire, lightning, and thunder damage in a single instance, it grows in size. The reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **4 (1d8)** damage (maximum bonus of **2d8**). When the ancient ōmukade finishes a long rest, it returns to its normal size and these benefits end.

**Tunnel Hunter (Lost While Rampaging).** The ancient ōmukade does not provoke opportunity attacks when it moves using its burrowing speed.

## ACTIONS

**Multiattack.** The ancient ōmukade makes two Raptorial Stab attacks. If the ancient ōmukade is rampaging, it can replace any number of these with a Bite attack and replace one of these with a Swallow attack.

**Bite (While Rampaging).** Melee Weapon Attack: **+12** to hit, reach 10 ft., one target. Hit: **25 (4d8 + 7)** piercing damage. If the target is a creature smaller than the ancient ōmukade, it is **grappled (escape DC 20)**. Until this grapple ends, the target is **restrained** and the ancient ōmukade can't use its Bite attack on another target.

**Constrict (While Rampaging).** Melee Weapon Attack: **+12** to hit, reach 5 ft., one creature smaller than the ancient ōmukade. Hit: **62 (10d10 + 7)** bludgeoning damage, and the target is **grappled (escape DC 20)**. Until this grapple ends, the target is **restrained**.

**Raptorial Stab.** Melee Weapon Attack: **+12** to hit, reach 15 ft., one target. Hit: **20 (3d8 + 7)** piercing damage.

**Swallow (While Rampaging; Lost While Belly of the Beast Exploited).** Melee Weapon Attack: **+12** to hit, one creature two or more sizes smaller than the ancient ōmukade that is grappled by it. Hit: **25 (4d8 + 7)** piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the ancient ōmukade, and it takes **28 (8d6)** acid damage at the start of each of the ancient ōmukade's turns.

If the ancient ōmukade takes **30** damage or more on a single turn from a creature inside it, the ancient ōmukade must succeed on a **DC 26 Constitution saving throw** at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within **10 feet** of it. If the ancient ōmukade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using **15 feet** of movement, exiting **prone**.

**Acidic Vomit (While Belly of the Beast is Exploited).** The ancient ōmukade vomits a torrent of burning bile and blood. Each creature in a **30-foot cone** must succeed on a **DC 19 Dexterity saving throw** or take **42 (12d6)** acid damage.

## BONUS ACTIONS

**Shake Off.** The ancient ōmukade twists and shakes its body violently. Each creature mounted on it must succeed on a **DC 13 Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in the nearest unoccupied space.

## LEGENDARY ACTIONS

The ancient ōmukade can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient ōmukade regains spent legendary actions at the start of its turn.

**Attack.** The ancient ōmukade makes one Raptorial Stab attack.

**Scuttle.** The ancient ōmukade moves up to its speed.

# IMPLEMENTING YOUR KAIJU

## SHARING THE SECRETS TO SUCCESS

It's important for players to understand their characters' options in battle. Ensuring that players are familiar with Combo Attacks, bracing, and scaling kaiju will lead to a smoother and more satisfying encounter for everyone. All of these are explained throughout this book. Moreover, if your players can learn about the monster they are to face before they fight it, they gain the opportunity to prepare for the combat ahead, which can feel very rewarding.

**Clues & Adventures.** If you've read the *Wrath of the Kaiju* adventure book, you'll have seen how the clues to a kaiju's weaknesses should form part of an adventure leading up to its battle. These not only build excitement for what is to come, but also give players a chance to prepare specific items and spells to bring the kaiju down. Always be sure that your players have agency—do they understand their quarry? Are they capable of defeating this kaiju with their current equipment and spells? Have they followed a red herring to the wrong conclusion and need an NPC to correct them?

For example, defeating the ancient ōmukade requires characters to be capable of dealing acid, cold, fire, lightning, or thunder damage. If the party does not normally have access to one or more of these damage types, drop hints that it will be necessary and weave ways to access those damage types into your story. For the ancient ōmukade, you might have your party find a history book detailing an epic clash between an ancient ōmukade and a red dragon. Perhaps the red dragon's flames didn't incinerate the ancient ōmukade, but instead caused it to grow to such a great size that it collapsed under its own weight.

## AN EPIC BATTLE... OF ORDINARY PROPORTIONS?

Kaiju are Gargantuan creatures, but the principles for boss battle design introduced in *Ryoko's Guide* needn't be applied only to Gargantuan creatures. The Chaos Threshold, vulnerable areas, and Behaviour table can be used with enemies of any size to create an evolving, dynamic encounter. Perhaps a bunny has eaten a scroll of *true polymorph*, and players must battle through its various transformations before finally exhausting the magic and returning it to its true form. Each transformation could be a fresh vulnerable area!

As a GM, you can apply the rules given in *Ryoko's Guide* to any type of combat encounter; explore them with your party and alter them as you see fit. Grotesquely cliché as it might sound, the truth is that as long as you and your players are enjoying yourselves, you are doing things right.

ŌMUKADE  
SPAWN



ARTIST NAME

## CHAPTER 3

# COMBO ATTACKS



# COMBO ATTACKS

Combo attacks are a way for player characters to perform impactful, collaborative actions in combat. Through teamwork, adventurers can perform extraordinary actions and players can experience incredible, cinematic moments, reflecting their characters' bonds as companions and warriors.

Combo attacks are a place for players to explore freely and creatively. The scale and spectacle of a combo attack may vary depending on the level of realism your game adheres to. GMs should use these rules as a guide on balancing combo attacks, working with players to allow them the freedom to craft their own combo attacks in a way that enhances combat.

**A Deadly Addition.** Combo attacks are a “power upgrade” to an adventuring party’s arsenal. These rules are written primarily for players to explore, but the GM may wish to give enemy teams (or other nonplayer characters) access to combo attacks too, evening the playing field with devastating, tactical manoeuvres on both sides.

Enemy combo attacks should be saved for significant encounters, used as a storytelling device to communicate the relationship between enemies, prepared in advance so that they can be narrated swiftly and dramatically, and never used more than once per encounter. Enemy combo attacks should never have more than four participants (one instigator and three collaborators).

## PERFORMING A COMBO ATTACK

Combo attacks are spectacular moments of synchronised combat virtuosity performed by player characters in combat, and each participant can alter or enhance it in a unique way.

**Initiating a Combo Attack.** A combo attack can be initiated whenever a player character makes an attack roll on their turn and does not have disadvantage on the attack roll. It must be announced before the die is rolled but after the attack is declared. The character who makes that attack is referred to as the instigator. If an instigator attempts to initiate a combo attack and nobody collaborates, a combo attack does not occur.

**Participating in a Combo Attack.** Other player characters who can see the instigator can each use their reaction to enhance the attack by performing a Combo action (presented below). A character who assists in this way is referred to as a collaborator. In the case of a combo attack with more than one collaborator, the collaborators take their reactions in initiative order. Once any collaborators have taken their reactions, the instigator makes their attack roll to finish the combo attack.

**Combos and Advantage.** Some Combo choices (e.g., Unison Onslaught) allow the instigator to roll an extra d20 on its attack and choose the highest result. These stack with advantage. For example, a character that has advantage on an attack roll and has one collaborator use Unison Onslaught rolls 3d20 for its attack roll, and uses the highest result.

**Limitations.** Once a player character is a collaborator in a combo attack, they can't collaborate in another combo attack until they finish a long rest. Combo attacks also require participants to be familiar with each other. Only characters who have spent at least one week adventuring together, over which time they observe one another's fighting style and movements, have the integral knowledge required to perform combo attacks together.

## COMBO ACTIONS

There are multiple ways for combo attacks to operate, depending on how those participating in the combo attack assist the instigator. Collaborators within reach of the instigator can enhance the combo attack in different ways to those at a distance, or to those who cast spells.

Each Combo action has a prerequisite, usually dictating the maximum distance a collaborator can be from the instigator's target to assist. For ease of use, Combo actions are divided into Melee, Ranged, and Spellcasting options. Any player character can collaborate using any Combo action, provided they meet the prerequisite and are an ally of the instigator.

**Devastating Strikes.** No matter the Combo action used, the threshold for the instigator to score a critical hit on their initiating attack roll is reduced by 1 for each collaborator assisting them. Usually, a critical hit is scored on a roll of a 20 on the d20. If two player characters collaborate with the instigator on a combo attack, the critical hit threshold is reduced by 2, so the instigator scores a critical hit on a roll of 18, 19, or 20. This stacks with other effects like a Champion fighter's Improved Critical subclass feature and the Executioner advanced technique from the Heavy advanced weapon mastery tree (see page 94).

## MELEE COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:

### ALLY LAUNCHER

**Prerequisite:** *The instigator is within your reach and within 5 feet of their target, your carrying capacity is greater than the instigator's weight, and their target is no more than one size larger than you.*

**Collaborator's Action.** You toss the instigator through the air, over the enemy, allowing them to strike from above and land in a different position.

**Combo Effect.** Your unorthodox assault opens up a weakness in the enemy's guard. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.

In addition, the instigator lands in an unoccupied space of their choice within **5 feet** of their target.



## GOADING RUSH

*Prerequisite:* You are within **15 feet** of the instigator's target.

**Collaborator's Action.** You charge into the fray, tearing the instigator's target's attention away from your allies and onto yourself. You move towards the target of the instigator's attack, ending your movement as close to them as possible as you distract them with a goading insult.

**Combo Effect.** The instigator's target has **disadvantage** on attack rolls against creatures other than you until the end of the instigator's next turn.

## STAGGERING CHARGE

*Prerequisite:* The instigator and their target are within your reach.

**Collaborator's Action.** You barrel into the instigator's target, attempting to knock it off balance as your ally strikes. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you win the contest, you knock the target **prone** or shove it **5 feet** away from you (your choice). A target two or more sizes larger than you automatically succeeds in this contest.

**Combo Effect.** Whether you win the contest or not, your charge serves as a distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

## UNISON ONSLAUGHT

*Prerequisite:* The instigator's target is within your reach.

**Collaborator's Action.** You make a swift melee weapon attack against the instigator's target, striking in unison with your ally. On a hit, you deal damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

**Combo Effect.** Whether you hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.



## RANGED COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:

### DISARMING COMBINATION

*Prerequisite:* The instigator's target is within range of a ranged or thrown weapon you are wielding.

**Collaborator's Action.** You attempt to strike an object the instigator's target is holding with a ranged attack, potentially knocking it loose from its grasp.

**Combo Effect.** The instigator's target makes a **Strength saving throw** with **disadvantage** (DC equals 8 + instigator's proficiency bonus + instigator's Strength modifier). On a failed save, it drops one item it is holding (your choice).

### FLINCHSHOT

*Prerequisite:* The instigator's target is within range of a ranged or thrown weapon you are wielding.

**Collaborator's Action.** You make a swift ranged weapon attack, perfectly timed to momentarily distract an enemy. On a hit, you deal your weapon's damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

**Combo Effect.** Hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

### SUPPRESSING FIRE

*Prerequisite:* The instigator's target is within range of a ranged or thrown weapon you are wielding.

**Collaborator's Action.** You provide a well-timed ranged attack, targeting the space between the instigator and their target, which provides cover for your ally to strike and retreat.

**Combo Effect.** The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll. In addition, until the end of the instigator's turn, they don't provoke opportunity attacks from their target.

## SPELLCASTING COMBOS

A spellcaster can collaborate in a combo attack while they are within **90 feet** of the instigator by choosing one spell the spellcaster can cast and expending a spell slot of any level (note: this does not cast a spell). The effect of the combo attack depends on the school of magic the chosen spell belongs to.

### ABJURATION

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an abjuration spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. Sparkling magic shimmers around the instigator's body, fortifying them with temporary, spectral armour.

**Combo Effect.** The instigator gains temporary hit points equal to five times the level of the spell slot expended.

### BIOMANCY

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a biomancy spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. The instigator's strike is imbued with toxic pathogens.

**Combo Effect.** The instigator's target must make a **Constitution saving throw** against your **spell save DC**. The target has a penalty on its saving throws to avoid or end this effect equal to the level of the spell slot expended. On a failed save, it is **poisoned** for the next **minute**. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

### CONJURATION

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a conjuration spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. Your magic spirals around the instigator, wrenching them from harm's way after they make their attack.

**Combo Effect.** Immediately after the instigator makes their attack against their target, they can choose to teleport to an unoccupied space that they can see within a number of feet equal to 10 × the level of the spell slot expended.

### DIVINATION

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a divination spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. The instigator's senses are enhanced with supernatural precognition.

**Combo Effect.** The instigator gains a bonus to all attack rolls and saving throws equal to the level of the spell slot expended until the end of their next turn.

### ENCHANTMENT

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an enchantment spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. Hypnotic magic weaves through the force of the instigator's attack to strike their target's mind.

**Combo Effect.** If the instigator's attack hits their target, that creature must make a **Wisdom saving throw** against your **spell save DC**. The target has a penalty on its saving throw equal to the level of the spell slot expended. On a failed save, it is **charmed** by the instigator until the end of the instigator's next turn. This effect ends early if the instigator deals any damage to the target.

### EVOCATION

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an evocation spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. The instigator's attack bursts with bright, magical energy.

**Combo Effect.** On a hit, the instigator's attack deals extra acid, cold, fire, lightning, or thunder damage, or damage of a type that appears in an evocation spell you can cast (your choice). The extra damage equals **1d10** per level of the spell slot expended.

### ILLUSION

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an illusion spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. Spiralling illusions cloak the instigator in darkness, dazzling light, or another visual effect, obscuring their form and movement.

**Combo Effect.** The instigator adds a bonus to their attack roll equal to the level of the spell slot expended, and their movement doesn't provoke opportunity attacks until the end of the turn.

### NECROMANCY

*Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a necromancy spell of 1st level or higher.*

**Collaborator's Action.** You expend one spell slot. Your magic courses through the instigator, wrenching the life-force of their target and channelling it back to the source of the damage.

**Combo Effect.** On a hit, the instigator's attack deals extra necrotic damage equal to **1d6** per level of the spell slot expended. The collaborator then gains temporary hit points equal to the necrotic damage dealt by this effect.

## TRANSMUTATION

**Prerequisite:** You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a transmutation spell of 1st level or higher.

**Collaborator's Action.** You expend one spell slot. Your magic bursts as a force of raw adrenaline in the instigator.

**Combo Effect.** Immediately after completing their attack, the instigator can take another action. This action can only be used to take the Dash, Disengage, Dodge, Hide, or Use an Object action.

If you expend a spell slot of 3rd level or higher, this action can instead be used to take the Attack action (grapple or shove only).

If you expend a spell slot of 5th level or higher, this action can instead be used to take the Attack action (one weapon attack only) or Cast a Spell action (cantrip only).

## CREATING ADDITIONAL COMBOS

These Combo actions are suggestions, not an exhaustive list of all combos possible. Players should work with their GM and each other to come up with ideas that play to the unique strengths and idiosyncrasies of their characters. In all cases, players should name their combo attacks a suitably epic name.

### EXAMPLE COMBO ATTACK

**GM:** Okay players, the dodomeki is finally bloodied. Nephelle, you're next.

**Nephelle:** I'm gonna use my action to attack the dodomeki! It's time to finish her off; I call out for our classic combo attack Flaming Guillotine!

**Humperdink:** That's what we're calling it now?

**GM:** Okay, you call out to initiate a combo attack. Is anyone going to collaborate with Nephelle?

**Kortov:** I'm standing next to Nephelle, so I use my reaction to collaborate with Ally Launcher, tossing her over the dodomeki, and she can roll an extra d20 as part of this attack roll!

**GM:** That's right! Humperdink, are you going to collaborate?

**Humperdink:** I initiated a combo earlier today with Luctecia, so I can't collaborate on another one until we have a long rest.

**GM:** Ah, of course!

**Ryoko:** But I can help! I'm 70 feet away and have a spell slot. I'm going to collaborate with a spell combo!

**GM:** What spell are you choosing, and what slot level are you expending?

**Ryoko:** I'll expend a 2nd-level spell slot, choosing *burning hands*, which is evocation and lets me add fire damage to Nephelle's damage roll, if the attack hits.

**GM:** Okay, that's everyone who can collaborate. Nephelle, make your attack roll, with an extra d20 thanks to Kortov's Combo action.

**Nephelle:** Okay first one is a 3 and... second one is 18! Add my +5 and it's a 23 to hit!

**GM:** And that's a critical hit as well! Because two characters collaborated, the critical hit threshold is reduced by 2, scoring a crit on a roll of 18 or higher.

**Ryoko:** Yes! Now my evocation combo effect, which would be 2d8 for a 2nd-level spell slot, is doubled to add 4d8 fire damage to the attack.

**Nephelle:** 2d10 slashing + 4d8 fire + 3 for a total of... 32 damage!

**GM:** With a fierce battle cry, Kortov launches Nephelle through the air. You feel yourself hanging in the air for a transcendent moment of weightlessness, before bringing your longsword slashing down at the dodomeki from above. As you bring your longsword lashing down, you feel a blast of scorching heat as the blade ignites in flame, cleaving through the air and into the yokai.

**Nephelle:** Do I look badass?

**GM:** You look extremely badass! But the fiend is not defeated. The dodomeki lets out a screech of fury and lunges towards you, its eyes burning with hateful vengeance!

CHAPTER 4  
**HARVESTING**



# HARVESTING

This section details the core concepts of Harvesting, allowing you to introduce the system to your table.

## HARVESTING RULES

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

### STEP 1 - DESCRIPTION

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

**Example.** In the example below, the party wishes to harvest a dragon they have slain. The GM consults the Dragon Harvest table (page 53) and decides that the dragon has the following components on offer: 1 *breath sac*, 1 *heart*, 1 *liver*, 2 *eyes*, 2 *horns*, 4 *pouches of claws*, 4 *pouches of teeth*, 10 *bones*, as well as *scales*, *blood*, *flesh*, and *fat*. Because a young red dragon is CR 10, one can also harvest *robust essence* from it (see page 55 for more on *essence*).

### DRAGON HARVEST

Component DC	Components
5	Eye <sup>E+</sup> , flesh <sup>E+</sup> , phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , pouch of claws, pouch of teeth
15	Horn, liver <sup>E</sup> , pouch of scales
20	Heart <sup>E+</sup>
25	Breath sac <sup>V</sup>

## HELIANA'S GUIDE

To make your harvesting and crafting journey even richer, refer to *Heliana's Guide to Monster Hunting* ([heliana.lt/BookOne](http://heliana.lt/BookOne)). There you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, ritual carving using spellcasting abilities instead of Dexterity, finding traders to buy and sell components, and a pricing system that complements the magic item prices in this book. There's also options for hiring craftspeople, working in crafting teams, feats for becoming an expert or master crafter, and rules for salvaging, socketing, and upgrading items.

**GM:** In addition to the plethora of scales, blood, flesh, fat, and bone, you can harvest the dragon's liver, heart, two eyes, two horns, four pouches of claws, four pouches of teeth, and, of course, its breath sac. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

### STEP 2 - HARVEST LIST

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

**Example.** The party chooses to harvest the following components in the listed order: a *pouch of teeth*, two *eyes*, the *breath sac*, and then the *essence*.

**Gurf:** I want the eyeses. And all the teef!

**Mizzard:** Very well, Gurf, but let's not forget the breath sac we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take a pouch of teeth, the two eyes, the breath sac, and then the essence, in that order.

### STEP 3 - HARVEST DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

### EXAMPLE HARVEST LIST

Component	Component DC	Harvest DC
<i>Pouch of teeth</i>	10	10 (10)
<i>Eye (1)</i>	5	15 (10+5)
<i>Eye (2)</i>	5	20 (10+5+5)
<i>Breath sac</i>	25	45 (10+5+5+25)
<i>Robust essence</i>	30	75 (10+5+5+25+30)



## STEP 4 - HARVESTING CHECK

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 51.

**GM:** Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Survival) check and Gurf, as the carving harvester, you need to make a Dexterity (Survival) check. The skill is survival because the corpse is a dragon.

**Mizzard:** Okay... that's a 12 plus 5. 17!

**Gurf:** What's Dexterity (Survival)? It's not on my sheet.

**GM:** Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Survival.

**Gurf:** Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!

**GM:** Great; 17 plus 20—that's a total of 37.

## STEP 5 - LOOT

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

**Example.** A result of 37 means that everything except the *breath sac* and *essence* are acquired.

**GM:** The two eyes come out, plop plop, as do the teeth. Unfortunately, the breath sac is too tough and you can't harvest it before its magic seeps away. You never even get started on the essence.

**Gurf:** Yay! Teef and eyez!

**Mizzard:** Blast—I wanted that breath sac...

## COMPONENTS & DIFFICULTY

Harvesting terms and concepts are explained below.

**Component DC.** Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 53-54 describe the different components that varying creature types might yield.

**Quantity.** The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged dragon might only yield 1 *eye* and 1 *breath sac*, rather than its usual bounty.

**Harvest List.** Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

**Harvest DC.** After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

## DURATION & DEGRADATION

Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

### CREATURE SIZE AND HARVEST TIME

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

### DEGRADATION

To keep the game flowing, these rules offer the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

**Time Limit.** For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

## ASSESSMENT AND CARVING

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with **disadvantage**. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, Beasts require a Survival check while Aberrations require an Arcana check.

### CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

**Assessment.** To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

**Carving.** Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)

Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)

Harvesting check = Assessment check result + Carving check result

**Spells and Buffs.** For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 50). For this reason, spells with a duration of 1 minute, like *bles* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its **advantage** to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

### HELPERS

Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus. This takes the place of the Help action, which has no effect in Harvesting or Crafting.

### HARVESTING AND HELPERS

Creature Size	Maximum Number of Helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

## RESULTS & REWARDS

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the dragon example on page 49 yields two *eyes* and a *pouch of teeth*. The *breath sac* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

**Component Types.** Component names are comprised of the creature type (e.g. Beast) and the creature part (e.g. horn). A rhino, demon, and minotaur all have *horns*, but these are known as *Beast horn*, *Fiend horn*, and *Monstrosity horn*, respectively, and are each used to craft different things.

### OPTIONAL RULE: METATAGS

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

**Components.** When using metatags, you record the name of each component you harvest. For example, without metatags, a *horn* from a rhinoceros and a *horn* from a goat are both known as *Beast horns*. With metatags, these are two different horns: a *Beast (rhinoceros) horn* and a *Beast (goat) horn*.

**Recipes.** In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be all or part of its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

**Quests & Consequences.** Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *flame tongue*—a fiery weapon—might be craftable only using the *breath sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *Dragon (ancient white dragon) breath sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any *Dragon's eye* can be used to craft a *ring of poison resistance*. With metatags, an adventurer can craft the ring with the *eye* of any *Dragon*, but has **advantage** on the check(s) if they use the *eye* of a green dragon.

## HARVEST TABLES

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monster can have unique components that aren't found in these harvest tables.

**Usability.** Not all the components in the harvest tables presented herein have an attached recipe. However, among the many books that use this system, every harvestable component can be used to make something. At time of publishing this includes: *Fool's Gold: Into the Bellowing Wilds*, *Heliana's Guide to Monster Hunting*, *Itza's Guide to Dragonbonding*, *L'Arsene's Ledger of Treasures and Trinkets*, *Motes of the Divine*, *Steinhardt's Guide to the Eldritch Hunt*, *Wrath of the Kaiju*, and all monthly releases by Loot Tavern.

**Superscripts.** The small superscript letters after a component's name allow the system to integrate cleanly with the cooking system that appears in *Heliana's Guide*, should a GM wish to use this material with that book. If you're not using the cooking system, you can ignore the superscript.



## UNUSUAL ANATOMY

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

### ABERRATION HARVEST

Component DC	Components
5	Antenna <sup>E++</sup> , eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E+</sup> , fat <sup>E+</sup> , pouch of claws, pouch of teeth, tentacle
15	Heart <sup>E+</sup> , liver <sup>E</sup> , phial of mucus, stinger
20	Brain <sup>E+</sup> , chitin, hide, main eye <sup>V</sup>

\*Regarding edible components: antennae can be used as eyes.

### BEAST HARVEST

Component DC	Components
5	Antenna <sup>E++</sup> , eye <sup>E+</sup> , flesh <sup>E+</sup> , hair, phial of blood <sup>E+</sup>
10	Antler, beak, bone <sup>E+</sup> , egg <sup>E+</sup> , fat <sup>E+</sup> , fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

\*Regarding edible components: antennae can be used as eyes.

### CELESTIAL HARVEST

Component DC	Components
5	Eye <sup>E+</sup> , flesh <sup>E</sup> , hair, phial of blood <sup>E+</sup> , pouch of dust <sup>E++</sup>
10	Bone <sup>E+</sup> , fat <sup>E+</sup> , horn, pouch of teeth
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , pouch of feathers, pouch of scales
20	Brain <sup>E+</sup> , skin
25	Soul <sup>V</sup>

\*Regarding edible components: a pouch of dust is spice.

### CONSTRUCT HARVEST

Component DC	Components
5	Phial of blood <sup>E+</sup> , phial of oil <sup>E++</sup>
10	Flesh <sup>E+</sup> , plating, stone
15	Bone <sup>E+</sup> , gears, heart <sup>E</sup> , liver <sup>E</sup>
20	Brain <sup>E+</sup> , instructions
25	Lifespark <sup>V</sup>

\*Regarding edible components: phials of oil are fat.

### DRAGON HARVEST

Component DC	Components
5	Eye <sup>E+</sup> , flesh <sup>E+</sup> , phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , pouch of claws, pouch of teeth
15	Horn, liver <sup>E</sup> , pouch of scales
20	Heart <sup>E+</sup>
25	Breath sac <sup>V</sup>

### ELEMENTAL HARVEST

Component DC	Components
5	Eye <sup>E+</sup> , primordial dust <sup>E++</sup>
10	Bone <sup>E+</sup>
15	Volatile mote of air/earth/fire/water <sup>V</sup>
25	Core of air/earth/fire/water <sup>V</sup>

\*Regarding edible components: primordial dust is spice.

### FEY HARVEST

Component DC	Components
5	Antenna <sup>E++</sup> , eye <sup>E+</sup> , flesh <sup>E+</sup> , hair, phial of blood <sup>E+</sup>
10	Antler, beak, bone <sup>E+</sup> , egg <sup>E+</sup> , horn, pouch of claws, pouch of teeth, talon, tusk
15	Fat <sup>E+</sup> , heart <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, tentacle, tongue
20	Brain <sup>E+</sup> , pelt, pouch of dust <sup>E++</sup> , skin
25	Psyche <sup>V</sup>

\*Regarding edible components: antennae are eyes, pouch of dust is spice.

## FIEND HARVEST

Component DC	Components
5	Eye <sup>E+</sup> , flesh <sup>E</sup> , hair, phial of blood <sup>E+</sup> , pouch of dust <sup>E++</sup>
10	Beak, bone <sup>E+</sup> , horn, pouch of claws, pouch of teeth
15	Fat <sup>E+</sup> , heart <sup>E+</sup> , liver <sup>E</sup> , poison gland, pouch of feathers, pouch of scales
20	Brain <sup>E+</sup> , skin
25	Soul <sup>V</sup>

\*Regarding edible components: a pouch of dust is spice.

## GIANT HARVEST

Component DC	Components
5	Flesh <sup>E</sup> , hair, nail, phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , fat <sup>E+</sup> , tooth
15	Heart <sup>VE+</sup> , liver <sup>E+</sup>
20	Skin

## HUMANOID HARVEST

Component DC	Components
5	Eye, phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , pouch of teeth
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , pouch of feathers, pouch of scales
20	Brain <sup>E+</sup> , skin

## MONSTROSITY HARVEST

Component DC	Components
5	Antenna <sup>E++</sup> , eye <sup>E+</sup> , flesh <sup>E+</sup> , hair, phial of blood <sup>E+</sup>
10	Antler, beak, bone <sup>E+</sup> , egg <sup>E+</sup> , fat <sup>E+</sup> , fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

\*Regarding edible components: antennae can be used as eyes.

## OOZE HARVEST

Component DC	Components
5	Phial of acid <sup>E++</sup>
10	Phial of mucus <sup>E++</sup>
15	Vesicle <sup>E++</sup>
20	Membrane

\*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

## PLANT HARVEST

Component DC	Components
5	Phial of sap <sup>E++</sup> , tuber <sup>E++</sup>
10	Bundle of roots <sup>E++</sup> , phial of wax <sup>E++</sup> , pouch of hyphae <sup>E++</sup> , pouch of leaves, pouch of seeds
15	Poison gland <sup>E++</sup> , pouch of pollen <sup>VE++</sup> , pouch of spores <sup>VE++</sup>
20	Bark <sup>E++</sup> , membrane <sup>E++</sup>

\*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

## UNDEAD HARVEST

Component DC	Components
5	Bone <sup>E+</sup> , eye <sup>E+</sup> , phial of congealed blood <sup>E+</sup>
10	Marrow, pouch of teeth, rancid fat <sup>E+</sup>
15	Ethereal ichor <sup>E++</sup> , undying flesh <sup>E+</sup>
20	Undying heart <sup>VE+</sup>

\*Regarding edible components: ethereal ichor is spice.



# ESSENCE

*Essence* is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These *essences* are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst *essence* can be extracted from all creature types, the *essence* available depends on the creature's Challenge Rating (CR). The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	<i>Frail essence</i>	Uncommon
7-11	30	<i>Robust essence</i>	Rare
12-17	35	<i>Potent essence</i>	Very rare
18-24	40	<i>Mythic essence</i>	Legendary
25+	50	<i>Deific essence</i>	Artifact

You can't harvest a lower-level *essence* from a higher CR creature—they have only one *essence*, the one dictated by its CR!

**Appearance.** *Essence* can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

## ESSENCE & BALANCE

Because *essence* can only be gained by harvesting CR 3 or higher creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which *essence* can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

**GM Tip: Boss Essence.** When it comes to crafting, only an *essence's* rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their *essence*!



CHAPTER 5

# CRAFTING



# CRAFTING

The crafting rules below provide what you need to know to craft each item in this book. You can't enchant an *ascendant dragon armour* breastplate without first creating a breastplate. Within this guide, there are two types of crafting, each associated with a type of crafting check:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool using a Manufacturing check.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsman to work magic into raw materials as the item takes shape.

## MANUFACTURING

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Some one needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a breastplate as an example.

**Materials & Cost.** As a rule of thumb, the material cost of an item is one-third of its purchase value. A breastplate, valued at 400 gp, requires 130 gp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC & Time table on pages 59-60 summarises the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. The cost of these magic items' nonmagical materials is 2 gp and 3 gp, respectively.

**Abilities & Tools.** Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how Finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table on the next page for a breakdown of tools, abilities, and item types.

**Tool Proficiency.** Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

**Difficulty & Flavour.** Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 59-60 for the full breakdown.

**Check.** To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule (see *Heliana's Guide*), a functioning item with one or more flaws.

### BREASTPLATE MANUFACTURING

**Materials:** 130 gp steel ingots & leather

**Time:** 40 hours

**Tools:** smith's tools

**Manufacturing check:** DC 18

**Constitution or Strength**  
(smith's tools)



## TOOLS AND THEIR PRODUCTS

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Potions; miscellaneous (any lotions or salves)
Brewer's supplies	Constitution	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows, blowgun needles, and bolts), armour (shields), instruments, miscellaneous (anything made of wood), prostheses, rods, staffs, wands, weapons (blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, polearms**, shortbows, slingshots, tonfas, tridents)
Cartographer's tools	Dexterity or Intelligence	Maps, miscellaneous (anything involving paper), scrolls
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Magical meals*
Glassblower's tools	Constitution or Dexterity	Miscellaneous (anything made of glass), rods, staffs, wands
Herbalism kit	Intelligence	Miscellaneous (any lotions or salves), potions
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (light or hide), weapons (slings, tetherhooks, whips)
Mason's tools	Strength	Ammunition (sling bullets), miscellaneous (anything made of stone), weapons (light hammers, maces, mauls, meteor hammers, warhammers)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Constitution or Strength	Ammunition (firearm shots and sling bullets), armour (heavy or medium except hide, shields), artillery, prostheses, rods, staffs, wands, weapons (axes, chakrams, claws, daggers, flails, javelins, knuckle dusters, kusarigamas, light hammers, maces, meteor hammers, mauls, morningstars, nunchaku, ōdzutsu, polearms**, rope darts, sai, shuriken, sickles, spiked cesti, starknives, swords, tessen, tonfas, tetherhooks, tridents, war crescents, war picks, warhammers)
Tinker's tools	Dexterity	Instruments, prostheses, rods, staffs, wands, weapons (crossbows, firearms, ōdzutsu, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Constitution or Dexterity	Armour (padded), miscellaneous (anything made of cloth, cloaks, hats, robes), weapons (meteor hammers, nets, rope darts, slings, tessen)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows, blowgun needles and bolts), instruments, prostheses, armour (shields), miscellaneous (anything made of wood), rods, staffs, wands, weapons (blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, polearms**, shortbows, slingshots, tonfas, tridents)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

\*This is a new item category introduced in *Heliana's Guide to Monster Hunting* and present in *Motes of the Divine*.

\*\*Polearm: halberd, glaive, lance, pike, quarterstaff, spear, or twinblade



## MANUFACTURING DC & TIME

Item Type	Material Cost	Tool	Time	DC	Item Value <sup>1</sup>
Adventuring gear	Varies	Varies	2 hours	11	Varies
Ammunition	Arrows (20)	Carpenter or woodcarver	1 hour	13	1 gp
	Bolts (20)	Carpenter or woodcarver	1 hour	13	1 gp
	Firearm shot (20)	Smith	1 hour	13	3 gp
	Needles (50)	Carpenter or woodcarver	1 hour	13	1 gp
	Sling bullets (20)	Mason or smith	1 hour	13	4 cp
Armour	Shield	Carpenter, smith, or woodcarver	8 hours	13	10 gp
Artillery <sup>4</sup>	6 lb. magitech cannon	Smith			
	12 lb. magitech cannon	Smith			
	18 lb. magitech cannon	Smith			
	24 lb. magitech cannon	Smith			
	32 lb. magitech cannon	Smith			
	42 lb. magitech cannon	Smith			
	Other	Varies	Varies	Varies	Varies
Light Armour	Padded	Leatherworker or weaver	8 hours	13	5 gp
	Leather	Leatherworker	16 hours	15	10 gp
	Studded leather	Leatherworker	24 hours	17	45 gp
Medium Armour	Hide	Leatherworker	8 hours	13	10 gp
	Chain shirt	Smith	16 hours	15	50 gp
	Scale mail	Smith	24 hours	17	50 gp
	Breastplate	Smith	40 hours	18	400 gp
	Half plate	Smith	80 hours	19	750 gp
	Ring mail	Smith	16 hours	15	30 gp
Heavy Armour	Chain mail	Smith	32 hours	16	75 gp
	Splint	Smith	40 hours	18	200 gp
	Plate	Smith	200 hours	20	1,500 gp
Instrument	20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion base	2 gp	Alchemist, brewer, herbalism	2 hours	15	5 gp
Ring	Varies <sup>3</sup>	Jeweller	8 hours	15	Varies <sup>3</sup>
Rod, staff, wand	Varies <sup>3</sup>	Varies	8 hours	17	Varies <sup>3</sup>
Spell scroll base	3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Claw	Smith	3 hours	14	5 gp
	Club	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	Smith	1 hour	14	2 gp
	Greatclub	Carpenter or woodcarver	0.5 hours	14	2 sp
	Handaxe	Smith	3 hours	14	5 gp
	Javelin	Carpenter, smith, or woodcarver	1 hour	14	<b>1 gp</b>
	Knuckle duster <sup>2</sup>	Smith	1 hour	14	1 gp
	Light hammer	Mason or smith	1 hour	14	2 gp
	Mace	Mason or smith	3 hours	14	5 gp
	Quarterstaff	Carpenter, smith, or woodcarver	0.5 hours	14	<b>5 sp</b>
	Sickle	Smith	1 hour	14	1 gp
	Spear	Carpenter, smith, or woodcarver	1 hour	14	1 gp
	Spiked cestus <sup>2</sup>	Smith	2 hours	14	3 gp
	Spiked knuckle duster <sup>2</sup>	Smith	2 hours	14	2 gp
	War crescent <sup>2</sup>	Smith	4 hours	14	6 gp

<sup>1</sup> Item values in bold are different to the SRD (core 5e rules).

<sup>2</sup> This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets*.

<sup>3</sup> These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staffs, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

<sup>4</sup> This is a new item type which you can find in *Wrath of the Kaiju*.

Item Type		Material Cost	Tool	Time	DC	Item Value <sup>1</sup>
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	<b>1 sp</b>
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Leatherworker or weaver	0.25 hours	14	1 sp
	Slingshot <sup>2</sup>	7 cp	Carpenter or woodcarver	0.5 hours	14	2 sp
Martial Melee Weapon	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Chakram	3 gp	Smith	6 hours	17	10 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Kusarigama	2 gp	Smith	6 hours	17	5 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
	Maul	3 gp	Mason or smith	6 hours	17	10 gp
	Meteor hammer	1 gp	Mason, smith, or weaver	2 hours	17	3 gp
	Morningstar	3 gp	Smith	6 hours	17	<b>10 gp</b>
	Nunchaku	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	<b>10 gp</b>
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Rope dart	2 gp	Smith or weaver	3 hours	17	5 gp
	Sai	2 gp	Smith	3 hours	17	5 gp
	Scimitar	3 gp	Smith	6 hours	17	<b>10 gp</b>
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Starknife <sup>2</sup>	3 gp	Smith	6 hours	17	10 gp
	Tessen	2 gp	Smith or weaver	3 hours	17	5 gp
	Tetherhook <sup>2</sup>	5 gp	Leatherworker or smith	8 hours	17	15 gp
	Tonfa	3 sp	Carpenter, smith, or woodcarver	1 hour	17	1 gp
	Trident	2 gp	Carpenter, smith, or woodcarver	3 hours	17	5 gp
	Twinblade <sup>2</sup>	17 gp	Carpenter, smith, or woodcarver	24 hours	17	50 gp
	War pick	2 gp	Smith	3 hours	17	5 gp
Warhammer	5 gp	Mason or smith	8 hours	17	15 gp	
Whip	7 sp	Leatherworker	1 hour	17	2 gp	
Martial Ranged Weapon	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
	Ōdzutsu	150 gp	Smith, tinker	18 hours	19	50 gp
Magitech Firearm	Shuriken	1 sp	Smith	1 hour	17	3 cp
	Blunderbuss <sup>2</sup>	50 gp	Tinker	36 hours	19	150 gp
	Musket <sup>2</sup>	30 gp	Tinker	36 hours	19	100 gp
	Pistol <sup>2</sup>	70 gp	Tinker	48 hours	19	200 gp
	Revolver <sup>2</sup>	250 gp	Tinker	96 hours	19	750 gp
Wondrous item <sup>4</sup>	Rifle <sup>2</sup>	330 gp	Tinker	120 hours	19	1,000 gp
		Varies <sup>3</sup>	Varies <sup>4</sup>	8 hours	15	Varies <sup>3</sup>

<sup>1</sup> Item values in bold are different to the SRD (core 5e rules).

<sup>2</sup> This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets*.

<sup>3</sup> These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

<sup>4</sup> This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion!

# ENCHANTING

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

**Materials.** The required materials for enchanting are: a mundane item, a magical component, and an *essence*. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table).

**Essence.** While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

If you use a rarer *essence* than required for a particular item, the item gains the rarity of the *essence* used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

**Difficulty & Time.** The DC and time required for the Enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

**Spell Scrolls.** Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their

spellbook; for bards, benders, rangers, sorcerers, tamers, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

**Skills.** As with harvesting, the skill associated with the Enchanting check depends on the type of creature the component was harvested from. So, if you're making an *ascendant dragon armour* breastplate, which requires a *pouch of Dragon (koi) scales* as its component, you would make an ability check using Survival. See the Creature Types and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a breastplate into an *ascendant dragon armour* would thus make an **Intelligence (Survival)** check.

## CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

## ENCHANTING RARITY, DC, AND TIME

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	Frail	15	4	10	20
Rare	Robust	18	20	40	80
Very Rare	Potent	21	80	160	320
Legendary	Mythic	25	320	640	1,280
Artifact	Deific	30	50,000	100,000	200,000

**Check.** To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the **end** of the entire enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC (see Number of Flaws Gained table). Success or failure, the *essence* and component are consumed.

### ASCENDANT DRAGON ARMOUR (BREASTPLATE) ENCHANTING

**Rarity:** rare

**Materials:** breastplate, *pouch of Dragon (koi) scales, robust essence*

**Time:** 80 hours

**Enchanting check:** DC 18 spellcasting ability (Survival)

#### QUIRKS: FLAWS

Unlike standard ability checks, succeeding or failing a crafting check doesn't mean that you do or don't make the item. Instead, the item can end up having quirks; properties that affect the item in favourable or detrimental ways. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

**Flaws.** When an item is being enchanted, it is easy for complex magic to go awry, or mischievous yokai to manipu-

late or even inhabit the item, giving it unusual quirks. When you make an enchanting check, subtract the crafting DC from the check's result, and consult the Number of Flaws Gained table to determine the number of flaws the item gains. Then, roll a d20 on the Enchanting Flaws table to determine which flaws the item gains, re-rolling any duplicates. Using an essence of the item's rarity, you can reattempt an enchanting check. The item's quirks are replaced with new ones (if any) depending on the result of the new check.

#### NUMBER OF FLAWS GAINED

Enchanting Check Result Minus Crafting DC	Number of Flaws Gained
-13 or less	Total failure, item destroyed
-12 to -9	Three flaws
-8 to -5	Two flaws
-4 to -1	One flaw
0 or more	No flaws

If the item is attuneable, then the quirk is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, magical meal, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *potion of healing*), **1 hour**. If the item is neither attuneable nor consumable, then the quirk is active while the item is in the creature's possession, whether it is being held, carried, or worn.

#### ENCHANTING FLAWS

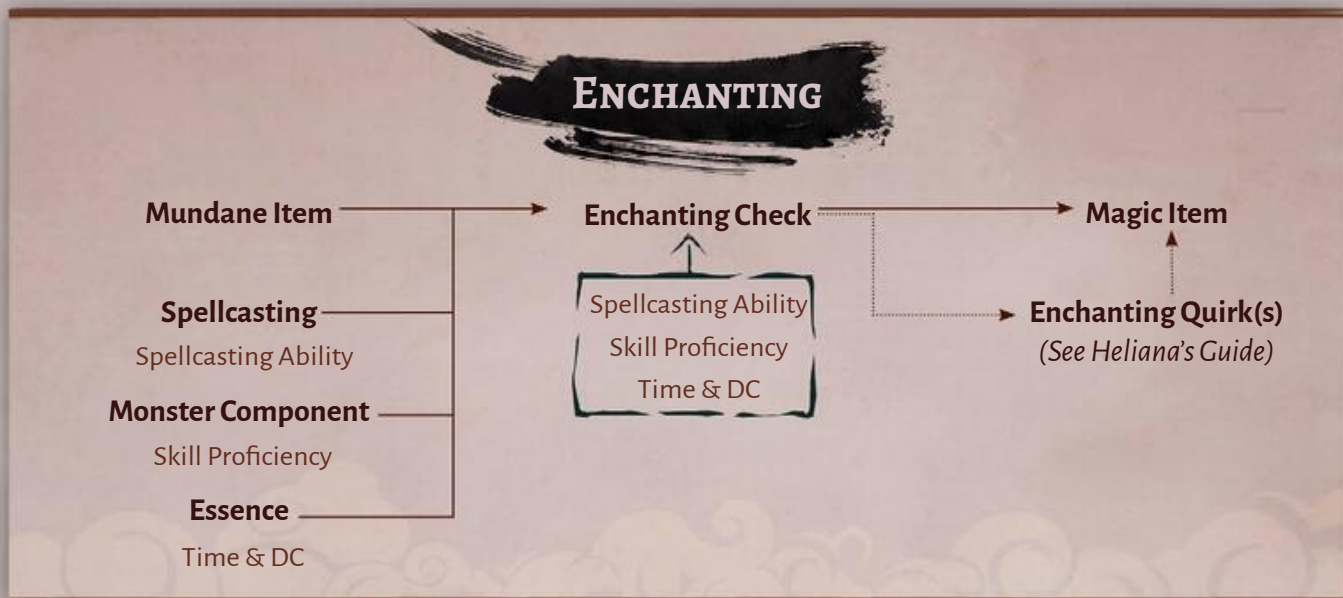
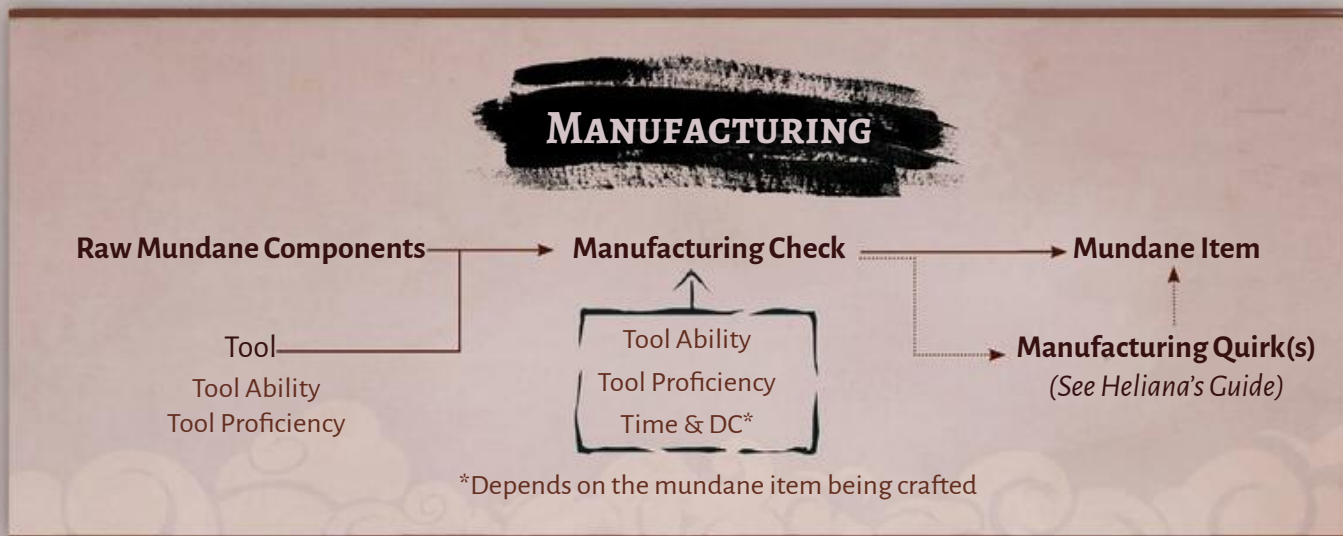
d20	Flaw
1	<b>Unlucky.</b> The item (or you, if the item is consumable) exudes an aura of terrible luck. You have <b>disadvantage</b> on ability checks you make with gaming sets and die rolls based purely on luck (GM's discretion).
2	<b>Scrappy.</b> The item gains the ability to shout insults and a desire to witness combat. At the perfect time to initiate conflict, the item (or you, if the item is consumable) speaks words chosen to antagonise a potential foe within <b>100 feet</b> of it that can hear it. After it has provoked combat in this way (GM's discretion), it can't do so again until you finish a long rest.
3	<b>Covetous.</b> The item is especially alluring. A creature that sees this item must succeed on a <b>DC 8 Wisdom saving throw</b> or try to steal it. If the item is consumable, the creature tries to steal something from you, instead of the item itself. A creature that succeeds on this saving throw is <b>immune</b> to this property of this item forever.
4	<b>Nyctophobic.</b> The item is scared of the dark. When you are in darkness, this item (or you, if the item is consumable) shivers with fear. Creatures have <b>advantage</b> on Perception checks that rely on hearing to detect you.
5	<b>Cowardly.</b> The item has enhanced self-preservation tendencies. When you become <b>frightened</b> , roll a <b>d20</b> . On a <b>1-10</b> , the item magically detaches itself from you and flies <b>30 feet</b> directly away from the source of your fear, landing on the ground or colliding with the first creature or object in its path. If the item is consumable, you must instead immediately use your reaction to run as far as you can up to your speed away from the source of your fear.

## d20 Flaw

- 6 **Gluttonous.** The item is fuelled by money. Whenever you finish a long rest, you must give the item money, which it consumes. If you do not, it loses all its magical properties and effects until the end of your next long rest, when it can be fed again and regain the properties. The amount of money depends on the item's rarity: common, 1 cp; uncommon, 1 sp; rare, 1 gp; very rare, 10 gp; legendary, 100 gp; artifact, 1,000 gp.
- 7 **Diminished.** The item carries a quirk of diminution magic. When you roll initiative, roll **1d4**. On a **4**, you are affected as if by the reduce option of the *enlarge/reduce* spell for **1 minute**, after which you return to your normal size.
- 8 **Songful.** The item has an irresistible urge to perform. When you roll initiative, the item (or you, if the item was consumable) begins singing for **1 minute**. For the duration, you gain no benefit from being hidden or being invisible against creatures that can hear, and you have **disadvantage** on Wisdom (Perception) checks that rely on being able to hear.
- 9 **Lethargic.** The item is extremely lazy. You have a **d4** penalty to initiative rolls.
- 10 **Pacifistic.** The item has one rule: you cannot kill a creature. If you reduce a creature to **0** hit points, that creature falls **unconscious** and is stable. Spells that kill creatures (such as *power word kill*) fail if you attempt to cast them. If an allied creature attempts to kill another creature in your presence, you must succeed on a **DC 15 Charisma saving throw** or do everything in your power to prevent the killing. Once you succeed on this saving throw, you automatically succeed on all subsequent saving throws to resist the effect for the next **24 hours**.
- 11 **Over Dramatic.** When you take damage from a critical hit, you fall **prone** as the item (or you, if the item was consumable) throws itself to the ground in a dramatic fit of despair.
- 12 **Possessive.** The item is incredibly possessive. If the item doesn't normally require attunement, it requires attunement to confer any benefit or to be consumed. If the item already requires attunement, attuning to it counts as being attuned to two magic items.
- 13 **Heavy.** The item carries traces of gravity magic. If you have a climbing or flying speed, it is reduced by **10 feet**. In addition, if you take damage from a fall, that damage is doubled.
- 14 **Bungled.** The item squirms under pressure, robbing you of the ability to capitalise on good fortune. When you score a critical hit, it is treated as a normal hit instead. This property can't then trigger again until the next dawn.
- 15 **Egotistical.** The item (or you, if the item was consumable) develops extreme egotism. You cannot act as a collaborator for Combo Attacks\*, only initiate them. In addition, you receive no benefit from your Advanced Weapon Mastery features, unless this item is a weapon, in which case you only receive benefits from them with this weapon.
- 16 **Rivalrous.** The item is eager to form an all-consuming rivalry. After you hit a creature with an attack roll, you have **disadvantage** on attack rolls against any targets other than that creature for **1 minute**, and this property can't trigger again until then. The effect ends early if that creature falls to 0 hit points.
- 17 **Garish.** The item attempts to help you hide, but is woefully incompetent. Your skin and clothing shifts hue to always *not* blend in with the background. You have **disadvantage** on Stealth checks against creatures that rely on sight.
- 18 **Negligent.** The item carries a curse of fumbled aid. You cannot stabilise creatures, and any attempt you make to stabilise a creature deals **1** force damage to it. Whenever you roll one or more dice to restore hit points with a spell or magic item, you must subtract **1d4** from the roll.
- 19 **Enormous Hat.** The item comes with a "gift": an enormous, spectral, feathered hat that appears on your head. You have **disadvantage** on Intimidation checks, and you gain no benefits from other headwear you wear, such as helmets or goggles.
- 20 **Plutocratic.** The item is dedicated to the battle against classism. You have **advantage** on attack rolls against creatures who earn more than 50 gold pieces a day, or possess personal wealth in excess of 10,000 gold pieces. You also have **disadvantage** on Charisma checks made to interact with such creatures. Each time you first encounter a creature that meets these specifications, you must make a **DC 15 Charisma saving throw**. On a failure, you reflexively insult it.

\*See page 43

# CRAFTING SUMMARY



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# RYOKO'S CRAFTING RECIPES

The following table catalogues every magic item in this book, *Ryoko's Guide to the Yokai Realms*, as well as the items found and crafted in the companion adventure book, *Wrath of the Kaiju*. It is the GM's choice if and how a character knows a magic item recipe. The items are listed alphabetically by type and then name. Here's how to interpret the table:

**Name.** The name of the magic item. Items in **bold** are made from boss monster components, which are listed in the Metadata column. To make these items a little more unique, you can decide that the component used to craft the item be harvested from the boss monster.

**Type (Metadata).** The item's type. If an item has multiple types (such as "rod, staff, or wand"), it is listed under the first type alphabetically ("rods").

A superscript 'W' (<sup>W</sup>) indicates that this is a new weapon type, the rules for which can be found on pages 66-71. The word 'any' is used to denote that the magic item can take the form of multiple types. For example:

- **Any polearm:** halberd, glaive, lance, quarterstaff, pike, spear, or twinblade.
- **Any hammer:** club, greatclub, light hammer, mace, maul, or warhammer.

You can also take the properties of one magic item and apply it to another. For example, you might want a *greataxe of the green tyrant* instead of a glaive, or a light version of an *armour of the oni king*. The art might not make sense, but this will not break your game.

**Value.** The suggested price to purchase the item "off the shelf" in gold pieces. This can vary considerably from the price an adventurer might pay if they sourced all the ingredients separately and is a representation of the demand for that type of item. These prices can, and should, change to fit your world.

**Rarity.** The item's rarity, represented using abbreviations: C, common; U, uncommon; R, rare; V, very rare; L, legendary; A, artifact.

Note: If an item changes rarity, so too does its save DC: Common, 11; Uncommon, 13; Rare, 15; Very Rare, 16; Legendary, 17.

**Attunement.** Indicates whether an item requires attunement ("Att"), what type of attunement, and if it is consumable ("C"). See "Attunement Options" below for details on new types of attunement. This column uses the following abbreviations: Enh, enhanced; Opt, optional; Req, required. A superscript 's' (<sup>s</sup>) indicates a creature needs to be a spellcaster and a '+' indicates there are other, specific limitations. Blank ("—") means no attunement is required.

**Type (Component Details).** The types of creature from which a component must be harvested.

**Metatag.** An optional rule that can grant **advantage** on Crafting checks or can be a requirement to craft an item. For example, the copper cuirass calls for a pouch of dragon scales. The metatag indicates the scales should come from a copper dragon. A **bolded** metatag indicates an original Loot Tavern monster.

**Component.** The specific component(s) required to give a magic item its magical effects. A superscript 'V' (<sup>v</sup>) indicates a volatile component (for use with the optional rule in *Heliana's Guide*).

**Page.** The page in this book on which the item, its art, and its mechanics can be found. In the PDF, you can click these numbers to jump to that page, and click the item's name to jump back to the table.

## ATTUNEMENT OPTIONS

Some items in *Ryoko's Guide* and *Wrath of the Kaiju* have new types of attunement: enhanced and optional.

**Enhanced.** Properties described as being 'Enhanced Attunement', labelled 'EA' in the item itself and 'Enh' in the tables, are additional magical features that can be unlocked. Usually, this requires the player to fulfill a prerequisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. Any other properties the item has (i.e. those not labelled 'EA') require attunement as normal.

**Optional.** Properties described as being 'Optional Attunement', labelled 'OA' in the item itself and 'Opt' in the tables, grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not labelled 'OA') are granted to the item's user even if they aren't attuned.

## RYOKO'S GUIDE AND WRATH OF THE KAIJU MAGIC ITEM RECIPES

Name	Metadata			Component Details			Page	
	Type	Value	Rarity	Att	Type	Metatag		Component
<b>Armour</b>								
<b>Ascendant Dragon Armour</b> <sup>1</sup>	Armour (medium or heavy)	510	U					
		2,040	R	Req	Dragon	Koi	Pouch of scales	189 <sup>K</sup>
		10,680	V					
<i>Armour of the Oni King</i>	Armour (medium or heavy)	60,340	L					
		2,970	R	Req	Fiend	Yokai	Bone	244
		11,800	V					
<b>Titan's Plate</b> <sup>1</sup>	Armour (plate)	770	U					
		3,090	R	Req	Monstrosity	Kabuto	Chitin	175 <sup>K</sup>
		10,550	V					
		77,240	L					
<b>Potions</b>								
<i>Tanuki-Zake</i>	Potion	20	C					
		300	U	C	Humanoid	Tanukin <sup>H</sup>	Liver	266
		5,650	V					
<b>Prostheses</b>								
<i>All-Terrain Leg</i>	Prosthesis	840	U					
		4,490	R	Req	Fiend	Ushi-oni	Bone	243
		14,625	V					
<i>Draakannon</i>	Prosthesis	40	C					
		440	U	—	Dragon	—	Breath sac <sup>V</sup>	247
		1,950	R					
		8,880	V					
<i>Earthpiercer</i>	Prosthesis	40	C					
		480	U	—	Construct	Mech	Gears	247
		1,460	R					
		7,080	V					
<i>G.R.A.P.P.L.E.R</i>	Prosthesis	40	C					
		360	U	—	Plant	—	Bundle of Roots	248
		2,100	R					
		4,390	V					
<i>Hanabi Kicker</i>	Prosthesis	770	U					
		4,390	R	Req	Elemental	Smoke	Volatile mote of fire <sup>V</sup>	252
		11,200	V					
<i>Helping Hand</i>	Prosthesis	600	U					
		2,850	R	Req	Aberration	—	Tentacle	253
		10,650	V					

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.

<sup>K</sup> Indicates the page number is from *Wrath of the Kaiju*.

Name	Metadata		Component Details					Page							
	Type	Value	Rarity	Att	Type	Metatag	Component								
<i>Iron Kasa</i>	Prosthesis	40	C	—	Construct	Iron	Metal plating	254							
		440	U												
		1,570	R												
		7,120	V												
<i>Kageboshi</i>	Prosthesis	40	C	—	Fiend	—	Bone	256							
		340	U												
		1,800	R												
		8,180	V												
<i>Reaper's Kama</i>	Prosthesis	40	C	—	Monstrosity	—	Bone	263							
		360	U												
		1,620	R												
		6,350	V												
<i>Scorpion's Wartail</i>	Prosthesis	670	U	Req	Beast	Giant Scorpion	Stinger	264							
		2,710	R												
		11,360	V												
		680	U												
<i>Windweaver</i>	Prosthesis	2,970	R	Req	Elemental	—	Core of air <sup>v</sup>	268							
		9,750	V												
		590	U												
		2,970	R												
<i>Wraithclaw</i>	Prosthesis	2,970	R	Req	Undead	—	Ethereal ichor	269							
		12,900	V												
		<b>Rods, Staffs, and Wands</b>													
		<i>Bakekujira's Gift</i> <sup>1</sup>	Staff						3,280	R	Req <sup>s</sup>	Undead	Bakekujira	Undying heart <sup>v</sup>	202 <sup>K</sup>
11,200	V														
62,570	L														
3,200	R														
<i>Staff of the Jade Guardian</i>	Rod, Staff, or Wand	13,200	V	Req <sup>s</sup>	Construct	Komainu	Lifespark <sup>v</sup>	266							
		<b>Weapon</b>													
		<i>Acrid Sting</i> <sup>1</sup>	Weapon (any crossbow)						690	U	Req	Monstrosity	Kabuto	Acid gland	172 <sup>K</sup>
									3,720	R					
10,830	V														
64,140	L														
<i>Blo Staff</i>	Weapon (quarterstaff)	430	U	—	Plant	Blight	Poison gland	245							
		1,640	R												
		8,070	V												
		480	U												
<i>Bonze's Bokken, Wind Ripper</i>	Weapon (any sword)	2,340	R	Req	Elemental	—	Volatile mote of air <sup>v</sup>	245							
		12,130	V												
		75,930	L												

ARTIST NAME

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.<sup>H</sup> See *Heliana's Guide* for this playable race.<sup>K</sup> Indicates the page number is from *Wrath of the Kaiju*.

Name	Metadata		Component Details					Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
<i>Courtesan's War Fan</i>	Weapon (tessen <sup>w</sup> )	520	U	Opt	Fey	Yokai	Heart	246
		11,780	V					
<i>Glaive of the Green Tyrant</i>	Weapon (any polearm)	840	U	Req	Dragon	Bronze	Horn	249
		3,320	R					
		11,980	V					
		59,940	L					
<i>Hakuja-tō</i>	Weapon (any sword)	300	U	—	Dragon	—	Pouch of scales	251
		1,740	R					
<i>Jishin, Earth Render</i>	Weapon (any sword)	8,940	V	Req	Elemental	—	Core of earth <sup>v</sup>	255
		590	U					
		3,520	R					
		11,600	V					
<i>Kaijurigama</i> <sup>1</sup>	Weapon (kusarigama <sup>w</sup> )	79,860	L	—	Monstrosity	Kabuto	Pouch of claws	191 <sup>k</sup>
		370	U					
		1,430	R					
<i>Kanabolt</i> <sup>1</sup>	Weapon (greatclub or maul)	8,620	V	—	Elemental	Raijū	Galvanic claw	195 <sup>k</sup>
		57,910	L					
		430	U					
		1,640	R					
<i>Kanaboom Stick</i>	Weapon (mace)	7,050	V	—	Fiend	Wanyūdō	Bone	257
		43,350	L					
		400	U					
<i>Last Breath</i> <sup>1</sup>	Weapon (tessen <sup>w</sup> )	1,390	R	—	Fiend	Wanyūdō	Bone	257
		9,230	V					
		730	U					
		3,220	R					
<i>Light of Magatsuchi</i> <sup>1</sup>	Weapon (flail)	12,700	V	Req	Plant	Ubusuna	Pouch of leaves	198 <sup>k</sup>
		58,900	L					
		3,490	R					
<i>Mindcutter</i>	Weapon (chakram <sup>w</sup> )	11,110	V	Req	Plant	Ubusuna	Spirit lantern	199 <sup>k</sup>
		70,920	L					
<i>Onikiri, Demon Cutter</i>	Weapon (any sword)	330	U	—	Aberration	—	Eye	260
		1,670	R					
		8,270	V					
<i>Onikiri, Demon Cutter</i>	Weapon (any sword)	900	U	Req	Fiend	Demon	Phial of blood	262
		4,190	R					
		14,330	V					
		64,400	L					

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.

<sup>k</sup> Indicates the page number is from *Wrath of the Kaiju*.

Name	Metadata		Component Details					Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
<b>Psifan</b> <sup>1</sup>	Weapon (tessen <sup>w</sup> )	430	U					
		1,790	R	—	Aberration	Dreamholder	Phial of blood	200 <sup>K</sup>
		8,010	V					
<i>Ryūtō Nunchaku</i>	Weapon (nunchaku <sup>w</sup> )	380	U					
		1,910	R	—	Fey	Yokai	Fat	264
		8,420	V					
<i>Shisui, Water Slasher</i>	Weapon (any sword)	630	U					
		2,340	R					
		10,000	V	Req	Elemental	—	Volatile mote of water <sup>v</sup>	265
		71,480	L					
<b>Talons of Bakuryō</b> <sup>1</sup>	Weapon (claw <sup>w</sup> )	430	U					
		1,540	R	—	Dragon	Koi	Pouch of claws	209 <sup>K</sup>
		6,640	V					
		41,680	L					
<i>Thunderarrow</i> <sup>1</sup>	Ammunition and weapon (javelin)	2,560	R	C	Elemental	Storm	Volatile mote of air <sup>v</sup>	196 <sup>K</sup>
<i>Tideturner</i> <sup>1</sup>	Weapon (trident)	3,560	R					
		11,900	V	Req+	Beast	Bitan	Bone	206 <sup>K</sup>
		61,520	L					
<b>Wondrous Items</b>								
<i>Bombuku's Basalt Bottle</i> <sup>1</sup>	Wondrous item	40	C	C	Dragon	Black	Pouch of scales	190 <sup>K</sup>
		320	U	—				
<i>Bombuku's Bronze Bottle</i> <sup>1</sup>	Wondrous item	40	C	C	Dragon	Bronze	Pouch of scales	194 <sup>K</sup>
		320	U	—				
<i>Compass of Desire</i> <sup>1</sup>	Wondrous item	1,980	R	—	Fey	—	Psyche <sup>v</sup>	202 <sup>K</sup>
<i>Demonhunter Kimono</i>	Wondrous item	2,730	R					
		13,400	V	Req	Fiend	Demon	Skin	246
		77,240	L					
<i>Godspeaker Kimono</i>	Wondrous item	2,930	R					
		12,100	V	Req	Celestial	—	Skin	250
		75,670	L					
<i>Gofu Hat</i>	Wondrous item	350	U					
		1,460	R	C	Celestial	—	Phial of blood	250
		8,140	V					
<b>Kappa's Visage</b>								
<i>Aquatic</i>	Wondrous item	3,760	R	Req	Fey	Kappa	Beak	257
<i>Consuming</i>	Wondrous item	3,760	R	Req	Fey	Kappa	Beak	257

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.<sup>K</sup> Indicates the page number is from *Wrath of the Kaiju*.

Name	Metadata		Component Details					Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
<b>Kasa of the Deep</b> <sup>1</sup>	Wondrous item	370	U	—	Undead	Bakekujira	Ethereal ichor	203 <sup>K</sup>
		1,640	R					
		7,050	V					
		43,350	L					
Kitsune Mask	Wondrous item	660	U	Req	Fey	Yokai	Psyche <sup>V</sup>	258
		3,830	R					
		12,250	V					
Mask of the Oni	Wondrous item	820	U	Enh	Giant	Oni	Heart <sup>V</sup>	258
		3,940	R					
		10,640	V					
Mask of the Tengu	Wondrous item	670	U	Req	Humanoid	Tengu	Skin	259
		3,360	R					
		15,200	V					
Mistchest <sup>1</sup>	Wondrous item	40	C	—	Monstrosity	Mimic	Pelt	204 <sup>K</sup>
		2,010	R					
Needlespitter Karakasa	Wondrous item	660	U	Req	Fiend	Yokai	Skin	260
		2,180	R					
		12,200	V					
Nekomata Shamisen	Wondrous item	720	U	Opt	Fey	Yokai	Hair	261
		4,580	R					
		13,300	V					
Psionic Slime <sup>1</sup>	Wondrous item	20	C	C	Beast	Psionic newt	Phial of mucus	200 <sup>K</sup>
		220	U					
		1,120	R					
		5,670	V					
Ring of Embiggening <sup>1</sup>	Wondrous item	330	U	—	Humanoid	Duergar	Bone	192 <sup>K</sup>
		2,010	R					
		7,600	V					
Roaring Thunder <sup>1</sup>	Wondrous item	1,160	R	C	Plant	Dragonlily	Pouch of seeds	208 <sup>K</sup>
		5,460	V					
		25,600	L					
<b>Robes of the Raijū</b> <sup>1</sup>	Wondrous item	680	U	Req	Elemental	Raijū	Orb fragments <sup>V</sup>	196 <sup>K</sup>
		3,990	R					
		12,100	V					
		67,810	L					
<b>Ryūkakukan</b> <sup>1</sup>	Wondrous item	3090	R	Req.	Dragon	Koi	Horn	208 <sup>K</sup>
		10550	V					
		59420	L					

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.

<sup>K</sup> Indicates the page number is from *Wrath of the Kaiju*.

Name	Metadata		Component Details					Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
<b>Saifuku of Pacification</b> <sup>1</sup>	Wondrous item	590	U	Opt	Plant	Ubusuna	Bark	200 <sup>K</sup>
		3,280	R					
		12,200	V					
		75,670	L					
<b>Sallowswoll Shroom</b> <sup>1</sup>	Wondrous item	50	C	C	— <sup>2</sup>	—	—	192 <sup>K</sup>
<b>Spectral Heartcage</b> <sup>1</sup>	Wondrous item	550	U	Req	Undead	Bakekujira	Bone	204 <sup>K</sup>
		4,110	R					
		10,950	V					
		46,060	L					
<b>Thunderous Taiko</b> <sup>1</sup>	Wondrous item	690	U	Req	Elemental	Raijū	Volatile mote of air <sup>V</sup>	197 <sup>K</sup>
		4,780	R					
		14,000	V					
		60,470	L					
<b>Tsukisalt</b> <sup>1</sup>	Wondrous item	40	C	C	Monstrosity	Shape-changer	Bone	201 <sup>K</sup>
<b>Wanyūdō's Burden</b>	Wondrous item	390	U	—	Fiend	Wanyūdō	Soul <sup>V</sup>	267
		1,850	R					
		8,930	V					
<b>Wyrms' Breath Grenade</b>								
<i>Bronze, Repulsion</i>	Wondrous item	1,390	R	—	Dragon	Bronze	Breath sac <sup>V</sup>	270
<i>Copper, Slow</i>	Wondrous item	1,020	R	—	Dragon	Copper	Breath sac <sup>V</sup>	270
<i>Brass, Sleep</i>	Wondrous item	6,900	V	—	Dragon	Brass	Breath sac <sup>V</sup>	270
<i>Gold, Weakening</i>	Wondrous item	5,730	V	—	Dragon	Gold	Breath sac <sup>V</sup>	270
<i>Silver, Paralyzing</i>	Wondrous item	36,440	L	—	Dragon	Silver	Breath sac <sup>V</sup>	270
<b>Xyxlwood Bonsai</b>	Wondrous item	400	U	—	Plant	—	Bundle of roots	243
		1,410	R					
<b>Yukimono</b>	Wondrous item	580	U	Req	Undead	Yokai	Ethereal ichor	271
		2,260	R					
		11,500	V					

<sup>1</sup> Indicates the item is from *Wrath of the Kaiju*, the companion adventure book to *Ryoko's Guide*.<sup>2</sup> This item is not craftable; it can only be harvested.<sup>K</sup> Indicates the page number is from *Wrath of the Kaiju*.

CHAPTER 6

# EQUIPMENT & PROSTHESES



# EQUIPMENT & PROSTHESES

The Yokai Realms brim with opportunity—both for the intrepid adventurers willing to brave its dangers, and for the ingenious craftsmen who supply them with the tools necessary to succeed. Consumables such as firecrackers and smokebombs can create much-needed distractions, while a hookshot or parachute will be invaluable should you find yourself plummeting from atop a mighty kaiju. Twisted yokai and evil spirits will taste the sting of brand new weaponry, such as nunchaku, kusarigama, and shuriken. Finally, a carefully sculpted prosthesis can take the place of a lost limb or enhance an existing one.

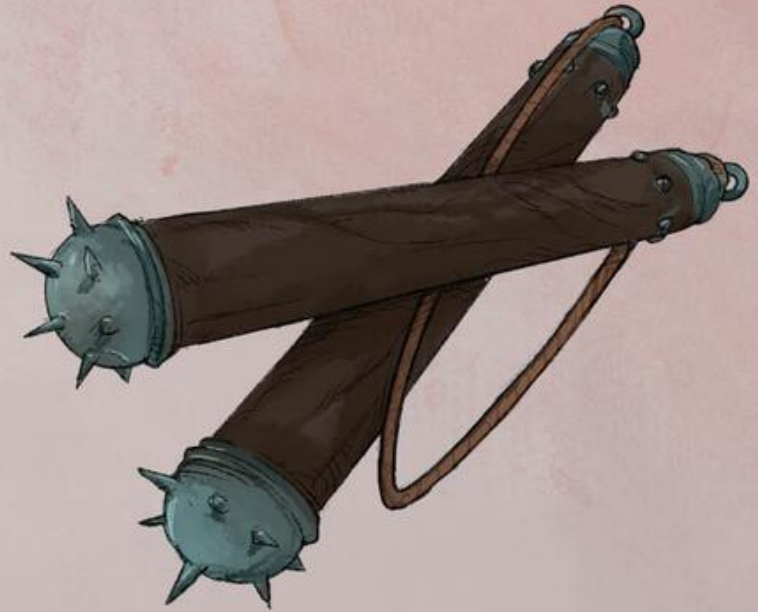
## EQUIPMENT

The smell of gunpowder being refined from bat guano, the clang of metal as a smith bends a hookshot into shape, and the soft kiss of silk sewn into a life-saving parachute; the artifice of the Realms is as varied as its inhabitants. This section details the new gear adventurers can acquire, as well as the weapons unique to this land of trickery and wonder.

### NEW ADVENTURING GEAR

**Fire Charge.** Fire charges are small pyrotechnic devices containing pellets or shrapnel, designed to be attached to a polearm. Over the course of **1 minute**, you can attach a fire charge to the tip of a glaive, halberd, pike, quarterstaff, or spear. A weapon with a fire charge attached is called a firelance. While holding a firelance, you can use a bonus action to ignite the fuse on the fire charge, which detonates and is destroyed the next time you make an attack with the firelance before the end of your current turn. Hit or miss, the target of the attack must make a **DC 13 Dexterity saving throw**, taking **1d10** fire damage plus **1d10** piercing damage on a failed save, or half as much damage on a successful one. If you make no attacks with the firelance after lighting the fuse, the fire charge detonates harmlessly at the end of your turn and is destroyed.

**Firecrackers.** As an action, you can light this strip of small explosive devices and throw it at a point within **30 feet** of you. The explosives detonate harmlessly, but create a



large amount of noise. Creatures who decide to investigate the noise have **disadvantage** on **Perception** checks until they stop investigating the firecrackers.

**Hookshot.** This handheld, crossbow-like device can fire a grappling hook attached to a length of rope. While holding this device, you can use a bonus action, or a reaction when you're falling, to shoot the hook at a fixed surface within **30 feet** of you. The hook then attaches to that surface until a bonus action is used to reel it back in or the rope is destroyed. The rope is an object with **AC 10** and **10 hit points**.

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the hookshot. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength or Dexterity** check.

### NEW ADVENTURING GEAR PROPERTIES

Item	Material Cost	Manufacturing Tool	DC	Time	Item Value	Weight
Fire charge	2 gp	Alchemist or tinker	13	2 hours	5 gp	2 lb.
Firecrackers	3 sp	Alchemist	11	2 hours	1 gp	1/4 lb.
Hookshot	17 gp	Tinker	15	12 hours	50 gp	5 lb.
Ōdzutsu shot (20)	3 gp	Smith	11	2 hours	10 gp	4 lb.
Parachute	17 gp	Weaver	15	6 hours	50 gp	15 lb.
Smokebomb (5)	8 gp	Alchemist	15	2 hours	25 gp	1 lb.

While the hook is attached, you have **advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling and become suspended from the surface the hook is attached to.

**Ōdzutsu Shot.** These fist-sized spheres of solid iron are ammunition for the ōdzutsu. Each is 1 to 2 inches in diameter and weighs 1/5 pounds.

**Parachute.** A parachute is usually folded into a specialised backpack or a dedicated compartment in an adventuring backpack. As a reaction when you fall from a height of **100 feet** or higher while wearing such a backpack, you can deploy the parachute to slow your rate of descent to **60 feet** per round. If you land while the parachute is deployed, you take no falling damage.

Once the parachute has been deployed, it can be refolded over the course of **10 minutes**, or cut loose as an action. A creature that drags a deployed parachute behind it as it moves has its speed halved.

**Smokebomb.** As an action, you throw one of these small, spherical pellets to create a **5-foot radius** cloud of smoke centred on a point within **30 feet** of you. The area of the smoke is heavily obscured and lasts until the end of your next turn or until dispersed by a moderate wind (at least 10 miles per hour).

## KUSARIGAMA



## NEW WEAPON PROPERTIES

*Ryoko's Guide* introduces seven new weapon properties: Adaptable, Attached, Impact, Parry, Pugilist, Scourge and Thrown Versatility.

**Adaptable.** This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose to deal the weapon's alternative damage type.

**Attached.** You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

**Impact.** This weapon deals double damage to objects and structures.

**Parry.** This weapon has been designed to help you parry blows. While wielding this weapon, you can use your reaction when you are hit by a melee attack to gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

**Pugilist.** For creatures that roll a die when they make unarmed strikes (such as the monk), the size of their damage die is increased by one (maximum 1d12) when they make unarmed strikes with a hand equipped with a weapon that has this property.

**Scourge.** This weapon adds **5 feet** to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long, stiff material.

To reflect this difference, the whips' Reach property has been replaced with Scourge.

**Thrown Versatility.** This weapon is better used for thrown ranged weapon attacks than for melee weapon attacks. A damage value in parentheses appears with the property—the damage when the weapon is used to make a ranged weapon attack.

## NEW WEAPONS

The following table presents the new weapons introduced in *Ryoko's Guide*. Additional details for each weapon can be found in their respective sections.

### NEW WEAPON STATISTICS

Weapon	Damage	Properties	Item Value	Weight	Manufacturing				
					Material Cost	Tool	DC	Time	
<b>Simple Melee Weapons</b>									
Claw	1d6 slashing	Attached, Light	5 gp	2 lb.	2 gp	Smith	14	3 hrs	
<b>Martial Melee Weapons</b>									
Chakram	1d4 slashing	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	10 gp	1 lb.	3 gp	Smith	17	6 hrs	
Kusarigama	1d4 slashing	Special: Counterweight, Versatile (1d6)	5 gp	2 lb.	2 gp	Smith	17	4 hrs	
Meteor hammer	1d6 bludgeoning	Finesse, Scourge, Two-handed	3 gp	3 lb.	1 gp	Mason, smith, or weaver	17	2 hrs	
Nunchaku	1d6 bludgeoning	Finesse, Special: Flourish, Versatile (1d8)	10 gp	2 lb.	3 gp	Carpenter, smith, or woodcarver	17	6 hrs	
Rope dart	1d6 piercing	Finesse, Scourge, Two-handed	5 gp	3 lb.	2 gp	Smith or weaver	17	3 hrs	
Sai	1d4 piercing	Finesse, Light, Parry	5 gp	1 lb.	2 gp	Smith	17	3 hrs	
Tessen	1d4 slashing	Adaptable (bludgeoning), Finesse, Light, Special: Fan Shield	5 gp	1 lb.	2 gp	Smith or weaver	17	3 hrs	
Tonfa	1d6 bludgeoning	Light, Parry	1 gp	2 lb.	3 sp	Carpenter, smith, or woodcarver	17	1 hr	
<b>Martial Ranged Weapons</b>									
Ōdzutsu	2d10 bludgeoning	Ammunition (range 150/600), Two-handed, Special: Long Reload	150 gp	25 lb.	50 gp	Smith, tinker	19	18 hrs	
Shuriken	1d4 piercing	Finesse, Light, Thrown (range 20/60)	1 sp	1/4 lb.	3 cp	Smith	17	1 hr	



CLUB

## CHAKRAM

Chakrams are martial melee weapons, consisting of a circular blade with a sharp outer edge. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Finesse, Light, Thrown (range 30/90), and Thrown Versatility (**1d6**) properties.

## CLAW

Claws are simple, bladed melee weapons worn as gloves that deal **1d6** slashing damage on a hit and have the Attached and Light properties.

## KUSARIGAMA

Kusarigama are martial melee weapons consisting of a sickle attached to a heavy counterweight by a metal chain. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Versatile (**1d6**) property. They also have the Special: Counterweight property. Due to the increased reach of this Special property, kusarigama count as having the Scourge property for the purposes of advanced weapon mastery (see page 83).

**Special: Counterweight.** While wielding a kusarigama with two hands, you can use a bonus action to attack with its counterweight. This attack has a reach of **10 feet** and deals **1d4** bludgeoning damage on a hit. You don't add your ability modifier to the damage of this attack, unless that modifier is negative.

## METEOR HAMMER

Meteor hammers are martial melee weapons that consist of a length of chain or rope attached to a weight at one or both ends. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed properties.

METEOR HAMMER



## NUNCHAKU

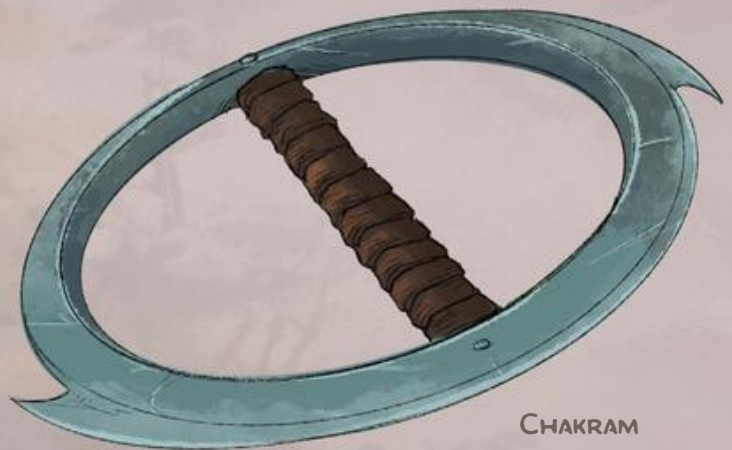
Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

**Special: Flourish.** When you are wielding the nunchaku in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity check**, adding your proficiency bonus if you are proficient with nunchaku. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

## ŌDZUTSU

Ōdzutsu are martial ranged weapons consisting of handheld cannons, traditionally made of forged iron or cast bronze. They deal **2d10** bludgeoning damage on a hit, and have the Ammunition (range 150/600), Two-handed, and Special: Long Reload properties.

**Special: Long Reload.** After an attack is made using this weapon, it must be reloaded. Due to the weight and size of this weapon and its ammunition, reloading the weapon takes two actions, which don't need to be taken consecutively.



CHAKRAM

## ROPE DART

Rope darts are martial melee weapons that consist of a length of chain or rope attached to a sharp dart at one end. They deal **1d6** piercing damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed properties.

## SAI

Sai are martial melee weapons consisting of three sharp, metal prongs, with the longer one at the centre and a smaller one on each side. They deal **1d4** piercing damage, count as monk weapons, and have the Finesse, Light, and Parry properties.

## SHURIKEN

Shuriken, also known as throwing stars, are martial ranged weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They deal **1d4** piercing damage on a hit, count as monk weapons, and have the Finesse, Light, and Thrown (range 20/60) properties.

## TESSEN

Tessen are martial melee weapons consisting of folding fans reinforced with wood or metal. The edges contain razor-sharp blades, but they can also be used as bludgeoning weapons when closed. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Adaptable (bludgeoning), Finesse, and Light properties. They also have the Special: Fan Shield property.

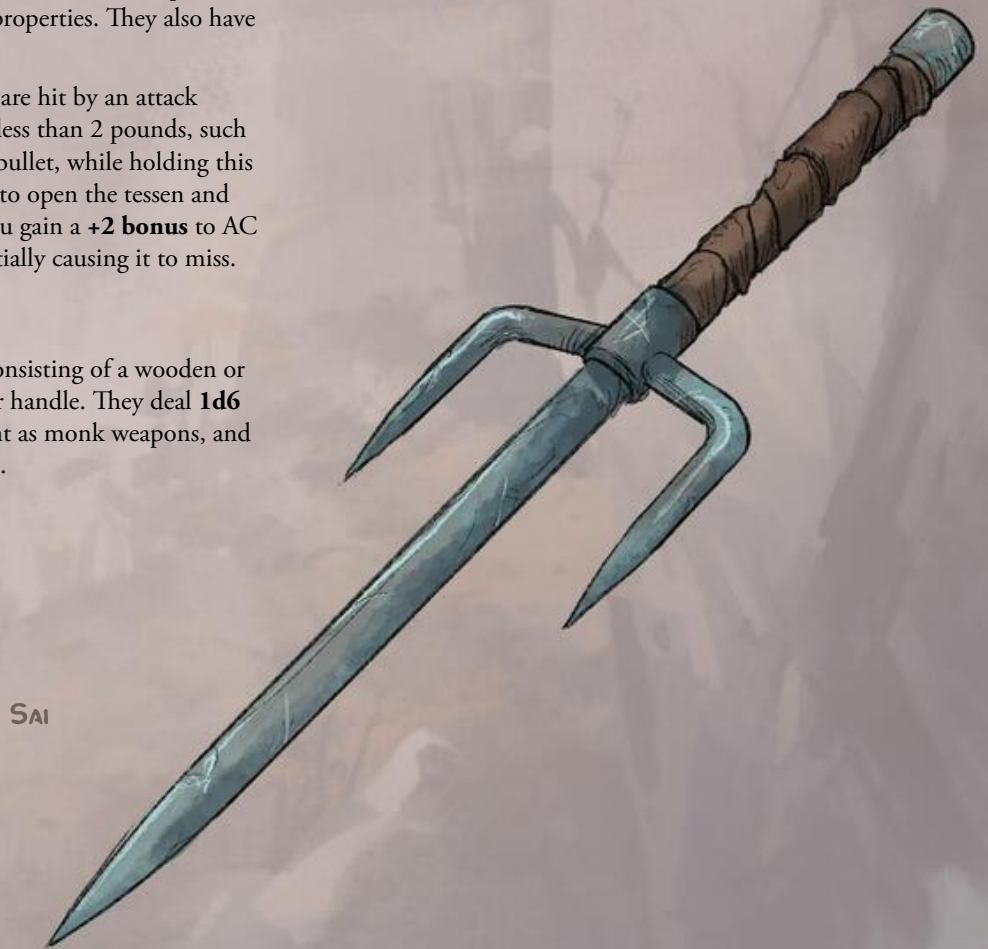
**Special: Fan Shield.** When you are hit by an attack made with a projectile that weighs less than 2 pounds, such as a thrown dagger, dart, arrow, or bullet, while holding this weapon, you can use your reaction to open the tessen and attempt to deflect the projectile. You gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

## TONFA

Tonfa are martial melee weapons consisting of a wooden or metallic baton with a perpendicular handle. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Light and Parry properties.



SHURIKEN



SAI

# PROSTHESES

*Ryoko's Guide to the Yokai Realms* introduces a new item type: prostheses, along with unique rules for equipping and using such items. In the context of this book, a prosthesis is an item that functions as a replacement or augmentation for a limb or other body part. Prostheses are divided into two categories: mundane and magical.

## MUNDANE PROSTHESES

Mundane prostheses are nonmagical and fully mechanical in nature, which results in a number of limitations:

- A mundane prosthesis can be used to replace a missing limb, but not augment an existing one or add a new limb that a member of the species wouldn't normally have. For example, a human can't use a mundane tail prosthesis to gain the functionalities of a tail, but a ryūjin that has lost its tail can.
- A mundane prosthesis can replicate motor functions, but can't relay sensation. For example, a mundane prosthetic eye can turn in its socket, but doesn't grant its user the ability to see through it.

Aside from these, a mundane prosthesis perfectly mimics the function of the limb it's replacing. A creature can take **1 minute** to attach or remove a prosthesis from itself or another willing creature within **5 feet** of it. Alternatively, a creature can spend **1 minute** to jam a prosthesis belonging to a willing or unconscious creature. A jammed prosthesis continues to function as a limb, but none of its properties can be used until a creature spends **10 minutes** unjamming it, a process that requires both of the creature's hands to be free.

**Advanced Weapon Masteries.** Prostheses can be used with the advanced weapon mastery system (see page 83). For each prosthesis that can be used as a weapon, the table below indicates which Superior Strike can be used with it.



## MAGICAL PROSTHESES

Magical prostheses make use of intricate enchantments to enhance their functionality and gain new properties. Magical prostheses function in the following ways:

- A magical prosthesis can replace a missing limb or other body part.
- A magical prosthesis can replicate all functions of the limb or other body part it emulates. For example, a magical prosthetic tongue is able to taste, a magical prosthetic eye can see, and a magical prosthetic nose is able to smell.
- A magical prosthesis can be placed around an existing limb or body part to enhance it. A prosthesis can't be used to add an additional limb beyond the creature's typical number of limbs unless stated otherwise.
- A magical prosthesis can't be attached to or removed from a creature against its will, even if the creature is unconscious.

A magical prosthesis with no additional properties is a common magic item that doesn't require attunement. More powerful prostheses with additional properties may require attunement. See Chapter 12 - Magic Items for a list of magical prosthetic items.



# TYPES OF PROSTHESES

Several types of mundane and magical prostheses exist, each with useful properties that allow them to serve other functions in addition to acting as a limb or body part. For example, a clever pickpocket might conceal his ill-gotten spoils in a hidden compartment within his prosthetic leg, or a grizzled warrior might extend a blade from her prosthetic arm to fight off a band of roving pillagers.

The table below details the types of mundane prostheses available, as well as the properties that each one has and what limbs it can replace or enhance.



## ADVENTURING PROSTHESES

Prosthesis	Properties	Cost	Arm	Leg	Tail	Superior Strike
Advanced	Hookshot (15 ft.), Integrated (any), Launch (1d6 <sup>2</sup> , 15 ft.)	100 gp <sup>3</sup>	x			Varies <sup>4</sup>
Basic	Integrated (any)	50 gp <sup>3</sup>	x			Varies <sup>4</sup>
Cannon	Blast (1d6 <sup>1</sup> , 20 ft.)	150 gp	x	x	x	Piercing shot
Climbing Claw	Mobility (climb 20 ft.)	75 gp	x	x	x	—
Combat Arm	Hookshot (20 ft.), Launch (1d6 <sup>2</sup> , 20 ft.), Melee (1d6 <sup>2</sup> , Pugilist)	150 gp	x			Flurry
Grappling Hook	Hookshot (40 ft.)	100 gp	x		x	—
Smokeshot	Integrated (stash), Obscure	90 gp	x	x	x	—
Steelslinger	Hookshot (30 ft.), Launch (1d6 <sup>2</sup> , 30 ft.)	125 gp	x			Battery Strike
Streamcutter	Mobility (swim 20 ft.)	75 gp	x	x	x	—
Wartail	Melee (1d6 <sup>2</sup> , Scourge)	100 gp			x	Trip

<sup>1</sup> Work with your GM to choose one damage type from acid, cold, fire, lightning, or thunder that fits the prosthesis.

<sup>2</sup> Work with your GM to choose one damage type from bludgeoning, piercing, or slashing that fits the prosthesis; if the item has an integrated weapon, the damage type of the Launch property should match the weapon's damage type.

<sup>3</sup> In addition to the price of the integrated object.

<sup>4</sup> Matches that of the integrated weapon or shield. See pages 86 - 87.





## PROSTHESIS PROPERTIES

Like weapons, prostheses have special properties that dictate how they function. Properties commonly found on prostheses include the following:

**Blast (*XdX*, *X ft.*).** This prosthesis is capable of discharging powerful explosive blasts. The prosthesis is a martial ranged weapon with the Loading property. If you're proficient with a martial ranged weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and range, respectively. This weapon doesn't have a long range.

Alternatively, you can use an action to fire the cannon and propel yourself a distance up to the range of the blast in a straight line in any direction, dealing no damage. As normal, this movement can provoke opportunity attacks.

**Hookshot (*X ft.*).** This enhancement consists of a metallic hook or similar tool typically attached to a spool of wire, though rope, chain, or even spidersilk may be used instead. The number in parentheses is the range of the hookshot. If the prosthesis isn't being used to hold an item, you can shoot the hook at a fixed surface within range as a bonus action, or as a reaction when falling. The hook then attaches to that surface until you use a bonus action to detach the hook and reel the wire back in, or until the wire is destroyed. The wire

is an object with **AC 19** and **10 hit points**; **resistance** to fire and cold damage; and **immunity** to lightning, psychic, and poison damage. The AC, price, and other properties of this wire can vary if different materials are used (GM's discretion).

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the prosthesis. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength** or **Dexterity** check.

While the hook is attached, you have **advantage** on ability checks made to move along the wire, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling further than the range at which you shot the hookshot and become suspended from the surface the hook is attached to. In addition, until the hook is reeled back in, the prosthesis can't hold anything or be used to make attacks, and you can't use or benefit from objects integrated into the prosthesis (such as attacking with a weapon or benefitting from a shield's bonus to AC).

**Integrated (X).** The object in parentheses is integrated into the prosthesis, and can't be separated from it, exchanged for another integrated object, or used to make ranged attacks by throwing it. You can extend or retract the integrated object as a free object interaction; if the integrated object is a weapon, this counts as drawing or stowing it. While an object is extended from an arm or hand prosthesis, you can manipulate it as if you were holding it, and your hand is not considered free. A prosthesis can only have one object integrated into it, which can be:

- A weapon without the Heavy or Superheavy properties
- A shield
- A set of tools or handheld item that can conceivably fit within the prosthesis (GM's discretion)
- An orb, rod, or wand
- A stash: a concealed storage space within the prosthesis, up to 35 inches cubed in volume, that can be used to store Tiny objects, such as rings, phials of liquid (e.g. potions), smoke bombs, pieces of ammunition, or a bag of caltrops or ball bearings. The user of the prosthesis can stow or retrieve an item from the stash as a bonus action. A creature can find this secret compartment with a successful **DC 11 Intelligence (Investigation)** check.

**Launch (XdX, X ft.).** A portion of this prosthesis is attached to the limb by a length of chain, rope, or wire, and can be launched at an enemy. The prosthesis is a martial ranged weapon with the Thrown and Finesse properties. If you're proficient with a weapon that has the Thrown property, you're considered proficient with this weapon. The portion of the prosthesis used to attack is automatically reeled in immediately after. The information in parentheses notes the attack's damage dice, damage type, and range, respectively. This weapon doesn't have a long range.

**Melee (XdX, X).** The prosthesis is a martial melee weapon. If you're proficient with a martial melee weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and any additional weapon properties it may have, respectively.

**Mobility (X, X ft.).** While wearing this prosthesis, you gain a special speed, the type and amount of which are both indicated in parenthesis.

**Obscure.** This prosthesis can expel a cloud of smoke to obscure an area. As a bonus action, you can expel a **5-foot radius** cloud of smoke centred on you. The area of the smoke is heavily obscured and lasts until the end of your next turn. Once you've expelled the smoke, you can't do so again until you take an action to reset the mechanism.



CHAPTER 7

# ADVANCED WEAPON MASTRIES



# ADVANCED WEAPON MASTRIES

Advanced weapon mastery is a system that grants new techniques to warriors, representing their dedication to combat and skill with a favoured weapon property. It opens up new pathways for players to explore creativity, flavour, and gameplay options, while also reducing some of the power imbalance between martial and spellcasting classes that can emerge at higher levels.

## MARTIAL LEVELS

*Ryoko's Guide* separates classes into three tiers: full-martial, half-martial, and non-martial.

- Full-martial classes: barbarians, fighters, monks, and rogues
- Half-martial classes: benders, paladins, and rangers
- Non-martial classes: bards, clerics, druids, sorcerers, tamers, warlocks, and wizards

If you have a subclass feature or eldritch invocation that gives you the ability to attack more than once when you take the Attack action (such as the Extra Attack feature), you are considered a half-martial character for the purposes of advanced weapon mastery, even if you belong to a non-martial class. You become a half-martial class in this way when you select the subclass or invocation that grants this feature. For example, a bard who chooses the College of Swords subclass becomes a half-martial when it chooses this subclass at level 3, not when it gains the Extra Attack feature at level 6.

**Martial Level & Multiclassing.** Your martial level dictates the levels at which you unlock advanced weapon mastery advanced techniques. You determine your martial level by adding together all your levels in the full-martial classes and half your levels in half-martial classes (rounded down). For example, a character that has multiclassed as a fighter 3/ranger 7 has a martial level of 6.

**Advanced Techniques.** Advanced techniques are special manoeuvres associated with a weapon property. A character can perform a technique with any weapon that possesses that property, provided the character is proficient with that weapon, has learned the technique, and meets its prerequisites. For example, a character that chooses the Dizzying Strike advanced technique from the Impact technique tree can perform the Dizzying Strike with any weapon that has the Impact property with which they are proficient.

**Saving Throws.** Whenever you use an advanced technique that forces a target to make a saving throw, it is against your **martial save DC**, which is calculated using any modifiers to your attack rolls with the weapon you are using to perform the technique. This includes your proficiency bonus, your ability modifier (typically Strength or Dexterity, but effects like the *shillelagh* cantrip could change this),

attack roll bonuses if the weapon is magical, or other effects currently affecting you or the weapon. It does not include any bonuses that rely on die rolls, such as the effect of the *bles* spell or Bardic Inspiration.

**Martial save DC = 8 + your proficiency bonus + your ability modifier + other attack roll bonuses**

**Critical Hit Threshold.** Some of the advanced techniques in this chapter reduce the critical hit threshold of an attack. Usually, a critical hit is scored on a roll of a 20 on the d20. When a technique (such as the Heavy tree's Executioner) says "your critical hit threshold... is reduced by 1", this means you score a critical hit on a 19 or 20. These effects stack with other advanced techniques, class features, and combo attacks.

For example, a character that takes the Steady Loader and Dead-Eye advanced techniques from the Loading tree scores a critical hit on a roll of 17-20 when they make an attack roll with a Loading weapon. A Champion fighter gets the Improved Critical class feature at 3rd level, letting them score a critical hit on a 19 or 20. If they also take the Executioner advanced technique from the Heavy tree, they score a critical hit on a roll of 18-20 when they make an attack with a Heavy weapon against a prone creature.

## NEW WEAPONS & WEAPON PROPERTIES

The new weapons introduced in *Ryoko's Guide* bring a plethora of new weapon properties, which are fully described on page 74. Three of these new properties, Impact, Pugilist, and Scourge, have their own advanced weapon mastery technique trees. In order to ensure that every weapon has at least one property with an advanced weapon mastery technique tree, these new properties have also been added to several existing weapons. Three weapons have also had their weapon properties altered to better reflect their attributes: the whip and tetherhook\* are now Scourge weapons, not Reach weapons, and the war pick now has the Versatile (1d10) property.

\*Available in *Heliana's Guide* and *L'Arsene's Ledger*.

## UNARMED STRIKES

Unarmed strikes are a unique case. Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

## WEAPON PROPERTIES: QUICK REFERENCE

Weapon Property	Weapons
Ammunition	Blunderbuss <sup>1</sup> , blowgun, hand crossbow, hand tommybow <sup>1</sup> , heavy crossbow, heavy tommybow <sup>1</sup> , light crossbow, light tommybow <sup>1</sup> , longbow, musket <sup>1</sup> , ōdzutsu <sup>2</sup> , pistol <sup>1</sup> , revolver <sup>1</sup> , rifle <sup>1</sup> , shortbow, sling, slingshot <sup>1</sup>
Finesse	Chakram <sup>2</sup> , dagger, dart, meteor hammer <sup>2</sup> , nunchaku <sup>2</sup> , rapier, rope dart <sup>2</sup> , sai <sup>2</sup> , scimitar, shortsword, shuriken <sup>2</sup> , starknife <sup>1</sup> , tessen <sup>2</sup> , twinblade <sup>1</sup> , whip
Heavy <sup>6</sup>	Glaive, greataxe, greatsword, halberd, maul, pike
Impact <sup>2</sup>	Club, greatclub, light hammer, flail, mace, maul, morningstar, quarterstaff, warhammer
Light	Chakram <sup>2</sup> , claw <sup>2</sup> , club, dagger, handaxe, hand crossbow, hand tommybow <sup>1</sup> , knuckle duster <sup>1</sup> , tessen <sup>2</sup> , light hammer, sai <sup>2</sup> , scimitar, shortsword, shuriken <sup>2</sup> , sickle, starknife <sup>1</sup> , tonfa <sup>2</sup>
Loading & Reload	Blowgun, hand crossbow, hand tommybow <sup>1</sup> , heavy crossbow, heavy tommybow <sup>1</sup> , light crossbow, light tommybow <sup>1</sup> ,
Pugilist <sup>2</sup>	Knuckle duster <sup>1</sup> , spiked cestus <sup>1</sup> , unarmed strike <sup>3</sup>
Reach	Glaive, halberd, lance, pike
Scourge <sup>2</sup>	Kusarigama <sup>2,4</sup> , meteor hammer <sup>2</sup> , rope dart <sup>2</sup> , tetherhook <sup>1</sup> , whip
Shield <sup>5</sup>	Shield
Thrown	Chakram <sup>2</sup> , dagger, dart, handaxe, javelin, light hammer, net, spear, shuriken <sup>2</sup> , starknife <sup>1</sup> , trident
Versatile	Battleaxe, kusarigama <sup>2</sup> , longsword, nunchaku <sup>2</sup> , quarterstaff, spear, trident, war pick, warhammer

<sup>1</sup> Included for players using *L'Arsene's Ledger of Treasures and Trinkets*.

<sup>2</sup> See page 76 - 77 for more details.

<sup>3</sup> Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

<sup>4</sup> Although this item does not have the Scourge property, it counts as a Scourge weapon for the purposes of advanced weapon mastery (see page 76).

<sup>5</sup> While not technically a weapon, shields have their own advanced weapon mastery technique tree.

<sup>6</sup> The advanced techniques in this advanced weapon mastery only benefit melee weapons.



## LEARNING ADVANCED TECHNIQUES

When you reach martial level 2, you learn one tier 1 advanced technique. As you increase in martial level, you learn more techniques, including more powerful ones at higher tiers, as shown in the Advanced Weapon Mastery Progression table.

### ADVANCED WEAPON MASTERY PROGRESSION

Martial Level	Techniques Known	Maximum Technique Tier
2nd	1	1
4th	2	1
6th	3	2
8th	4	2
10th	5	3
12th	6	3
14th	7	4
16th	8	4
18th	9	4
20th	10	4

**Technique Trees.** Advanced techniques are split into twelve technique trees, each of which is associated with one property: Ammunition, Finesse, Heavy, Impact\*, Light, Loading, Pugilist\*, Reach, Scourge\*, Shield\*\*, Thrown, and Versatile. Each technique tree has four tiers; to pick an advanced technique from tier 2 or higher, you must know at least one advanced technique from a lower tier in that property's technique tree. For example, to pick the tier 4 Finesse advanced technique Opportunist, you must have already chosen one of the tier 3 techniques, either Jink or Weak Spot.

In addition, advanced techniques have martial level prerequisites as shown on each technique tree and in the Advanced Weapon Mastery Progression table.

**Optional Rule: Level Up.** When you gain a level, you can replace one of the advanced techniques you know with another of your choice for which you meet the prerequisites. You can only do so if this doesn't remove the prerequisite for another technique you know.

\*These new properties are explained on page 74.

\*\*Shield is not a weapon property, but gets its own technique tree, regardless.

## ADVANCED TECHNIQUES EXAMPLE

Gurf is a 2nd-level barbarian and is therefore a martial level 2 player character. Gurf chose to learn the Fortified Position advanced technique from the Reach technique tree, reflecting the time spent decapitating foes with his favoured weapon: the glaive.

Gurf gains two more levels in the barbarian class, meaning he is now a martial level 4 character, allowing him to choose another advanced technique. This time, he chooses a technique from the Heavy technique tree: Executioner. Because Gurf's glaive has both the Reach and Heavy properties, both advanced techniques enhance his combat prowess when fighting with that weapon.

Gurf then decides to multiclass into the ranger class. Ranger is a half-martial class so, for every two ranger levels, Gurf gains one martial level. At character level 8 (barbarian 4/ranger 4), Gurf is a martial level 6 character and can learn another technique. Gurf opts to progress further along the Heavy technique tree, learning the tier 2 advanced technique Superior Strike: Heavy.

## SUPERIOR STRIKES

Every weapon can perform a devastating attack called a superior strike. The tier 2 advanced Superior Strike technique of each technique tree gives you access to the superior strike for all weapons with that property. For example, upon taking the advanced technique Superior Strike: Heavy from the Heavy technique tree at martial level 6, a character can perform a superior strike with any Heavy weapon, such as a greatsword, pike, or glaive.

Each weapon has a certain superior strike tied to it. For example, a glaive has the Whirling Strike superior strike, whereas the greatsword has Shockwave. Because both of these weapons have the Heavy property, a character with the Superior Strike: Heavy technique can perform either superior strike if they are holding the requisite weapon. The Weapon Metadata table shows every weapon in the core rules, *Ryoko's Guide*, *L'Arsene's Ledger*, and *Heliana's Guide*, along with their properties and superior strike effects.

## SHIELDS

Shields are a unique case. Technically, they are classified as armour, but as any shield-bearing warrior will tell you, they can be as much a weapon as any sword or axe. Accordingly, shields have a dedicated technique tree and their own superior strike: Shield Slam.

## WEAPON METADATA

Weapon	Source*	Properties	Damage	Superior Strike
<b>Simple Melee Weapons</b>				
Claw	HGMH	Attached, Light	1d6 slashing	Skewer
Club	SRD	Impact, Light	1d4 bludgeoning	Reeling Blow
Dagger	SRD	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Greatclub	SRD	Impact, Two-handed	1d8 bludgeoning	Shockwave
Handaxe	SRD	Light, Thrown (range 20/60)	1d6 slashing	Battery Strike
Javelin	SRD	Thrown (range 30/120)	1d6 piercing	Battery Strike
Knuckle duster	LLTT	Attached, Light, Pugilist	1d4 bludgeoning	Flurry
Light hammer	SRD	Impact, Light, Thrown (range 20/60)	1d4 bludgeoning	Battery Strike
Mace	SRD	Impact	1d6 bludgeoning	Reeling Blow
Quarterstaff	SRD	Impact, Versatile (1d8)	1d6 bludgeoning	Reeling Blow
Sickle	SRD	Light	1d4 slashing	Skewer
Spear	SRD	Thrown (range 20/60), Versatile (1d8)	1d6 piercing	Skewer
Spiked cestus	LLTT	Adaptable (piercing), Attached, Pugilist	1d6 bludgeoning	Flurry
Spiked knuckle duster	LLTT	Adaptable (piercing), Attached, Light, Pugilist	1d4 bludgeoning	Flurry
War crescent	LLTT	Versatile (1d8)	1d6 slashing	Whirling Strike
<b>Simple Ranged Weapons</b>				
Crossbow, light	SRD	Ammunition (range 80/320), Loading, Two-handed	1d8 piercing	Piercing Shot
Dart	SRD	Finesse, Thrown (range 20/60)	1d4 piercing	Battery Strike
Shortbow	SRD	Ammunition (range 80/320), Two-handed	1d6 piercing	Hail of Ammunition
Sling	SRD	Ammunition (range 30/120)	1d4 bludgeoning	Hail of Ammunition
Slingshot	HGMH	Ammunition (range 20/60), Two-handed	1d6 bludgeoning	Hail of Ammunition
Tommybow, light	HGMH	Ammunition (range 80/160), Reload (x), Two-handed	1d8 piercing	Hail of Ammunition
<b>Martial Melee Weapons</b>				
Battleaxe	SRD	Versatile (1d10)	1d8 slashing	Whirling Strike
Chakram	LLTT	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	1d4 slashing	Battery Strike
Flail	SRD	Impact	1d8 bludgeoning	Reeling Blow
Glaive	SRD	Heavy, Reach, Two-handed	1d10 slashing	Whirling Strike
Greataxe	SRD	Heavy, Two-handed	1d12 slashing	Whirling Strike
Greatsword	SRD	Heavy, Two-handed	2d6 slashing	Shockwave
Halberd	SRD	Heavy, Reach, Two-handed	1d10 slashing	Hamstring
Kusarigama	RGYR	Scourge, Special, Versatile (1d6)	1d4 slashing	Trip
Lance	SRD	Reach, Special	1d12 piercing	Skewer
Longsword	SRD	Versatile (1d10)	1d8 slashing	Hamstring
Maul	SRD	Heavy, Impact, Two-handed	2d6 bludgeoning	Shockwave
Meteor hammer	RGYR	Finesse, Scourge, Two-handed	1d6 bludgeoning	Whirling Strike
Morningstar	SRD	Impact	1d8 piercing	Shockwave
Nunchaku	HGMH	Finesse, Special, Versatile (1d8)	1d6 bludgeoning	Whirling Strike
Pike	SRD	Heavy, Reach, Two-handed	1d10 piercing	Skewer

Weapon	Source*	Properties	Damage	Superior Strike
Rapier	SRD	Finesse	1d8 piercing	Skewer
Rope dart	RGYR	Finesse, Scourge, Two-handed	1d6 piercing	Trip
Sai	RGYR	Finesse, Light, Parry	1d4 piercing	Skewer
Scimitar	SRD	Finesse, Light	1d6 slashing	Hamstring
Shortsword	SRD	Finesse, Light	1d6 piercing	Skewer
Starknife	LLTT	Adaptable (slashing), Finesse, Light, Thrown (range 20/60), Thrown Versatility (1d6)	1d4 piercing	Battery Strike
Tessen	RGYR	Adaptable (bludgeoning), Finesse, Light, Special	1d4 slashing	Whirling Strike
Tetherhook	HGMH	Scourge, Special, Two-handed	1d8 piercing	Trip
Tonfa	RGYR	Light, Parry	1d6 bludgeoning	Reeling Blow
Trident	SRD	Thrown (range 20/60), Versatile (1d8)	1d6 piercing	Piercing Shot
Twinblade	HGMH	Finesse, Special, Two-handed	2d4 slashing	Whirling Strike
War pick	SRD	Versatile (1d10)	1d8 piercing	Skewer
Warhammer	SRD	Impact, Versatile (1d10)	1d8 bludgeoning	Shockwave
Whip	SRD	Finesse, Scourge	1d4 slashing	Trip
Martial Ranged Weapons				
Blowgun	SRD	Ammunition (range 25/100), Loading	1 piercing	Piercing Shot
Blunderbuss	HGMH	Ammunition (range 20/60), Loud (1000), Reload (1), Two-handed	3d4 piercing	Piercing Shot
Crossbow, hand	SRD	Ammunition (range 30/120), Light, Loading	1d6 piercing	Piercing Shot
Crossbow, heavy	SRD	Ammunition (range 100/400), Heavy, Loading, Two-handed	1d10 piercing	Piercing Shot
Longbow	SRD	Ammunition (range 150/600), Heavy, Two-handed	1d8 piercing	Hail of Ammunition
Musket	HGMH	Ammunition (range 80/240), Loud (1000), Reload (1), Two-handed	1d10 piercing	Piercing Shot
Net	SRD	Special, Thrown (range 5/15)	—	Trip
Ōdzutsu	RGYR	Ammunition (range 150/600), Two-handed, Special	2d10 bludgeoning	Piercing Shot
Pistol	HGMH	Ammunition (range 40/120), Loud (500), Reload (2)	1d8 piercing	Piercing Shot
Revolver	HGMH	Ammunition (range 60/240), Loud (500), Reload (6)	1d10 piercing	Piercing Shot
Rifle	HGMH	Ammunition (range 120/480), Loud (500), Reload (6), Two-handed	1d12 piercing	Piercing Shot
Shuriken	RGYR	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Tommybow, hand	HGMH	Ammunition (range 30/60), Reload (x), Two-handed	1d6 piercing	Hail of Ammunition
Tommybow, heavy	HGMH	Ammunition (range 100/200), Reload (x), Two-handed	1d10 piercing	Hail of Ammunition
Armour				
Shield	SRD	+2 to AC	—	Shield Slam

\*Source indicates the initial publication the weapon is from. HGMH = *Heliana's Guide to Monster Hunting*; LLTT = *L'Arsene's Ledger of Treasures and Trinkets*; RGYR = *Ryoko's Guide to the Yokai Realms* (this book, see Equipment & Prostheses, page 73); SRD = System Reference Document (the core 5e rules).

# PERFORMING SUPERIOR STRIKES

"I'll try spinning; that's a good trick!"

- Gurf, seconds before mincing enemies with Whirling Strike.

When you take the Attack action on your turn, you can choose to make one superior strike in place of one of your regular attacks. You can perform superior strikes in this way a number of times equal to your proficiency bonus, but no more than once per turn, and you regain all expended uses when you finish a long rest. Like other advanced techniques, when your superior strike forces a creature to make a saving throw, it is against your **martial save DC** (see page 83).

Each weapon type has a specific superior strike it can be used to perform. This is listed in the Weapon Metadata table on page 86. The full list of superior strikes and their effects are as follows:

**Battery Strike.** With incredible dexterity and speed, you hurl numerous weapons at once. Make a number of ranged weapon attacks equal to 1 plus half your proficiency bonus (rounded down) against targets within the normal range of your weapon. Each attack must be against a different object or creature. You must have available weapons that have this superior strike option on your person with which to make these attacks.

**Flurry.** In a blistering display of speed, you make a number of unarmed strikes equal to 1 plus half your proficiency bonus (rounded down) against creatures within your reach. Each unarmed strike must be against a different target. You then gain a **+2 bonus** to AC until the start of your next turn.

**Hail of Ammunition.** You let loose a devastating volley of ammunition at a point you choose within your weapon's normal range. Each creature within a **10-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failed save, or half as much damage on a successful one. You must have at least 10 pieces of ammunition you can draw for the weapon that you use to make this superior strike.

**Hamstring.** In a vicious attack, you attempt to debilitate an enemy. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes extra damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature's AC is reduced by a value equal to its Dexterity modifier (minimum 0), and its speed is reduced by a number of feet equal to 5 times your proficiency bonus (to a minimum of 0 feet).





**Piercing Shot.** You fire a shot from your weapon packed with destructive force. It flies in a straight line a number of feet up to your weapon's normal range. Each creature whose space the ammunition passes through must make a **Dexterity saving throw**. A creature takes piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. The shot stops early after it passes through the space of a Huge or larger creature, or through an object more than 1 foot thick or with an AC of 17 or higher.

**Reeling Blow.** You unleash the full force of your strength and size in a weighty strike. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes extra damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature has **disadvantage** on all attack rolls, and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions. In addition, if this attack causes a creature to make a Constitution saving throw to maintain its concentration, the creature has **disadvantage** on the saving throw.

**Shield Slam.** You smash your shield forward, throwing a creature within your reach off balance. Make a **Strength (Athletics)** check contested by the creature's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you succeed on the contested check, the creature takes bludgeoning damage equalling a number of **d8s** equal to your proficiency bonus and, until the end of your next turn, melee attacks against the target have **advantage**.

**Shockwave.** You slam your weapon into the ground at your feet with ruinous force, detonating a shockwave of energy. Each creature within **10 feet** of you must succeed on a **Strength saving throw** or take bludgeoning damage equalling a number of **d6s** equal to your proficiency bonus and be pushed **10 feet** directly away from you.

**Skewer.** In a thrusting strike, you attempt to skewer an enemy with your weapon. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and is also **grappled** by you. This grapple ends early if you use the weapon to make another attack or you let go of the weapon. When the grapple ends, the creature takes piercing damage equalling a number of **d8s** equal to your proficiency bonus.

**Trip.** You perform a wide, sweeping attack that strikes at the footing of enemies around you. Each creature standing within **10 feet** of you must succeed on a **Dexterity saving throw** or take bludgeoning damage equalling a number of **d4s** equal to your proficiency bonus and fall **prone**.

**Whirling Strike.** In a blizzing vortex of aggression, you strike at all those around you in a sinuous assault. Each creature within your reach must make a **Dexterity saving throw**. A creature takes damage of your weapon's type equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. Success or failure, the creature can't make opportunity attacks against you until the end of this turn.

**AERODYNAMIC AMMUNITION**

*Prerequisite: proficiency with at least one Ammunition weapon*

Double the range of your ranged attacks.

**TINKERED ARTILLERY**

*Prerequisite: proficiency with at least one Ammunition weapon*

Specialise your ammo with simple enhancements.

1

**SUPERIOR STRIKE: AMMUNITION**

*Prerequisite: a tier 1 Ammunition advanced technique*

Master the superior strikes of Ammunition weapons.

2

**DOUBLE LOAD**

*Prerequisite: a tier 2 Ammunition advanced technique*

Double your ammunition for a powerful shot.

**TOOLED ARTILLERY**

*Prerequisite: a tier 2 Ammunition advanced technique*

Specialise your ammo with explosive enhancements.

3

**RAPID FIRE**

*Prerequisite: a tier 3 Ammunition advanced technique*

Make additional ranged attacks with the Attack action.

**RUNED ARTILLERY**

*Prerequisite: a tier 3 Ammunition advanced technique*

Specialise your ammo with deadly enhancements.

4

## AMMUNITION MASTERY

"Most arrows go 'swish'; my arrows go 'KABLAM!!'.  
Do you see the difference?"

Cobalt's draconic face split into a fanged grin as the wagoners scattered from the exploding ammunition raining down around their caravan. One more arrow ought to make them flee, she thought. Another explosive shot, or perhaps a poison tipped arrow? Her grin cracked into a menacing chuckle. The answer is, of course, to use both.

Several Ammunition advanced techniques let you modify ammunition. A single piece of ammunition can only have a single modification. If it is modified for a second time, it loses any previous modifications it had.

**Ammunition Property.** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

## TIER I ADVANCED TECHNIQUES

### AERODYNAMIC AMMUNITION

*Prerequisites: martial level 2, proficiency with at least one Ammunition weapon*

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to twice your proficiency bonus, increasing their aerodynamism. The normal range of attack rolls you make using weapons that use this ammunition is doubled, and the long range increases by half its value. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

### TINKERED ARTILLERY

*Prerequisites: martial level 2, proficiency with at least one Ammunition weapon*

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus. You can't modify the same piece of ammunition more than once. When you modify a piece of ammunition, choose from the options below.

- **Poisonous.** On a hit, the target takes an extra **1d6** poison damage and must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Whomping.** On a hit, the target must succeed on a **Strength saving throw** or be knocked **prone**.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

## TIER 2 ADVANCED TECHNIQUES

### SUPERIOR STRIKE: AMMUNITION

*Prerequisites: martial level 6, a tier 1 Ammunition advanced technique*

You can perform a superior strike with any weapon that has the Ammunition property.

## TIER 3 ADVANCED TECHNIQUES

### DOUBLE LOAD

*Prerequisites: martial level 10, a tier 2 Ammunition advanced technique*

Once on your turn, when you make an attack with an Ammunition weapon, you can load two pieces of ammunition into the weapon. If the attack hits, it deals one extra die of the weapon's damage. This technique can't be used with Loading's Twin Load.

## TOOLED ARTILLERY

*Prerequisites: martial level 10, a tier 2 Ammunition advanced technique*

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus, choosing from the options below.

- **Explosive.** Hit or miss, the target and each creature within **5 feet** of it must make a **Dexterity saving throw**. A target that is hit by your attack automatically fails this saving throw. A creature takes **1d8** thunder damage on a failure, or half as much damage on a success.
- **Smoke Bomb.** Hit or miss, the ammunition erupts in a cloud of smoke. The area within **10 feet** of the target is heavily obscured until the start of your next turn.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

## TIER 4 ADVANCED TECHNIQUES

### RAPID FIRE

*Prerequisites: martial level 14, a tier 3 Ammunition advanced technique*

Once per turn, after you take the Attack action and make an attack with an Ammunition weapon, you can make a **DC 15 Dexterity** check. On a success, you can make one additional attack with that weapon as part of the same action.

### RUNED ARTILLERY

*Prerequisites: martial level 14, a tier 3 Ammunition advanced technique*

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus, choosing from the options below.

- **Razored.** You have **advantage** on attack rolls made using this piece of ammunition, and your critical hit threshold is reduced by 1 when making attack rolls with it.
- **Phosphorous.** On a hit, the target takes an extra **3d6** fire damage, emits bright light for **10 feet** and dim light for an additional **10 feet**, and can't benefit from being invisible or taking the Hide action. The phosphorus burns for **1 minute**, or until the target uses an action to extinguish the flame or is submerged in water.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

**AMBIDEXTROUS**

*Prerequisite: proficiency with at least one Finesse weapon*  
Wield two Finesse weapons.

**NIMBLE DUELIST**

*Prerequisite: proficiency with at least one Finesse weapon*  
Strike enemies and retreat unscathed.

1

**SUPERIOR STRIKE: FINESSE**

*Prerequisite: a tier 1 Finesse advanced technique*  
Master the superior strikes of Finesse weapons.

2

**JINK**

*Prerequisite: a tier 2 Finesse advanced technique*  
Dodge and attack at the same time.

**WEAK SPOT**

*Prerequisite: a tier 2 Finesse advanced technique*  
Target a weakness to deal extra damage.

3

**FIGHTING ELEGANCE**

*Prerequisite: a tier 3 Finesse advanced technique*  
Dance between blows to raise your defences.

**OPPORTUNIST**

*Prerequisite: a tier 3 Finesse advanced technique*  
Strike enemies when they lower their guard.

4

## FINESSE MASTERY

"Swordplay is a delicate artform. Beautiful, brutal, tragic. Make no mistake, if you dance this dance long enough, your final partner can only be death."

Jorgan is old. Old as the sea, some say. She even flows and shimmers like water, delicate as a butterfly and sharp as a barb, weaving like a ghost through waves of the soon to be dead. Killing is never pretty, but it can look good.

**Finesse Property.** When making an attack with a Finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

## TIER 1 ADVANCED TECHNIQUES

### AMBIDEXTROUS

*Prerequisites: martial level 2; proficiency with at least one Finesse weapon*

When you take the Attack action and attack with a Finesse melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Finesse melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

### NIMBLE DUELIST

*Prerequisites: martial level 2; proficiency with at least one Finesse weapon*

When you hit a creature with a melee attack using a Finesse weapon, that creature can't make opportunity attacks against you until the end of that turn.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: FINESSE

*Prerequisites: martial level 6, a tier 1 Finesse advanced technique*

You can perform a superior strike with any weapon that has the Finesse property.

## TIER 3 ADVANCED TECHNIQUES

### JINK

*Prerequisites: martial level 10, a tier 2 Finesse advanced technique*

When you take the Dodge action, you can make one melee attack with a Finesse weapon as a part of that action, but you take a **-4 penalty** to the attack roll.

### WEAK SPOT

*Prerequisites: martial level 10, a tier 2 Finesse advanced technique*

When you make an attack with a Finesse weapon with advantage, you can deal extra damage equal to your proficiency bonus on a hit. You can deal this extra damage only once per turn.

## TIER 4 ADVANCED TECHNIQUES

### FIGHTING ELEGANCE

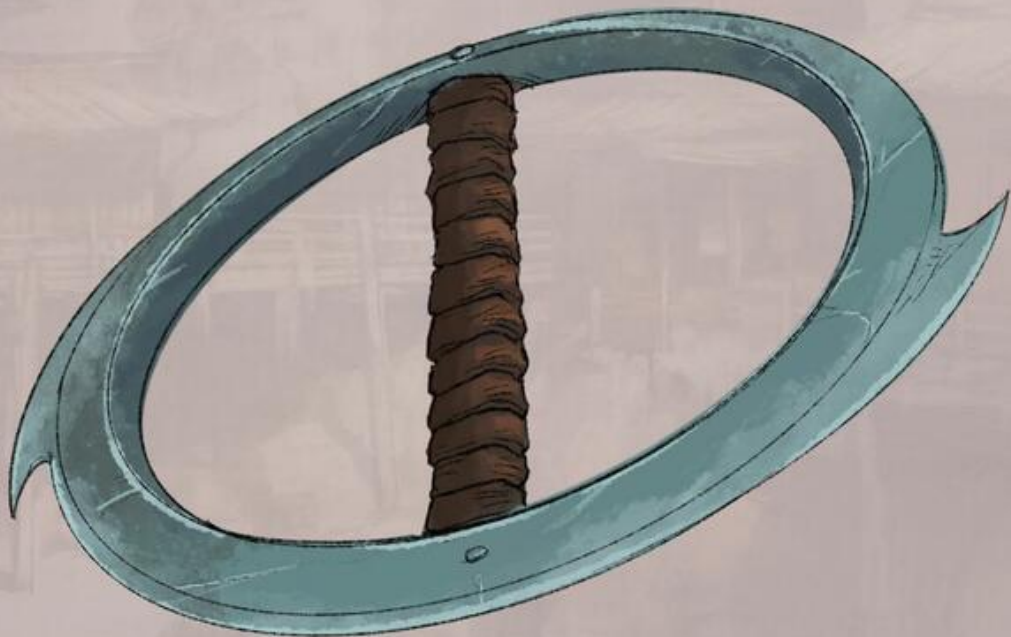
*Prerequisites: martial level 14, a tier 3 Finesse advanced technique*

Your AC increases by 2 while you're wielding a Finesse weapon and not wielding a non-Finesse weapon or shield in your other hand.

### OPPORTUNIST

*Prerequisites: martial level 14, a tier 3 Finesse advanced technique*

When a creature within **5 feet** of you attacks a creature other than you, you can use your reaction to make a melee attack against it with a Finesse weapon.



**COLOSSAL STRENGTH**

*Prerequisite: proficiency with at least one Heavy weapon*

Ignore the size restriction of Heavy weapons.

**EXECUTIONER**

*Prerequisite: proficiency with at least one Heavy weapon*

Deal calamitous damage to prone creatures.

**HAMMERING BLOW**

*Prerequisite: proficiency with at least one Heavy weapon*

Knock targets prone on a heavy hit.

1

**SUPERIOR STRIKE: HEAVY**

*Prerequisite: a tier 1 Heavy advanced technique*

Master the superior strikes of Heavy weapons.

2

**CLEAVE**

*Prerequisite: a tier 2 Heavy advanced technique*

Cleave through hordes of enemies.

**DAUNTLESS**

*Prerequisite: a tier 2 Heavy advanced technique*

Minimum damage equals maximum damage.

3

**CONCUSSIVE BLOW**

*Prerequisite: a tier 3 Heavy advanced technique*

Daze enemies with the power of your strikes.

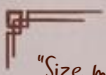
**STAGGERING BLOW**

*Prerequisite: a tier 3 Heavy advanced technique*

Knock targets back with the force of your strikes.

4

## HEAVY MASTERY



"Size matters."



A roaring oniborne twirls a greataxe in the air before letting it fall with the weight of a mountain, cleaving through four men in a single blow. You can be fast, you can be clever, but in the end, size matters.

Heavy advance techniques apply only to melee weapons with the Heavy property. For ranged weapon advanced techniques, reference the Ammunition and Loading & Reload masteries.

**Heavy Property.** Small creatures have **disadvantage** on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

## TIER I ADVANCED TECHNIQUES

### COLOSSAL STRENGTH

*Prerequisites: martial level 2, proficiency with at least one Heavy weapon*

If your Strength score is 15 or higher, being Small or Tiny doesn't impose disadvantage on your attack rolls with Heavy weapons.

### EXECUTIONER

*Prerequisites: martial level 2, proficiency with at least one Heavy weapon*

When you hit a prone creature with an attack using a Heavy weapon, the weapon deals one extra die of damage. Additionally, your critical hit threshold for such attacks is reduced by 1.

## HAMMERING BLOW

*Prerequisites: martial level 2; proficiency with at least one Heavy weapon*

When you hit a creature no more than one size larger than you with a Heavy weapon and roll the highest result on the weapon's damage dice, you can knock the target **prone**.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: HEAVY

*Prerequisites: martial level 6, a tier 1 Heavy advanced technique*

You can perform a superior strike with any weapon that has the Heavy property.

## TIER 3 ADVANCED TECHNIQUES

### CLEAVE

*Prerequisites: martial level 10, a tier 2 Heavy advanced technique*

When you reduce a creature to 0 hit points with a melee attack roll using a Heavy weapon, you can choose to carry over any excess damage to one other creature within your reach, provided the initial attack roll would hit the target. If you reduce that creature to 0 hit points, you can repeat this process against another target until there is no excess damage remaining.

## DAUNTLESS

*Prerequisites: martial level 10, a tier 2 Heavy advanced technique*

When you roll a 1 on a bludgeoning, piercing, or slashing damage die when you hit with a melee attack with a Heavy weapon, treat that 1 as the maximum roll for that die.

## TIER 4 ADVANCED TECHNIQUES

### CONCUSSIVE BLOW

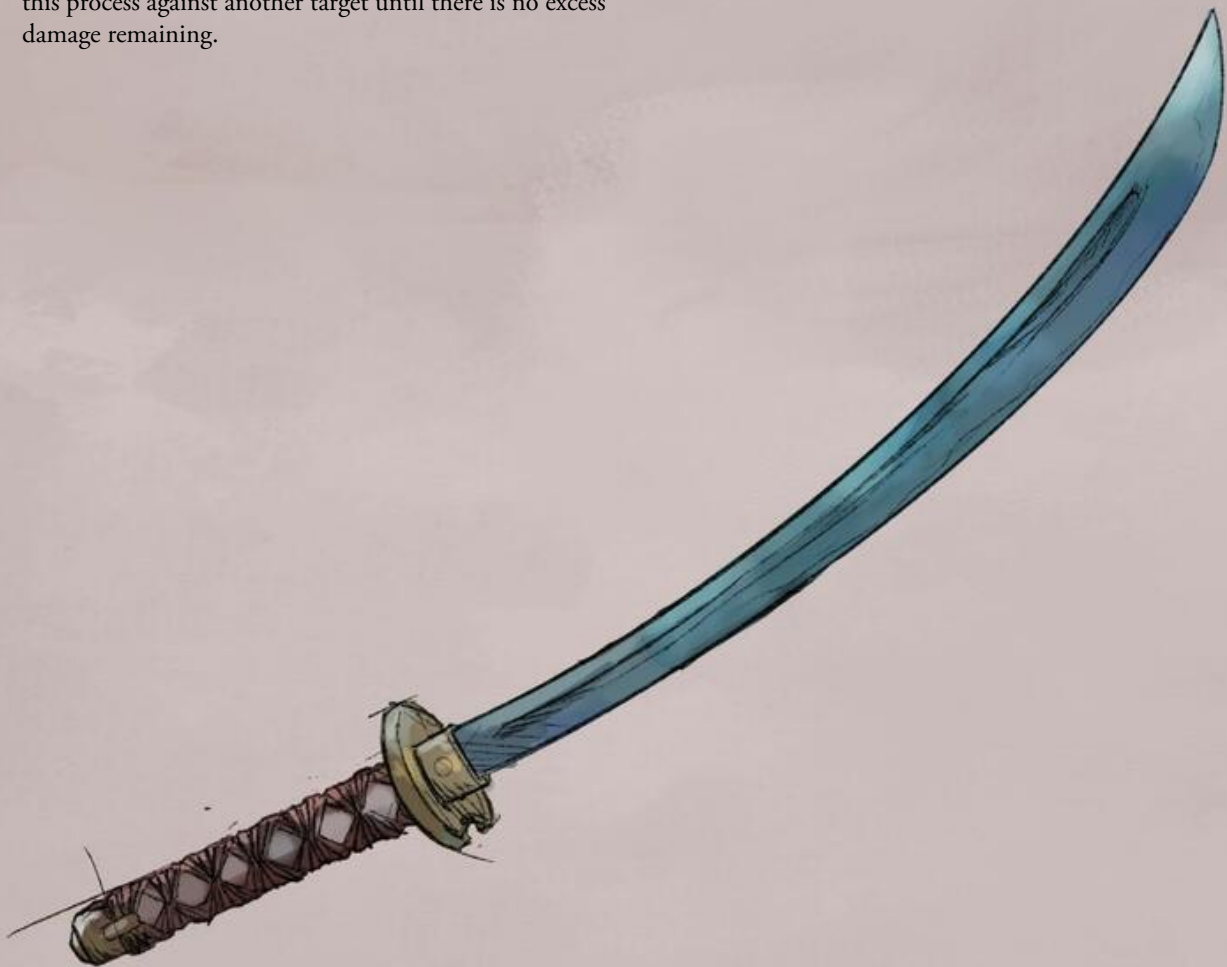
*Prerequisites: martial level 14, a tier 3 Heavy advanced technique*

When you score a critical hit on an attack with a Heavy weapon, the target also suffers the effect of the *confusion* spell until the end of its next turn.

### STAGGERING BLOW

*Prerequisites: martial level 14, a tier 3 Heavy advanced technique*

When you hit a creature no more than one size larger than you with a Heavy weapon, you can push the target up to **10 feet** directly away from you. Creatures immune to the grappled condition are **immune** to this effect.



ARTIST NAME

**DIRECT DAMAGE***Prerequisite: proficiency with at least one Impact weapon*

Ignore a target's temporary hit points and break its concentration.

**DIZZYING STRIKE***Prerequisite: proficiency with at least one Impact weapon*

Dizzy opponents with fierce blows to reduce their speed.

1

**SUPERIOR STRIKE: IMPACT***Prerequisite: a tier 1 Impact advanced technique*

Master the superior strikes of Impact weapons.

2

**MOMENTUM SWING***Prerequisite: a tier 2 Impact advanced technique*

Quickly attack again if you miss.

**STAGGERING STRIKE***Prerequisite: a tier 2 Impact advanced technique*

Stagger enemies you hit.

3

**CRUSHING FORCE***Prerequisite: a tier 3 Impact advanced technique*

Gain advantage when attacking smaller creatures.

**SHATTERED STEEL***Prerequisite: a tier 3 Impact advanced technique*

Destroy weapons and shields when you roll max damage.

4

## IMPACT MASTERY

"We can talk about "magic this" and "finesse that" until the bitan come home, but the fact is that combat is simple. I bonk people on the head and they stop being alive. I'll hit you up via sending spell when that strategy stops working but, so far, the results are impressive."

Enkoh armour is the best in the land—armour no sword can cleave nor arrow pierce. Holdo the barbarian found it very impressive. It never buckled, bent, burst, or broke, no matter how hard he hit it. If ever the folks inside the armour could say the same, he might have had to adapt his strategy.

**Impact Property.** This weapon deals double damage to objects and structures.

## TIER 1 ADVANCED TECHNIQUES

### DIRECT DAMAGE

*Prerequisites: martial level 2; proficiency with at least one Impact weapon*

Your damage rolls for attacks you make with Impact weapons ignore temporary hit points, striking at a target's normal hit points directly. In addition, if an attack you make with an Impact weapon forces a target to make a **Constitution saving throw** to maintain its concentration, it has **disadvantage** on the saving throw.

### DIZZYING STRIKE

*Prerequisites: martial level 2; proficiency with at least one Impact weapon*

Once per turn, when you hit a creature with an attack using an Impact weapon, that creature's speed is reduced by **10 feet** until the end of its next turn. This effect can stack.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: IMPACT

*Prerequisites: martial level 6, a tier 1 Impact advanced technique*

You can perform a superior strike with any weapon that has the Impact property.

## TIER 3 ADVANCED TECHNIQUES

### MOMENTUM SWING

*Prerequisites: martial level 10, a tier 2 Impact advanced technique*

When you take the Attack action and miss a target with an Impact weapon, you can immediately use a bonus action to make another attack with that weapon against the target. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

### STAGGERING STRIKE

*Prerequisites: martial level 10, a tier 2 Impact advanced technique*

When you hit a creature with an Impact weapon and roll the highest result on the weapon's damage dice or score a critical hit, that creature must succeed on a **Constitution saving throw** or be staggered until the end of its next turn. While staggered, a creature has **disadvantage** on all attack rolls and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions.

## TIER 4 ADVANCED TECHNIQUES

### CRUSHING FORCE

*Prerequisites: martial level 14, a tier 3 Impact advanced technique*

You have **advantage** on melee attack rolls with Impact weapons against creatures at least one size category smaller than you.

### SHATTERED STEEL

*Prerequisites: martial level 14, a tier 3 Impact advanced technique*

When you roll the maximum on your damage roll when you hit a creature with an Impact weapon, you push the force of that strike onto an object (such as a weapon) the creature is holding. The target must make an **Strength (Athletics)** check against your **martial save DC**. On a success, it drops the object. On a failure, the object shatters. If the object is a magic item of a rarity equal to or higher than that of your weapon, the target automatically succeeds on this check.



**LIGHTWEIGHT**

*Prerequisite: proficiency with at least one Light weapon*  
Increase your speed by staying light.

**MULTI-WEAPON FIGHTING**

*Prerequisite: proficiency with at least one Light weapon*  
Deal more damage with your bonus action attacks.

1

**SUPERIOR STRIKE: LIGHT**

*Prerequisite: a tier 1 Light advanced technique*  
Master the superior strikes of Light weapons.

2

**COMBINATION STRIKE**

*Prerequisite: a tier 2 Light advanced technique*  
Make your bonus action attacks with advantage.

**RIPOSTE**

*Prerequisite: a tier 2 Light advanced technique*  
Counterattack when an enemy misses you.

3

**FEATHERWEIGHT**

*Prerequisite: a tier 3 Light advanced technique*  
Stay light to gain additional defences.

**SWIFT STRIKER**

*Prerequisite: a tier 3 Light advanced technique*  
Make more attacks with Light weapons.

4

## LIGHT MASTERY

"Size matters not."

Ai felt a cool wind kiss her face as she bent double under the swinging head of an axe. Death winked from not an inch away as she rolled backwards over earth and blood, each hand grasping for a weapon. Her first blade did little, shattering as it collided with the oniborne's axe. Her second blade found its mark. You can be big, you can be strong, but in the end, size isn't everything.

**Light Property.** When you take the Attack action and attack with a Light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon also has the Thrown property, you can throw the weapon, instead of making a melee attack with it.

## TIER 1 ADVANCED TECHNIQUES

### LIGHTWEIGHT

*Prerequisites: martial level 2, proficiency with at least one Light weapon*

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, your speed increases by **10 feet**.

### MULTI-WEAPON FIGHTING

*Prerequisites: martial level 2, proficiency with at least one Light weapon*

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the bonus action attack if the weapon is Light.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: LIGHT

*Prerequisites: martial level 6, a tier 1 Light advanced technique*

You can perform a superior strike with any weapon that has the Light property.

## TIER 3 ADVANCED TECHNIQUES

### COMBINATION STRIKE

*Prerequisites: martial level 10, a tier 2 Light advanced technique*

When you take the Attack action and attack with a Light weapon, any attack roll you make as a bonus action this turn with a Light weapon has **advantage**.

### RIPOSTE

*Prerequisites: martial level 10, a tier 2 Light advanced technique*

When you are wielding two Light weapons and a creature within your reach misses you with a melee weapon attack, you can use your reaction to make an attack against that creature with one of the weapons.

## TIER 4 ADVANCED TECHNIQUES

### FEATHERWEIGHT

*Prerequisites: martial level 14, a tier 3 Light advanced technique*

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, you gain a **+1 bonus** to AC and have **advantage** on Dexterity saving throws.

### SWIFT STRIKER

*Prerequisites: martial level 14, a tier 3 Light advanced technique*

When you take the Attack action, if the only weapons you are wielding are Light weapons, you can make one additional attack with a Light weapon as a part of that action, but you do not add your ability modifier to the damage, unless that modifier is negative.



**FLEXIBLE WEAPONRY**

*Prerequisite: proficiency with at least one Loading or Reload weapon*

Use your Loading weapon as a crude club in melee combat.

**HYPER FOCUS**

*Prerequisite: proficiency with at least one Loading or Reload weapon*

Steady your mind to attack with advantage.

**SPEED LOADER**

*Prerequisite: proficiency with at least one Loading or Reload weapon*

Ignore the Loading property of weapons.

1

**SUPERIOR STRIKE: LOADING**

*Prerequisite: a tier 1 Loading advanced technique*

Master the superior strikes of Loading weapons.

2

**STEADY LOADER**

*Prerequisite: a tier 2 Loading advanced technique*

Shoot only once for a reduced critical threshold.

**TWIN LOAD**

*Prerequisite: a tier 2 Loading advanced technique*

Forgo an attack to load a devastating twin shot

3

**DEAD-EYE**

*Prerequisite: a tier 3 Loading advanced technique*

Increase your odds of a critical hit!

**QUICK SHOT**

*Prerequisite: a tier 3 Loading advanced technique*

Make an additional attack as a bonus action.

4

## LOADING & RELOAD MASTERY

“Worry not, men; there’s no way she can hit us from here!” – Commander Oglop’s Last Words

“Bullets? Check. Arrows? Check. Darts? Check. Knight to C2? Check. Would you look at that? That’s four things I’ve used to take out a king today.”

This advanced weapon mastery affects weapons with either the Loading or Reload property.

**Loading Property.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**Reload (X).** A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

## TIER 1 ADVANCED TECHNIQUES

### FLEXIBLE WEAPONRY

*Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon*

You can use a Loading or Reload weapon as a crude club. It is a simple melee weapon with the Finesse property that deals **1d4** bludgeoning damage on a hit. If you hit a creature with a melee attack roll using a Loading or Reload weapon, that creature can't make opportunity attacks against you until the start of its next turn.

### HYPER FOCUS

*Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon*

As a bonus action, you can steady your body and mind to give yourself **advantage** on the next attack roll you make with a Loading or Reload weapon this turn.

### SPEED LOADER

*Prerequisites: martial level 2; proficiency with at least one Loading or Reload weapon*

You ignore the Loading property of weapons. You can reload a weapon with the Reload property using either an action or bonus action.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: LOADING

*Prerequisites: martial level 6, a tier 1 Loading advanced technique*

You can perform a superior strike with any weapon that has the Loading or Reload property.

## TIER 3 ADVANCED TECHNIQUES

### STEADY LOADER

*Prerequisites: martial level 10, a tier 2 Loading advanced technique*

When you take the Attack action, you can choose to make only one attack with a Loading or Reload weapon with that action. If you do so, the critical hit threshold for that attack is reduced by 2.

### TWIN LOAD

*Prerequisites: martial level 10, a tier 2 Loading advanced technique*

Once per turn, when you take the Attack action, you can forgo one of the attacks you can make as part of that action to load a second piece of ammunition. If the next attack you make with that weapon hits, your attack deals extra damage equal to your weapon's damage die plus your proficiency bonus. This technique can't be used with Ammunition's Double Load.

## TIER 4 ADVANCED TECHNIQUES

### DEAD-EYE

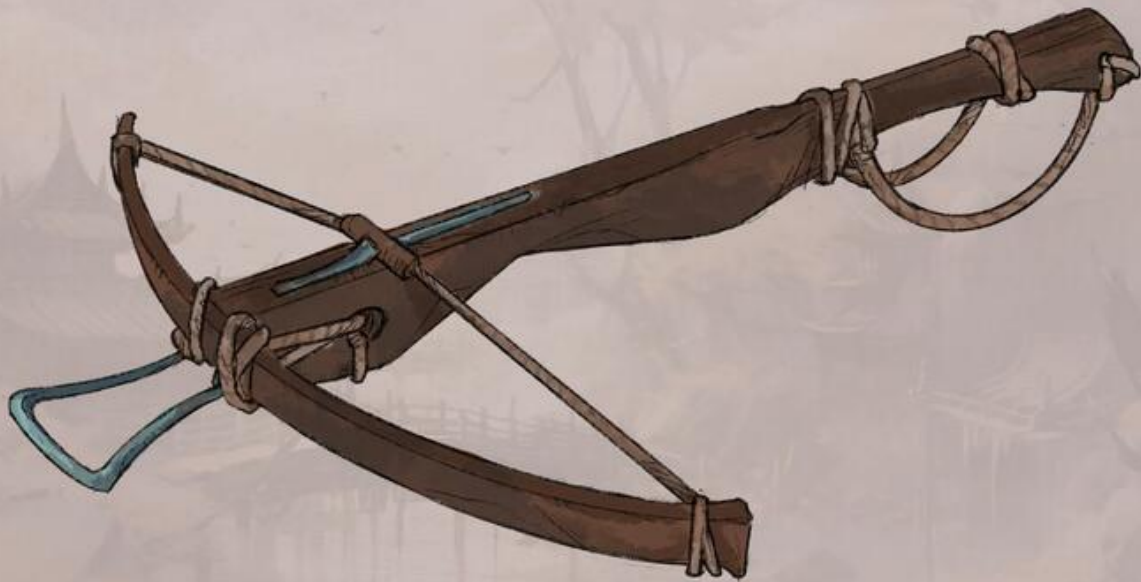
*Prerequisites: martial level 14, a tier 3 Loading advanced technique*

The critical hit threshold for attack rolls you make with Loading or Reload weapons is reduced by 1.

### QUICK SHOT

*Prerequisites: martial level 14, a tier 3 Loading advanced technique*

After you take the Attack action and only attack with a Loading or Reload weapon, you can make one attack with that weapon as a bonus action that turn. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.



**COMBINATION**

Deal additional damage when you hit a single target more than once

**TRAINED PUGILIST**

Deal greater damage with your unarmed strikes and pugilist weapons.

1

**SUPERIOR STRIKE: PUGILIST**

*Prerequisite: a tier 1 Pugilist advanced technique*  
Master the superior strikes of Pugilist weapons.

2

**BLITZER**

*Prerequisite: a tier 2 Pugilist advanced technique*  
Strike again as a bonus action.

**EXPERT PUGILIST**

*Prerequisite: a tier 2 Pugilist advanced technique*  
Deal even more damage with your unarmed strikes and pugilist weapons.

3

**FAIR FIGHTER**

*Prerequisite: a tier 3 Pugilist advanced technique*  
Disarm your target.

**MASTER PUGILIST**

*Prerequisite: a tier 3 Pugilist advanced technique*  
Deal extreme damage with your unarmed strikes and pugilist weapons.

4

## PUGILIST MASTERY

"Float like a ryūtō, sting like a nue."

There was a girl we called Roma who made a living knocking men on their asses in the ring. She didn't look like much, but she was fast as a spooked wanyūdō and clever with her punches. Flowed like a river and then "BAP BAP BANG", two jabs, an uppercut, and the other guy was down. Nobody could take her in a fair fight. Course, lots of fellas don't like looking foolish, and some would come looking for revenge later, armed to the teeth. It's a funny thing; turns out nobody could take her in an unfair fight, either.

**Pugilist Property.** For creatures that roll a die when they make unarmed strikes (such as the monk or Tavern Brawler fighter (see *L'Arsene's Ledger*)), the size of their damage die is increased by one (maximum **1d12**) when they make unarmed strikes with a hand equipped with a weapon that has this property.

### TIER I ADVANCED TECHNIQUES

#### COMBINATION

*Prerequisite: martial level 2*

The second time on your turn that you hit the same creature with an unarmed strike or an attack with a Pugilist weapon, you deal extra damage to it equal to your proficiency bonus.

## TIER

1

### UPPERCUT SPECIALIST

Deal devastating blows to larger creatures.

### WELTERWEIGHT

Attack dexterously with your unarmed strikes.

2

3

### FINISHER

*Prerequisite: a tier 2 Pugilist advanced technique*

Deal additional damage when you hit a single target more than twice.

### GOT 'EM

*Prerequisite: a tier 2 Pugilist advanced technique*

React deftly to fleeing foes.

4

### SUPLEX KING

*Prerequisite: a tier 3 Pugilist advanced technique*

Suplex attacking enemies to leave them prone.

### TOUGH MOTHER

*Prerequisite: a tier 3 Pugilist advanced technique*

Reduce incoming physical damage.

## TRAINED PUGILIST

*Prerequisite: martial level 2*

You can roll a **d6** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d8**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

## UPPERCUT SPECIALIST

*Prerequisite: martial level 2*

When you attack a creature at least one size larger than you with an unarmed strike or a Pugilist weapon, your critical hit threshold is reduced by 1.

## WELTERWEIGHT

*Prerequisite: martial level 2*

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes or Pugilist weapons.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: PUGILIST

*Prerequisites: martial level 6, a tier 1 Pugilist advanced technique*

You can perform a superior strike with any weapon that has the Pugilist property and can perform the Flurry superior strike if you attack with an unarmed strike.

## TIER 3 ADVANCED TECHNIQUES

### BLITZER

*Prerequisites: martial level 10, a tier 2 Pugilist advanced technique*

After you take the Attack action and only attack with unarmed strikes or Pugilist weapons, you can make one unarmed strike or attack with a Pugilist weapon as a bonus action that turn. You can replace this attack with an attempt to grapple or shove a creature.

### EXPERT PUGILIST

*Prerequisites: martial level 10, a tier 2 Pugilist advanced technique*

You can roll a **d8** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d10**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

### FINISHER

*Prerequisites: martial level 10, a tier 2 Pugilist advanced technique*

The third time on your turn that you hit the same creature with an unarmed strike or Pugilist weapon, you deal extra damage to it equal to your ability modifier used for the attack.

### GOT 'EM

*Prerequisites: martial level 10, a tier 2 Pugilist advanced technique*

You have **advantage** on opportunity attacks made with unarmed strikes or with Pugilist weapons, and when a creature provokes an opportunity attack from you, you can attempt to grapple that creature as your opportunity attack.



## TIER 4 ADVANCED TECHNIQUES

### FAIR FIGHTER

*Prerequisites: martial level 14, a tier 3 Pugilist advanced technique*

Once per turn, when you hit a creature with an unarmed strike or attack with a Pugilist weapon, you can forgo dealing damage to disarm that creature instead. It drops one weapon or other object it is holding (your choice). The object lands in your space.

### MASTER PUGILIST

*Prerequisites: martial level 14, a tier 3 Pugilist advanced technique*

You can roll a **d10** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d12**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

### SUPLEX KING

*Prerequisites: martial level 14, a tier 3 Pugilist advanced technique*

When a creature no more than one size larger than you makes a melee attack roll against you, you can use your reaction to dodge and use its momentum against it. You gain a bonus to AC equal to your proficiency bonus against that attack, and, if the attack misses, you suplex the creature; you move into its space, and it falls **prone** in the space you left.

### TOUGH MOTHER

*Prerequisites: martial level 14, a tier 3 Pugilist advanced technique*

While you aren't wielding any weapons other than pugilist weapons, carrying a shield, or wearing armour, any bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your proficiency bonus.



**FORTIFIED POSITION**

*Prerequisite: proficiency with at least one Reach weapon*

The area around you becomes difficult terrain for enemies.

**POLE VAULTER**

*Prerequisite: proficiency with at least one Reach weapon*

Use your polearm to leap further and steady your fall.

1

**SUPERIOR STRIKE: REACH**

*Prerequisite: a tier 1 Reach advanced technique*

Master the superior strikes of Reach weapons.

2

**CONSTANT VIGILANCE**

*Prerequisite: a tier 2 Reach advanced technique*

Make attacks against creatures that enter your reach.

**LUNGING STRIKES**

*Prerequisite: a tier 2 Reach advanced technique*

Increase your weapons' reach even further.

3

**CROWD CONTROL**

*Prerequisite: a tier 3 Reach advanced technique*

Move creatures that you hit with Reach weapons.

**PIKE WALL**

*Prerequisite: a tier 3 Reach advanced technique*

Form a defensive posture alongside an ally with a Reach weapon.

4

## REACH MASTERY

"You'd think millenia of civilisation would amount to more than 'the guy with the biggest stick wins', but it really doesn't! The polearm is disgustingly effective in single combat, and anyone who disagrees is welcome to try and get within 10 feet of me to make a counter argument. Let's see who can do so without getting their skull cracked open."

Private Pontefract held back the horde with only three weapons: a pike, a narrow hallway, and determination.

**Reach Property.** This weapon adds **5 feet** to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

## TIER 1 ADVANCED TECHNIQUES

### FORTIFIED POSITION

*Prerequisites: martial level 2; proficiency with at least one Reach weapon*

While you are wielding a Reach weapon and aren't restrained or incapacitated, the area within **10 feet** of you is difficult terrain for creatures of your choice.

### POLE VAULTER

*Prerequisites: martial level 2; proficiency with at least one Reach weapon*

You have trained to use your weapon to aid you in vaulting and falling safely. While you are wielding a Reach weapon, if you move at least **10 feet** on foot immediately before the jump, your jumping distance is tripled until the end of this turn. In addition, when you fall and are wielding a Reach weapon, you can subtract up to **50 feet** from your fall when calculating falling damage. You can't gain this benefit if you are unconscious.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: REACH

*Prerequisites: martial level 6, a tier 1 Reach advanced technique*

You can perform a superior strike with any weapon that has the Reach property.

## TIER 3 ADVANCED TECHNIQUES

### CONSTANT VIGILANCE

*Prerequisites: martial level 10, a tier 2 Reach advanced technique*

When a creature enters your reach while you are wielding a Reach weapon, you can use your reaction to make an attack against that creature with the weapon.

### LUNGING STRIKES

*Prerequisites: martial level 10, a tier 2 Reach advanced technique*

When you take the Attack action on your turn, the reach of attacks you make with Reach weapons increases by **5 feet** until the end of your turn.

## TIER 4 ADVANCED TECHNIQUES

### CROWD CONTROL

*Prerequisites: martial level 14, a tier 3 Reach advanced technique*

When you hit a creature no more than one size larger than you with a Reach weapon, you can move it up to **10 feet** horizontally to an unoccupied space.

### PIKE WALL

*Prerequisites: martial level 14, a tier 3 Reach advanced technique*

While you are wielding a Reach weapon and you are within reach of an allied creature who is also wielding a Reach weapon with which it is proficient, you gain a **+2 bonus** to your AC. This effect does not stack.





TIER

### DAY TRIPPER

*Prerequisite: proficiency with at least one Scourge weapon*  
Trip enemies to knock them prone after attacking.

### GET OVER HERE!

*Prerequisite: proficiency with at least one Scourge weapon*  
Wrench enemies towards you after attacking.

1

### SUPERIOR STRIKE: SCOURGE

*Prerequisite: a tier 1 Scourge advanced technique*  
Master the superior strikes of Scourge weapons.

2

### DISARMING STRIKE

*Prerequisite: a tier 2 Scourge advanced technique*  
Wrench objects out of your enemy's grasp and pull them towards you.

### LONG TETHER

*Prerequisite: a tier 2 Scourge advanced technique*  
Increase the reach of your Scourge weapon attacks.

3

### VICIOUS STRIKES

*Prerequisite: a tier 3 Scourge advanced technique*  
Increase the damage of your Scourge weapons.

### WRAP

*Prerequisite: a tier 3 Scourge advanced technique*  
Grapple enemies from afar.

4

## SCOURGE MASTERY

"It can break the sound barrier and their bones in a single strike."

As sinuous as the lengths of leather he wielded, Crak'n tore through his pursuers with the dexterity of a deranged marionettist. With a lunging swing, he sent the weighted ball of his kusarigama on an orbital path to catch behind his assailant's ankle, tripping them with a quick yank and pulling the downed foe to his padded jika-tabi. A swing with the curved hook, and Crak'n was alone once more.

ARTIST NAME

**Scourge Property.** This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long stiff material.

## TIER 1 ADVANCED TECHNIQUES

### DAY TRIPPER

*Prerequisites: martial level 2, proficiency with at least one Scourge weapon*

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target off its feet. The target must succeed on a **Dexterity saving throw** or fall **prone**.

### GET OVER HERE!

*Prerequisites: martial level 2, proficiency with at least one Scourge weapon*

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target. The target must succeed on a **Strength saving throw** or be pulled up to **10 feet** towards you.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: SCOURGE

*Prerequisites: martial level 6, a tier 1 Scourge advanced technique*

You can perform a superior strike with any weapon that has the Scourge property.

## TIER 3 ADVANCED TECHNIQUES

### DISARMING STRIKE

*Prerequisites: martial level 10, a tier 2 Scourge advanced technique*

When you hit a creature with an attack roll using a Scourge weapon, you can attempt to disarm that creature. It must make a **Strength saving throw**. On a failure, the creature drops one object (such as a weapon) that it is holding of your choice, and you pull that weapon or object up to **10 feet** towards you.

### LONG TETHER

*Prerequisites: martial level 10, a tier 2 Scourge advanced technique*

When you take the Attack action on your turn, your reach for attacks you make with Scourge weapons increases by **5 feet** until the end of your turn.

## TIER 4 ADVANCED TECHNIQUES

### VICIOUS STRIKES

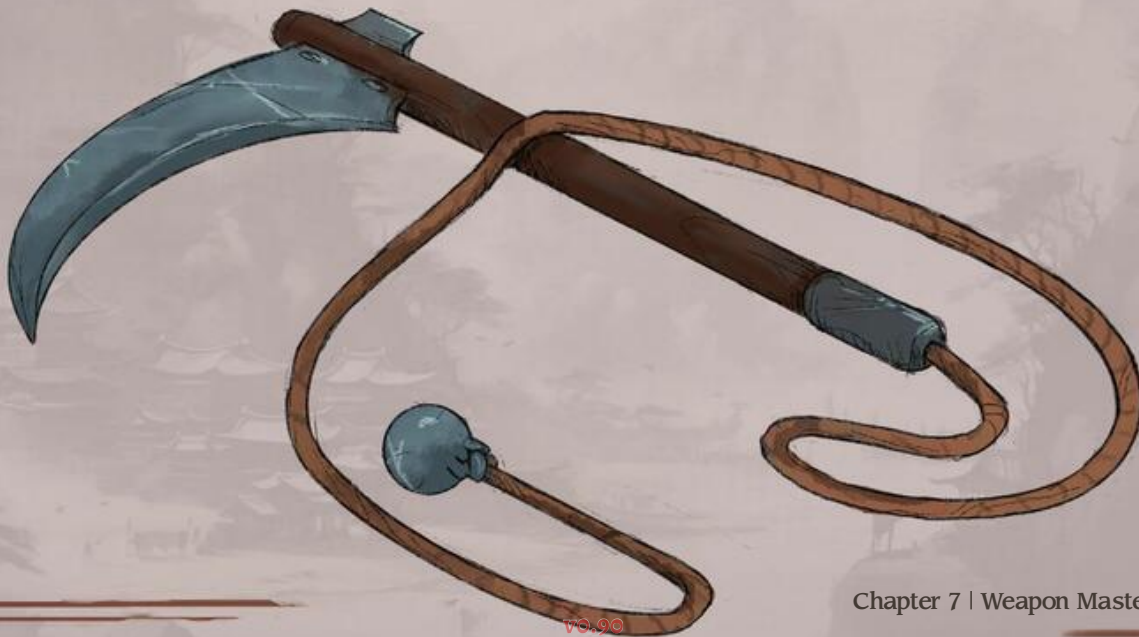
*Prerequisites: martial level 14, a tier 3 Scourge advanced technique*

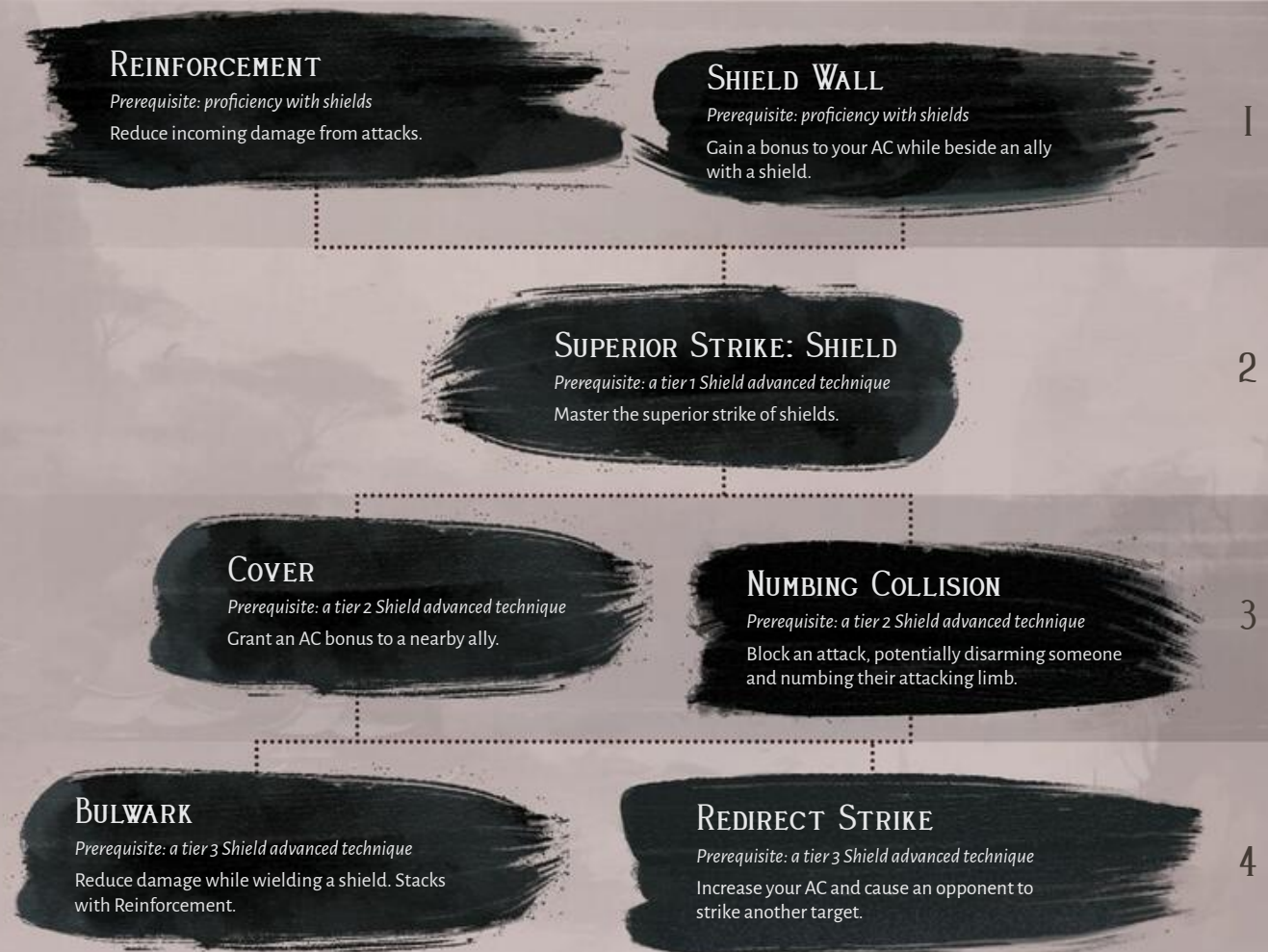
The damage die of your Scourge weapons increases to a **d10**.

### WRAP

*Prerequisites: martial level 14, a tier 3 Scourge advanced technique*

When you take the Attack action while wielding a Scourge weapon, you can forgo one attack to make a special melee attack against a creature within the reach of your Scourge weapon. The target must make a **Dexterity saving throw** (DC = your **martial save DC**). On a failed save, the creature is **grappled**, and it is **restrained** while grappled in this way. The creature can escape the grapple if it or a creature within **5 feet** of it uses its action to make a **Strength** check against your **martial save DC** and succeeds. While a creature is grappled in this way, you can't attack with your Scourge weapon.





## SHIELD MASTERY

"Shields are there to keep you safe, but in my experience, nothing is safer than knocking your enemy on their ass. Shields are great for that."

**Shield.** A shield is typically made from wood or metal and is carried in one hand. Wielding a shield increases your AC by 2. You can benefit from only one shield at a time.

After weathering the barrage of barbed arrows, Cato's detachment locked shields and prepared to endure the foetid charge of the undead horde. With a well-practised thrust, the veterans' bulwark collided with the enemy's rusted blades, sending foes reeling and weapons clattering to the floor. Equal parts fortification and battering ram, the outnumbered defenders deflected blow after blow against the attackers, turning the unholy horde on itself.

## TIER 1 SHIELD MASTERY

### SHIELD WALL

*Prerequisites: martial level 2, proficiency with shields*

While you are wielding a shield and within **5 feet** of an allied creature that is also wielding a shield, your AC increases by **2**. This effect does not stack.

### REINFORCEMENT

*Prerequisites: martial level 2, proficiency with shields*

While you might not intercept every blow, you can cause minor deflections that decrease their efficacy. While you are wielding a shield, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). After you use Reinforcement, you can't use this technique again until the start of your next turn.

## TIER 2 SHIELD MASTERY

### SUPERIOR STRIKE: SHIELD

*Prerequisites: martial level 6, a tier 1 Shield advanced technique*

You can perform a superior strike with any shield.

## TIER 3 SHIELD MASTERY

### COVER

*Prerequisites: martial level 10, a tier 2 Shield advanced technique*

While you are wielding a shield and within **5 feet** of an allied creature who is not wielding a shield, you can use your bonus action to grant that creature a **+2 bonus** to its AC until the start of your next turn. The bonus ends early if the creature is ever more than **5 feet** away from you or you are incapacitated.

### NUMBING COLLISION

*Prerequisites: martial level 10, a tier 2 Shield advanced technique*

When a creature misses you with a melee attack while you are wielding a shield, you can use your reaction to strike its attacking limb, numbing it. The creature must succeed on a **Constitution saving throw** or drop the weapon that it used to make the attack (if any) at your feet. In addition, until the end of its next turn, it has **disadvantage** on attack rolls it makes, and it can't pick up the weapon while you occupy the space and are not unconscious.

## TIER 4 SHIELD MASTERY

### BULWARK

*Prerequisites: martial level 14, a tier 3 Shield advanced technique*

You are a wall capable of withstanding any onslaught. While you are wielding a shield, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). This effect stacks with Reinforcement, allowing you to reduce the damage you take from a melee attack by twice your proficiency bonus. After you use either Bulwark or Reinforcement, you can't use either technique again until the start of your next turn.

### REDIRECT STRIKE

*Prerequisites: martial level 14, a tier 3 Shield advanced technique*

When you are wielding a shield and you are targeted by a melee attack by an attacker you can see, but before the GM determines whether the attack roll succeeds or fails, you can use your reaction to add half your proficiency bonus to your AC against that strike, potentially turning a hit into a miss. If the attack misses, you can force the attacker to target a different target that is within **5 feet** of both you and the attacking creature with the attack. Use the attacker's original attack roll to determine if the attack hits.



**CLOSE-QUARTERS COMBAT**

*Prerequisite: proficiency with at least one Thrown weapon*  
Ignore disadvantage on ranged weapon attacks imposed by nearby hostile creatures.

**DISTANT STRIKER**

*Prerequisite: proficiency with at least one Thrown weapon*  
Increase the range of your Thrown weapon attacks.

1

**SUPERIOR STRIKE: THROWN**

*Prerequisite: a tier 1 Thrown advanced technique*  
Master the superior strikes of Thrown weapons.

2

**FLEXIBLE ATTACKER**

*Prerequisite: a tier 2 Thrown advanced technique*  
After making a melee attack with a Thrown weapon, you can throw it as a bonus action.

**FOCUSED STRIKE**

*Prerequisite: a tier 2 Thrown advanced technique*  
Steady your mind to attack with advantage.

3

**BULLSEYE**

*Prerequisite: a tier 3 Thrown advanced technique*  
Crit more often, and devastate enemies with debilitating effects on a critical hit.

**WHIRLING MELEE**

*Prerequisite: a tier 3 Thrown advanced technique*  
Seamlessly blend melee and Thrown weapon attacks.

4

## THROWN MASTERY

“Duck!”

Novices of the Flying Star can hit a bullseye, but only from exactly 20 feet. A master, on the other hand, is as deadly at five inches as at five hundred. A whirlwind of flying metal, Katya can turn a knight's plate mail into kihosan cheese or send a single shuriken through the silk-thin slot of their full-face helm.

**Thrown Property.** If a weapon has the Thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the Finesse property.

## TIER 1 ADVANCED TECHNIQUES

### CLOSE-QUARTERS COMBAT

*Prerequisites: martial level 2; proficiency with at least one Thrown weapon*

Being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with Thrown weapons.

### DISTANT STRIKER

*Prerequisites: martial level 2; proficiency with at least one Thrown weapon*

The normal and long ranges of ranged attacks you make with Thrown weapons is doubled. In addition, if you make a ranged attack with a Thrown weapon while hidden, missing doesn't reveal your position.

## TIER 2 ADVANCED TECHNIQUE

### SUPERIOR STRIKE: THROWN

*Prerequisites: martial level 6, a tier 1 Thrown advanced technique*

You can perform a superior strike with any weapon that has the Thrown property.

## TIER 3 ADVANCED TECHNIQUES

### FLEXIBLE ATTACKER

*Prerequisites: martial level 10, a tier 2 Thrown advanced technique*

If you make a melee attack with a Thrown weapon on your turn, you can make a ranged weapon attack with that same weapon as a bonus action that turn.

## FOCUSED STRIKE

*Prerequisites: martial level 10, a tier 2 Thrown advanced technique*

As a bonus action, you can steady your body and mind to give yourself **advantage** on the next attack roll you make with a Thrown weapon this turn.

## TIER 4 ADVANCED TECHNIQUES

### BULLSEYE

*Prerequisites: martial level 14, a tier 3 Thrown advanced technique*

The critical threshold of ranged attack rolls you make using Thrown weapons is reduced by 1. If you score a critical hit against a creature with a ranged attack roll using a Thrown weapon, you can choose one of the following additional effects for the target to suffer:

- The target is **blinded** until the start of its next turn.
- The target drops one object (such as a weapon) of your choice that it is holding.
- The target's speed is halved until the end of its next turn.

### WHIRLING MELEE

*Prerequisites: martial level 14, a tier 3 Thrown advanced technique*

After you take the Attack action and make a melee attack against a creature on your turn, you gain **advantage** on attack rolls with Thrown weapons against other creatures until the end of the turn.



**QUICK PARRY**

*Prerequisite: proficiency with at least one Versatile weapon*  
Parry enemies to deflect melee attacks.

**WEAPON FOCUS**

*Prerequisite: proficiency with at least one Versatile weapon*  
Use your weapon as a spellcasting focus and to perform the somatic components of spells.

1

**SUPERIOR STRIKE: VERSATILE**

*Prerequisite: a tier 1 Versatile advanced technique*  
Master the superior strikes of Versatile weapons.

2

**HEAVY STRIKER**

*Prerequisite: a tier 2 Versatile advanced technique*  
Deal more damage once per turn

**SHIELD BASH**

*Prerequisite: a tier 2 Versatile advanced technique*  
Knock your enemy prone with a shield strike.

**SWIFT STRIKER**

*Prerequisite: a tier 2 Versatile advanced technique*  
Make a bonus attack when you attack with a Versatile weapon wielded in one hand.

3

**DUAL MANEUVER**

*Prerequisite: a tier 3 Versatile advanced technique*  
Grapple with your off hand as you attack with a Versatile weapon in one hand.

**GUARD**

*Prerequisite: a tier 3 Versatile advanced technique*  
Increase your AC and cover your retreat.

**VERY HEAVY STRIKER**

*Prerequisite: a tier 3 Versatile advanced technique*  
Massively boost your critical hit chance when attacking with a Versatile weapon with both hands.

4

## VERSATILE MASTERY

"One hand, two hand, you're a dead man."

— Poem of the Longsword

**Versatile Property.** Versatile weapons can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

The walls of Unba's mountain retreat were covered with all manner of weapons, each crafted from the remnants of his prey. Unba swore by one martial adage: versatility of arms breeds flexibility of form. As ready to don a shield when on the defensive as to throw it aside and deliver skull-splitting two-handed blows, Unba was unmatched in his ability to counter all manner of enemies. It was these supple tactics and ever-changing arsenal that made Unba the deadliest knitting expert in the whole mountain range.

## TIER I ADVANCED TECHNIQUES

### QUICK PARRY

*Prerequisites: martial level 2, proficiency with at least one Versatile weapon*

When a creature makes a melee attack roll against you while you wield a Versatile weapon, you can use your reaction to add your proficiency bonus to your AC against that attack, potentially turning a hit into a miss.

### WEAPON FOCUS

*Prerequisites: martial level 2, proficiency with at least one Versatile weapon*

You can use a Versatile weapon as a spellcasting focus, and you can use the hand in which you hold a Versatile weapon to perform the somatic components of spells.

## TIER 2 ADVANCED TECHNIQUES

### SUPERIOR STRIKE: VERSATILE

*Prerequisites: martial level 6, a tier 1 Versatile advanced technique*

You can perform a superior strike with any weapon that has the Versatile property.

## TIER 3 ADVANCED TECHNIQUES

### HEAVY STRIKER

*Prerequisites: martial level 10, a tier 2 Versatile advanced technique*

When you attack with a Versatile weapon using both hands, the size of the weapon's damage die is increased by two steps, rather than one (maximum **1d12**)

### SHIELD BASH

*Prerequisites: martial level 10, a tier 2 Versatile advanced technique*

When you take the Attack action and hit with a Versatile weapon while wielding a shield, you can use a bonus action to make a melee weapon attack roll using your shield

against the target. On a hit, the target takes **1d4** bludgeoning damage and must succeed on a **Strength saving throw** or fall **prone**. Creatures more than one size larger than you automatically succeed on this saving throw.

### SWIFT STRIKER

*Prerequisites: martial level 10, a tier 2 Versatile advanced technique*

If you take the Attack action on your turn and only attack with a Versatile weapon wielded in one hand, you can attack with that weapon one-handed again as a bonus action. You do not add your ability modifier to the damage for this bonus attack, unless that modifier is negative.

## TIER 4 ADVANCED TECHNIQUES

### DUAL MANEUVER

*Prerequisites: martial level 14, a tier 3 Versatile advanced technique*

When you take the Attack action and hit a creature with a Versatile weapon wielded in one hand while your other hand is free, you can attempt to grapple that target as part of that same action.

### GUARD

*Prerequisites: martial level 14, a tier 3 Versatile advanced technique*

While you wield both a shield and Versatile weapon, your ability to deflect attacks is second to none. As a bonus action, you can grant yourself a **+1 bonus** to AC until the start of your next turn, and opportunity attacks against you have **disadvantage** until then.

### VERY HEAVY STRIKER

*Prerequisites: martial level 14, a tier 3 Versatile advanced technique*

When you attack with a Versatile weapon using both hands, your critical hit threshold is reduced by 2.



CHAPTER 8

# RACES



# RACES

“Everyone has a story, and, like it or not, your tale is being written with each passing moment. Where you’re going matters more than where you came from, but every good story needs a beginning. Let’s start there—who are you?”

— Ryoko

The Yokai Realms are home to countless beings and cultures, some of which are presented here as options for player characters. Perhaps you are a graceful fuyōren, one of the plant folk who dance over water and live harmoniously with the natural world. Maybe you are a hulking enkoh, counting yourself among the rugged and industrious simian Humanoids who call icy mountain peaks their home. Your lineage forms a core part of your identity, and every player option presented in *Ryoko’s Guide* includes lore and history to help you craft your character. Work with your GM to alter any material presented in this guide to best reflect your vision and the aspirations you have for the story you wish to explore. In all cases, the information given on specific races is general, and members within that community are as individual and distinctive as a fingerprint.

## RACIAL ABILITY SCORES

*Ryoko’s Guide* presents fifteen playable races and subraces, each with unique traits and capabilities. The Ability Score Increase trait reflects your innate talents—are you naturally swift and dextrous, instinctively intellectual and cunning, or blessed with dazzling good looks and effortless charm? Each race has a suggested set of ability scores to increase, a representation of the typical distribution amongst people of that lineage. You can follow these suggestions or ignore them. If you choose your own ability score increases, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Always remember that your ability scores are, at heart, simply numbers that represent your talents and skills within the game, and need not restrict how you portray your character. A low Wisdom score does not require you to roleplay a character that is foolish; it might reflect your charming naivety, a willingness to trust others, or a giddy propensity to rush into action headfirst. By the same token, a high Dexterity does not require you to be slender and lithe, and you shouldn’t feel obligated to be a mountainous hulk if you have a high Strength score. Within the game, such attributes can belong to any person of any size or shape.



## A COSMOPOLITAN WORLD

The races given in *Ryoko’s Guide* are all native to the Yokai Realms, but that doesn’t mean other races do not live and thrive here. The Realms are a bubbling hotbed of wanderers and communities, with visitors from distant lands a common sight. Travel from the Realms to other lands is also not unusual, and your GM might include the playable races or creatures offered in *Ryoko’s Guide* as options in campaigns totally removed from this setting. The Yokai Realms are a place of infinite wonder and opportunity, where anyone who steps forth with an adventurous heart and curious mind can find a home and achieve their dreams.

# ENKOH

"There's magic in this world that goes beyond flashes, bangs, and jets of flame. An earthy magic of food, structure, and fellowship. It's the magic of a thousand mundane hands raising a city from velvet snow. A magic woven by walking into the cruellest, biting blizzard and welcoming it as your home.

These people understand that magic. The mightiest yokai and grandest kaiju might be able to survive here, for a time, but only the enkoh can thrive."

— Ryoko



Beneath snow-capped peaks, where white drifts bury the chaos of rocks and streams, the formidable enkoh make cities of ice and snow. Well-adapted to colder climes, these thick-furred simian folk blend an innate skill for survival with a piercing intelligence, making homes in inhospitable environments.

## COMMUNITY AND CRAFTSMANSHIP

Enkoh have a transformative effect on their environment, domesticating beasts, curtailing avalanches, and building sprawling towns. With singular intent, enkoh collaborate to form a unified community capable of raising a city from the icy wastes in a matter of months. Their realms can be found within vast glaciers and snowfields, boasting soul-soothing hot springs and serving steaming winter cider fermented inside the trunks of hibernating trees.

Few enkoh structures are ancient; the ephemeral nature of ice and slow creeping of glaciers means only those structures in the coldest, flattest expanses are over a few hundred years old. This transient nature leads enkoh to value their kith and kin—their troop—over any single location, and has made them masters of ice-crafting. With saw and skin, enkoh cut and melt ice just enough so that it forms solid bonds upon re-freezing. This method produces edifices of fantastical shapes; indeed, enkoh architecture is widely regarded as some of the most beautiful in the Yokai Realms by the few foreign eyes to have seen it.

## TROOPS OF SOLITUDE

Masters of ice-craft, enkoh guard their crafting secrets fiercely and rarely trade anything more than the essentials with other races. Though it is rare for an enkoh to leave their troop, the lure of master crafters specialising in metal and stone, as well as tales of verdant, sprawling landscapes not cloaked in ice, can lead some into lives of adventure. Fewer still return to their troop, but those that do are warmly welcomed and can expect a peaceful old age in return for sharing the wisdom of their travels.

## ENKOH TRAITS

As an enkoh, you have the following traits:

**Ability Score Increase.** Your Intelligence score increases by 2.

**Age.** An enkoh reaches maturity at 15 years of age and can live up to 80 years.

**Anatomy.** You have two arms, two legs, and a tail.

**Creature Type.** You are a Humanoid.

**Thick Fur.** You have **resistance** to cold damage.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

**Subrace.** There are two primary variations among the enkoh: hulking and springtail. On the whole, enkoh see little value in the anthropological labels placed upon them by other races, living together in equality and peace. Choose one of these subraces.

### HULKING

Every bit as rugged, resolute, and unflinching as the frigid mountains they call home, hulking enkoh are known for their fierce, calculating minds and explosive physical strength. Rarely do hulking enkoh act swiftly; they prefer to assess, analyse, and contemplate before choosing a path. However, when moved to action, the mountains move with them.

**Ability Score Increase.** Your Constitution score increases by 1.

**Size.** You are Medium. Hulking enkoh are broadly built and can vary substantially in height, from as short as 5 feet all the way up to above 7 feet tall.

**Speed.** Your walking speed is **30 feet**, and you have a climbing speed equal to your walking speed.

**Chest Beating.** As a bonus action, you can pound your fists to your chest, causing a surge of adrenaline and valour. Until the start of your next turn, you have **resistance** to bludgeoning, piercing, and slashing damage, and you have **advantage** on Intimidation checks. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Ice Craft.** You gain proficiency with one of the following artisan's tools: carpenter's tools, glassblower's tools, jeweller's tools, mason's tools, potter's tools, or smith's tools. You have **advantage** on ability checks you make to use these tools to shape ice.

**Natural Cooks.** With ingredients worth at least 1 sp, you can prepare a meal for a number of Medium or smaller creatures equal to 2 + your proficiency bonus over the course of a short or long rest. A creature who eats the meal at the end of the rest regains one spent Hit Die and gains temporary hit points equal to **1d6** + your proficiency bonus.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

## SPRINGTAIL

Vibrant, dynamic, and swift, springtail enkoh are the more sociable of their race. Their bonds of fellowship extend to the environment around them; they are masters of taming beasts of land and sky for both work and companionship. Rarely sitting still, springtails walk, speak, and trust quickly.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Size.** You are Small. Springtail enkoh are nimble, light, and short. The smallest adults can be as little as 2 feet tall, while the largest can reach as high as 4 feet.

**Speed.** Your walking speed is **35 feet**, and you have a climbing speed equal to your walking speed. In addition, climbing on a creature larger than you doesn't count as difficult terrain for you.

**Beast Wardens.** You have **advantage** on ability checks to tame or influence Beasts.

**Skillful.** You gain proficiency in your choice of two of the following skills: Acrobatics, Animal Handling, Nature, Performance, or Survival.

**Springing Leap.** Your tail adds an incredible spring to your leaps. You can add your Dexterity score to the maximum distance you can cover with a long jump, and you can add your Dexterity modifier to the maximum height you can reach with a high jump. In addition, you can jump your maximum distance with or without a running start. As usual, each foot you jump costs 1 foot of movement.

**Sturdy Tail.** Your tail can support your weight and balance. When you make an ability check or saving throw to avoid being forcibly moved, you can use your reaction to curl your tail around an object within **5 feet** of you that is attached to the ground or another sturdy surface. If you do so, you have **advantage** on that check or save.



# FUYŌREN

"Even in tales of triumph, her stories left me with an aching melancholy—a yearning for meadows, lakes, and young grass trembling in a spring breeze. That is what it means to be fuyōren."

— Ryoko

Born and nurtured on gentle flowing rivers and tranquil ponds, the fuyōren are sentient, mobile plants innately harmonious with the natural world. Fuyōren societies nestle within ecosystems effortlessly, acting in synchronicity with the ebb and flow of the world around them. A society might exist on the same plot of land for millenia, yet remain undetectable to outsiders who pass through, with nary a tree uprooted or stone upturned to indicate the fuyōren's presence.

## SEASONAL DIVINATION

Bound to nature, the fuyōren bear an imprint of the world at the time of their birth. So-called "winter warriors" are fuyōren born in the bitter, colder months, and are believed to bear an aggressive, steely disposition. Fuyōren born in spring are blessed with a childlike, optimistic disposition, while summer fuyōren are typically charismatic, and autumnal fuyōren are said to be wise. Whether these stereotypes are true or merely a product of a cultural myth manifesting itself in the way fuyōren are raised is unknown.

## KAIJU CALLERS

Kaiju are feared and worshipped by the fuyōren for their power to obliterate swathes of an environment through their presence alone. Many fuyōren cultural traditions include dances, festivals, and ceremonies which aim to placate such behemoths. Bolder fuyōren may actively seek rampaging kaiju, drawing them away from societies and fragile ecosystems and into the untamed wilderness, usually at the cost of their own lives. Bakuryō and other kaiju that do not interfere with the natural world are revered by the fuyōren, while Raiko and other chaotic beings of wanton destructive force are hated and feared.

## FUYŌREN TRAITS

As a fuyōren, you have the following traits:

**Ability Score Increase.** Your Dexterity score increases by 2, and your Wisdom score increases by 1.



**Age.** Young fuyōren are raised on the water until they reach adolescence and learn to walk upright. They reach adulthood at around 18 years old and have been known to live to 150.

**Anatomy.** You have two arms and two legs.

**Size.** You are Medium. Grown fuyōren can reach 6 feet tall.

**Speed.** Your walking speed is **35 feet**.

**Creature Type.** You are a Plant.

**Fluid Motion.** You have **advantage** on saving throws you make to avoid or end the restrained, paralysed, or petrified condition on yourself.

**Graceful Step.** You can move across any liquid surface—such as water, mud, snow, or quicksand—as if it were solid ground. However, you are not protected from the damaging effects of contact with dangerous surfaces, such as lava or acid. You do not sink into the surface if you end your movement on it.

**Water Magic.** Through a **10-minute** ritual, you can imbue a vial of ordinary water with magical properties. Choose one of the following effects:

- The water gains the magical properties of holy water.
- The water becomes a simple antidote that ends the poisoned condition when drunk by one creature.
- The water is imbued with vitality. Drinking the vial is enough liquid to hydrate a Large or smaller creature for **24 hours**.
- The water bubbles with healing magic. A creature who ingests the vial of water regains **1d4** hit points.

The water remains potent for the next **24 hours**, after which time it returns to normal. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

**Nature Warden.** You gain proficiency in your choice of one of the following skills: Acrobatics, Animal Handling, Nature, Survival, or Performance.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

# HANAMORI

"I was told the hanamori were born from the molten slag of a bleeding mountain, life bursting forth from the cruellest environment imaginable. Others say they bloomed from the first corpses cut down in war, or emerged fully formed from the silent, chill void. There are one hundred stories of how they came to be, but no matter which you choose to believe, in every tale one theme runs true: the hanamori are life born from death."

— Ryoko



With gaunt faces, charcoal skin, and coarse crimson petals, hanamori are a race of sentient plants believed by many to be harbingers of death. This reputation is not wholly unfounded, for hanamori are physiologically sympathetic; their bodies reverberate in harmony with the fleeting spirit of creatures that die in their presence, taking on traits of the deceased for a short time. The slaughter of a mighty beast is felt by its hunters as a surge of physical strength, and the passing of a sage as a transcendent moment of heightened wisdom. As a result, hanamori have a complex relationship with death; to die in their presence is to pass a glimpse of oneself to another, for a short time.

## REACTIVE PHYSIOLOGY

A hanamori's sympathetic physiology extends to the world around them. While they can briefly share in the physiology of creatures who die, they can permanently take on the physical characteristics of their environment over a longer duration. Humid jungles might impart a hanamori with a permanent scent of rich flora, while icy mountains cause their body to forever be chill to the touch. Hanamori adventurers who travel the world end their lives as a collage of the habitats that succored them, a jigsaw infused with environmental memories ever bonded to their form.

## BURNING EMOTIONS

Hanamori are naturally passionate and active. They think, speak, and adapt swiftly, and are known for their fiery tempers and zealous loyalty. With short lives, hanamori see little value in holding grudges or overanalysing a situation, preferring to think on their feet and revel in the heat of each moment. A hanamori's emotional state can be read on its body: its petals blush darkly when enraged, and the tips of its branches sprout new buds during periods of prolonged grief. It is said that if a hanamori loses a true love, it will forever bloom.

## HANAMORI TRAITS

As a hanamori, you have the following traits:

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1.

**Age.** Hanamori reach adulthood at the same rate as humans and go on to live for up to 60 years.

**Anatomy.** You have two arms and two legs.

**Size.** Hanamori vary in size from as small as 3 feet to as tall as 7 feet. You are Medium or Small; you choose the size when you select this race.

**Speed.** Your walking speed is **30 feet**.

**Creature Type.** You are a Plant.

**Essence Capture.** You have the power to magically capture fragments of a creature's power when it dies in your proximity. As a reaction when a creature with a CR equal to or lower than your level dies within **10 feet** of you, you can capture a fragment of its essence. You gain one of the following effects of your choice:

- You replace your Strength, Dexterity, Intelligence, Wisdom, or Charisma ability score with the same ability score of the creature that died.
- You gain one special sense of your choice, except truesight, that the creature possessed, out to the same range.
- You gain **resistance** to one damage type of your choice to which the creature had resistance or immunity.
- You gain **immunity** to one condition of your choice, except exhaustion, to which the creature had immunity.

This effect lasts until you finish a short or long rest, after which time you return to normal. Once you use this trait, you can't do so again until you finish a long rest.

**Fiery Countenance.** You have **advantage** on saving throws you make to avoid or end the frightened or stunned condition on yourself.

**Gaze Of Death.** You gain proficiency in your choice of one of the following skills: Intimidation, Medicine, Nature, or Survival.

**Rugged.** Your tough, lignified exterior is a natural barrier to cuts and abrasions. When you aren't wearing armour, your AC is 12 + your Constitution modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

# HANIWA

"I am the decider! I am the dying breath of the lost world. I will not forsake the traditions of old."

— Paxau

Hewn from clay as sentient guardians for the tombs of ancient rulers, haniwa were vessels created to bear the souls of loyal warriors, their spirits housed within undying clay bodies to act as vigilant sentries to hallowed ground. As the centuries waned, the haniwa spirits were thought to have passed from the world, leaving their clay shells behind, empty vessels standing in the cool darkness of forgotten tombs. However, the magic of the haniwa endured. Long dormant, the haniwa began to reawaken over the last century, emerging into a new world after being displaced by millenia from their origin.

## FINDING PURPOSE

Most haniwa, newly reborn, have no memory of their former selves or original task, their hallowed grounds long since plundered or buried beneath the soil of an ever shifting realm. As such, haniwa often become wanderers, seeking purpose and fortune in an alien world. It isn't uncommon to see haniwa find purpose through devotion to a cause, practice, or order, often working as clerics, paladins, and monks. The few haniwa that retain some memory of their past life now find themselves serving a grander purpose than protector of a tomb; they are guardians to the memory of a world no one else remembers. These haniwa are the final stewards of an ancient dynasty, a living record of its culture, wisdom, traditions, and way of life.

## HANIWA TRAITS

As a haniwa, you have the following traits:

**Ability Score Increase.** Your Constitution score increases by 2, and your Wisdom score increases by 1.

**Age.** Haniwa are created fully formed and do not grow or age. The maximum lifespan of a haniwa is unknown, and they can't be magically aged.

**Anatomy.** You have two arms and two legs.

**Size.** Fashioned in a disparate variety of shapes and sizes, you can be as short as 3 feet or as tall as 7 feet. You are Medium or Small; you choose the size when you select this race.

**Speed.** Your walking speed is **30 feet**.





**Creature Type.** You are a Construct.

**Clay Companion.** Over the course of a long rest, you can fashion a quasi-sentient, clay companion. Your companion can take whatever shape you wish, but must use the **giant weasel**, **hawk**, **mastiff**, or **mule** stat block. Its creature type is Construct, and it also gains your Soul Shell trait. Your clay companion understands you, and you can use your bonus action to command it to take any action. In combat, absent commands from you, it takes the Dodge action. The companion disintegrates into shapeless clay when it is reduced to 0 hit points or when you use this trait again.

**Grave Guardian.** You are blessed with innate magic of protection and consecration. You can cast the *earthen uppercut*\* and *sanctuary* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

\*See page 282

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Soul Shell.** Your soul has possessed a Construct, imparting the following benefits:

- You don't need to eat, drink, or breathe.
- You have **advantage** on saving throws you make against disease and to avoid or end the poisoned condition on yourself.
- You can receive the benefits of spells that restore hit points that don't usually affect Constructs, like *cure wounds* and *healing word*.

**Spirit Ward.** Your weapon attacks are considered magical for the purpose of overcoming resistances and immunities.

**Tombkeeper.** You gain proficiency in the Religion and Perception skills.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

# ISETSU

"Isetsu are warriors, but we do not live for war. We live for that which our battles defend."

— Koyo

Along stoney, shattered cliffs, blasted by howling wind and icy rain, the isetsu stand guard. A race of large, crustacean-like Humanoids, isetsu have made a home facing the ocean for millenia, thriving and hunting beneath the open waves, and resting on the shore. Although they do not swim as nimbly as nishikin or ryūjin, the isetsu's superior eyesight, towering bodies, and resolute carapaces serve them well in the deep; they are the undisputed rulers of the cliffs and seabeds.

ARTIST NAME



## SHORELINE GUARDIANS

It is said that at the dawn of the world, isetsu were tasked with the defence of the land against the roiling sea. All manner of horrors dwell in the black void of the ocean depths, and core to the isetsu way of life is the shared, endless responsibility to stand watch on the shore. All isetsu train in combat, and all feel an aching longing to face the ocean. Even isetsu that travel the world, shirking their divine responsibility, feel this pull, and the reverberation of an isetsu's heartbeat through its carapace mimics the gentle lapping of waves on the shore—a whisper to return home. This is the isetsu's burden: to be in love with the ocean, yet tasked to defend against it. They are the first line of defence against any threat that rises from the sea, be it pirate, typhoon, or kaiju.

## FORTUNE FAVOURED

Isetsu hold a deterministic philosophy: just as their destiny was set at the dawn of the world, so are others beating an inevitable path, whether they realise it or not. To the isetsu, luck is a complex, measurable science, and good fortune is a talent that can be trained, a skill they dedicate endless hours to mastering. Many tales of incredible, serendipitous events occurring in favour of the isetsu seem to indicate this training holds worth. Even the most sceptical members of other races begrudgingly accept that the isetsu come up “lucky” in battle at a rate far beyond any other creature. A common idiom across the realms, referring to an incredible stroke of good fortune, is “an isetsu's million-to-one”.

## ISETSU TRAITS

As an isetsu, you have the following traits:

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** Isetsu grow swiftly, reaching adulthood in less than a decade, and they go on to live for up to a century.

**Anatomy.** You have two arms, two legs, and four vestigial appendages.

**Size.** You are Medium. Isetsu stand taller than most Humanoids, averaging around 7 feet in height.

**Speed.** Your walking speed is **30 feet**.

**Creature Type.** You are a Humanoid.

**Brittle Shell.** Your carapace has a brittle, but tough, outer layer that regenerates over time. When you finish a short or long rest, you gain a **+2 bonus** to AC if you don't already have this bonus. This bonus ends after you are hit by an attack roll.

**Crustacean Physiology.** Your antennae aid you in keeping watch, and your natural bulk and size serve you well in contests of strength. You gain proficiency in the Athletics and Perception skills.

**Claws.** You have claws that you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Starting at 5th level, when you hit a creature with an unarmed strike on your turn, you can immediately use a bonus action to attempt to grapple it.

**Darkvision.** Accustomed to the deep blackness of the ocean floor, 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 colour in darkness, only shades of grey.

**Fortune Favoured.** Be it sheer dumb luck, the result of intense training, or the fruition of a divine blessing, you have an uncanny ability to find fortune in combat. If you miss an attack roll, or fail an ability check or saving throw, you can reroll the attack roll, check, or save. You can use this trait a number of times equal to half your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Natural Armour.** Your shell acts as a natural source of protection. When you aren't wearing armour, your base AC is 12 + your Constitution modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

**Waterborne.** You can breathe in both air and water. Additionally, being underwater doesn't impose disadvantage on your weapon attack rolls.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

# KITSUNE

"Any account of the power or grace of kitsune I might write would be grotesquely self-indulgent, so I have requested Bombuku comment on my people in my place."

- Ryoko

"Yeah, they're chill."

- Bombuku



With cautious, padded steps and charcoal nose raised to the air, a kitsune slinks through a twilight forest, indistinguishable from a common fox. The kitsune's powers of transformation are legendary, being able to assume a fox's form in a fashion similar to a druid's mastery of wild shape. Even in their humanoid body, kitsune retain the tail, ears, and clawed feet of their canine cousins, along with a fox's nimble gait and inquisitive mind. As comfortable in humanoid form as they are as a fox, it is only for the love of interacting with other folk that so many kitsune live their lives almost entirely in their true, bipedal shape, finding it easier to integrate into communities and explore the world in this way.

## VISUAL LINGUISTS

Kitsune communication incorporates nonverbal cues innate to beasts and other beings of the natural world. A swish of the tail or a tilt of the head carries great significance; a subtle gesture can be the difference between playful jibe and deadly threat. Kitsune grow an additional tail for each century they live, and so they complain more and more frequently of the blundering unsophistication of purely verbal languages; each swirling tail adds a subtle layer of meaning, granting elders the power to express that which is inexpressible to those limited by the spoken word.

## REVERED TRAVELLERS

Long lives, innate curiosity, and a restless drive to understand others lead ancient kitsune to be revered for their wisdom and knowledge. Many act as wandering counselors and justicars, drawing on a millennium of experience to right the wrongs of the world according to their own perspective. Others focus on a particular branch of research,



gaining and spreading knowledge as they travel, or plying their trade as merchants. Such kitsune are able to observe the ebb and flow of supply and demand across generations, wielding their experience and long lives as tools in the acquisition of incredible wealth.

## KITSUNE TRAITS

As a kitsune, you have the following traits:

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.

**Age.** Kitsune mature at the same rate as humans, reaching adulthood at around 20. They can go on to live up to a millennium.

**Anatomy.** You have two arms, two legs, and between one and nine tails.

**Size.** You are Medium. Fully grown kitsune stand between 5 and 7 feet tall.

**Speed.** Your walking speed is **35 feet**.

**Creature Type.** You are a Fey.

**Ascendant Form.** You have the power to take on a magical, ascendant form. As an action, you can radiate bright, white light for **1 hour** or until you end the effect as a bonus action. This light penetrates magical darkness, shedding bright light in a **10-foot radius** and dim light for an additional **10 feet**. Creatures of your choice in the light can add **1d4** to their Intimidation, Perception, and Persuasion ability checks. While in this form, when a creature within **10 feet** of you misses an attack roll or fails a saving throw, you can use your reaction to add **1d4** to the result, potentially turning a miss into a hit or a failure into a success. Once you use this trait, you can't do so again until you finish a long rest.

**Darkvision.** 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 colour in darkness, only shades of grey.

**Fox's Wedding.** You know the *druidcraft* and *produce flame* cantrips. Once you reach 3rd level, you can cast the *disguise self* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this race).

**Kitsune Guile.** You have proficiency in one of the following skills of your choice: Deception, Persuasion, or Stealth.

**Language of Motion.** You can articulate ideas through motion, as well as speech. If you spend **1 minute** moving your tails and ears, you can communicate a simple message, which can be contrary to any words you may be speaking aloud. This communication is undetectable to any creature that doesn't speak Kitsune. A creature within **60 feet** of you that can see you and speaks Kitsune can understand this message.

**Shapeshifter.** As an action, you can transform into the shape of a fox. When you do, your clothing and equipment meld into your form, and you gain no benefits from them while transformed. You determine the specifics of your appearance in fox form, including your colouration and size (choosing from Tiny or Small when you transform). All your other game statistics remain the same. You can't cast spells that require material or somatic components while in this form, but you can still concentrate on spells and speak as normal. You remain in this form until you use an action to revert to your true form or you die.

**Languages.** You can speak, read, and write Common, Kitsune, and one other language that you and your GM agree is appropriate for your character.





## ONIBORNE

"On an exterior wall, above a dingy tavern door, rotten from rain and time, a sign was plastered: 'NO ONI'.

I hesitated, turning to Yaboku, who met my eyes with a smile.

'I'm not allowed through this door,' he chuckled, 'But I can make my own.' His hand curled into a fist and, with a single blow, the tavern wall burst open, the sign falling to the mud at his feet."

— Ryoko's Diary

Oniborne are descendants of yokai, vessels of impetuous, simmering power that manifests across generations. Saturated in magic, oniborne innately command primal, supernatural forces. In moments of high emotion, instinctive spellcasting is common. An oniborne's retort may physically scold the body of a foe, flesh might reknit under their palms in moments of compassion, or they may physically shrink when gripped with terror.

## CHILDREN OF DARKNESS

The life of an oniborne is one plagued by fear and suspicion. Being descendants of the oni, grotesque and dangerous yokai, many other Humanoids view oniborne as savage, ugly, violent, and cruel—more akin to demons than their Fey ancestors. These are ancient stereotypes, passed from parent to child in bedtime tales of terror. All oniborne, be they virtuous or villainous, suffer under this crude prejudice.

## A DEEPER EXPERIENCE

Oniborne reverberate with magic in a way unlike any other race. In the legendary words of Khal Oni: "We simply *feel* more". Be it the blood rage of warfare or the serene tranquillity of meditation, oniborne revel in the full gamut of life's experiences. For this reason, many oniborne are drawn to thrilling, high-risk lifestyles, often becoming big game hunters, soldiers of fortune, or travelling performers.

## ONIBORNE TRAITS

As an oniborne, you have the following traits:

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Oniborne reach maturity at around 21 years of age and have long lives, often living up to 400 years.

**Anatomy.** You have two arms and two legs.

**Size.** You are Medium. An oniborne stands between 5 and 7 feet tall.

**Speed.** Your walking speed is **30 feet**.

**Creature Type.** You are a Humanoid.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

**Subrace.** Oniborne exist in many forms. The most striking difference between oniborne types is their colour: red, blue, or green. Choose one of these subraces.

## RED ONIBORNE

Red oniborne are great storytellers, taking delight in fireside tales of deadly beasts, fiery passions, and ancient marvels of the world. The most sociable of the three oniborne heritages, many red oniborne journey the world sharing time-worn tales of adventure while forging their own.

On the cusp of adulthood, red oniborne leave their troop to undertake the Rite of the Hunt. They venture into the wilderness armed with nothing more than their wits in a

quest to slay a dangerous foe and craft a weapon from its body. The rite remains an essential foundation of red oniborne culture across their lives. The more deadly the prey, the greater the respect an oniborne gains. It is not uncommon to see troop elders proudly clad in pelts and wielding weapons hewn from the remains of chromatic dragons and other vanquished terrors.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Daunting Stature.** You have proficiency in the Intimidation skill.

**Magical Scavenger.** Over the course of **1 minute**, or as part of a Harvesting check, you can harvest one hard piece of a corpse's anatomy, fashioning it into a magic weapon. That weapon becomes any melee or Thrown weapon that gives you a **+1 bonus** to attack and damage rolls you make with it. This bonus increases to **+2** at 9th level and **+3** at 17th level. The weapon is only magical for you, and in anyone else's hands it functions as a normal, nonmagical weapon.

When you imbue a scavenged weapon with magic in this way, any other weapons you created with this feature become nonmagical.



**Weeping Magic.** You know the *prestidigitation* cantrip. Starting at 3rd level, you can cast *cure wounds* with this trait. Starting at 5th level, you can also cast *enhance ability* with this trait. Once you cast *cure wounds* or *enhance ability* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Tears form at the corner of your eyes when you cast a spell using this trait.

## **BLUE ONIBORNE**

The magic of the blue oniborne is subtle and primal, a singing river of energy that ripples through the body. It can be relayed through physical contact, a healing stream imparted by a gentle touch, or a crushing wave that surges through their biting jaws.

Solitary by nature, most blue oniborne choose to remain with the troop across their lives, a peaceful existence of isolation and independence. The few blue oniborne blessed with an adventurous spirit are unlikely to find kin in the wider world. They must journey without the guidance of their troop, every path an unmapped wilderness.

**Ability Score Increase.** Your Strength score increases by 1.

**Compassionate Heart.** The aid of a blue oniborne is an act of great selflessness imbued with powerful magic. You can take the Help action as a bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. In addition, when you take the Help action, you can expend one of your Hit Dice to empower an ally within **5 feet** of you, channeling your magic into its body. That creature gains temporary hit points equal to one roll of that die plus your Constitution modifier (minimum 1 temporary hit point).



**Crunching Maw.** You have vicious teeth and a strong jaw that you can use to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Gift of Empathy.** You have proficiency in the Insight and Persuasion skills.

**Savage Bite.** As a reaction when you take damage from a creature within **5 feet** of you, you can magically enlarge your jaw and lash out with a vicious bite. Make an unarmed strike using your Crunching Maw against that creature. This attack scores a critical hit on a roll of **18-20** on the d20. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## GREEN ONIBORNE

Preferring warm, arid climates, green oniborne are typically a nomadic people. They chase the gentle warmth of an eternal summer, ever migrating as they wander between orchards, pastures, and oases on a time-worn path passed down across the generations.

Widely renowned as great orators, green oniborne speak in hammering rhythm, a staccato avalanche of stories, ideas, and possibilities. Their spellcasting is equally animated; green oniborne are the most overtly magical among their cousins. The air fizzes as they gesture and articulate, their eyes shimmer with light, and their words sparkle with magical inflection.

**Ability Score Increase.** Your Charisma score increases by 1.

**Captivating Quality.** You have proficiency in the Performance skill.

**Fierce Magic.** You know the *thaumaturgy* cantrip. Starting at 3rd level, you can cast *hellish rebuke* with this trait. Starting at 5th level, you can also cast *enlarge/reduce* with this trait. Once you cast *hellish rebuke* or *enlarge/reduce* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

The space immediately around you grows warm and humid when you cast a spell using this trait.

**Ghastly Visage.** After you take the Attack action on your turn, you can use a bonus action to try and magically frighten a creature within **5 feet** of you. That creature must make a **Wisdom saving throw** (DC = 8 + your Constitution modifier + your proficiency bonus) or be **frightened** of you for **1 minute**. If the target ends its turn more than **30 feet** away from you, it can repeat this saving throw, ending the effect on a success. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

# RYOKIDO

"I still remember the sight; a newborn ryokido pup, cradled in her grandmother's arms, her patterned shell gleaming in the first, nervous rays of dawn. The matriarch stared and stared at the life in her arms, telepathically reaching into a mind too young for higher thought or language. There were no words, just a tenderness that she poured from herself into the child. I felt it wash over the room, a mystical connection from elder to infant. No words, only a feeling, repeated over and over.

I understood what it meant. The feeling said, 'You are loved.'

— Ryoko's Diary

Nestled deep within wizened, dry thorn forests, the most ancient settlements in the realm persist, unbroken by scouring winds, blistering sun, or the relentless march of time. Here live the ryokido, colloquially known as "lion turtles", a race of telepathic beings that call this inhospitable expanse home. All ryokido share fierce claws and squat, feline faces, but every ryokido shell is unique, as distinctive as a fingerprint. Each heavy carapace bears an identifying arrangement of colourful, textured patterns, with some hereditary markings idiosyncratic to one's village and clan.

## TELEPATHIC CONNECTION

Ryokido carry telepathic power and are capable of sharing thoughts and feelings from soul to soul. This ability to connect with other creatures fosters an incredible empathy in ryokido; they are united through triumph, joy, and pain, and are troubled greatly by the suffering of others.

Each ryokido village has a miko, a female shaman who acts as a guardian of the clans' collective memory. A dying ryokido can telepathically surrender their mind in totality, pouring every memory, passion, and thought into the mind of another. The miko's job is to receive this final gift: a lifetime of experience, perspective, and wisdom from the dying. In this way, knowledge is never lost, and the village is forever guided by the collective wisdom of those who came before them.

## TIES OF FAMILY

Ryokido have a long, living history, borne on a stream of shared memory and experience. They find great value in family and community, raising pups as a village, and viewing those they surround themselves with as extensions of themselves. To the ryokido, every friend is family, every family a village, every village a legion. When moved to action, a single ryokido walks as an army.

## RYOKIDO TRAITS

As a ryokido, you have the following traits:

**Ability Score Increase.** Your Strength, Wisdom, and Charisma scores each increase by 1.

**Age.** Ryokido grow extremely slowly. They are considered young until they reach the age of 80, and go on to live for up to 600 years.

**Anatomy.** You have two arms, two legs, and a tail.

**Size.** You are Medium. A ryokido stands between 5 and 7 feet tall.

**Speed.** Your walking speed is **30 feet**.

**Creature Type.** You are a Humanoid.

**Darkvision.** 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 colour in darkness, only shades of grey.

**Heavy Shell.** You have **advantage** on ability checks and saving throws you make to avoid being knocked prone. In addition, when you stand up from being prone, you must use your bonus action, in addition to the amount of movement you spend.

**Lionheart.** You gain proficiency in your choice of one of the following skills: Acrobatics, Athletics, Insight, or Intimidation.

**Slashing Claws.** You can use your claws to make unarmed strikes. When you hit with them, the strike deals slashing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Telepathic Bond.** As an action, you can form a telepathic bond with a willing creature you can see within **100 feet** of you. For **1 hour**, you and that creature can communicate telepathically with each other, even if you don't share a language. If that creature doesn't speak any language, the two of you can still communicate rudimentary ideas, images, and feelings. The connection ends early if you use this trait again to bond with a different creature, or if you and the creature are ever more than 100 feet apart.

**Tough Shell.** While you aren't wearing armour, your base AC is 12 + your Constitution modifier. You can use a shield and still get this benefit.

In addition, when you fall, you can use a reaction to angle your body and cushion the impact through your shell. When you do, you can subtract up to **100 feet** from the fall when calculating falling damage. Once you use this reaction, you can't do so again until you finish a long rest, as your shell recovers from the impact.

**Languages.** You speak Common and one other language that you and your GM agree is appropriate for your character.



# TATSUMI

Along the lowland, nutrient-rich lakes and bubbling freshwater streams that branch throughout the Yokai Realms, the twin peoples of the tatsumi make home. With a meticulously charted history that stretches across aeons, the tatsumi's ancestors are said to be the seed from which all dragons and dragon-folk sprung forth into the world. A hardy, bipedal, industrious folk, they are renowned for their colourful, moon-blessed scales and powerful builds.

## TWIN CHAPTERS

Whereas some races display obvious sexual dimorphism—females being larger, males being more colourful—what separates the two categories of tatsumi is experience. All tatsumi are born as nishikin, aquatic fish-folk with an appearance not dissimilar to the revered koi. After a moment of life-changing significance—for example, a great tragedy, achieving a lifelong goal, or a moment of epiphany—that tatsumi undergoes an overnight transformation. Much as a koi fish becomes a koi dragon when the latter leaves

this world, a ryūjin emerges from this metamorphosis. A physically and physiologically different creature stands in the nishikin's place, with the features and magic of their draconic ancestors fully realised.

## HALF-REMEMBERED HISTORY

The difference between the two morphs of tatsumi is most poignant in matters of tradition and record-keeping. Nishikin keep detailed records of their own peoples, including ryūjin who live with them. However, of the ryūjin who leave, little is known.

Curious wanderers, ryūjin have no cities, libraries, palaces, or temples; those who leave tatsumi communities seek to forge their own destinies. A pair of ryūjin may travel together for a time, form a close connection, and raise a family of nishikin children, but they typically part ways once the young are old enough to set out on their own adventure. A servant to their whims and the hands of fate, the story of no two ryūjin is the same.



## TATSUMI TRAITS

As a tatsumi, you have the following traits:

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores each increase by 1.

**Age.** Tatsumi mature rapidly, reaching adulthood by the age of 14. They go on to live for about two centuries.

**Anatomy.** You have two arms, two legs, and a tail.

**Size.** You are Medium. Tatsumi stand between 5 and 7 feet tall.

**Speed.** Your walking speed is **30 feet**, and you have a swimming speed equal to your walking speed.

**Creature Type.** You are a Humanoid.

**Amphibious.** You can breathe in both air and water.

**Koi Dragon Colour.** Each tatsumi is born with its own unique colouration. In tatsumi folktales, one's primary colouration holds special significance. Your primary colouration also impacts your Slumbering Dragon trait as a nishikin, and your Heartening Breath and Innate Magic traits as a ryūjin, based on the table below.

### PRIMARY COLOURATION

Colour	Ability Score	Associated Class
Red	Strength	Sorcerer
Gold	Dexterity	Druid
Black	Constitution	Warlock
Silver	Intelligence	Wizard
White	Wisdom	Cleric
Blue	Charisma	Bard

**Subrace.** The two main morphs of tatsumi found in the Yokai Realms are nishikin and ryūjin. All ryūjin were once nishikin, so they are more like stages of development than true subraces. Choose one of these subraces.

**Languages.** You can speak, read, and write Common and Aquan.

## NISHIKIN

All nishikin possess a roiling heart of warmth and power within. Usually, this inner strength acts invisibly, a well of energy that drives a nishikin onwards with incredible longevity and vitality. In moments of great endeavour, however, the slumbering dragon awakens and briefly manifests as a tangible ally and guide. On rare occasions, nishikin who undergo transformative experiences of great euphoria or tragedy can even metamorphose into an actual dragon: a ryūjin. This transformation is not a certainty; many nishikin never metamorphose, but for those that do, it is accompanied by a change in perspective and mindset—an evolution of outlook as well as form.

**Restless Ambition.** The diligence of the nishikin is legendary, their history overflowing with tales of explorers, hunters, crafters, and teachers who dedicated their lives to their pursuits. Nishikin hurl themselves into new experiences, dangers, and passions with alarming fervour, rarely entertaining more than one pursuit at a time and focusing solely on its mastery before moving on. The life of a nishikin is often an exhausting one, an endless trail of passion and dedication. From birth until death, nishikin struggle to tolerate rest or relaxation for any length of time.



## RYŪJIN

Ryūjin are closely related to nishikin, having transformed from the aquatic fish-folk into a new, draconic form. Although such a metamorphosis is seen as transcendent and incredible by many outside races, ryūjin are not revered or elevated above their nishikin family in their own society; in instances where they live together, they live harmoniously.

***Body Altered, Mind Transformed.*** The life of a ryūjin is often shaped by a search for new meanings, perspectives, and opportunity. For many, this means a path of joyful travel and exploration, but for others, it may mean the start of a family, or adopting a position of counsel among their nishikin kinsfolk. Ryūjin are widely noted as being significantly more relaxed than their nishikin counterparts, willing to pause and watch the world go by, unburdened by the nishikin' ceaseless pursuit of growth and change.



## NISHIKIN TRAITS

All nishikin have the following traits in common:

**Moonblessed.** While bathed in moonlight, you can use a bonus action to spend a number of your Hit Dice equal to your proficiency bonus. Roll those dice and add your Constitution modifier; you regain hit points equal to the total. If this healing restores your hit points to maximum, any surplus healing is gained as temporary hit points. Once you use this trait, you can't do so again until you finish a long rest.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Slippery.** You have **advantage** on ability checks and saving throws made to avoid or end the grappled condition on yourself.

**Slumbering Dragon.** You can draw upon the bubbling energy you carry within to empower yourself. When you make an attack roll, ability check, or saving throw using the ability associated with your primary colouration, you can use your reaction to add **1d6** to the roll. You can use this reaction after rolling the d20, but must decide before the outcome is determined. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

**Draconic Metamorphosis.** When you reach 7th level, or when you undergo a significant moment of personal achievement or loss (at the GM's discretion), you can choose to metamorphose into a ryūjin. Your level, class, and other game statistics remain the same, aside from your subrace. You replace your subracial traits from this race with those of the ryūjin, and your ryūjin colour is the same as your nishikin primary colouration. This transformation is one-way and can't be reversed by any means short of a *wish* spell.

## RYŪJIN TRAITS

As a ryūjin, you have the following traits:

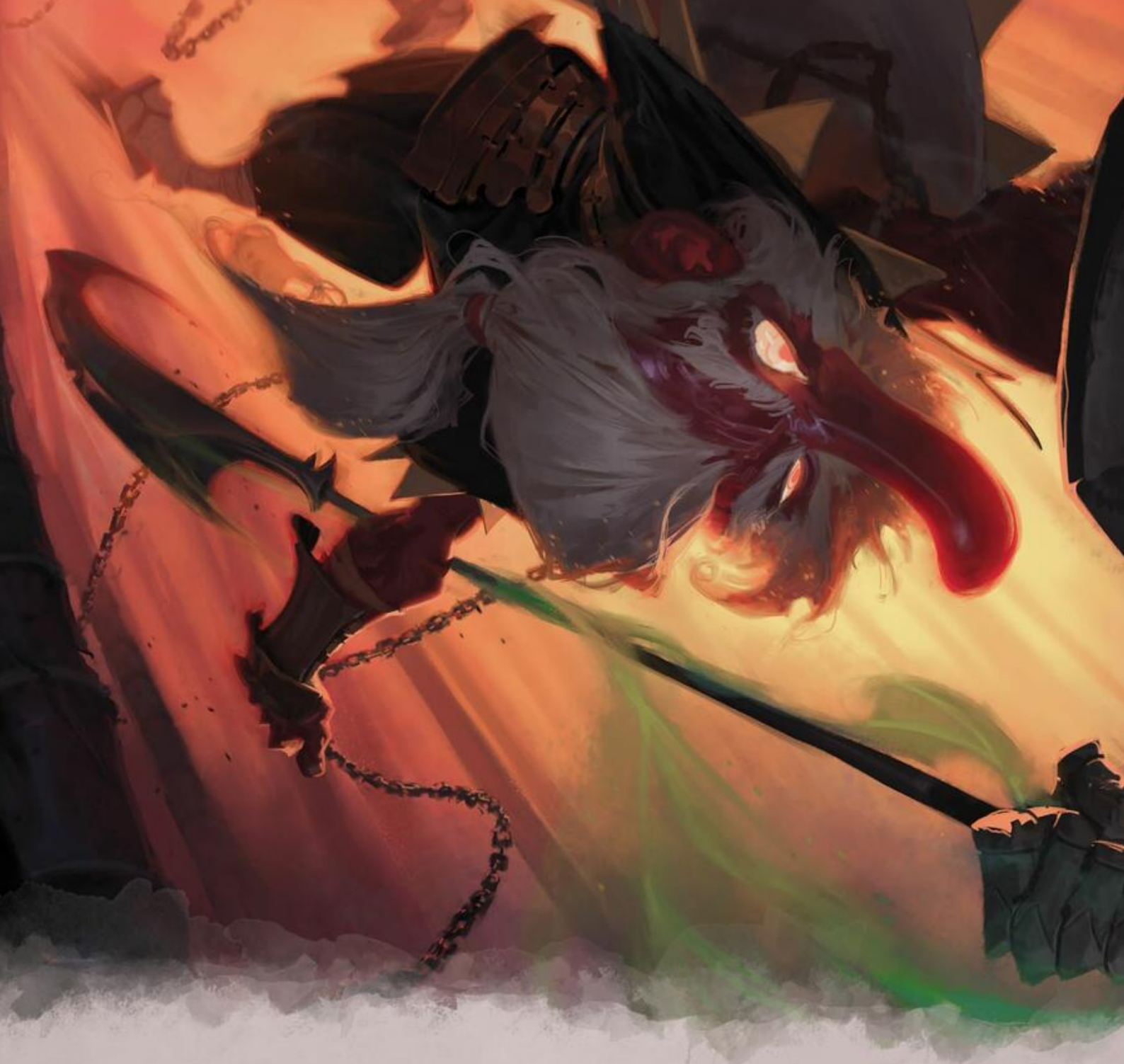
**Cloudstep.** As a bonus action, you can conjure a small cloud under your feet. You gain a flying speed equal to half your walking speed for the next **10 minutes**. Once you use this trait, you can't do so again until you finish a long rest.

**Heartening Breath.** You can use your action to exhale a warming, spiralling burst of magical energy in a **30-foot cone**. You and a number of creatures of your choice in that area up to your proficiency bonus can add **1d4** to attack rolls, as well as to ability checks and saving throws that use the ability associated with your primary colouration for **1 minute**, or until you lose concentration (as if concentrating on a spell). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Innate Magic.** You learn one cantrip of your choice from the spell list of the class associated with your primary colouration. Your spellcasting ability for this cantrip is the ability associated with your primary colouration.

**Sunblessed.** While in sunlight, a warm, bubbling vitality thrums through you, giving you **advantage** on saving throws you make to avoid or end the frightened, paralysed, or stunned condition on yourself, or against being put to sleep.





## TENGU

"She stood before me as a paradox, both of and beyond this world, terrifying and elegant, wise as a kitsune elder and puckish as a tengu child. I felt my tails quiver, my legs shake, my breath catch, and my heart overflow with relief. For now, I was safe. If the tengu mean you harm, you're dead long before they can be seen."

— Ryoko's Diary

In the sprawling forests that clothe the land from frosty mountainside to fertile shore, verdant life is cultivated and protected by a race of aloof guardians: the tengu.

Mischievous, prideful, and territorial, tengu are a race of long-lived yokai. They make their home in the treetops, nimbly navigating precarious pathways as noiselessly as a shadow passes along the forest floor. Although typically reclusive, younger tengu have a sparkling curiosity toward the outside world, taking earnest interest in those who visit their domain. To all who trespass, however, a subtle threat is ever present. Harm not the forest, lest the wrath of the tengu fall like a crushing oak.



## YOKAI WARRIORS

As yokai, tengu are innately magical. Their natural powers lean towards trickery and illusion, allowing them to strike both the mind and body in a dazzling battery of lethal force. To many tengu, swordplay is a way of life—both a meditative practice and a form of self-defence. The resolute tengu swordmaster, a crackling visage of shadowy magic and slashing steel, is one found throughout the folklore and legends of many other peoples.

## THE TENGU CODE

Tengu draw upon an ancient legacy of proud tradition and discipline. Funerals, births, and tournaments are all governed by a strict cultural code, a way of life passed down from generation to generation. Tengu weddings are among the most spectacular sights in the realms, transforming entire forests into beautiful, shimmering forums of magic and light. Each moment of such a ceremony is dictated by long standing traditions brimming with significance, and every tengu is raised to understand the value of such rituals, embracing the unbroken line of wisdom that stretches to time immemorial.



## TENGU TRAITS

As a tengu, you have the following traits:

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Tengu reach maturity at around 16 years of age, and go on to live for up to 400 years.

**Anatomy.** You have two arms and two legs.

**Size.** You are Medium. Tengu are typically a little larger than humans, standing between 6 and 7 feet tall.

**Speed.** Your walking speed is **30 feet**.

**Creature Type.** You are a Humanoid.

**Lethal Masters.** You have proficiency with one simple or martial weapon of your choice.

**Languages.** You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

**Subrace.** There are two primary tengu variations: the hanataka and the karasu. Choose one of these subraces.

### HANATAKA TENGU

Less ferocious and impulsive than the karasu, hanataka are widely regarded as the “higher” lineage of tengu. With the patience and tenacity of a flowing river, they live, train, and meditate in the towering trees of their mountain home. Hanataka tengu are swiftly provoked by vanity and are quick to humble the arrogant and foolish. To those who show respect, however, elder hanataka tengu make sage counsellors and guides, imparting the wisdom of age and yokai magic. Legend tells that the great warriors of old honed their swiftness of blade and sharpness of mind under the guidance of hanataka masters.

**Ability Score Increase.** Your Charisma score increases by 1.

**Master of Craft.** You are proficient with one kind of artisan’s tools of your choice. When you make a Crafting check using this tool, you can add **1d4** to the result of the check.

**Nature Guardian.** You gain proficiency in one of the following skills of your choice: Arcana, Nature, Religion, Stealth, or Survival.

**Shadowcaster.** You learn the *prestidigitation* and *thaumaturgy* cantrips. In addition, you can cast them without components while you are in dim light or darkness. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Whirlwind Onslaught.** After you take the Attack action on your turn, you can use your bonus action on that turn to cast a cantrip with a casting time of one action or make a number of melee attacks equal to half your proficiency bonus (rounded up). Each of these attacks must target a different creature. Once you use this trait, you can’t do so again until you finish a short or long rest.

## KARASU TENGU

Deceptive and witty, cunning and dangerous, karasu tengu are tricksters at heart. They take great joy in pranks, be they simple or elaborate, and cackle gleefully at the humbling of others. Karasu have many avian qualities, including vestigial, feathered wings and powerful, snapping beaks. As bursting with life as their forest homes, and as volatile and passionate as the tempestuous winds, the friendship of a karasu is one of staunch trust and joy. Those who insult them, however, find karasu grudges run long, deep, and deadly.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Fortified Mind.** You have **resistance** to psychic damage.

**Prankster.** You gain proficiency in the Deception and Stealth skills.

**Psychic Battery.** When you take the Attack action on your turn, you can replace one of your attacks with a dizzying psychic assault against a creature you can see within **15 feet** of you. That creature must succeed on a **Wisdom saving throw** (DC equals 8 + your Constitution modifier + your proficiency bonus) or suffer the effects of the *confusion* spell until the end of its next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

**Skyrider.** When you fall at least **10 feet** and aren't incapacitated, you can use your reaction to extend your vestigial, feathered wings to glide. You take no damage from that fall, and you can move horizontally 2 feet for every 1 foot you fall. While gliding in this way, you can fall no more than 100 vertical feet on a turn.

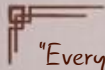


# CHAPTER 9

# CLASSES



# CLASSES



"Everyone has a gift—that's what I believe. Bombuku is a crafting genius, I know my way around a divination spell or two, and I've seen Bologar shatter an ōmukade carapace with a single headbutt and feast on the flesh within. That's his special talent, what's yours?"

— Ryoko

## A WORLD OF POSSIBILITY

The Yokai Realms thrum with spiritual power. It is a place of roiling, untamed magic, which manifests in mysterious ways within all who live there. Heroes and villains alike wield this power in ways unique to themselves. Perhaps you follow the Path of the Kaiju as a barbarian, drawing on the ancient, primal power of behemoths to become a vassal of destruction and might. It could be that you are a master of illusion and subtlety, wielding powerful spells and lethal weaponry with the graceful synchronicity of a Shinobi wizard. Or, your power could come from a pact made with a shinigami, a terrifying spectre of death, which lets you seize control of battlefield corpses. No matter the path of power you choose, yours will be a journey of constant discovery, advancement, and adventure.

## NEW FEATURES

This chapter introduces a new subclass for every class in the core system of 5e, plus one subclass for the tamer class from *Heliana's Guide to Monster Hunting*. This chapter also includes the core tamer class rules for ease of reference. In addition, the section presents a new class, the element bender, along with four subclass options for it. Although the subclasses offered in *Ryoko's Guide* are tied closely to the history and lore of the Yokai Realms, GMs may allow them in other settings and worlds.

**Improved Extra Attack.** This chapter also provides the Improved Extra Attack feature, which interacts with the barbarian, bender, fighter, monk, paladin, and ranger classes at 5th level. If a player is using another class with the Extra Attack feature, the GM can offer the Improved Extra Attack feature to that class, choosing an option given to an existing class, or working with a player to craft their own.

ARTIST NAME



# OPTIONAL CLASS FEATURES

## IMPROVED EXTRA ATTACK

When certain classes reach 5th level, they gain the Extra Attack feature, allowing them to attack twice when they take the Attack action on their turn. The following optional rules give these classes an Improved Extra Attack feature, which is enhanced at 7th level. These features reflect the identity and flavour of each class to emphasise distinct styles. They also give a minor boost in power to classes that primarily make attacks with weapons at a level when spellcasters begin to enjoy unmatched flexibility. Finally, these optional rules add a greater degree of gameplay variation between classes. A fighter and barbarian should feel different to play, right down to the tactics and experience built into their Attack action.

If a character has multiclassed and gained the Improved Extra Attack feature from more than one class, they choose which one to use when they take the Attack action. For example, a barbarian 7/monk 7 who takes the Attack action can use the benefits of either the Improved Extra Attack: Barbarian or Improved Extra Attack: Monk feature on that turn (they choose which feature when they make their first attack).

## IMPROVED EXTRA ATTACK: BARBARIAN

### *Optional 5th-Level Barbarian Feature*

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, the fury of your attacks can knock a foe to the ground. When you take the Attack action and make an attack roll against a creature with advantage, if both of the d20 rolls would hit the target, you can force the target to make a **Strength saving throw** (DC equals 8 + your proficiency bonus + your attacking ability modifier). On a failure, you can choose to knock the target **prone** or push it up to **5 feet** away from you. Creatures more than one size larger than you automatically succeed on this saving throw. You can use this feature once per turn.



## IMPROVED EXTRA ATTACK: BENDER

### *Optional 5th-Level Bender Feature*

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your movements allow you to imbue magic in the elements you bend. When you take the Attack action, you can cast one cantrip in the bender spell list that you know in place of one of your attacks. This cantrip must have a casting time of one action, and it is cast at its lowest level.

For example, if you are an 11th-level bender and use this feature to replace an attack with a casting of *fire bolt*, the cantrip deals **1d10** damage (instead of **3d10**).

## IMPROVED EXTRA ATTACK: FIGHTER

### *Optional 5th-Level Fighter Feature*

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks you can make increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

When you reach 7th level in this class, you build momentum with each swing you take. When you take the Attack action and make an attack roll against a creature, you can give yourself a **+1 bonus** to all subsequent attack rolls you make against that creature this turn, up to a maximum of **+4**.

## IMPROVED EXTRA ATTACK: MONK

### *Optional 5th-Level Monk Feature*

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, you learn to capture your enemy's ki as you strike, transferring its life force to revitalise your own. At the end of your turn, you gain temporary hit points equal to thrice the number of weapon attacks you made that hit a non-Construct creature that turn.

## IMPROVED EXTRA ATTACK: PALADIN

### *Optional 5th-Level Paladin Feature*

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your zealous righteousness can inspire or demoralise others. When you take the Attack action and hit with two attacks, you can use a bonus action to utter a battlecry, targeting one enemy or ally within **30 feet** of you. If the target is a foe that can see or hear you, it must succeed on a **Wisdom saving throw** (DC equals **8 + your proficiency bonus + your Charisma modifier**) or be **frightened** of you until the end of your next turn. If the target is an ally, the frightened condition ends on it. You can use this feature once per turn.

## IMPROVED EXTRA ATTACK: RANGER

### *Optional 5th-Level Ranger Feature*

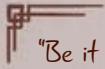
This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, the skill and precision of your attacks create and expose weaknesses in your foe's guard. When you take the Attack action and hit a creature with an attack roll, the next attack roll you make against the target before the end of your next turn is made with **advantage**. You can use this feature once per turn.

# BARBARIAN

## PATH OF THE KAIJU



"Be it man, beast, or earth itself, everything trembles before me."

The Path of the Kaiju is one of sheer destructive force. Some warriors of this kind are fueled by a relentless hatred of a kaiju, perhaps one that destroyed their home or ravaged their continent. In such cases, an individual's burning obsession is a source of incredible strength, manifesting as an aspect of the kaiju's own power in moments of blind rage. Other barbarians might worship kaiju for their strength and grandeur, calling on their aid in battle, embodying the might and fury of a colossus as they charge into the fray.

### ASPECT OF THE KAIJU

#### *3rd-Level Path of the Kaiju Feature*

When you adopt this path, choose a kaiju through which you draw power and gain the associated benefit from the options below.

- **The Ascendant Dragon.** While raging, you can use an action to let loose a devastating blast of radiant energy from your mouth. Each creature in a **15-foot cone** must succeed on a **Dexterity saving throw** (DC equal to 8 + your Strength modifier + your proficiency bonus), taking **2d10** radiant damage on a failed save, or half as much damage on a successful one. Taking this action counts as making an attack for the purpose of maintaining your rage. The damage of this feature increases by **1d10** when you reach 5th level (**3d10**), 11th level (**4d10**), and 17th level (**5d10**).
- **The Eternal Leviathan.** When you enter your rage, or as a bonus action while raging, you can bellow an echoing cry. Each creature of your choice within **10 feet** of you must succeed on a **Wisdom saving throw** (DC equal to 8 + your Constitution modifier + your proficiency bonus) or have **disadvantage** on attack rolls against any target other than you until the start of your next turn.
- **The Titan Earth.** You can use your Constitution modifier in place of your Strength modifier for Strength checks, as well as for the attack and damage rolls of your unarmed strikes and weapon attacks. These checks and attacks are still considered Strength-based for the purposes of your other features. In addition, you gain tremorsense out to **10 feet**.
- **The Armoured Kabuto.** While raging, if you move at least **15 feet** straight towards a target and then immediately hit it with a weapon attack, the target takes an extra **2d8** bludgeoning damage from the attack.

- **The Infinite Tempest.** The first time each turn while raging that you hit a target with a melee attack roll, you deal **1d6** lightning damage to each creature of your choice within **5 feet** of the target as lightning spirals out from the point of impact.

You can switch your chosen kaiju each time you gain a new barbarian level.

### APEX HUNTER

#### *3rd-Level Path of the Kaiju Feature*

You gain proficiency in the Medicine and Survival skills. If you already have this proficiency, you gain proficiency in another skill of your choice. Additionally, you can take the Brace action\*, stand up from prone, or mount a creature using only **5 feet** of movement.

\*See page 8

### KAIJU FORCE

#### *6th-Level Path of the Kaiju Feature*

When you enter your rage, you can increase your size and the size of your equipment. If you are smaller than Large, you become Large, and any objects you are wearing or carrying increase by the same relative amount; your weight increases by a factor of 8 for each size category increased. If you lack the room to become Large, you grow to the maximum attainable size. This growth lasts until your rage ends. Objects enlarged by this feature that are no longer in contact with you at the end of a turn return to the size they were before this feature affected them. While in this form, you can add your Constitution modifier to all Strength checks and Strength saving throws, and your weapon attacks deal an extra **1d4** damage on a hit.

### TRANSFORMATION OF THE KAIJU

#### *10th-Level Path of the Kaiju Feature*

You gain the power to transform into a vassal of a kaiju when you rage. This kaiju can be the same as your Aspect of the Kaiju feature, or a different one.

- **The Ascendant Dragon.** While raging, you and any objects you are wearing or carrying assume a pseudo-liquid form. In this form, you have **resistance** to fire damage, you are **immune** to the grappled and restrained conditions, you gain a swimming speed of **60 feet**, you can move through other creatures' spaces and through gaps as small as 1 inch wide without squeezing (but you can't stop there), and you gain the benefits of half cover while submerged in water.
- **The Eternal Leviathan.** While raging, you adopt a translucent, ghostly form. In this form, you have **resistance** to cold and necrotic damage, and you can move through other creatures and objects as if they were difficult terrain. You take **5** force damage if you end your turn inside an object or creature. If you are inside an

ETERNAL LEVIATHAN  
PATH OF THE KAIJU  
BARBARIAN

object or creature when your rage ends, you are shunted to the nearest unoccupied space and take 5 force damage for every 5 feet travelled.

- **The Titan Earth.** When you use your Kaiju Force feature, if you are smaller than Huge, you become Huge instead of Large, along with anything you are wearing. In addition to the effects of that feature, your reach increases by 5 feet, and your weapon attacks deal an extra 1d4 damage on a hit (2d4 extra damage total) until your rage ends.
- **The Armoured Kabuto.** While raging, you sprout large, insectoid wings. You have a flying speed equal to your walking speed, and opportunity attacks against you have **disadvantage**.
- **The Infinite Tempest.** While raging, you crackle with lightning and your blows land with booming claps of thunder. In this form, you have **resistance** to lightning and thunder damage, and you can use a bonus action to move in a straight line up to 30 feet, passing through other creatures without provoking opportunity attacks. Each creature you pass through in this way must succeed on a **Dexterity saving throw** (DC equal to 8 + your Constitution modifier + your proficiency bonus) or take 2d6 lightning damage.

## RAMPAGE

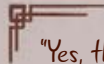
### *14th-Level Path of the Kaiju Feature*

While you are raging and have hit points equal to or less than half your hit point maximum, your speed increases by 10 feet, and you can make one weapon attack as a bonus action. Furthermore, if you fail a saving throw, you can choose to succeed instead. You can use this feature to succeed on a saving throw a number of times equal to half your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.



# BARD

## COLLEGE OF HANABI

 "Yes, these days the College of Hanabi is all arcanotech gizmos and magiflash whatsits, but hanabi—fireworks—is where it all started! Now then, the first question to consider is how important is your hearing?"

Since time immemorial, the College of Hanabi has produced the finest firework artisans. From craftspeople in workshops to conductors who orchestrate thousands of explosions in an intricate performance, bards from this college are celebrated throughout the Yokai Realms. They are more than simple artificers; they imbue each spark with a story, each explosion with emotion, and create an ephemeral tapestry of light and sound whose message moulds the mind of all who witness it.

Whether or not you attended the college itself or learnt the art from a backstreet alchemist is moot: you are an entertainer who uses bright colours and loud bangs as a medium. Perhaps you travelled with a carnival, bringing joy to a new town each evening. Maybe you are a fresh college graduate, seeking to conduct performances in the courts of the high and mighty. Or perhaps you were employed in the Silk Purse's quarries, but turned mundane blasting operations into fantastical varicoloured displays, much to the chagrin of your foreman. Naysayers be damned, fireworks are a feast for the eyes, and besides, the explosions aren't that loud anymore. Maybe you should get that checked out...

### BURGEONING INVENTOR

*3rd-Level College of Hanabi Feature*

Your forays into the art of firework creation has granted you the skills of a journeyman craftsperson and experience wielding projectile weapons. You gain proficiency with alchemist's supplies, one other set of artisan's tools of your choice, and all magitech firearms. You can use a set of alchemist's supplies as a spellcasting focus for your bard spells.

In addition, when you make an ability check using a tool you have proficiency with, you can expend one use of Bardic Inspiration. Roll your Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

### PYROTECHNICS

*3rd-Level College of Hanabi Feature*

During a long rest, you can create a number of small, magical pyrotechnics equal to your Charisma modifier (minimum one). When you use one of the effects below, you expend one pyrotechnic. You can activate no more than one pyrotechnic per turn. Saving throws are always against your **bard spell save DC**.

- **Kodama Candle.** As a reaction when you are targeted by an attack from a creature you can see within **15 feet** of you, you can cause this pyrotechnic to emit a burst of light, imposing **disadvantage** on the triggering attack roll. A creature that doesn't rely on sight is **immune** to this effect. In addition, the creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.
- **Screaming Nue.** As an action, you can throw this pyrotechnic to a point within **60 feet** of you, where it creates smoke and lights in the form of a screaming nue's head for the next **minute**. Each creature other than you within **30 feet** of the point that can hear or see the effect must succeed on a **Wisdom saving throw** or be **frightened** of it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself and becoming **immune** to the effect of any Screaming Nue for the next **24 hours** on a success.
- **Raijū's Rupture.** As an action, you can throw this pyrotechnic to a point within **60 feet** of you, where it explodes, creating a thundering boom that can be heard for **500 feet**. Each creature within **10 feet** of the pyrotechnic must make a **Dexterity saving throw**. On a failure, a creature is **deafened** until the end of its next turn and takes a number of **d6s** of thunder damage equal to your proficiency bonus. On a success, a creature takes half as much damage and isn't deafened.
- **Wanyūdō Wheel.** As a bonus action, you can light this pyrotechnic, which propels you through the air. Until the end of your turn, you gain a flying speed equal to 30 feet plus ten times your proficiency bonus. This movement does not provoke opportunity attacks.

### FIREWORK DISPLAY

*6th-Level College of Hanabi Feature*

Your expertise with fireworks lets you craft moving stories capable of influencing peoples' emotions and outlook.

Over the course of **1 minute**, you can use 10 gp of fireworks to create an enrapturing display of sporadic bright lights and noise audible for **1,000 feet**. You must use your action each round to imbue the light and smoke with your bardic magic, causing an enthralling story to manifest; if you fail to do this, the display ends with no effect.

At the end of the display, you can choose a number of creatures that witnessed it equal to twice your Charisma

modifier (minimum one). Each creature must succeed on a **Wisdom saving throw** against your **bard spell save DC** or be subject to the effect of the message with which you chose to imbue the display for the next **24 hours**. Creatures that do not witness the whole display or that are immune to the charmed condition automatically succeed on this saving throw. Choose one of the following messages:

- **Anger.** The message is one of injustice and exploitation, fomenting anger in those that watch it. With a mere spark, riots may ensue. Affected creatures are addled by their anger and prone to violence; Deception checks against them have **advantage**.
- **Fear.** The world is a dangerous place, and to step outside one's home is to invite disaster. People are unlikely to leave their home, let alone interfere in others' matters, after watching this performance. Intimidation checks have **advantage** against an affected creature. In addition, the first time the target sees a creature it can't identify or with whom it is not acquainted, it must make a **Wisdom saving throw** against your **bard spell save DC**. On a failure, the affected creature is **frightened** of that creature until the unknown creature reveals itself to be non-threatening, or is out of sight. While frightened, an affected target can repeat the saving throw at the end of each of its turns, ending the condition on itself and becoming **immune** to being frightened by this effect for the duration.
- **Generosity.** The act of giving and gratitude is epitomised as the paradigm of virtue. Observers are more likely to help others after seeing this display. Affected creatures are **charmed** by you. While charmed, these creatures help you where possible without large risks, and speak highly of your performance. A creature ceases to be charmed if you or your companions do anything harmful to it.
- **Peace.** The story shows the utopia that awaits the world if all act with kindness and goodwill. Feelings of resentment are quelled and acts of violence are less likely after a community sees this display. Affected creatures are subject to the *calm emotions* spell.

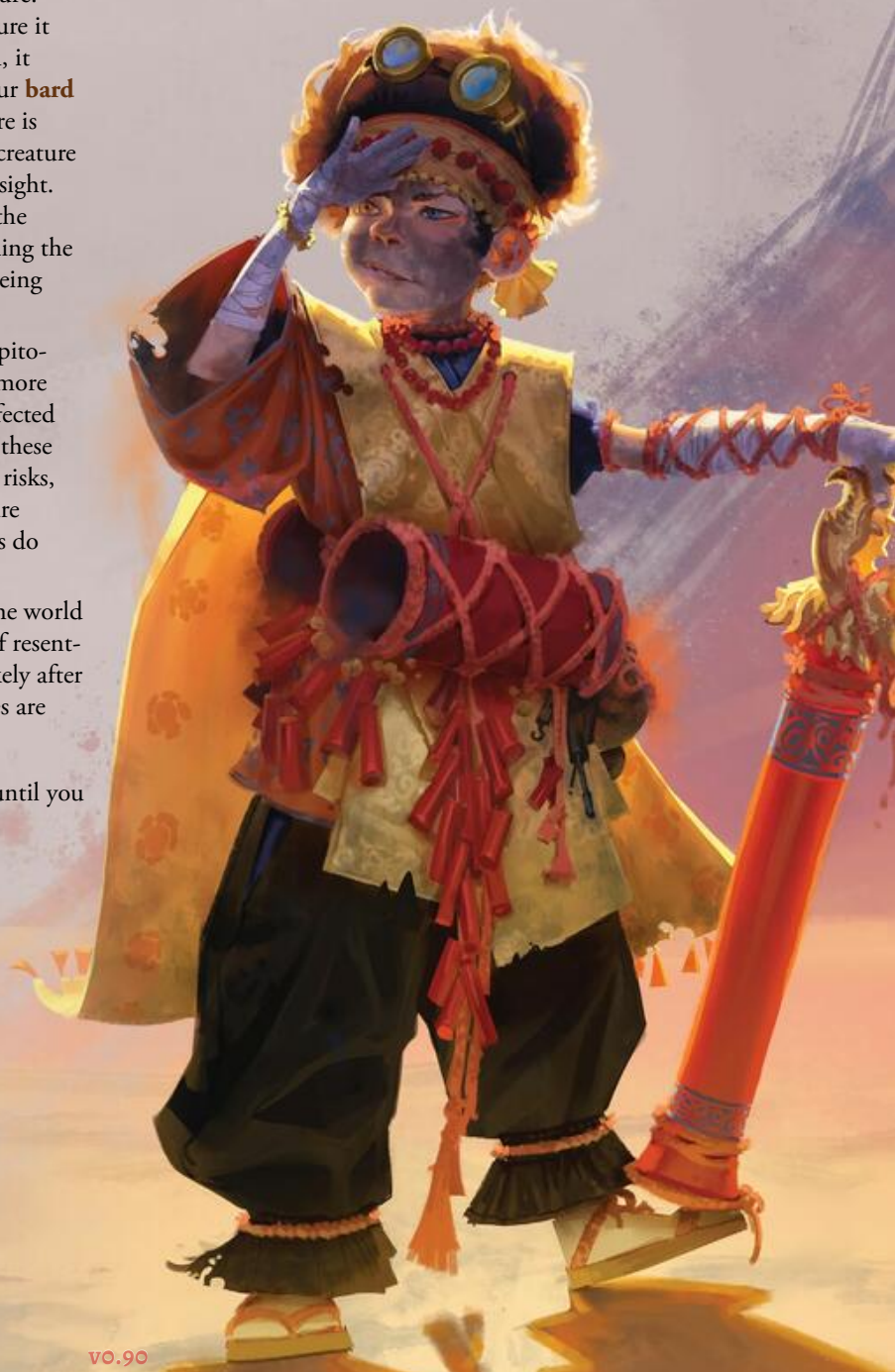
Once you use this feature, you can't use it again until you finish a short or long rest.

## MASTER OF ILLUMINATIONS

*1 4th-Level College of Hanabi Feature*

Your mastery of the art of hanabi can be seen in even your merest spark. Your Firework Display feature can affect up to three times as many creatures, and your Pyrotechnics are enhanced in the following ways:

- **Kodama Candle.** The range increases to **30 feet**, and the pyrotechnic sheds bright light in a **30-foot radius** until the start of your next turn, causing all attacks against you to have **disadvantage**. A creature that doesn't rely on sight is **immune** to this effect.
- **Screaming Nue.** The radius of the effect increases to **40 feet**, and creatures that fail the saving throw also take a number of **d8s** of psychic damage equal to half your proficiency bonus (rounded down). Creatures that succeed on the saving throw take half as much damage and aren't otherwise affected.
- **Raijū's Rupture.** The radius of the explosion increases to **20 feet**, and the damage dice increase to **d8s**.
- **Wanyūdō Wheel.** The flying speed granted lasts until the end of your next turn. Your movement does not provoke opportunity attacks for the duration.



## COLLEGE OF MASKS

"This mask doesn't give you power, little girl. This isn't simple addition! Wearing a mask is an act of transformation. You disappear in its shadow; you become something new—something incredible. That is, of course, if you dare."

Masking—the practice of using masks to play a variety of characters in a solo performance—is among the most ancient artistic traditions of the Yokai Realms. Conjuring masks to transform their persona, bards of this college bring tales of fallen heroes, nefarious villains, and epic confrontations to life. Whether on stage or in the heat of battle, such bards perform as a whirling kaleidoscope of character, emotion, and magic, shifting between personas of solitude, war, beauty, and hope.

Some bards of this college see their masks as extensions of their true self, a magnification of their power in a specific direction. Others give themselves completely to the transformation, adopting totally fresh outlooks, personas, and even voices depending on the mask they wear. In either case, each mask grants its own special magic, and with the power to switch between them at will, bards of the College of Masks have the tools and talents to seize command of any situation.

### NŌGAKU CONJURATION

*3rd-Level College of Masks Feature*

You have the power to conjure magical masks. As a bonus action, you can conjure one mask of your choice from the options below. It appears on your face or levitates in the air around you, and it lasts for **1 minute** or until you use a bonus action to dismiss it or conjure another one.

While conjured, your mask grants you **advantage** on Performance checks, and you can use it as a spellcasting focus for your bard spells. The type of mask you conjure also grants an additional benefit:

- **Mask of Beauty.** When a creature within **30 feet** of you that you can see makes a saving throw to resist the effects of an enchantment spell you cast, you can use your reaction to expend one use of your Bardic Inspiration, imposing **disadvantage** on that roll.
- **Mask of Hope.** When a creature within **60 feet** of you that can see or hear you rolls a Bardic Inspiration die, you can use your reaction to add your Charisma modifier (minimum of +1) to that roll.
- **Mask of Solitude.** When a creature hits you with a melee attack, you can use your reaction to release a blast of force from your mask, dealing **1d8** force damage to the creature and pushing it up to **15 feet** away from you.

- **Mask of War.** You can add your Charisma modifier (minimum of +1) to the damage roll of a weapon attack you make or a bard spell you cast (no action required). You can use this benefit once per turn.

You can create a mask in this way a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest. If you have no uses of this feature remaining, you can create a mask by expending one use of your Bardic Inspiration.

### INSPIRING PERFORMANCE

*3rd-Level College of Masks Feature*

You learn to empower others through the art of performance. If you perform for at least **10 minutes**, you can choose a number of creatures up to your Charisma modifier (minimum of 1) who witnessed your performance. Each creature gains temporary hit points equal to your Charisma modifier + your proficiency bonus (minimum 1 temporary hit point) and has **advantage** on its next initiative roll before it finishes a long rest. Once you inspire a creature in this way, that creature can't benefit from this feature again until it finishes a long rest.

### STAGECRAFT

*6th-Level College of Masks Feature*

Your mastery of illusions and trickery grants you the power to move yourself and others through space. While you are on the ground or a surface that can support you, you can use a bonus action to target one creature that is no more than one size larger than you within **60 feet** of you. That target must succeed on a **Charisma saving throw** against your **bard spell save DC** or you both teleport, swapping places. A creature can choose to fail this saving throw.

You can use this feature a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest.

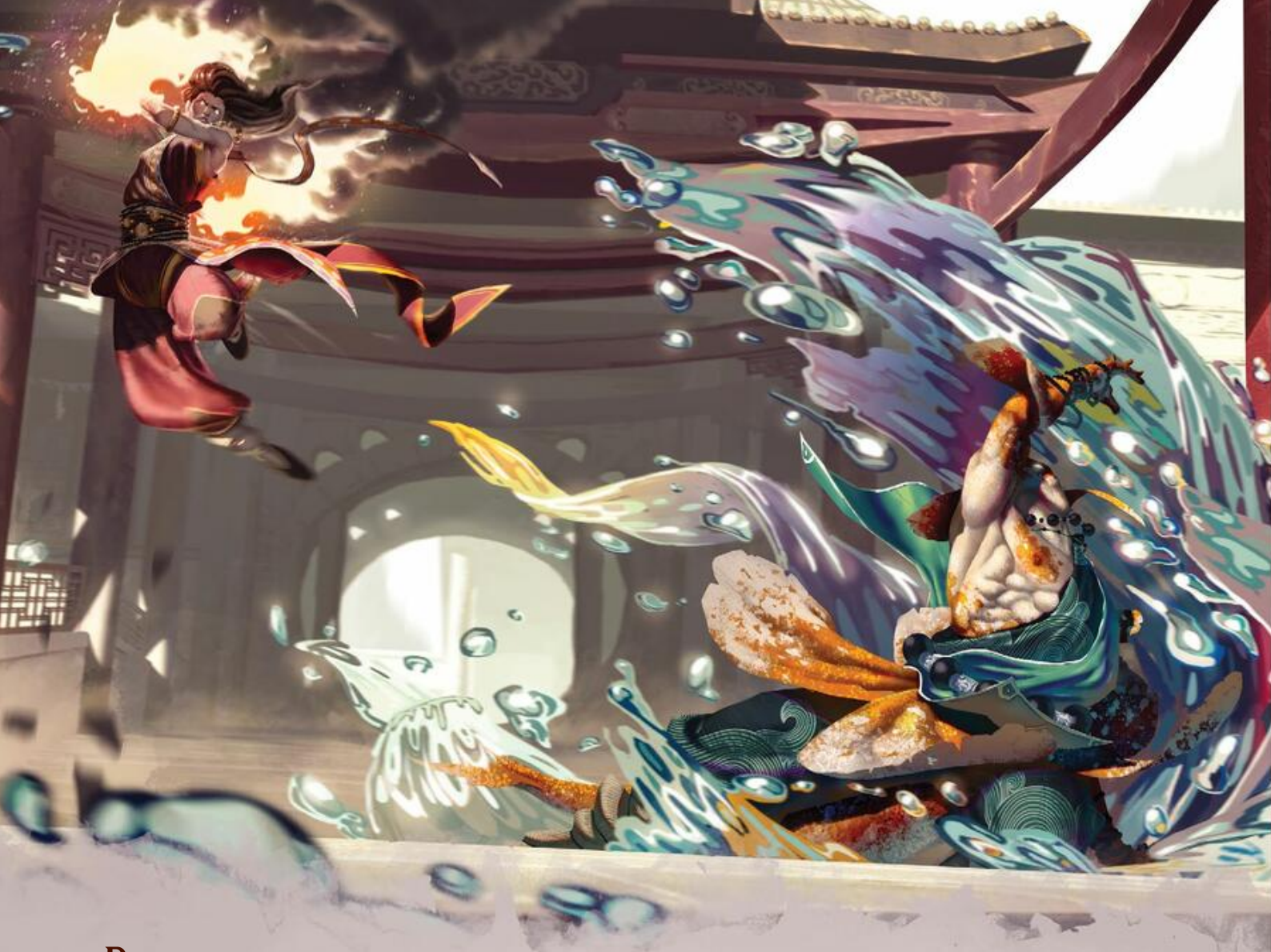
### GRANDIOSE TRANSFORMATION

*14th-Level College of Masks Feature*

Your mastery of performance and magic enhances your masks with incredible power. You gain additional benefits depending on the mask you currently have conjured:

- **Mask of Beauty.** You gain a bonus to all saving throws equal to your Charisma modifier (minimum of +1).
- **Mask of Hope.** When a creature you can see within **90 feet** of you falls to 0 hit points but isn't killed outright, you can use a reaction to expend one use of your Bardic Inspiration. If you do so, the creature is reduced to **1** hit point instead. Once a creature benefits from this feature, it can't do so again until it finishes a long rest.
- **Mask of Solitude.** You have **resistance** to bludgeoning, piercing, and slashing damage.
- **Mask of War.** If you use your action to cast a spell, you can make one weapon attack as a bonus action that turn.





## BENDER

Bare, clawed feet part river-rounded gravel as a tengu sweeps through motions as graceful as any dancer's, the surging water parting to allow her and her weary companions a peaceful crossing.

With patient composure, an oniborne deflects a hail of flaming arrows, redirecting their heat into a cascade of blue flame and burning fists.

The clack of jagged obsidian, splash of glacial water, and warmth of flaming eddies gather within a rushing whirlwind. Drifting out of these massed elements is a glowing hanamori, a primordial incarnation of their mortal form.

These benders, as disparate as their affinities might be, are defined by their connection with the elements: a magic manifested through precise and practised movements. More than a martial art, their motions are a spectacular union

of magical and physical virtuosity, each twist and flick a nuanced touch of the Weave. For some, this is a weapon of war, of thunderclaps and fists of rock. For others, this is a tool to preserve, to craft shields of ice and invigorate with an inner flame. Whether a bender chooses to study all the elements—earth, air, water, and fire—or to master just one, the primordial forces of nature are theirs to command.

### QUICK BUILD

You can make a bender quickly by following these suggestions. First, put your highest ability score in the ability you choose for your spellcasting: Intelligence, Wisdom, or Charisma, followed by Dexterity. Second, choose the elemental background.

## THE BENDER

Level	Proficiency Bonus	Class Features	Cantrips Known*	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Elemental Affinity (1), Elemental Strikes	2	2				
2nd	+2	Elemental Combo	2	2				
3rd	+2	Bender Discipline	2	3				
4th	+2	Ability Score Improvement	2	3				
5th	+3	Extra Attack	2	4	2			
6th	+3	Elemental Affinity (2)	2	4	2			
7th	+3	Discipline Feature, Improved Extra Attack (optional)	2	4	3			
8th	+3	Ability Score Improvement	2	4	3			
9th	+4	—	2	4	3	2		
10th	+4	Elemental Affinity (3)	3	4	3	2		
11th	+4	Primordial Form	3	4	3	3		
12th	+4	Ability Score Improvement	3	4	3	3		
13th	+5	—	3	4	3	3	1	
14th	+5	Elemental Affinity (4)	4	4	3	3	1	
15th	+5	Discipline Feature	4	4	3	3	2	
16th	+5	Ability Score Improvement	4	4	3	3	2	
17th	+6	—	4	4	3	3	3	1
18th	+6	Primordial Avatar	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2
20th	+6	Discipline Feature	4	4	3	3	3	2

\*This value may be higher if you take new Elemental Affinities. See Elemental Affinity, page 159.

## CLASS FEATURES

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armour:** Light armour, medium armour

**Weapons:** Simple weapons, chakrams, nunchaku, shortswords, shuriken, starknives\*, twinblades\*

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

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

\*If you have *L'Arsene's Ledger of Treasures and Trinkets*, your GM may also grant your bender proficiency with these weapons.

## EQUIPMENT

You start with the following items, in addition to anything provided by your background:

- (a) a quarterstaff, (b) a chakram, or (c) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armour and 10 shuriken

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 x 10 gp** to buy your equipment.

## MULTICLASSING

**Ability Score Minimum.** As a multiclass character, you must have at least a 13 in the spellcasting ability from your bender Spellcasting feature to take a level in this class, or to take a level in another class if you are already a bender.

**Proficiencies Gained.** If bender isn't your initial class, when you take your first level as a bender, you gain proficiency with simple weapons.



**Spell Slots.** Add half your levels (rounded up) in the bender class to the appropriate levels from other classes to determine your available spell slots.

## SPELLCASTING

### *1st-Level Bender Feature*

As a bender of elements, you use the motions of your corporeal form to coax the Weave into manipulating the primordial forces.

### **CANTRIPS**

You know two cantrips of your choice from your bender spell list (see Elemental Affinity). At higher levels, you learn additional cantrips of your choice, as shown in the Cantrips Known column of the Bender table. Your Elemental Affinity feature also allows you to learn more cantrips at higher levels.

### **PREPARING AND CASTING SPELLS**

The Bender table shows how many spell slots you have to cast your bender spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the repertoire of bender spells that are available for you to cast, choosing from your bender spell list (see Elemental Affinity). When you do so, choose a number of these spells equal to your bender spellcasting ability modifier + half your bender level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level bender, you have four 1st-level and two 2nd-level spell slots. With a spellcasting ability of 14, your repertoire of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *thunderwave*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your repertoire of prepared spells.

You can change your repertoire of prepared spells when you finish a long rest. Preparing a new repertoire of bender spells requires time spent practising their movements and gestures: at least 1 minute per spell level for each spell in your repertoire.

## SPELLCASTING ABILITY

When you gain your first level in this class, you choose which spellcasting ability you use for your bender spells from Intelligence, Wisdom, and Charisma. You use this ability whenever a bender spell refers to your spellcasting ability. In addition, you use this ability's modifier when setting the saving throw DC for a bender spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your spellcasting ability modifier

**Spell attack modifier** = your proficiency bonus + your spellcasting ability modifier

## RITUAL CASTING

You can cast a bender spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## SPELLCASTING FOCUS

You can use your free hand as a spellcasting focus for your bender spells. This free hand can be used for both the somatic and material components for a spell, provided the material component has no cost and isn't consumed by the casting.

## FLAVOURING BENDER SPELLS

Benders induce magical effects through movement. These movements are a precise sequence—similar to the katas practised in karate—and a specific sequence will always result in a specific spell or magical effect. You might describe preparing a spell at the end of a long rest as practising a martial form, or convey a spell not taking effect as its bender slipping on a rock during the sequence. A ritual spell might involve the same sequence being performed repeatedly, each iteration coaxing the elements into the desired effect.

When a spell takes effect, it is always linked to the elements in some way. A *shield* spell cast by a bender with air affinity might appear like tumultuous gusts of wind, while that of an earth bender could condense dust into a rocky plate, or cause a pillar of earth to deflect an incoming blow. A *hold person* spell could be flavoured as a water bender controlling the water within a person, while a fire bender's *major image* could be described as a heat-induced shimmering of the air.

## ELEMENTAL AFFINITY

### 1st-Level Bender Feature

You find attunement with one of the four elements. Choose one of the following: air, earth, fire, or water. The spells associated with that element (see Bender Spell List on page 164) are added to your bender spell list.

Each element is associated with one or two damage types:

- **Air:** Thunder.
- **Earth:** Acid & bludgeoning.
- **Fire:** Fire & lightning.
- **Water:** Cold.





**At Higher Levels.** At 6th, 10th, and 14th levels, you choose one of the four elements to gain affinity with, either a new element or one you've chosen before. This has some immediate effects and interacts with some subclass features (see below).

- **New Elemental Affinity.** If you choose a new element with which to gain affinity, you add its spells to your bender spell list and you learn one cantrip of your choice from the new element's list. This cantrip doesn't count against the number of cantrips you know.
- **Repeated Elemental Affinity.** If you choose an element for which you already had affinity, spells that you cast from that spell list are cast one level higher than the level of spell slot you expend. This effect stacks; if you choose to gain affinity with the same element four times, your spells from that element's list are cast three levels higher than the spell slot you expend.

## ELEMENTAL STRIKES

### *1st-Level Bender Feature*

You have learnt to unite magic with movement, giving you a unique and deadly combat style. When you take the Attack action, you can make melee or ranged spell attacks called elemental strikes as one or more of your attacks. The strike deals damage of a type with which you have affinity (your choice when you make the attack).

- **Melee.** Melee. A melee elemental strike is an unarmed strike that has a reach of **10 feet** and deals damage equal to **1d6** plus your bender spellcasting ability modifier on a hit.
- **Ranged.** A ranged elemental strike has a range of **60 feet** and deals damage equal to **1d4** plus your bender spellcasting ability modifier on a hit.

This damage does not increase with level. However, any magic items that confer a bonus to the attack and damage rolls of your unarmed strikes confer the same bonus to your elemental strikes.



The superior strikes for these attacks are Flurry (for melee attacks) and Battery Strike (for ranged attacks), both unlocked by the tier 2 Pugilist advanced technique. See the Advanced Weapon Masteries chapter on page 83 for more details on superior strikes, and advanced techniques.

## ELEMENTAL COMBO

### *2nd-Level Bender Feature*

Your strikes manifest elemental energy, which you can unleash at the peak of your combination. On your turn, after you make a weapon attack or elemental strike, or after you cast a levelled spell from your bender spell list, you can release a jet of elemental energy as a bonus action. Make a **spell attack** against a creature within **60 feet** of you. On a hit, it deals **1d4** damage of a type with which you have affinity. If the target of this attack is within **10 feet** of you, you can add your spellcasting ability modifier to the damage.

**At Higher Levels.** This attack's damage increases by **1d4** when you reach 6th level (**2d4**), 10th level (**3d4**) and 14th level (**4d4**) in this class.

## BENDER DISCIPLINE

### *3rd-Level Bender Feature*

You choose an aspect of how nature manifests, which you embody in your manipulation of the elements. Your discipline choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

## ABILITY SCORE IMPROVEMENT

### *4th-Level Bender Feature*

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## EXTRA ATTACK

### *5th-Level Bender Feature*

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## IMPROVED EXTRA ATTACK

### Optional 7th-Level Bender Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your movements allow you to imbue magic in the elements you bend. When you take the Attack action, you can cast one cantrip in the bender spell list that you know in place of one of your attacks. This cantrip must have a casting time of one action, and it is cast at its lowest level.

For example, if you are an 11th-level bender and use this feature to replace an attack with a casting of *fire bolt*, the cantrip deals **1d10** damage (instead of **3d10**).

## PRIMORDIAL FORM

### 11th-Level Bender Feature

As a bonus action, you embody aspects of a chosen element. Choose one of the elements with which you have affinity. For **1 minute**, or until you fall unconscious, you can cast 1st-level spells associated with that element (see Bender Spell List, page 164) even if you do not have them prepared and without expending a spell slot. Note: as spells cast using this feature don't expend spell slots, they are not automatically upcast to higher levels if you have repeated elemental affinities. In addition, you gain a benefit based on that element:

- **Air: Untouchable.** You have **resistance** to bludgeoning, slashing, and piercing damage.
- **Fire: Alight.** At the end of each of your turns for the duration, creatures of your choice within **10 feet** of you take fire damage equal to your bender spellcasting ability modifier (minimum 1).
- **Earth: Solid.** You gain a **+2 bonus** to AC.
- **Water: Fluid.** You gain a pool of vitality equal to five times your bender level. At the end of each of your turns for the duration, you can cause up to three creatures of your choice within **10 feet** of you to regain **5** hit points (no action required), expending an equal amount of vitality from your pool to do so.

After you use this feature, you can't do so again until you finish a long rest.

Starting at 17th level, while in your primordial form, you can cast spells of 2nd level or lower without expending a spell slot.



## PRIMORDIAL AVATAR

### 18th-Level Bender Feature

As an action, you become a primordial incarnation of your mortal form. You gain **50** temporary hit points as well as benefits based on your Elemental Affinities, which last for **10 minutes**, or until you fall unconscious. After you enter this state using this feature, you can't do so again until you finish a long rest. You gain one benefit for each elemental affinity you have (new or repeated).

### PRIMORDIAL AVATAR, AIR BENEFITS

Air Affinities	Benefit
1	Your walking speed increases by <b>15 feet</b> . You gain a flying speed of <b>60 feet</b> .
2	You are <b>immune</b> to thunder damage and the grappled and restrained conditions.
3	Once on each of your turns, you can cast the <i>misty step</i> spell without expending a spell slot (no action required). You can't do so while incapacitated.
4	Your walking and flying speed increases by <b>15 feet</b> ( <b>30 feet</b> total walking speed increase, and flying speed of <b>75 feet</b> ). You are under the effects of the <i>freedom of movement</i> spell.

### PRIMORDIAL AVATAR, EARTH BENEFITS

Earth Affinities	Benefit
1	You gain a new way to calculate your AC: 14 + your bender spellcasting ability modifier.
2	You are <b>immune</b> to acid damage and automatically succeed on saving throws made to avoid being moved against your will or knocked prone.
3	You gain <b>3d6</b> temporary hit points at the start of each of your turns.
4	You can cast the <i>shield</i> or <i>shielding word</i> * spell without expending a spell slot or using your reaction. You can't do so while incapacitated. After you cast either spell in this way, you can't do so again until the start of your next turn.

\*See page 293

### PRIMORDIAL AVATAR, FIRE BENEFITS

Fire Affinities	Benefit
1	The first time you hit a target with an attack on each of your turns, you deal an extra <b>2d6</b> fire or lightning damage to it (your choice when you gain this benefit).
2	You are <b>immune</b> to fire damage.
3	You can cast the <i>hellish rebuke</i> spell at 2nd-level without expending a spell slot or using your reaction. You can't do so while incapacitated. After you cast the spell in this way, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>fire shield</i> spell (warm shield only).

### PRIMORDIAL AVATAR, WATER BENEFITS

Water Affinities	Benefit
1	You gain a swimming speed of <b>60 feet</b> . Once on each of your turns, you can take the Help action targeting any creature you can see within <b>30 feet</b> of you (no action required).
2	You are <b>immune</b> to cold damage.
3	When a creature you can see within <b>30 feet</b> of you succeeds on a saving throw or an attack roll, you can force the creature to reroll the d20 and use the lower roll (no action required). After you do so, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>true seeing</i> spell.

## PRIMORDIAL AVATAR EXAMPLE

A bender with two affinities in water, one in earth, and one in fire would gain four benefits in total. They would gain the first and second benefits from the Water Benefits table (a swimming speed and immunity to cold damage), and the first benefit from each of the Earth Benefits and Fire Benefits tables (a new way to calculate their AC, and extra fire or lightning damage on their attacks).

## BENDER SPELL LIST

Benders control the primordial forces through manipulation of the Weave. The spell list for the bender class, including spells from the SRD (the free 5th-edition source rules), is provided below, sorted by their element. Spells with asterisks (\*) are new spells that can be found in Chapter 13 on page 273.

### SPELLS NOT IN THESE LISTS

If you want to use spells from other 5e sources that are not mentioned in this list, feel free! When deciding whether an element should get access to a spell, use the following spell lists as an indication of what might be appropriate to learn. If, as a player, you encounter spells that are not on the lists below that deal these damage types or use the associated elements, work with your GM to decide if they can be added to that element's list.

### BENDER: AIR SPELLS

#### CANTRIPS (0 LEVEL)

Concussion\*  
Dash Strike\*  
Smokescreen\*  
Soften Descent\*

#### 1ST LEVEL

Color Spray  
Expeditious Retreat  
Feather Fall  
Fog Cloud  
Hideous Laughter  
Jump  
Longstrider  
Repulsing Palm\*  
Thunderwave  
Unseen Servant  
Wind Drake\*

#### 2ND LEVEL

Blur  
Calm Air\*  
Enhance Ability (Cat's Grace only)  
Gust of Wind  
Levitate  
Mirror Image  
Misty Step  
Redirect Lightning\*  
Shatter  
Silence  
Wind Strike\*

#### 3RD LEVEL

Call Lightning  
Depth Charge\*  
Flashbang\*  
Fly  
Gaseous Form  
Haste  
Switcheroo\*  
Wind Wall

#### 4TH LEVEL

Cloud Stride\*  
Conjure Minor Elementals (air only)  
Dimension Door  
Freedom of Movement  
Hallucinatory Terrain  
At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporary hit points increase by 1d6 for each slot level above 4th.\*  
Tempestuous Transformation\*

#### 5TH LEVEL

Conjure Elemental (air only)  
Cyclone\*  
Iminada's Umigiri\*  
Mislead  
Planar Binding (air elemental only)  
Raiko's Rending Rage\*

### BENDER: EARTH SPELLS

#### CANTRIPS (0 LEVEL)

Acid Splash  
Earthen Fist\*  
Reinforce\*  
Resistance  
Shillelagh

#### 1ST LEVEL

Earthen Uppercut\*  
Entangle  
False Life  
Floating Disk  
Goodberry  
Grease  
Shield

#### 2ND LEVEL

Acid Arrow  
Barkskin  
Calm Earth\*  
Earthskin\*  
Enhance Ability (Bear's Endurance or Bull's Strength only)  
Protection\*  
Protection From Poison  
Shielding Word\*  
Snakebite\*  
Spike Growth

### BENDER: FIRE SPELLS

#### CANTRIPS (0 LEVEL)

Dancing Lights  
Fire Bolt  
Incendiary Strike\*  
Light  
Minor Illusion  
Shocking Grasp  
Spark\*

#### 1ST LEVEL

Burning Hands  
Color Spray  
Faerie Fire  
Flash\*  
Hellish Rebuke  
Heroism  
Inner Flame\*  
Silent Image

#### 2ND LEVEL

Calm Flames\*  
Continual Flame  
Enhance Ability (Eagle's Splendor only)  
Flame Blade  
Flaming Sphere  
Heat Metal  
Invisibility  
Redirect Lightning\*  
Scorching Ray  
Wanyūdō's Fury\*

#### 3RD LEVEL

Acid Rain\*  
Meld Into Stone  
Mireball\*

#### 4TH LEVEL

Conjure Minor Elementals (earth only)  
Rock Tomb\*  
Steelskin\*  
Stonestorm\*  
Stone Shape  
Stoneskin

#### 5TH LEVEL

Conjure Elemental (earth only)  
Eruption\*  
Nomi's Adamantine Carapace\*  
Passwall (stone only)  
Planar Binding (earth elemental only)  
Wall of Stone

#### 3RD LEVEL

Daylight  
Fireball  
Flaming Tiger Leap\*  
Haste  
Lightning Bolt  
Major Image

#### 4TH LEVEL

Conjure Minor Elementals (fire only)  
Fire Shield (warm only)  
Greater Invisibility  
Lion's Roar\*  
Wall of Fire

#### 5TH LEVEL

Conjure Elemental (fire only)  
Flame Strike  
Feverskin\*  
Magatsuchi's Lantern\*  
Planar Binding (fire elemental only)  
Raiko's Rending Rage\*

## BENDER: WATER SPELLS

### CANTRIPS (0 LEVEL)

Guidance  
Pins & Needles\*  
Ray of Frost  
Spare the Dying  
Water Whip\*

### 1ST LEVEL

Charm Person  
Command  
Create or Destroy Water  
Detect Poison and Disease  
Ice Moon\*  
Purify Food & Drink

### 2ND LEVEL

Aid  
Bloodweave\*  
Calm Emotions  
Calm Waters\*  
Endoleech\*  
Enhance Ability (Owl's Wisdom only)  
Hold Person  
Lesser Restoration  
Mirror of Reflection\*  
Riptide\*  
Suggestion

### 3RD LEVEL

Acid Rain\*  
Clairvoyance  
Extract Shirikodama\*  
Hypnotic Pattern  
Ryoko's Revelation\*  
Sleet Storm  
Slow  
The Bends\*  
Water Breathing  
Water Walk  
Water Wyrms\*

### 4TH LEVEL

Cage of Frozen Tears\*  
Cloud Stride\*  
Compulsion  
Conjure Minor Elementals  
(water only)  
Control Water  
Divination  
Ice Storm

### 5TH LEVEL

Bakuryō's Blessed Blizzard\*  
Cone of Cold  
Conjure Elemental (water only)  
Dominate Person  
Hold Monster  
Iminada's Umigiri\*  
Planar Binding (water elemental only)  
Scrying  
White Water Wall\*



ARTIST NAME

# BENDER DISCIPLINES

The elements are every bender's tool, the instrument with which they dazzle an audience, save souls from natural disaster, or strike down foes. As varied as the myriad ways in which nature manifests, different benders find inspiration from different facets of nature. Some feast on the catastrophic eruption of a volcano, a tumultuous torrent of fire and earth. Others are roused by stoic glaciers and the impenetrable teeth of high mountains. And the bountiful creche of gentle winds and clean water provides succour for those who nurture values of growth and wellbeing. At 3rd level, you choose the aspects of nature that inspire your command of the elements.

# DISCIPLE OF FEROCITY

Disciples of Ferocity traverse battlefields as a whirlwind of blades, fists, and elemental fury. Whether it be with the deadly patience of a stalking predator or the reckless abandon of a raging barbarian, these benders rely on an unflinching offence as the solution to that which stands in their way. They are students of devastation. Armed and armoured, their movements embody the destructive forces of nature: desolating wildfires, wrenching tornadoes, surging tsunamis, and rending earthquakes.

How did you come to follow such a path? Perhaps you were a mercenary exposed to primordial influences. Maybe you were a sailor, using wind and water to shorten sea voyages and protect your crew from pirates and raiders. Conversely, you may be an acolyte of pacifism, unleashing your destructive potential when fear overrides your better judgement. The choice is yours, and the elements are your weapons.



## BONUS FEROCITY SPELLS

3rd-Level Disciple of Ferocity Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *guardian of faith* may take the form of a giant stalagmite projecting spears of rock (earth affinity), or a storm cloud letting loose booms of thunder (air affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>magic missile</i> *
5th	<i>magic weapon</i>
9th	<i>blink</i> **
13th	<i>guardian of faith</i> *
17th	<i>arcane hand</i> *

\*The damage type is one for which you have affinity instead of what is specified (you choose when you cast the spell).

\*\*You move to a Border-Elemental Plane associated with your Elemental Affinity (see page 159).

## MARTIAL PROFICIENCIES

3rd-Level Disciple of Ferocity Feature

You gain proficiency with all martial weapons and can use any weapon you are proficient with as a spellcasting focus for your bender spells.

## ELEMENTAL CONDUIT

3rd-Level Disciple of Ferocity Feature

You have learnt to channel elemental energy beyond your fist to the weapons you wield. You can use your bender spellcasting ability instead of Strength or Dexterity for weapon attack and damage rolls.

## DESTRUCTIVE NATURE

7th-Level Disciple of Ferocity Feature

When you hit a creature with an attack, you can expend a spell slot to deal extra damage of a type associated with your Elemental Affinity. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **6d8**.

## ELEMENTAL FEROCITY

1 5th-Level Disciple of Ferocity Feature

The damage of your Elemental Combo feature increases to **5d4**.

## PRIMORDIAL BATTERY

20th-Level Disciple of Ferocity Feature

You can attack three times whenever you take the Attack action on your turn.

## DISCIPLE OF FORTIFICATION

A bubble of temperate calm amongst a raging wildfire, a wedge of unmoving rock within a landslide, a shield of ice against fist-sized hailstones; you are a bulwark against the forces of nature, bending them to protect yourself and your allies. You understand that your role is not to crush and slaughter, but to preserve those around you so you may triumph together.

As a Disciple of Fortification, you may have taken a vow of pacifism yet still yearn for a life of danger and adventure. Perhaps you worked as a bodyguard, valuing the life of another more than your own. Maybe you found employment in a mine, saving colleagues from death by rock and explosives. Or it could be that your self preservation instincts are so well-honed that you cannot help but avoid catastrophe. Either way, the elements shield and fortify you from hurt and harm.

## BONUS FORTIFICATION SPELLS

### 3rd-Level Disciple of Fortification Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *shield* may appear as ice (water affinity) or rock (earth affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>shield</i>
5th	<i>shielding word</i> *
9th	<i>protection from energy</i> **
13th	<i>resilient sphere</i>
17th	<i>endure</i> *

\*See Chapter 13 - Spells

\*\*Must be a damage type for which you have affinity (see Elemental Affinity, page 159).

## DEFENSIVE PROFICIENCIES

### 3rd-Level Disciple of Fortification Feature

You gain proficiency with heavy armour and shields. In addition, you can use a shield as a spellcasting focus for your bender spells.

## PRIMORDIAL SHIELD

### 3rd-Level Disciple of Fortification Feature

You learn to create a shield of primordial energy. As a bonus action on your turn, you can create this shield, granting you or a willing creature within **30 feet** of you **1d6** temporary hit points. These temporary hit points last until you use this feature again or the target finishes a long rest.

The number of temporary hit points increases to **1d10** at 6th level, **2d6** at 10th level, and **2d10** at 14th level.

## REDIRECT ELEMENTS

### 7th-Level Disciple of Fortification Feature

When a creature you can see within **30 feet** of you (including yourself) would take damage of a type associated with your Elemental Affinity (see page 159), you can use your reaction to reduce that damage. The damage is reduced by **2d6** for each time you have chosen affinity with that element. If this reduces the damage to 0, you can make a ranged spell attack, redirecting the energy at a target within **30 feet** of the original target. The attack deals damage equal to the amount by which you reduced the triggering damage. The size of these dice increase to **d8s** at 11th level, **d10s** at 15th level, and **d12s** at 20th level.



## OPTIONAL RULE: BEYOND DAMAGE TYPES

Characters may take damage from elemental sources that don't fall under the damage types associated with that element, as dictated by the Elemental Affinity feature. For example, a tsunami might crash into a party and deal bludgeoning damage. The source of this damage is water, but the damage type is bludgeoning (associated with earth) and not cold (associated with water). Because the source of the damage is water, the GM may allow a player with water Elemental Affinity to use the Redirect Elements feature of the Disciple of Fortification subclass to reduce this bludgeoning damage, even if they don't have affinity with earth.

## ELEMENTAL REINFORCEMENT

15th-Level Disciple of Fortification Feature

When you cast a bender spell of 1st level or higher, you can choose one creature you can see within **30 feet** of you (including yourself) to gain a bonus to AC equal to the base level of the spell until the start of your next turn.

## PRIMORDIAL BULWARK

20th-Level Disciple of Fortification Feature

When you roll initiative and aren't surprised, you can use your reaction to cast a spell associated with your Elemental Affinity, as shown in the table below, without expending a spell slot. Once you use this feature, you can't do so again until you finish a long rest.

Elemental Affinity	Spell
Air	<i>wind wall</i>
Earth	<i>wall of stone</i>
Fire	<i>wall of fire</i>
Water	<i>white water wall</i> *

\*See page 298

## DISCIPLE OF FUSION

The elements are pure: solid earth, liquid water, gaseous air, and fire—energy incarnate. However, the borders between these elements are where things get interesting. Water and earth can produce calamitous mudslides capable of decimating an army. When wind whips up sand, a dust storm can leave even the hardiest explorers lost and disoriented. And, in the calm of a bathhouse, the confluence of fire and water can bring about calming steam that cleanses the body and soothes the soul.

A bender of the Disciple of Fusion lives on these elemental extremities, pushing the borders, always with an eye on the primordial forces that they have not yet mastered. Your connection to every element runs so deeply that it is almost second nature to blend them together. You may smelt ore with astounding alacrity, be a sculptor whose ability to shape ice rivals that of the finest enkoh architects, or perhaps you work as a thief, creating clouds of smoke to blind guards and make good your escape. You are the unexpected solution that changes the paradigm of any problem.

### BONUS CANTRIPS

#### *3rd-Level Disciple of Fusion Feature*

Your connection with all elements allows you to mould them in their most basic form. You learn two additional bender cantrips of your choice, which can be from any element's list, and don't count towards the number of cantrips you know.

### BONUS SPELLS

#### *3rd-Level Disciple of Fusion Feature*

As your connection with the primordial forces deepens, you learn to manipulate even the elements with which you are less familiar. You learn one 1st-level bender spell from any element's list; you always have that spell prepared, and it doesn't count against the number of spells you can prepare each day. When you reach 5th, 9th, 13th, and 17th level in this class, you learn one 2nd-, 3rd-, 4th-, and 5th-level bender spell in this way, respectively.

If you don't have affinity with the element from which a spell is chosen, the spell is cast as if you had 1 affinity with that element.

## FUSIONIST SPELLCASTING

#### *3rd-Level Disciple of Fusion Feature*

When you expend a spell slot of 1st level or higher to cast a spell from your bender spell repertoire, you can augment it with another element, creating an additional effect in a sphere centred on the target of your spell or, if the spell affects an area, the centre of the affected area. You choose the size of the sphere, which can have a maximum radius in feet equal to five times the level of the spell slot expended. The effect depends on the element list from which the spell was drawn, and the element with which you choose to combine it. Any saving throws are against your **bender spell save DC**.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once), and regain all expended uses when you finish a short or long rest.

**Air & Earth: Dust.** Dust explodes in the sphere. Each creature in the area must succeed on a **Constitution saving throw** or be **blinded** until the end of your next turn.

**Air & Fire: Smoke.** Cloying smoke fills the sphere until the end of your next turn. For the duration, the area is heavily obscured, creatures in the area can speak only falteringly, and any creature in the area that tries to cast a spell with a verbal component must succeed on a **Constitution saving throw** or fail to cast the spell, wasting the spellcasting action (but not the spell slot).

**Air & Water: Ice.** All surfaces in the sphere become covered with a layer of slick ice, turning the area into difficult terrain until the end of your next turn. When the ice appears, each creature standing in the area must succeed on a **Dexterity saving throw** or fall **prone**. A creature that enters the area or ends its turn there must also succeed on a **Dexterity saving throw** or fall **prone**.

**Earth & Fire: Lava.** Speckles of molten rock explode in the sphere. Each creature in the area must succeed on a **Dexterity saving throw** or take **1d6** fire damage per level of spell slot expended.

**Earth & Water: Mud.** A torrent of sticky mud erupts in the sphere. The area becomes difficult terrain until cleaned, and each creature in the sphere has its speed reduced by **15 feet**. A creature can use its action to clean the mud off of itself or another affected creature, removing the speed reduction. A creature can clear a **5-foot-square** area of difficult terrain as an action.

**Fire & Water: Steam.** Steam blooms in the sphere until the end of your next turn. For the duration, the area is heavily obscured, and a creature that ends its turn in the sphere takes **1d4** fire damage per level of the spell slot expended.

## FUSIONIST EFFECTS AND AUTOMATIC UPCASTING

The effects of the Fusionist Spellcasting feature depend on the level of spell slot expended, not the level of the spell. This is important as, when a bender chooses to gain the same Elemental Affinity multiple times (see page 159), their spells are automatically cast at a higher level than the spell slot expended.

For example, a bender with three affinities in fire that casts a 3rd-level fireball, casts it as a 5th-level spell (causing it to deal **10d6** damage instead of **8d6**). If the bender is of the Disciple of Fusion subclass and chooses to augment the spell with water and create the Steam effect, the maximum radius of the sphere is **15 feet**, and the effect deals **3d4** damage.

## INTERELEMENTAL CASTING

*7th-Level Disciple of Fusion Feature*

When you cast a spell which deals damage of a type associated with an Elemental Affinity, you can change the damage type to one associated with one of your Elemental Affinities. In addition, when a creature you can see casts a spell that deals damage of a type associated with any Elemental Affinity, you can use your reaction to make a **spellcasting ability** check. The **DC** for the check equals 10 plus the spell's level (cantrips are **DC 10**). On a success, you change the damage type to one associated with one of your Elemental Affinities.

## UNLEASHED ELEMENTS

*15th-Level Disciple of Fusion Feature*

On your turn, when you use your action to cast a bender spell of 1st level or higher, you can cast a bender cantrip with a casting time of one action as a bonus action that turn. You can use this feature a number of times equal to your spell bender casting ability modifier (minimum of once) and regain all expended uses when you finish a long rest.

## AVATAR OF ELEMENTS

*20th-Level Disciple of Fusion Feature*

You gain two additional Elemental Affinities of your choice, for a total of six affinities. You can have no more than four affinities for any one element.



## DISCIPLE OF INVIGORATION

A rock suddenly lowers, dropping an ally a crucial inch and turning a critical hit into a glancing blow. A precise gust of wind accelerates an arrow over a foe's shield, striking them in the eye. A burst of flame temporarily blinds an opponent, causing their battleaxe to swing wide. Where others shield and strike, Disciples of Invigoration prefer a more subtle approach, bolstering an ally from within or manipulating a foe's attacks with alacritous and shrewd bursts of elemental energy.

Why did you choose this path? Did you always have a helpful disposition? Were you an aide de camp in a large army? A wizard's apprentice that wandered into an elemental experiment? Whatever your choice, you are the favourable wind that stops a friend falling, the slick rock that foils a foe's footing, and the inner flame that turns the tide of battle.

## BONUS INVIGORATION SPELLS

### 3rd-Level Disciple of Invigoration Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, the *bless* spell may manifest as fortuitous gusts of wind (air affinity) or illuminating sparks (fire affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>bless</i>
5th	<i>enhance ability</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>greater restoration</i>



## INNER VIGOR

### *3rd-Level Disciple of Invigoration Feature*

Your connection to the elements invigorates your body. Your hit point maximum increases by **3** and increases by **1** again whenever you gain a level in this class. In addition, you can add your bender spellcasting ability modifier to checks you make to maintain your concentration.

## PRIMORDIAL PULSE

### *3rd-Level Disciple of Invigoration Feature*

With shrewd timing, you imbue an ally with invigorating energy. When a willing creature you can see within **30 feet** of you fails a saving throw or misses an attack roll, you can use your reaction to give it a rejuvenating boost. It immediately rerolls the saving throw or attack roll, with an additional bonus equal to your bender spellcasting ability modifier, and it

must use the new result, potentially turning a failed save into a success or a missed attack into a hit. If this rerolled attack hits, it deals extra damage of a type associated with one of your Elemental Affinities (your choice when you take the reaction) equal to your bender spellcasting ability modifier.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

## DISTRACTING ONSLAUGHT

### *7th-Level Disciple of Invigoration Feature*

Once on your turn, when you deal damage to a creature using a damage type associated with your Elemental Affinity, you can cause the elements to manifest in a distracting array: fire may burst into dazzling lights, water may foam into obscuring spray, and wind or earth may whip up into a cloud. The next time the target makes an attack roll or saving throw before the end of its next turn, it must roll a **d8** and subtract that from the result.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

## ELEMENTAL ENHANCEMENT

### *15th-Level Disciple of Invigoration Feature*

Once per turn when you cast a bender spell of 1st level or higher that targets an ally, you can enhance that spell (no action required). Choose one of the following options:

- You end one of the following conditions on the creature (your choice): blinded, charmed, deafened, frightened, poisoned, or stunned.
- The creature can add a **d6** to the next attack roll or saving throw it makes before the end of its next turn.
- The creature can use its reaction to make one weapon attack.
- The creature can use its reaction to move up to half its speed without provoking opportunity attacks.

If the spell targets more than one ally, you choose which ally gains the benefit. You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once) and regain all expended uses when you finish a long rest.

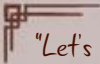
## PRIMORDIAL INVIGORATION

### *20th-Level Disciple of Invigoration Feature*

When you enter your Primordial Avatar state, you can grant up to five willing creatures within **30 feet** of you one level 1 benefit listed in an appropriate Primordial Avatar Benefits table for an element with which you have affinity. You choose a single effect to grant to all the creatures, which lasts until your Primordial Avatar state ends.

# CLERIC

## SHRINE WARDEN DOMAIN

 "Let's face the fading sun, in safety and comfort, and remember what matters."

Across the realms and beyond exist countless deities and spirits, each with their own motivations, power, and temperament, and each with their own devoted followers.

Shrine Warden clerics celebrate and honour the deities they follow through the creation and preservation of hallowed sites in their honour—consecrated ground where the misty division between spiritual and physical melts away to nothing. To such clerics, power can be drawn from almost any kaiju, spirit, deity, or pantheon they worship. For the Shrine Warden, the act of devotion itself is magical, and the erection of a shrine a beacon of hope to those in need, and of terror to those who mean it harm.

### DOMAIN SPELLS

Cleric Level	Spells
1st	<i>protection from evil and good, sanctuary</i>
3rd	<i>protection*</i> , <i>silence</i>
5th	<i>dispel magic, extract shirikodama*</i>
7th	<i>guardian of faith, rock tomb*</i>
9th	<i>Bakuryō's blessed blizzard*</i> , <i>magatsuchi's lantern*</i>

\*See Chapter 13 - Spells

### BONUS PROFICIENCIES

*1st-Level Shrine Warden Domain Feature*

You gain proficiency with martial weapons and heavy armour.

### ENRAPTURE

*1st-Level Shrine Warden Domain Feature*

Once per turn, when you hit a creature with an attack roll, you can attempt to expel or trap the creature. That creature must succeed on a **Charisma saving throw** against your **cleric spell save DC** or suffer one of the following effects of your choice:



- The creature is pushed away from you a number of feet equal to five times your proficiency bonus.
- The creature's speed is reduced by a number of feet equal to your five times your proficiency bonus until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum once), regaining all expended uses when you finish a long rest.

## CHANNEL DIVINITY: CONSECRATION

### *2nd-Level Shrine Warden Domain Feature*

You can use your Channel Divinity to imbue an area with divine magic. As a bonus action, you target a point within **60 feet** of you, causing a small, spectral shrine to appear and radiate magic in a **20-foot-radius** aura for the next **10 minutes**. When you use this feature, choose a Blessing or Curse from the options below, and then choose a number of creatures you can see up to 1 + your Wisdom modifier (minimum of one creature) to be affected by the shrine's magic.

**Blessing of Fortune.** An affected creature in the aura can add **1d4** to an attack roll, ability check, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Blessing of Fortune, but must decide before the outcome is determined. It then can't gain this benefit again until the start of its next turn.

**Blessing of Power.** When an affected creature in the aura hits a target with an attack roll, it can deal an extra **1d6** radiant damage to that target. It then can't gain this benefit again until the start of its next turn. This damage increases to **2d6** when you reach 11th level in this class.

**Blessing of Hope.** An affected creature in the aura is **immune** to the frightened condition, and it gains **1d4** temporary hit points when it ends its turn there.

**Curse of the Void.** An affected creature that enters the aura for the first time on its turn or starts its turn there must succeed on a **Constitution saving throw** or be **blinded** until the start of its next turn.

**Curse of Pain.** An affected creature takes **1d8** necrotic damage when it enters the aura for the first time on its turn or starts its turn in the aura. This damage increases to **2d8** when you reach 11th level in this class.

**Curse of Panic.** An affected creature that enters the aura for the first time on its turn or starts its turn there must succeed on a **Wisdom saving throw** or become **frightened** of the shrine until the start of its next turn.

## SHRINE GUARDIAN

### *6th-Level Shrine Warden Domain Feature*

When you create a shrine with your Consecration Channel Divinity feature, you also summon a Tiny Fey (yokai) spirit to act as its guardian. This shrine guardian is **immune** to all damage and conditions and can fly. As a bonus action on your turn, you can command it to move the shrine up to **20 feet** in any direction.

The shrine guardian can also help or hinder nearby creatures. When a creature in the shrine's aura makes an attack roll, ability check, or saving throw, you can use your reaction to command the shrine guardian to intervene, rolling **1d4** and applying it as a bonus or penalty (your choice) to the creature's roll. You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses upon finishing a long rest.

## DIVINE STRIKE

### *8th-Level Shrine Warden Domain Feature*

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra **1d8** radiant damage to the target. When you reach 14th level, the extra damage increases to **2d8**.

## EMPOWERED CONSECRATION

### *17th-Level Shrine Warden Domain Feature*

When you use your Consecration Channel Divinity feature, the radius of the shrine's aura increases to **30 feet**. In addition, you can choose all three Blessing or all three Curse options to affect creatures you designate with this feature, rather than just one option.



SHRINE GUARDIAN

# DRUID

## CIRCLE OF THE YOKAI

"I have flown as a ryūme, sung as a nue, and danced as a whirling kamaitachi, and yet the yokai remain every bit as unknowable and enigmatic as the day our bond was formed. They are beyond understanding. Relinquish your instinct to harness their strength and influence their actions; theirs is not a power you can dominate, it is only a power you can share."

Druids belonging to the Circle of the Yokai seek a connection to nature beyond the physical, aligning themselves with the mysterious yokai spirits that embody and inhabit the natural world. This connection allows such druids to assume yokai forms, becoming entities of nature while retaining their own mind and voice. Moreover, such druids can encourage roaming yokai spirits to settle in plants, flames, pebbles, and streams, turning these facets of nature into grasping weeds, furious wildfires, stalwart bastions of rock, or living wyrms of water.

## CIRCLE SPELLS

### 2nd-Level Circle of the Yokai Feature

You have formed a bond with the yokai, mysterious spirits that populate the land. Your connection to the yokai grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Yokai Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF THE YOKAI SPELLS

Druid Level	Spells
2nd	<i>earthen uppercut*</i> , <i>find familiar</i>
3rd	<i>invisibility</i> , <i>wanyūdō's fury*</i>
5th	<i>haste</i> , <i>water wyrm*</i>
7th	<i>compulsion</i> , <i>lion's roar*</i>
9th	<i>dominate person</i> , <i>eruption*</i>
10th	<i>animate objects</i>

\*See Chapter 13 - Spells

## YOKAI WILD SHAPE

### 2nd-Level Circle of the Yokai Feature

Your circle's connection to the realms allows you to assume more powerful, yokai forms. In addition to mundane Beasts, you can use your Wild Shape to transform into any Beast, Celestial, Construct, Fey, Fiend, or Plant yokai with a CR up to the value in the Circle of the Yokai Wild Shapes table for your druid level.



## CIRCLE OF THE YOKAI WILD SHAPES

Druid Level	Max. CR	Yokai*	Limitations
2nd	½	Bakezōri, Betobeto-kun, Betobeto-san, Ko-inari, Nuekō, Shumongani**	No flying or swimming speed
4th	1	Kamaitachi, Kasha, Kawawappa, Narigama, Ushi-Oni Moulting	No flying speed
8th	2	Anise Starshooter**, Futsu Kabuto**, Hone Karakasa, Kappa, Stone Komainu	—
12th	3	Animate Porcelain Doll**, Bitan**, Ōmukade Spawn, Ryūme, Wanyūdō	—
16th	4	Animate Robe**, Ebi'ishi, Hemlock Whipweed**, Jade Komainu, Kappa Tideweaver, Kabuto Matriarch**, Nue	—
20th	5	Animate Armour**, Dodomeki, Kanibōzu, Ushi-Oni	—

\*Yokai found in Chapter 14 unless otherwise stated. \*\*Found in *Wrath of the Kaiju*.

In addition, while in any form using your Wild Shape, you retain more of your druidic power, granting the following benefits:

- You can speak as normal.
- You have **advantage** on Constitution saving throws to maintain concentration on a spell.
- You can cast spells present in the Circle of the Yokai Spells table or in your Wild Shape form's statistics without material or somatic components. You use your spell slots and **druid spell save DC** when casting these spells.

### EMPOWERED TRANSFORMATION

#### 6th-Level Circle of the Yokai Feature

Your connection to the yokai allows you to channel their power when you draw upon your druidic spellcasting. Immediately after you cast a spell of 1st level or higher, you can use your Wild Shape feature as a reaction. Once you use this reaction, you can't do so again until you finish a short or long rest.

In addition, while you are concentrating on a spell and transformed by your Wild Shape, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### BECKON THE YOKAI

#### 10th-Level Circle of the Yokai Feature

You have the power to call upon the Fey yokai that inhabit objects. You can cast the *animate objects* spell as an action without using a spell slot or material components. When you cast the spell in this way, the effect lasts for the next **10 minutes**, after which time the magic ends and the target returns to normal. Once you do so, you must finish a long rest before you can cast it in this way again.

### YOKAI FORTIFICATION

#### 14th-Level Circle of the Yokai Feature

Your yokai forms overflow with magic, fortifying your connection to the spirit realm. If you drop to 0 hit points while transformed into a yokai with your Wild Shape, you can use your reaction to instantly use Wild Shape again (expending a use as normal), and any remaining damage carries over to your new form. Once you use this reaction, you can't do so again until you finish a short or long rest.

In addition, while transformed by your Wild Shape, if you use an action to cast a spell, you can use your bonus action on that turn to make one attack.



# FIGHTER

## SKELETAL BLADE

"I saw one once in battle, a kaleidoscope of blinding white and crimson red. His body shifted on a whim, one moment a shield, then claws, then sprawling, skeletal wings. A one-man onslaught; a living weapon."

— Ryoko's Diary

Folklore tells of a caste of downtrodden serfs, forbidden to carry weapons, gifted the power to wield their own skeletons as lethal instruments of battle by a sympathetic yokai. With carapaces of dense bone and vicious, osseous claws bursting from their flesh, the serfs overthrew their masters, winning freedom and a bloodsoaked notoriety. Today, practitioners of this devastating technique are known as Skeletal Blades. Often finding work as mercenaries, bodyguards, and spies, they charge into battle clad in an ever-adapting armour of gleaming skeletal white.

### MALLEABLE PHYSIQUE

#### *3rd-Level Skeletal Blade Feature*

You have the power to manipulate your skeleton, shifting your proportions, height, and appearance. As an action, you can alter your form, becoming up to 1 foot taller or shorter and changing your facial features by altering the shape of your skull.

You must remain in a form that has the same basic arrangement of limbs, and you can't change the colour of your eyes, hair, or skin. Otherwise, the extent of the transformation is up to you.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an **Intelligence (Investigation)** check (DC equals 8 + your Constitution modifier + your proficiency bonus).

This transformation persists until you use your action to end it or until you begin a long rest. You can use this feature a number of times equal to your Constitution modifier (minimum of once), regaining all expended uses when you finish a short or long rest.

### SKELETAL FORM

#### *3rd-Level Skeletal Blade Feature*

While in your Skeletal Form, you sprout a vicious, jagged weapon through your flesh; this weapon is a simple melee weapon with the Finesse property and the Skewer superior

strike\* option, and it deals **1d8** piercing damage on a hit. It is magical for the purpose of overcoming resistances and immunities. You can't be disarmed of this weapon. You also gain one benefit of your choice from the list below:

While in your Skeletal Form, you sprout a vicious, jagged weapon through your flesh; this weapon is considered a simple melee weapon with the Finesse property that deals **1d8** slashing or piercing damage on a hit (you choose when you make the attack). It is magical for the sake of overcoming resistances and immunities. You can't be disarmed of this weapon, which has the Skewer superior strike\* option. You also gain one benefit of your choice from the list below:

- Your reach increases by **5 feet**.
- Your walking speed increases by **10 feet**.
- You gain a climbing speed equal to your walking speed.
- You gain a **+1 bonus** to AC.
- You gain temporary hit points equal to your Constitution modifier at the start of each of your turns (minimum of 1).

As a bonus action while in your Skeletal Form, you can change your skeleton again, exchanging your current benefit for a new one.

The damage of your bladed weapon increases when you reach certain levels in this class: to **1d10** at 10th level and to **1d12** at 15th level.

### OSSEOUS PRODIGY

#### *7th-Level Skeletal Blade Feature*

You have learned to simultaneously maintain multiple boney extrusions. When you enter your Skeletal Form, you can choose one additional benefit, and you can choose one of the following weapon properties and superior strike\* combinations for your extruded weapon: Impact & Reeling Blow; Light & Hamstring; or Heavy & Shockwave.

\*See Advanced Weapon Masteries, page 83

## SKELETAL KNIGHT

### *10th-Level Skeletal Blade Feature*

Your mastery of your skeleton allows you to focus it into more powerful forms. You gain a **+1 bonus** to attack and damage rolls made with your skeletal blade. This bonus increases to **+2** when you reach 18th level. Furthermore, when you enter your Skeletal Form, you can enhance yourself with one of the following additional benefits:

- You sprout skeletal wings and gain the ability to magically fly. You gain a flying speed equal to your walking speed, and you can hover.
- You gain **resistance** to cold, lightning, necrotic, and poison damage.
- When you hit with a melee attack, the attack deals an extra **1d8** necrotic damage.
- When a creature starts its turn grappled by you, it takes **2d12** piercing damage.

## ONE WITH NOTHING

### *15th-Level Skeletal Blade Feature*

Your skeleton is empowered with regenerative magic. If you are reduced to 0 hit points while in your Skeletal Form, your transformation ends, and you are reduced to **1** hit point instead.

Once you use this feature, you can't do so again until you finish a short or long rest.

## LIVING WEAPON

### *18th-Level Skeletal Blade Feature*

When you enter your Skeletal Form, you gain two additional benefits for the duration of your transformation, which can be chosen from either the Skeletal Form or Skeletal Knight features.



# MONK

**Optional Proficiencies.** Monks can have proficiency with the following new weapons: chakram, kusarigama, meteor hammer, nunchaku, rope dart, shuriken, and tessen.

## WAY OF THE EIGHT GATES



"Your mistake was confusing my tranquillity for pacifism. The difference between the two is a painful lesson indeed."

Monks of this order strive for meaning and perfection through mastery of the Eight Gates, internal loci of spiraling energy through which ki is channelled. By way of personal contemplation and intense training, each gate can be opened in turn, and once brought into harmony, allow for a stronger channel of ki and the ability to push one's body beyond mortal limitations. Those who follow the Way of the Eight Gates might be hermits, retreating from the chaos of the wider world and to a place of contemplative isolation. Others may be wanderers, embracing and celebrating all experiences, believing this to be the path to internal harmony. In any case, monks who walk this path eschew organised religious and spiritual practices, preferring to carve their own path of potential, freedom, and growth.

### GATE OF EARTH

*3rd-Level Way of the Eight Gates Feature*

The Gate of Earth reflects a being's strong physical and spiritual foundation. Your ki grounds your centre, fortifying your body. When you use your Patient Defense or Step of the Wind, you regain hit points equal to your Wisdom modifier (minimum of 1).

### GATE OF WATER

*3rd-Level Way of the Eight Gates Feature*

The Gate of Water reflects a being's natural ebb and flow of ki through the open gates. You have an additional number of ki points equal to your Wisdom modifier (minimum of 1).

### GATE OF AIR

*3rd-Level Way of the Eight Gates Feature*

The Gate of Air expresses a being's power of voice—the tool through which it communicates with the world. When you hit a creature with a melee attack, you can spend 1 ki point to issue a challenging roar. If the creature can hear you, it has **disadvantage** on attack rolls it makes against creatures other than you until the end of your next turn

### GATE OF FLAME

*6th-Level Way of the Eight Gates Feature*

The Gate of Flame reflects a monk's blistering power and speed, an internal pool of coiling, frenetic energy. When you use your Flurry of Blows, you can make one additional unarmed strike as a part of that same bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

### GATE OF PRESENCE

*6th-Level Way of the Eight Gates Feature*

The Gate of Presence reflects a being's voice, social wellness, and confidence. Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

### GATE OF SPIRIT

*11th-Level Way of the Eight Gates Feature*

The Gate of Spirit represents a being's ki flowing beyond their physical form; you have the power to share your ki with those around you. As a bonus action, you can touch one willing creature and expend 2 ki points. That creature gains temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1), and it can immediately use its reaction to make a single weapon attack, take the Dodge action, or move up to its speed without provoking opportunity attacks.

### GATE OF MIND

*11th-Level Way of the Eight Gates Feature*

The Gate of Mind represents a monk's consciousness expanding beyond their physical form. You can cast the *telepathic bond* spell, requiring no components. Once you cast the spell with this feature, you can't do so again until you finish a short or long rest.

### GATE OF INFINITY

*17th-Level Way of the Eight Gates Feature*

You have reached total harmony within yourself. Your gates align and converge with your ki, opening the final gate: the Gate of Infinity.

As an action, you can spend 6 ki points to transcend to a state of apotheosis. You gain the following benefits for

#### **1 minute:**

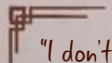
- Your walking speed increases by **20 feet**.
- You have a **+2 bonus** to AC.
- When you take the Attack action, you can make one additional unarmed strike as a part of that action.
- You can add your Wisdom modifier to your attack and damage rolls.



ARTIST NAME

# PALADIN

## OATH OF THE YOJIMBO



*"I don't know the end to my story, but I can promise that you'll live to see it."*

Yojimbo are sworn to protect those to whom they dedicate their service, be it an individual, a group, or an entire nation. Though Yojimbo typically pledge their allegiance to a charge and accompany them until death, a defenceless soul might find the raking claws of a dodomeki halted inches from their face by the serendipitous intervention of a wandering Yojimbo paladin. These roaming saviours traverse the realms on an unrelenting quest to shield those who can't protect themselves. Despite being in high demand—unshakeable loyalty is a coveted virtue—Yojimbo rarely pledge themselves to the wealthy or powerful. It's said that a true Yojimbo has the value of ten sellswords in battle, and ten-thousand sellswords in spirit.



## TENETS OF THE YOJIMBO

The tenets of the Oath of the Yojimbo are unflinchingly resolute. They do not change or vary, no matter whom a paladin pledges to protect.

**Protection.** Be a shield to those who lack a shield of their own. Be the weapon that meets the blade of those who would slaughter the weaponless.

**Strength.** Grow strong, for the sake of those who cannot. To shelter the vulnerable, one must have the power to hold back the storm.

**Inspiration.** Nurture the weak. Do not merely preserve the vulnerable; raise them up to be strong, so they might, in turn, protect others.

**Self-Sacrifice.** Wager everything for the safety of those who cannot fight. Nothing less is acceptable in the defence against tyranny.

## OATH SPELLS

3rd-Level Oath of the Yojimbo Feature

You gain oath spells at the paladin levels listed in the Oath of the Yojimbo Spells table. See the Sacred Oath class feature for how oath spells work.

### OATH OF THE YOJIMBO SPELLS

Paladin Level	Spells
3rd	<i>heroism, sanctuary</i>
5th	<i>earthskin*</i> , <i>warding bond</i>
9th	<i>spirit guardians, switcheroo*</i>
13th	<i>death ward, steelskin*</i>
17th	<i>Bakuryō's blessed blizzard*</i> , <i>wall of force</i>

\*See Chapter 13 - Spells

## CHANNEL DIVINITY

3rd-Level Oath of the Yojimbo Feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Holy Ward.** You can use your Channel Divinity to perform a **1-minute** divine ritual of protection, dedicating yourself to the service of a willing creature that stays within **30 feet** of you during the entire ritual. The target becomes your ward for the next **24 hours**, until you use this feature again, or until it dies. For the duration, your ward is **immune** to the frightened condition while you are conscious and within **60 feet** of it. In addition, when your ward hits an enemy you can see with a weapon attack while within **60 feet** of you, you can use a reaction and expend one spell slot

to cause the attack to deal extra radiant damage to the target. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **5d8**.

**Guardian's Intervention.** As a reaction, you can use your Channel Divinity to reduce the damage dealt by an attack to a creature you can see within **30 feet** of you. When you do so, the damage the creature takes is reduced by a number of d10s equal to half your paladin level. If this feature reduces that damage to 0, the creature you protected can immediately use its reaction to make one weapon attack against the creature that attacked it.

## DARING PROTECTOR

7th-Level Oath of the Yojimbo Feature

Your divine power flows out from you. When an ally within **10 feet** of you becomes the target of a melee attack, you can use your reaction to move up to your speed towards the attacker. If you end your movement within **5 feet** of the attacker, you force it to target you with the attack instead.

At 18th level, the range of this feature increases from **10 feet** to **30 feet**.

## TRUE GUARDIAN

15th-Level Oath of the Yojimbo Feature

You are a master at providing aid in battle. You can take the Help action or use your Lay on Hands feature as a bonus action. In addition, when you take the Help action, the creature you helped can add your Charisma modifier (minimum of +1) to the next attack roll or ability check it makes within the next **minute**.

## ULTIMATE PROTECTOR

20th-Level Oath of the Yojimbo Feature

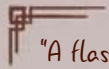
You can harness extraordinary defensive power to protect those around you. As an action, you become an avatar of protection, gaining the following benefits for **1 minute** or until you are incapacitated:

- Creatures of your choice other than yourself that are within **10 feet** of you have a **+3 bonus** to AC.
- If the creature you have designated as your ward with Holy Ward falls to 0 hit points while within **60 feet** of you, you can use your reaction to cause it to fall to **1** hit point instead.
- Your melee weapon attacks deal an extra **2d8** radiant damage while your ward is within **60 feet** of you.
- You can use Guardian's Intervention without expending a use of your Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

# RANGER

## RŌNIN



"A flash of steel, like a conductor's baton guiding a symphony of slaughter, heralds a helix of death and magic. A blur whips from tree to rock to shadow; corpses fall in its wake."

The Rōnin are masterless, wandering warriors, beholden to no code but their own. No two are the same, each with their own tale that led them down the warrior's path. They are masters of many weapons, striking with blade and arrow in a spectacle of blinding speed and accuracy. Some Rōnin use their power to protect the vulnerable—vigilantes doing what they see as right, no matter the cost. Others pursue their own ends, unfettered by the consequences of their actions. Rōnin are dangerous combatants, hardened survivors, and above all things, free.

## SLASH DRAW

3rd-Level Rōnin Feature

You have mastered the art of striking with sudden, explosive power at any moment. The first time each turn that you hit a creature with a melee weapon attack using a weapon you drew that turn, the attack deals an extra **1d6** damage of that weapon's type. This extra damage increases to **1d10** when you reach 11th level in this class.

Once per turn, when you make an opportunity attack, you can draw a weapon as part of that attack.

In addition, you can perform two additional object interactions each turn, but you can only use these additional object interactions to draw or stow weapons.



## DRAWING AND STOWING WEAPONS

Creatures can draw or stow one weapon as part of an 'object interaction' on their turn, but drawing a second weapon requires an action. Rōnin rangers' *Slash Draw* feature allows them to draw or stow a weapon thrice on their turn, without requiring an action to do so.



## WANDERING MAGIC

### 3rd-Level Rōnin Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Wandering Magic Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

## WANDERING MAGIC SPELLS

Ranger Level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>blur</i>
9th	<i>remove curse</i>
13th	<i>death ward</i>
17th	<i>legend lore</i>

## MASTERLESS

### 3rd-Level Rōnin Feature

You are a solitary warrior, shackled by no code or authority beyond your own. Whenever you make a saving throw to avoid or end the charmed condition on yourself, roll a **d6** and add the number rolled to the saving throw.

## CLEAVING PARRY

### 7th-Level Rōnin Feature

When a creature makes a weapon attack against you while you have a stowed melee weapon and a free hand, you can use your reaction to attempt to parry that blow, drawing your stowed weapon as you do so. Your AC increases by an amount equal to your Dexterity or Strength modifier (your choice) against that attack, and you gain temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1). After the attack hits or misses, you can then stow that weapon as a part of this reaction.

## MULTI-WEAPON MASTERY

### 11th-Level Rōnin Feature

You have **advantage** on the first melee weapon attack you make each turn, as well as **advantage** on the first ranged weapon attack you make each turn.

In addition, being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

## RELENTLESS ONSLAUGHT

### 15th-Level Rōnin Feature

The speed and ferocity of your onslaught is legendary. When you take the Attack action, each time you score a critical hit or reduce a creature to 0 hit points as part of that action, you can make one additional weapon attack. You can make up to three additional attacks with this feature per turn.



# ROGUE

**Optional Proficiencies.** Rogues can have proficiency with the following new weapons: chakram, sai, shuriken, tessen, and tonfa.

## TAMAYA

"A talented rogue knows how to be quiet. A master knows how to be very loud, very far away."

The secrets of hanabi, alchemical fabrications that explode in dazzling arrays of light and sound, are some of the most well-guarded of any of the artificing guilds. However, no ship is entirely without leaks, and well-kept secrets fetch a high price. Whether from a jaded pyrotechnician, stolen formulae, or enough coin in the right hands, some enterprising individuals learn these clandestine secrets. Known as Tamaya, such rogues use the pseudo-magic of fireworks as weapons to supplement their gunpowder-fuelled toolbox, sending enemies spiraling into disarray and chaos. Using artifice and ingenuity, these masters of thunder, fire, and smoke prove true the old adage: sufficiently advanced technology is indistinguishable from magic.

### PYROTECHNICIAN

3rd-Level Tamaya Feature

You are adept at crafting explosives and pyrotechnics from simple ingredients. You gain proficiency with magitech firearms\*, as well as with two artisan's tools of your choice.

\*See *Heliana's Guide* or *L'Arsene's Ledger*

### SPELLBOMBS

3rd-Level Tamaya Feature

You have mastered the skill of crafting tiny orbs that, using natural chemicals and sophisticated mechanisms, can replicate magical effects: spellbombs. You have a unique resource you use to craft these bombs: hanabi points. You have a number of hanabi points equal to your rogue level, and you regain all expended points when you finish a long rest.

Over the course of **10 minutes**, you can choose one spell from the Tamaya Spellbombs table and store its effects within an armed, nonmagical spellbomb. Constructing a spellbomb also expends hanabi points, as shown in the Tamaya Spellbombs table. Spellbombs weigh half a pound, and disintegrate harmlessly when their creator finishes a long rest.

A creature can use its bonus action to throw a spellbomb up to **60 feet**. They are harmless unless detonated. You can use a reaction at any time to detonate a spellbomb that you created whenever it is within **60 feet** of you. When a spellbomb detonates, the spell contained within comes into

effect, centred on the point at which the spellbomb detonated. If that spell requires concentration, it lasts for the full duration or until it is dispelled.

**Spellbomb Ability.** Intelligence is your ability for your spellbombs. You use your Intelligence whenever a spellbomb's effect refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spellbomb you detonate.

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

### TAMAYA SPELLBOMBS

Rogue Level	Hanabi Point Cost	Spells
3rd	0	<i>prestidigitation, smokescreen*</i> , <i>thaumaturgy</i>
3rd	1	<i>entangle, faerie fire, fog cloud, grease, sleep</i>
5th	3	<i>calm emotions, darkness, shatter, silence, spike growth, web</i>
9th	5	<i>hypnotic pattern, flashbang*</i> , <i>mireball*</i> , <i>stinking cloud</i>
13th	7	<i>blinding radiance*</i> , <i>confusion, ice storm, wall of fire**</i>
17th	9	<i>cloudkill, eruption*</i> , <i>insect plague, mass cure wounds</i>

\*See Chapter 13 - Spells

\*\*Ringed wall only

## GRITTY REALISM & GOLD

**Optional Rule.** If you are playing in a campaign with more realism, consider including a gold cost for the creation of spellbombs. In a campaign with average gold rewards, you can require a cost in gold pieces equal to three times the number of hanabi points required for the spellbomb. Spellbombs with no hanabi point requirement cost 1 sp.

### INITIATIVE SHIFT

9th-Level Tamaya Feature

You are adept at using sound, light, and smoke to get the drop on your enemies. When you roll initiative, you can use your reaction to throw out a disorienting barrage of flashbangs and smoke at a point within **60 feet** of you. Each creature of your choice within a **20-foot-radius sphere** centered on that point must make a **Wisdom saving throw** against your **spellbomb save DC**. On a failed save, a creature takes a **-10 penalty** to its initiative roll.

## SPELLBOMB ADEPT

### 13th-Level Tamaya Feature

Through extensive exposure to the raw, volatile components of spellbombs, you are inured to their worst effects. You are **immune** to damage from your own spellbombs and automatically succeed on saving throws to resist their effects.

In addition, you can use an action to detonate a spellbomb that you created that is within **1,000 feet** of you.

## HANABI PRIMER

### 17th-Level Tamaya Feature

As an action, you can expend 3 hanabi points to set and conceal a special explosive spellbomb either upon a surface (such as a table, a section of floor, or a wall) or within an object that can be closed (such as a book or a chest).

The spellbomb is nearly invisible and requires a successful **Intelligence (Investigation)** check (DC equals 8 + your proficiency bonus + your Dexterity modifier) to be found. You decide what triggers the bomb to detonate when you create it. Typical triggers include touching or standing on the bomb, removing an object covering it, approaching within a certain distance of the bomb, or manipulating the object that holds the bomb.

You can further refine the trigger so the bomb detonates only under certain circumstances or according to physical characteristics (such as height or weight), creature type or kind (for example, the bomb could be set to detonate in the presence of Aberrations or drow), or alignment. You can designate a number of creatures equal to your proficiency bonus to not trigger the bomb under these circumstances when you set it.

When triggered, the spellbomb detonates with deafening force in a **20-foot-radius sphere**. The sphere spreads around corners. Each creature in the sphere must make a **Dexterity saving throw** against your **spellbomb save DC**. A creature takes **6d6** thunder damage and **6d6** acid, fire, lightning, or poison damage (your choice when you set the spellbomb) on a failed save, or half as much damage on a successful one.

When you create a hanabi primer, any previous primers you have created using this feature disintegrate harmlessly. Once you use this feature, you can't do so again until you finish a long rest.



# SORCERER

## SPIRIT CALLER

"Do you ever wonder what you're worth? How strong you really are, deep down? What if others could glimpse your soul? Would they cower at your strength? They cower at mine."

Legends tell that a Spirit Caller is born when the soul of a yokai and humanoid meet in the misty void that holds minds waiting to be given life. Spirit Callers are able to manifest their willpower and vitality as a spectral being, a wraith-like spirit that emerges from their body to strike at their enemies. The bond between caller and spirit is visceral; in response to its caller's fury, a spirit might detonate a blast of necrotic energy, magnify its size, or hone its senses. A Spirit Caller is the epitome of self-reliance and personal strength, their soul and willpower manifested as a being of its own.

### SPIRIT CALLER SPELLS

#### 1st-Level Spirit Caller Feature

You learn additional spells when you reach certain levels in this class, as shown on the Spirit Caller Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an illusion or a conjuration spell from the sorcerer, warlock, or wizard spell list.

### SPIRIT CALLER SPELLS

Sorcerer Level	Spell
1st	<i>command, mage armor, minor illusion</i>
3rd	<i>aid, mirror image</i>
5th	<i>plant growth, phantom steed</i>
7th	<i>banishment, guardian of faith</i>
9th	<i>reincarnate, seeming</i>
17th	<i>astral projection</i>

### CONDUIT OF THE SOUL

#### 1st-Level Spirit Caller Feature

You can use an action to manifest your spirit, which appears in an unoccupied space within **30 feet** of you. It uses the **manifested spirit** stat block, which uses your proficiency bonus (PB) in several places. You decide the appearance

your manifested spirit takes. For example, your spirit might appear as a shadowy clone of you, a vicious dragon, or a mighty, sword-wielding specter that crackles with fiery energy. No matter the form your spirit takes, its statistics remain the same.

While manifested, your spirit shares your initiative count, but it takes its turn immediately after yours. As a bonus action, you can command it to take the Attack action on its next turn; otherwise, it takes the Dodge or Help action (your choice). Your spirit remains manifested for **10 minutes**, until it is reduced to 0 hit points, or until you lose your concentration, as if concentrating on a spell. You add your Charisma modifier to saving throws you make to maintain concentration on your manifested spirit. After this time, your spirit retreats back into you and disappears.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

### MANIFESTED SPIRIT

*Small or Tiny Fey, Shares Your Alignment*

**Armour Class** 13 + PB (natural armour)

**Hit Points** 5 + five times your sorcerer level

**Speed** 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

**Skills** Intimidation +1 plus PB, Perception +2 plus PB, Stealth +3 plus PB

**Senses** darkvision 30 ft., passive Perception 12 plus PB

**Languages** understands the languages you speak

**Challenge** equal to your proficiency bonus

**Proficiency Bonus** equal to your proficiency bonus

### ACTIONS

**Multiattack.** The spirit makes a number of attacks equal to half your proficiency bonus (rounded down).

**Spirit Grasp.** *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* **1d8 + PB** necrotic or radiant damage (your choice).

**Spirit Rend.** *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. *Hit:* **1d6 + PB** necrotic or radiant damage (your choice).

### BONUS ACTIONS

**Detect.** The spirit makes a **Wisdom (Perception)** check.

### SPIRIT SYNCHRONICITY

#### 6th-Level Spirit Caller Feature

Spells you cast that don't have a range of self can originate from your manifested spirit, instead of you, if it is within **120 feet** of you.

## SPIRIT EMPOWERMENT

### 6th-Level Spirit Caller Feature

When you manifest your spirit using your Conduit of the Soul feature, you can expend any number of sorcery points. When you do, choose one boon from the following list for each point you expend. Your manifested spirit gains these boons until it disappears. You can't select the same boon more than once at the same time, unless stated otherwise.

Spirit Boon	Effect
Resistance	Your spirit gains <b>resistance</b> to one damage type of your choice. You can select this boon up to a number of times equal to your proficiency bonus.
Extended Stay	The maximum amount of time your spirit can remain manifested increases by <b>10 minutes</b> . You can select this boon up to a number of times equal to your proficiency bonus.
Enlarge	Your spirit's size increases by one category. Its reach increases by <b>5 feet</b> , and its melee attacks deal an extra <b>1d8</b> damage of the attack's type on a hit.
Teleporter	Your spirit can use its bonus action to teleport up to <b>30 feet</b> to an unoccupied space it can see.
Frenzy	Your spirit has <b>advantage</b> on all melee attack rolls, but attack rolls made against it have <b>advantage</b> .
Detonator	When your spirit is reduced to 0 hit points or you lose concentration on it, each creature of your choice within <b>20 feet</b> of it must succeed on a <b>Dexterity saving throw</b> against your <b>sorcerer spell save DC</b> or take necrotic or radiant damage (your choice on detonation) equal to <b>2d10 + your sorcerer level</b> .
Of One Mind	You can use a bonus action to see through your spirit's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.
Devil's Sight	Your spirit can see in dim light and darkness, both magical and nonmagical, to a distance of <b>120 feet</b> .
Enhanced Agility	Your spirit's speed is doubled.
Battlefield Squire	After your spirit takes the Help action, it can use a bonus action on that turn to take the Disengage or Dodge action.





### EXPLOSIVE EMERGENCE

*14th-Level Spirit Caller Feature*

When you use a bonus action to command your spirit on the same turn it's summoned, you can have it take one additional action on its first turn.

In addition, you gain any damage resistances that your manifested spirit has for the duration of its manifestation.

### FINAL FORM MANIFESTATION

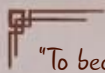
*18th-Level Spirit Caller Feature*

You no longer need to maintain your concentration on your manifested spirit. You can cause it to disappear at any time (no action required).

You imbue your spirit with further power. When you manifest your spirit, you can choose one additional boon without spending a sorcery point to gain it. In addition, when summoned, you can choose for your spirit's base size to be Medium or Large. If manifested as a Large spirit, the reach of its Spirit Grasp attack increases by **5 feet**.



## TAMER



*"To become the very best, you gotta tame them all."*

Flourishing a gilded skull snatched from within the folds of a cloak, a dwarf summons a fierce-eyed angel in a flare of blinding radiance, emphatically encouraging it to fantastical feats of fury.

Beaming from ear to ear, a chemical-stained gnome admires her handiwork amongst the clutter of her laboratory: a 'snektopus'; eight venom-fanged maws perfectly spliced with the intelligence of a cephalopod.

Coughing in the smoking ruins of the cultists' former hideout, a tiefling gives their fire-infused owlbear a playful rub behind the ears, contemplating a job well done and the rewards to be claimed.

Whether imbuing their companions with the primordial elements, enhancing them through the 'very tiny stitches' of biomancy, or inciting them with words of encouragement, tamers work through their captured friends. Alone, a tamer possesses little in the way of destructive ability. With carefully selected companions, a tamer can become an unstoppable menagerie of mayhem.

## CREATING A TAMER

What prompted you to begin taming creatures? Loneliness? A need to transport your favourite dragonling through customs? A pathological desire to catch 'em all?

The bond tamers experience with their companions are incredibly intimate; both are privy to the other's innermost thoughts. However, such bonds differ between tamers: where one tamer might view a companion as friend and equal, another might view the creature as a tool with which to fulfill their own goals. Have you lost a companion before? How did you react? Perhaps it was emotionally traumatising, or perhaps it was simply a mere inconvenience.

### QUICK BUILD

You can make a tamer by following this suggestion: Choose Wisdom, Intelligence, or Charisma to be your highest ability score, followed by Constitution.

## THE TAMER

Level	Proficiency		Cantrips Known	Spells Known	–Spell Slots per Spell Level–				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Pocket Familiar, Monster Trainer, Soul Bond, Tame Creature	—	—	—	—	—	—	—
2nd	+2	Bolster, Psychic Bond, Spellcasting	2	2	2	—	—	—	—
3rd	+2	Pocket Family, Training Paradigm	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	—	—	—	—
5th	+3	Multiattack, Malleable Presence	2	4	4	2	—	—	—
6th	+3	Alpha Strike, Wilful Blows	2	4	4	2	—	—	—
7th	+3	Pocket Family (2), Training Paradigm Feature	2	5	4	3	—	—	—
8th	+3	Ability Score Improvement	2	5	4	3	—	—	—
9th	+4	—	2	6	4	3	2	—	—
10th	+4	Training Paradigm Feature	3	6	4	3	2	—	—
11th	+4	Pocket Family (3)	3	7	4	3	3	—	—
12th	+4	Ability Score Improvement	3	7	4	3	3	—	—
13th	+5	Switcheroo	3	8	4	3	3	1	—
14th	+5	Training Paradigm Feature	4	8	4	3	3	1	—
15th	+5	Pocket Family (4)	4	9	4	3	3	2	—
16th	+5	Ability Score Improvement	4	9	4	3	3	2	—
17th	+6	Magnificent Presence	4	10	4	3	3	3	1
18th	+6	Training Paradigm Feature	4	10	4	3	3	3	1
19th	+6	Ability Score Improvement, Pocket Family (5)	4	11	4	3	3	3	2
20th	+6	Summon the Horde	4	11	4	3	3	3	2

## CLASS FEATURES

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armour:** Light armour, medium armour, shields

**Weapons:** Simple weapons, nets

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

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Animal Handling, Insight, Medicine, Nature, Perception, and Persuasion

### EQUIPMENT

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

- (a) scale mail or (b) leather armor
- A simple melee weapon, a net, and a shield
- A light crossbow and 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 × 10 gp** to buy your equipment.

## OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing, use the following prerequisites, proficiencies, and spell slots if you choose the tamer as one of your classes.

**Ability Score Minimum.** As a multiclass character, you must have at least an Intelligence, Wisdom, or Charisma score of 13 to take a level in this class, or to take a level in another class if you're already a tamer. The ability you use to qualify to multiclass into tamer must be your tamer spellcasting ability.

**Proficiencies Gained.** If tamer isn't your initial class, you gain the following proficiencies when you take your first level as a tamer: light armour, shields, simple weapons, and nets.

**Spell Slots.** Add half your levels (rounded down) in the tamer class to the appropriate levels from other classes to determine your available spell slots.

## POCKET FAMILIAR

### 1st-level Tamer Feature

You become bonded to a companion that accompanies you on your adventures and is trained to fight alongside you. Choose a Small or smaller creature with a challenge rating of ½ or lower that isn't a Humanoid, Giant, or swarm to become your companion. When a creature becomes your companion, it has a maximum number of hit points equal to the average of its Hit Dice, as indicated in its statistics, and it can't cast spells. Work with your GM to find a companion that suits your campaign world. This companion obeys your commands and is friendly to you and your allies.

**Vessel.** When not summoned, your companion exists inside a magical vessel of your own design, such as a painted animal skull, bejewelled egg, or crystal sphere. While in this vessel, the companion has full cover from all attacks and other effects, is unaffected by area of effects that originate from outside the vessel, and exists in stasis; it doesn't need to eat, drink, sleep, or breathe, and it is **immune** to poison and disease, although a poison or disease already in its system is suspended, not neutralised. A companion at 0 hit points is instantly stabilised when it enters its vessel.

If a vessel is broken, or a companion is released from its vessel for any other reason, the creature within it ceases to be a tamer's companion. It acts according to its own wishes and retains any improvements it gained while a companion.

## HOME PLANES

Some magical effects, like the *banishment* spell, have the ability to permanently banish a creature back to its home plane. When a creature becomes your companion, its home plane becomes the demiplane within its vessel. If the companion becomes permanently banished by such a spell, it simply reappears in this vessel.

**Summoning.** As an action, you can summon your companion from a vessel, causing it to appear in an unoccupied space that you can see within **30 feet** of you, or any unoccupied space within **5 feet** of you. You can dismiss a companion within **30 feet** of you as a bonus action or action, drawing it back into its vessel. To summon or dismiss a companion, you must be holding its vessel in hand. You can only have one companion summoned at a time.

## DOMINATED COMPANIONS

A companion that is controlled by another creature, such as by the *dominate monster* spell, can try to resist being recalled into its vessel. When you try to recall such a creature into its vessel, it can make a **Charisma saving throw** against your **tamer spell save DC**. On a failed saving throw, it is recalled, while on a success, it is not.

**Combat.** In combat, your companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action or action on your turn to command it to take different actions. Those actions can be in its statistics or some other action, bonus action, or object interaction. If you are incapacitated, the companion can take any action of its choice, not just Dodge. Your companion can't take the Multiattack action until you reach 5th level in this class, even if it would otherwise be able to.

**Rest.** A companion gains the benefits of a long rest when its tamer finishes a long rest; if it has at least 1 hit point, it regains all its hit points when you finish a long rest. Unlike other creatures, a companion can't spend its own Hit Dice to recover hit points at the end of a short rest. See the Soul Bond feature for details on recovering hit points.

**Items.** Armour, barding, and weapons can be equipped to enhance your companion. A companion can wear or carry any equipment that their size and body shape permits. However, your companion must be proficient with the

armour or weapon to make full use of it. If your companion wears armour that it lacks proficiency with, it has **disadvantage** on any ability check, saving throw, or attack roll that involves Strength or Dexterity. A companion that is not proficient with a weapon type does not add its proficiency bonus to attack rolls made with that weapon type.

**Item Bonding.** Over the course of an hour, you can bond a companion to one object that it can wear or carry that is not any sort of container or storage. When a companion is recalled, all items it is wearing or carrying that it is not bonded to are dropped in the space from which it was recalled. A companion can be bonded to up to 3 items at any one time. Companions can't attune to magic items, unless they have a specific ability that allows them to do so.

**Companion Barding.** You can purchase armour for your companion. Any type of armour can be purchased as barding. The cost and weight is doubled for each size category above Medium, and halved for each size category below Small. In addition, the cost is further doubled if the companion is not humanoid in shape.

### COMPANION BARDING COST

Size	Humanoid Shape Cost	Abstract Shape Cost
Tiny	0.5x	1x
Small	1x	2x
Medium	1x	2x
Large	2x	4x
Huge	4x	8x

## SOUL BOND

*1st-level Tamer Feature*

Companions make death saving throws, die, and can be revived like any player character. A companion that has been stabilised remains unconscious until it regains hit points, or until you finish a long rest. Companions that are stable and have 0 hit points when you finish a long rest regain half their maximum hit points.

You have a pool of healing power equal to five times your tamer level that replenishes when you finish a long rest. Whenever you finish a short rest, you can choose to draw power from that pool, restoring a total number of hit points amongst your companions up to the maximum amount remaining in your pool.

## MONSTER TRAINER

*1st-level Tamer Feature*

As you gain levels in this class, your companions become more powerful. Your companions use your proficiency bonus instead of their own, potentially increasing their attack, saving throw, and skill modifiers, and their saving throw DCs.

**Training.** Whenever you gain an Ability Score Improvement from gaining a level in the tamer class, you pass on your hardened resolve to all your companions, causing them to gain **1** additional Hit Die. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).

Whenever you gain a level beyond 1st in this class, each companion to which you are bonded gains one of the following improvements. Bespoke familiars such as those from *Helian's Guide* or *L'Arse's Ledger* have unique improvements that can be taken instead of these.

Any newly gained companions receive these additional Hit Dice and improvements as if you had them since your 1st level in tamer.

### COMPANION IMPROVEMENT TRAINING

Improvement	Effect
Speed Training	Increase one existing speed by <b>15 feet</b> up to a maximum of 150% of the creature's base speed, rounded up to the nearest 5-foot increment*.
Toughen Up	Your companion gains an additional Hit Die, increasing its hit point maximum. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).
Ability Boost	Increase one of your companion's ability scores by 1, to a maximum of 20.
Go For the Throat	Your companion gains a <b>+1 bonus</b> to its attack and damage rolls made with its natural weapons or unarmed strikes**.
Survival Instincts	Your companion gains proficiency in one saving throw.
War Training	Your companion gains proficiency with one armour type or two weapons***.

\*E.g., a base speed of 30 feet can be increased to 45 feet maximum, a base speed of 25 feet can be increased to 40 feet, and a base speed of 20 feet to 30 feet.

\*\*Your companions can each benefit from this feature once. When you reach 5th level in this class, your companions can each benefit from this feature twice. When you reach 9th level in this class, your companions can each benefit from this feature three times. This improvement does not affect attacks made with weapons.

\*\*\*Your companion can't gain proficiency in medium and heavy armour until it has gained proficiency in the prerequisite lighter armour types. For example, to gain proficiency in heavy armour, you must take this improvement 3 times: light, then medium, then heavy. Work with your GM to figure out if and how a creature can wield shields and weapons.

## TAMER COMPANION SUMMARY

Tamer Level	Maximum # of Bonded Companions	Maximum Companion Size	Maximum Companion CR	Improvements/Hit Dice Gained on Taming*						
				CR ½-	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6
1	1	Small	½	0/0	—	—	—	—	—	—
2	1	Small	½	1/0	—	—	—	—	—	—
3	2	Small	½	2/0	—	—	—	—	—	—
4	2	Small	1	3/1	0/0	—	—	—	—	—
5	2	Medium	1	4/1	1/0	—	—	—	—	—
6	2	Medium	1	5/1	2/0	—	—	—	—	—
7	3	Medium	2	6/1	3/0	0/0	—	—	—	—
8	3	Medium	2	7/2	4/1	1/1	—	—	—	—
9	3	Medium	2	8/2	5/1	2/1	—	—	—	—
10	3	Medium	3	9/2	6/1	3/1	0/0	—	—	—
11	4	Large	3	10/2	7/1	4/1	1/0	—	—	—
12	4	Large	3	11/3	8/2	5/2	2/1	—	—	—
13	4	Large	4	12/3	9/2	6/2	3/1	0/0	—	—
14	4	Large	4	13/3	10/2	7/2	4/1	1/0	—	—
15	5	Large	4	14/3	11/2	8/2	5/1	2/0	—	—
16	5	Large	5	15/4	12/3	9/3	6/2	3/1	0/0	—
17	5	Huge	5	16/4	13/3	10/3	7/2	4/1	1/0	—
18	5	Huge	5	17/4	14/3	11/3	8/2	5/1	2/0	—
19	6	Huge	6	18/5	15/4	12/4	9/3	6/2	3/1	0/0
20	6	Huge	6	19/5	16/4	13/4	10/3	7/2	4/1	1/0

\*For example, if a 10th level tamer trained a CR 1 creature, that creature would immediately gain 6 improvements (see previous page) and 1 Hit Die. This is indicated by the value '6/1' in the 'CR 1' column and the level '10' row.



# TAME CREATURE

## 1st-level Tamer Feature

One way to defeat deadly foes: have deadlier friends. As you explore, you will encounter new creatures which you may wish to make your companions. You can tame a Small or smaller creature of CR ½ or lower, as described below. As you gain levels in this class, the size and challenge rating of creatures you can tame increases, as shown in the Tamer Companion Summary table.

**Vessel.** To tame a companion, you must first prepare a vessel using special inks, gems, or other materials. Preparing the vessel takes 8 hours of work and components with a value in gold pieces equal to at least one hundred times the target creature's CR.

## VESSELS AND COST

At 4th level, you can capture creatures of CR 1 and below. To capture a CR ½ or CR 1 creature, you need a vessel worth 50 gp or 100 gp, respectively. If you try to use a vessel worth 50 gp to capture a CR 1 creature, the creature automatically succeeds on its saving throw, and the vessel can be recovered. You can always break down the components of an old vessel to craft a new one as part of the vessel preparation process.

You can release a companion from a vessel at any point. The vessel remains intact and can be used to tame a new creature.

**Taming a Creature.** As an action, you can throw an empty vessel at a creature you can see within **30 feet** of you. The creature must succeed on a **Charisma saving throw** against your **tamer spell save DC** or be trapped within the vessel. A creature automatically succeeds on this saving throw if:

- It is a Humanoid, Giant, or swarm.
- It is larger than your maximum companion size (use a creature's unaltered size if it is under the influence of a size-changing magical effect, such as *enlarge/reduce*).
- It has a higher CR than your maximum companion CR (see the Tamer Companion Summary table).
- It has a higher CR than the vessel can capture.
- It has more than half of its hit points.

If a creature doesn't automatically succeed on this saving throw for one of the above reasons, and has either fewer than ten hit points or one-quarter of its hit points, it automatically fails this saving throw. A creature that fails the saving throw is trapped in your vessel and becomes your companion when you next finish a long rest.

**Lost Traits.** When a creature becomes your companion, it loses the following from its stat block:

- The ability to cast any spells (though it retains its spells known, see *Psychic Bond*, page 198).
- Any summoning actions or actions that create additional creatures (such as a wraith's *Create Specter* action or an ooze's *Split* reaction).
- The *Regeneration*, *Rejuvenation*, and *Legendary Resistance* traits.
- Any effect that restores hit points, unless that effect has a limited number of uses per day.
- Any legendary actions, mythic traits, legendary action options, and mythic action options.
- Any lair actions and regional effects.

## OPTIONAL RULE: NON-COMBAT TAMING

If a player impresses a Celestial with an especially noble act, or rears a creature from an egg, that creature might be willing to become a tamer's companion. If so, feel free to ignore the usual rules regarding saving throws on taming, and let the beautiful story of companionship unfold!

## ABILITIES AND PROFICIENCY

As your companions' ability scores change—often through Companion Improvement Training—their skill modifiers, saving throws, attack modifiers, and saving throw DCs will also change. Working out what ability a creature's attack or saving throw uses can require a bit of detective work.

First you have to know the creature's proficiency bonus (PB). Luckily this is quite easy: it all depends on the creature's CR and players' PB. A creature's base PB is +2 at CR 0-4 and +3 at CR 5-6. To proceed, subtract the creature's PB from its modifiers/save DCs. For save DCs, subtract an additional 8 from the DC. Finally, match the remaining values to the ability score modifiers.

Let's use the CR 4 red dragon wyrmling's bite attack and breath weapon as an example. It has a PB of +2, a Strength of 19 (+4), a Dexterity of 10 (+0), and a Constitution of 17 (+3). Its bite attack has a +6 modifier, while its breath weapon has a DC 13 Dexterity saving throw. Subtracting the PB from these values (and 8 from the DC), we are left with +4 and DC 3. We can deduce that the bite attack uses Strength (the +4 matches the wyrmling's Strength modifier), and the fire breath uses Constitution (DC 3 matches the wyrmling's +3 Constitution modifier).

If the wyrmling's tamer is 13th level (with a PB of +5), then the wyrmling's PB increases from +2 to +5 when it becomes a companion. This results in its attack modifier and save DC increasing to +9 and DC 16, respectively.

## SPELL SLOTS

The Tamer table shows how many spell slots you have to cast your tamer spells of 1st level and higher. To cast one of these tamer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the tamer spell list.

The Spells Known column of the Tamer table shows when you learn more tamer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the tamer spells you know and replace it with another spell from the tamer spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

When you gain your first level in this class, choose whether you use your knowledge (Intelligence), willpower (Wisdom), or force of personality (Charisma) as your spellcasting ability for your tamer spells. You use this spellcasting ability whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a tamer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your spellcasting ability modifier

**Spell attack modifier** = your proficiency bonus + your spellcasting ability modifier

## SPELLCASTING

### 2nd-level Tamer Feature

By 2nd level, you have learned to harness your mental fortitude to augment the potential of others. You can cast tamer spells. See the next page for the tamer spell list.

## CANTRIPS

At 2nd level, you know two cantrips of your choice from the tamer spell list. You learn additional tamer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Tamer table.

## SPELLCASTING FOCUS

You can use a creature's vessel as a spellcasting focus for your tamer spells.

## TAMER SPELLS

Tamer spellcasting stems from the magical connection between tamer and companion. Tamers' spells do not tend to directly harm targets, but instead focus on strengthening allies. The full spell list for the new tamer class, including spells from the SRD (the free 5th-edition rules), is provided below. Spells with superscript 'H' (<sup>H</sup>) are from *Heliana's Guide*, while those with asterisks (\*) are new spells that can be found in the Spells chapter on page 273.

## CANTRIP

Can't Trip<sup>H</sup>  
 Ferocious Strike<sup>H</sup>  
 Guidance  
 Howl<sup>H</sup>  
 Light  
 Primal Scent<sup>H</sup>  
 Reinforce\*  
 Resistance  
 Smokescreen\*  
 Soften Descent\*  
 Spare the Dying  
 Stalker's Eye<sup>H</sup>  
 Vicious Mockery

## 1ST-LEVEL

Chameleon Skin<sup>H</sup>  
 Cure Wounds  
 Detect Magic  
 Expeditious Retreat  
 Faerie Fire  
 False Life  
 Feather Fall  
 Flash\*  
 Flipperform<sup>H</sup>  
 Grease  
 Healing Word  
 Heroism  
 Identify  
 Initiative<sup>H</sup>  
 Inner Flame\*  
 Jump  
 Longstrider  
 Peppermint Plate<sup>H</sup>  
 Protection from Evil and Good  
 Purify Food and Drink  
 Sanctuary  
 Shield of Faith  
 Silent Image  
 Sleep  
 Speak with Animals

## 2ND-LEVEL

Aid  
 Alter Self  
 Animal Messenger  
 Barkskin  
 Blur  
 Calm Emotions  
 Darkvision  
 Detect Thoughts  
 Earthskin\*  
 Eelskin<sup>H</sup>  
 Enhance Ability  
 Enlarge/Reduce  
 Inequality<sup>H</sup>  
 Invisibility  
 Lesser Restoration  
 Levitate  
 Locate Animals or Plants  
 Locate Object  
 Mirror Image  
 Mirror of Reflection\*

Pass without Trace  
 Preserve<sup>H</sup>  
 Protection\*  
 Protection from Poison  
 See Invisibility  
 Shielding Word\*  
 Silence  
 Spider Climb  
 Sugar Rush<sup>H</sup>  
 Warding Bond

## 3RD-LEVEL

Blink  
 Create Food and Water  
 Daylight  
 Dispel Magic  
 Fear  
 Fly  
 Food Coma<sup>H</sup>  
 Haste  
 Mass Leech<sup>H</sup>  
 Nondetection  
 Protection from Energy  
 Remove Curse  
 Switcheroo\*  
 Tongues  
 Water Breathing  
 Water Walk

## 4TH-LEVEL

Aura of Impurity<sup>H</sup>  
 Control Water  
 Cloud Stride\*  
 Death Ward  
 Dimension Door  
 Dominate Beast  
 Fire Shield  
 Freedom of Movement  
 Frogskin<sup>H</sup>  
 Greater Invisibility  
 Locate Creature  
 Resilient Sphere  
 Steelskin\*  
 Stoneskin

## 5TH-LEVEL

Antilife Shell  
 Awaken  
 Dispel Evil and Good  
 Dominate Person  
 Endure\*  
 Feverskin\*  
 Geas  
 Greater Restoration  
 Incorporeality<sup>H</sup>  
 Legend Lore  
 Mislead  
 Nomi's Adamantine Carapace\*  
 Telepathic Bond  
 Scrying

## BOLSTER

2nd-level Tamer Feature

While your companion is within **100 feet** of you and you are holding its vessel, or if you are holding its vessel with it inside, you can use an action to expend one spell slot to restore hit points to your companion equal to your **spell-casting ability modifier** (minimum 1) plus an additional **2d4** per level of the spell slot expended.

## PSYCHIC BOND

2nd-level Tamer Feature

While your companion is within **100 feet** of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

**Spell Swap.** While your companion is summoned, is within **100 feet** of you, and you hold its vessel, any spells your companion knows are added to your known spells. In addition, when you cast a spell with a range of self or touch, your companion can be the target of that spell.

## POCKET FAMILY

3rd-level Tamer Feature

As you gain levels in this class, the number of companions and maximum size of companion to which you can become bonded increases. You can be bonded to two, three, four, five, or six creatures at 3rd, 7th, 11th, 15th, and 19th level, respectively. Your companions can be sized Medium at 5th level, Large at 11th level, and Huge at 17th level. If you are already bonded to your maximum number of companions and become bonded to a new companion, you must choose one existing companion to release from its vessel.

When you bond with a new companion, the companion gains improvements and Hit Dice based on its CR and your tamer level. See the Tamer Companion Summary table (page 195) for details.

## TRAINING PARADIGM

3rd-level Tamer Feature

You choose the type of Training Paradigm you follow from the list of available paradigms, which are detailed after the class's description. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level. At 18th level, the 7th-level feature is improved.

## POWERFUL COMPANION ABILITIES

Some monster features are very powerful and aren't designed for use by players. The two most common are recharge actions and gazes. You can help make a companion more balanced by changing these features slightly. It's advised to approach this on a case-by-case basis, as each feature is different, and some might not require changing.

**Recharge Abilities.** Some creatures' actions have the addendum "Recharge (5-6)". This means that after a creature uses that action, it can't use it again until it has recharged. At the start of the creature's turn, you roll a d6, and if the result is a 5 or higher, the action recharges. No class has recharge abilities, in part because they add a lot of randomness to the game. Instead of using this recharge mechanic, you can simply change any ability with a recharge to one of the following:

Recharge Condition	Companion Recharge
Recharge (4-6)	Recharges after 1 minute
Recharge (5-6)	Recharges after 10 minutes
Recharge (6)	Recharges on a short or long rest

**Perpetually Active Abilities.** Some traits, like a medusa's Petrifying Gaze, which is perpetually active and has the power of a 6th-level spell, have the potential to become overpowered and repetitive. To balance this, you can add the caveat that "after a creature makes a saving throw against this effect, it is **immune** to the effect for the next **24 hours**". Work with your GM to find a balanced solution for your game.

## ABILITY SCORE IMPROVEMENT

### 4th-level Tamer Feature

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

## MULTIATTACK

### 5th-level Tamer Feature

Through rigorous training, you can access the innate fury of your companions. When you take a bonus action or action to command your companion, you can command it to use its Multiattack action, if it has one.

## MALLEABLE PRESENCE

### 5th-level Tamer Feature

While your companion is within **100 feet** of you, you can order it to change its behaviour towards one creature you can see as part of the bonus action or action you use to command it. Choose either the aggressive or cautious behaviours. At the start of each of the target creature's turns for the next **minute**, it must make a **Wisdom saving throw** against your **tamer spell save DC** if it is within **30 feet** of your companion and can see your companion. On a failure, it suffers the effects of the associated behaviour until the start of its next turn. On a success, it is unaffected.

- **Aggressive.** The creature has **disadvantage** on attack rolls it makes against creatures other than your companion.
- **Cautious.** The creature has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **5 feet** of the attacker.

After you use this feature, you can't do so again until you finish a short or long rest.

## ALPHA STRIKE

### 6th-level Tamer Feature

While summoning a companion, your psychic connection is at its closest, allowing you to quickly relay your intent. As part of the action to summon a companion, you can command it to take an action in its stat block or some other action, which it does so on its turn. You can use this feature a number of times equal to your tamer spellcasting ability modifier (a minimum of once). You regain all expended uses of this feature when you finish a long rest.

## WILFUL BLOWS

### 6th-level Tamer Feature

Your magical potency is channeled through your companions' strikes. Your companions' attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## SWITCHEROO

### 13th-level Tamer Feature

You learn how to switch places with your companion in the nick of time. While you and your companion are within **100 feet** of each other, you can use a bonus action, or a

reaction when you or your companion is the target of an attack by an attacker you can see, to magically switch places with your companion. If performed as a reaction, the creature that appears in the targeted creature's space becomes the new target of the attack. You have a number of uses of this feature equal to your tamer spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

## MAGNIFICENT PRESENCE

17th-level Tamer Feature

While your companion is within **100 feet** of you, you can order it to change its behaviour as part of the bonus action or action you use to command it. Choose either the Provoking Poise or Shrinking Violet behaviours.

- **Provoking Poise.** For the next **minute**, your companion draws the attention of nearby creatures. While within **15 feet** of your companion, any creature that is hostile towards your companion and that can see it has **disadvantage** on attack rolls it makes against creatures other than your companion.

- **Shrinking Violet.** For the next **minute**, your companion appears small and unassuming, making little noise. Any creature that is hostile towards your companion has **disadvantage** on attack rolls against your companion if there is another creature hostile towards the attacker within **15 feet** of the attacker.

After you use this feature, you can't do so again until you finish a long rest.

## SUMMON THE HORDE

20th-level Tamer Feature

In times of great need, a tamer can summon many of its companions simultaneously. As an action, you can summon additional companions which remain summoned for **1 minute**. You can have a maximum of three companions summoned simultaneously as a result of using this feature.

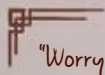
As an action on subsequent turns, you can issue mental commands to all your companions at once, allowing them to take an action in their stat block or some other action. You choose the order in which your companions act each round. After the minute elapses, all your companions bar one (which you choose) return to their vessels and a wave of lethargy sweeps over you; you can't move or take actions until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.



# TRAINING PARADIGM

Tamers follow various Training Paradigms that define their bond with their companions or the companions themselves. The paradigm you choose reflects your approach.

## SENSEI



"Worry yourself not with how people might quote you."

Sensei see how a body moves with supernatural acuity, identifying minor changes in form that can turn paltry scuffs into bone-breaking blows. Through meticulous coaching, they unveil the pugilists within their companions, teaching them to dance between enemies' strikes, upset their foes' balance, and finish them with lightning fast combinations. Perhaps you yourself were a master of martial arts, but are now too old to fight. Maybe you grew up watching boxers, but always saw the flaws in their technique. Whatever the case, you are a teacher, and your companions are your eager students.

### MARTIAL STRIKES

#### 3rd-Level Tamer Feature

You teach your companion how to use its body as a deadly weapon. Your companion gains a new attack option: a Martial Strike. Your companion is proficient with this melee attack, which it makes using its body. Your companion can use its choice of Strength or Dexterity when calculating its attack and damage modifiers for this attack, which deals damage of a type (usually bludgeoning, piercing, or slashing) that makes sense for your companion (work with your GM to determine this for each companion). These attacks deal **1d6** damage starting at 3rd level, **1d8** at 7th level, **1d10** at 10th level, and **1d12** at 18th level.

When you reach 5th level in this class, your companion can make two Martial Strike attacks when it takes the Attack action on its turn. When you reach 14th level in this class, your companion can make three Martial Strike attacks when it takes the attack action on its turn.

### MARTIAL TECHNIQUES

#### 3rd-Level Tamer Feature

You learn specific martial techniques, which you teach to each of your companions. Choose three techniques from the Martial Techniques section at the end of this subclass. When you command a companion on your turn, you can instruct it to use one or more of these techniques.

When you reach 7th, 10th, 14th, and 18th level in this class, you learn one additional technique that your companions can use.

## SENSEI SPELLS

#### 3rd-Level Tamer Feature

You learn additional spells when you reach certain levels in this class, as shown in the Sensei Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

### SENSEI SPELLS

Tamer Level	Spells
3rd	<i>flash*</i> , <i>repulsing palm*</i>
5th	<i>earthskin*</i> , <i>wind strike*</i>
9th	<i>create food and water</i> , <i>haste</i>
13th	<i>freedom of movement</i> , <i>steelskin*</i>
17th	<i>endure*</i> , <i>greater restoration</i>

\*See Chapter 13 - Spells

## UNLEASH

#### 7th-Level Tamer Feature

With a flourish, your companion can perform a series of complicated martial combinations, flitting between targets with lightning speed. As an action, your companion moves up to its speed (this movement doesn't provoke opportunity attacks), and can make up to six Martial Strike attacks, each of which must be against a different target. Until the end of its turn, the companion's movement does not provoke opportunity attacks.

Once a companion uses this action, it can't do so again until you finish a short or long rest. Starting at 18th level, a companion can use this action twice between each of your short or long rests.

## SHRUG IT OFF

#### 10th-Level Tamer Feature

You have learnt to use your mental connection to shield your companion from pain and fatigue. Whenever your companion takes bludgeoning, piercing, or slashing damage, you can reduce the damage it takes by an amount equal to your tamer spellcasting ability modifier (minimum reduction of 1). You can't use this feature while you are incapacitated.

## MARTIAL PRODIGY

#### 14th-Level Tamer Feature

As an action, you can infuse one summoned companion with your own spirit. For **1 minute**, it can make four Martial Strike attacks when it takes the Attack action on its turn instead of three, it can take two bonus actions on each of its turns, and it gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. Once you use this feature, you can't do so again until you finish a long rest.

## MARTIAL TECHNIQUES

Martial techniques are presented in alphabetical order.

**Avoid.** As a bonus action, your companion can take the Dodge action.

**Block.** As a reaction when your companion is attacked by a creature it can see and that attack deals bludgeoning, piercing, or slashing damage, your companion can add your proficiency bonus to its AC against that attack, potentially turning a hit into a miss. If the attack still hits, the damage dealt is reduced by an amount equal to **1d6** plus your proficiency bonus.

**Charge.** As an action, your companion gains additional movement equal to its speed, and it can make one Martial Strike attack. If your companion moves up to **20 feet** straight towards a creature and then hits it with a Martial Strike, the attack deals an extra **1d10** damage, and the target must succeed on a **Strength saving throw** (DC equals 8 + your companion's Strength modifier + your proficiency bonus) or be knocked **prone**. A creature more than one size larger than your companion automatically succeeds on this saving throw.

**Dancing Feet.** As a bonus action, your companion can take the Disengage action.

**Grapple.** As a bonus action, your companion can attempt to grapple one creature within its reach by making a grapple check.

**Sweep.** As a bonus action, your companion can attempt to sweep a creature's legs (or other anatomy) to knock it **prone** using the Shoving a Creature rules. The companion can choose to make a **Strength (Athletics)** or **Dexterity (Athletics)** check for the contest. A creature more than one size larger than your companion automatically succeeds on this check.

**Throw.** Once per turn, when your companion has a creature grappled and takes the Attack action, it can replace one of its attacks with a special melee attack. Instead of an attack roll, it makes a **Strength or Dexterity (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice). If your companion succeeds, it can move the

creature to an unoccupied space within **5 feet** of it and can knock it **prone**, dealing bludgeoning damage to it equal to two rolls of your companion's Martial Strikes damage dice.

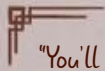
**Peoples' Elbow.** Once per turn, when your companion takes the Attack action, it can replace one of its attacks with a special melee attack, which must be against a prone target. Your companion leaps into the air and places its full bodyweight behind a particularly hard or sharp part of its anatomy. It makes a melee attack roll against the target. The critical hit threshold (see page 83) for this attack is reduced by 1 for each size category that your companion is larger than the target. On a hit, the target takes damage equal to two rolls of your companion's Martial Strikes damage dice, of the same type as your companion's Martial Strike attacks. Hit or miss, your companion falls **prone**.

**Uppercut.** Once per turn, when your companion takes the Attack action, it can replace one of its attacks with a special melee attack, which must be against a target that isn't prone. It makes a melee attack roll against the target. The critical hit threshold (see page 83) for this attack is reduced by 1 for each size category that your companion is smaller than the target. On a hit, the target takes damage equal to two rolls of your companion's Martial Strikes damage dice, of the same type as your companion's Martial Strike attacks.



# WARLOCK

## THE SHINIGAMI



"You'll fight until your last breath, and beyond."

You have entered into a pact with a shinigami, a fearsome spirit of the netherworld, with powers of death and possession. Shinigami themselves are beings of variable character, some playing active roles in the lives of their emissaries, others inscrutable and shrouded in mystery. All, however, serve a singular, ultimate purpose: to perpetuate death. Those who wield a shinigami's power spin magic of shadow and authority, puppeteering objects, creatures, servants, and thralls. Such magic is as vicious and precise as it is hated and feared; even those with noble intent who enter into a shinigami's pact become equal in terror to the evil they seek to vanquish.

### EXPANDED SPELL LIST

#### 1st-Level Shinigami Feature

The Shinigami 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.

#### SHINIGAMI EXPANDED SPELLS

Spell Level	Spells
1st	<i>see future death*</i> , <i>sleep</i>
2nd	<i>blindness/deafness</i> , <i>lifesap aura*</i>
3rd	<i>animate dead</i> , <i>speak with dead</i>
4th	<i>death ward</i> , <i>greater invisibility</i>
5th	<i>animate objects</i> , <i>dominate person</i>

\*See Chapter 13 - Spells

### GRIM PUPPETEER

#### 1st-Level Shinigami Feature

As a bonus action, you can take control of a corpse or unconscious creature you can see within **60 feet** of you for **10 minutes** or until you lose concentration (as if concentrating on a spell). The target must be Large or smaller and of a CR equal to or less than your warlock level (or the CR it had in life if it's a corpse). The size of target you can control with this feature increases to Huge at 6th level and Gargantuan at 14th level.

While you control a target in this way, it uses its own stat block with the following changes:

- It's treated as an Undead creature if it's a corpse.
- It can't gain hit points or recover from the unconscious condition.
- It's **immune** to the charmed and frightened conditions.
- It gains temporary hit points equal to your Charisma modifier plus five times your warlock level.
- It can use your spellcasting ability modifier for its attack and damage rolls.



When its temporary hit points are depleted, your control of the target ends, and you can't use this feature on that target again until you finish a long rest. If the target was unconscious, and it has more than 0 hit points, it immediately regains consciousness when your control over it ends.

Your puppet takes its turn immediately after yours. It does nothing unless you use a bonus action on your turn to command it to take an action. That action can be one in its stat block (or in the stat block it had in life if it's a corpse) or some other action.

**Limited Control.** There are limitations to the scope of your influence over your puppet. While you are puppeting a target, it can't cast spells and can't use any reactions, any legendary actions, any lair actions, and any actions that create or summon additional creatures (such as a wraith's Create Specter action).

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses left, you can use it if you expend a spell slot from your Pact Magic when you take the action to activate it.

## SHINIGAMI VISION

### 1st-Level Shinigami Feature

Your bond to the shinigami grants you a piercing insight into the lifespan of others and reveals the best way to cut it short. As a bonus action, you can focus your attention on one creature you can see within **60 feet** of you. You become aware of one of its damage vulnerabilities (if any) and one its damage resistances or damage immunities (if any).

## GIFT OF THE PSYCHOPOMP

### 6th-Level Shinigami Feature

While you are puppeteering a target using your Grim Puppeteer feature, you can make any spell you cast that targets only you also target your puppet.

## SHINIGAMI DOMINATION

### 10th-Level Shinigami Feature

You have developed the power of precise and meticulous control over your puppets. While a target is under the effect of your Grim Puppeteer feature, you can see through its eyes, hear what it hears, and speak through it using its own voice. You can now puppeteer a creature for up to **1 hour** or until you lose your concentration.

A creature interacting with the puppet can use an action to make a **Wisdom (Insight)** check against your **warlock spell save DC**, identifying something awry on a success.

Additionally, creatures you puppeteer have **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

## MASTER OF DEATH

### 14th-Level Shinigami Feature

When you are reduced to 0 hit points, you don't fall unconscious. Instead, your spirit is thrown from your physical form, and you are able to continue to fight, puppeteering your own body as a disembodied spirit of death.

While puppeteering your own body in this way, your game statistics and capabilities remain the same, you can't puppeteer another creature, you don't make death saving throws, taking damage doesn't result in a failed death save, and you gain temporary hit points equal to your Charisma modifier plus five times your warlock level. Your spirit returns to your body immediately if you regain at least 1 hit point.

You can't fall unconscious until your temporary hit points are depleted, at which time your spirit returns to your body and this feature ends.

Once you use this feature, you can't do so again until you finish a short or long rest.



# WIZARD

## SHINOBI

"As children, we learned that magic was loud, exciting, and dangerous. It meant jets of flame and dazzling light—distinct from the mundane blade or arrow. But the Shinobi are different, harnessing a subtle magic in synchronicity with deadly swordplay. I've come to realise that the most terrifying spell isn't one that leaves a smoking crater, it's the magic nobody can ever be sure was cast, accompanied by a vortex of steel."

Masters of illusion, guerilla warfare, and martial combat, Shinobi wizards are elusive tricksters and deadly warriors, striking in a furious onslaught of magic, weaponry, and acrobatics. They adopt a philosophy which unifies martial skill with spellcasting, empowering their blows with devastating magical enhancements before vanishing into darkness. A Shinobi's unique abilities make them the ultimate artisans

of espionage and infiltration, wielding deception, secrecy, and explosive aggression as lethal tools in their arsenal.

### SHINOBI TRAINING

#### 2nd-Level Shinobi Feature

You gain proficiency with light armour, hand crossbows, Thrown weapons, and Finesse weapons; you gain proficiency with the Stealth skill; and you can use a weapon you are proficient with as your spellcasting focus. Finally, you gain darkvision out to **60 feet**, or if you already have darkvision, its range is increased by **30 feet**.

### SHADOW STRIKER

#### 2nd-Level Shinobi Feature

You have learned the art of synchronising spellcasting and weaponry. Immediately after you hit a creature with a weapon attack on your turn, you can use a bonus action and expend one spell slot to deal extra damage to that target, equal to **1d8** damage per level of the spell slot expended. You can then perform one of the following techniques as a part of that bonus action:



**Cloud of Shadow.** You create a small cloud of magical darkness, heavily obscuring the space you are currently occupying. This darkness lasts for **1 minute**, and it ends early if you are knocked unconscious. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

**Enervating Touch.** The sting of your blow magically saps the target's strength. The target must succeed on a **Constitution saving throw** against your **wizard spell save DC** or take an extra **1d8** poison damage and be **poisoned** until the end of your next turn.

**Shadow Vanishing.** You spend **10 feet** of movement to teleport to an area of dim light or darkness you can see within **30 feet** of you.

**Shadow Ward.** Choose one damage type other than force or radiant. You gain **resistance** to that damage type until the start of your next turn.

## EXTRA ATTACK

### *6th-Level Shinobi Feature*

You can attack twice rather than once when you take the Attack action on your turn. In addition, magical darkness doesn't impede your vision.

## UMBRAL STRIKER

### *10th-Level Shinobi Feature*

Your command of shadow magic further enhances your lethal capabilities. You can now also choose from the following options when you use your Shadow Striker feature, but only if you empower your attack with a spell slot of 3rd level or higher.

**Duplicitous Strike.** You move in a blur, sprouting magical images in the mind of your target. The target takes an extra **1d8** psychic damage, and it sees illusory duplicates of you until the end of its next turn. Whenever it targets you with an attack, it must roll a **d4**. On a **1-3**, it targets a duplicate instead and the attack misses.

**Rapid Strikes.** You magically strike with blistering speed. Make a weapon attack against a target within range. On a hit, that attack deals an extra **2d8** force damage.

**Vanish.** A shimmering veil of abjuration magic bursts into existence around you. You gain **2d8** temporary hit points. In addition, you turn **invisible** until the end of your next turn. While invisible in this way, spells you cast don't require any verbal or somatic components.

## SHADOW SAVANT

### *14th-Level Shinobi Feature*

The shadows are your eager servants. When another creature you can see moves into an area that is heavily obscured from an effect you have magically created or starts its turn there, you can force it to make a **Strength saving throw** against your **wizard spell save DC** (no action required). On a failure, the creature is **restrained** until the start of its next turn. A creature can be forced to make this saving throw no more than once per turn.



ARTIST NAME

CHAPTER 10

# BACKGROUNDS & FEATS



# BACKGROUNDS & FEATS

History matters; it shapes who we are. My father was a kaiju tracker, and his father was a kaiju tracker, and his father's cabbage patch was trampled by a kaiju. Three grueling generations seeking revenge for those cabbages shaped the people they were, and the person I am too. Anyway, what's your story?

— Ryoko

This section looks at your past and your future. What gave you the skills you have today? Were you a foundling raised by Yokai? An apprentice hanabi engineer? And what skills might you acquire in the future? There's a world of choices out there, and this chapter takes you through some backgrounds and feats unique to the Yokai Realms.

## BACKGROUNDS

While the following background options are designed to interact specifically with the Yokai Realms factions and adventures, a GM may incorporate them in other campaigns and stories. When you select your background, you can roll to determine your characteristics randomly from the options listed, choose them from those same options, or create your own. The lore and history associated with each background serve as a jumping-off point for you to craft your own story, which can be adapted or altered to suit the character you wish to play.

**Optional Ability Scores.** You can choose to forgo the ability score increase of your race to choose from the ones offered in your background. Each background lists three abilities. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

**Optional Languages.** If you use the 5th-edition rules for character building, then you can speak the languages listed here in addition to any other languages. If you use a later edition of the rules, such as "any three languages", you can choose this language in place of one of those.

**Optional Features.** If you use the 5th-edition rules for character building, then you gain this feature. If you use a later edition of the rules, you do not.

## ELEMENTALIST

From the soil beneath your feet to the clouds that roam the sky, every aspect of the natural world holds magic, and so do you. For some, it takes decades of exhausting study to earn this connection. Others, perhaps those with a wisp of yokai magic, are born able to connect with the natural forces around them, influencing the elements as effortlessly as breathing.

Whether intentionally or subconsciously, elementalists enhance their performance in ordinary jobs with supernatural touches. A miner attuned to earth might have an uncanny ability to extract geodes without damaging them, while a gondolier with water affinity can steer their vessel without using an oar. A fire-attuned smith can forge without bellows, while an air elementalist sailor might effortlessly steer into the most favourable winds at sea.

**Optional Ability Scores:** Strength, Constitution, Wisdom

**Optional Language:** Primordial

**Feat:** Elemental Fighting or Elemental Initiate (page 217)

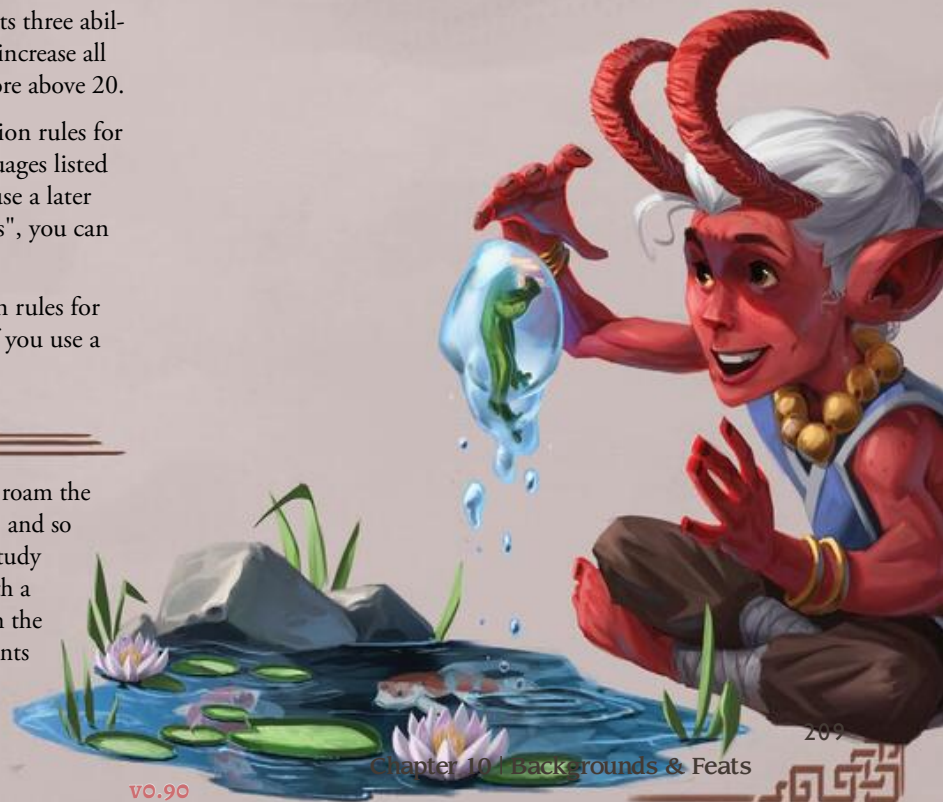
**Skill Proficiencies:** Acrobatics and Nature

**Tool Proficiency:** Choose one kind of Artisan's Tools

**Equipment:** Choose A or B: (A) Artisan's tools (same as above), a backpack, traveller's clothes, a healer's kit, 15 gp; or (B) 50 gp.

## OPTIONAL FEATURE: PRIMORDIAL SENSE

You can use an action to attune to your environment and accurately predict what the weather will be at your location for the next **24 hours**. After using this feature to predict the weather, you can perform a **10 minute ritual** to influence it. If you do, there is a 50 percent chance the weather will change over the next 24 hours to match a condition you specify from among foggy, overcast, raining, snowing, sunny, or windy. Your influence over the weather is limited: you can't conjure any weather effects that would cause harm to plants and animals, and if the source of the weather is anything other than natural (such as from a magically conjured storm), you cannot influence it. Once you perform this ritual, you can't do so again until the next dawn.



## SUGGESTED CHARACTERISTICS

Elementalists can manifest magic through motion and are in tune with the natural world. The manner in which you obtained your powers may impact how you have grown as a person. Those who trained to wield the elements devoted years to their cause and are often extremely serious and dour, while those innately born with the skill often take it for granted. Such elementalists are often cocky and egotistical, but no harm can come from flaunting the gifts you have been given, surely?

### d6 Personality Trait

- 1 I am the life of the party! I love showing off my skills and power and do so at every opportunity—to rapturous applause, of course.
- 2 I push myself endlessly. A moment not spent training is a moment wasted, and I allow myself little time for relaxation or friendship.
- 3 I have vivid dreams and occasionally perform elemental magic while asleep.
- 4 I am fascinated by magic of all kinds. I often let my curiosity get the best of me and ask endless questions of magic users and beings.
- 5 I wear my emotions on my sleeves. Whether I'm happy or sad, everyone will know about it.
- 6 My body is a temple. I am extremely particular about what I eat and drink, and I have lengthy, intricate morning ablutions.

### d6 Ideal

- 1 **Perfection.** I want to be the best version of me I can be. I will accept nothing less of myself and expect the same of others.
- 2 **Pacifism.** I always seek a nonviolent solution and only fight when I see no other choice.
- 3 **Community.** I want to use my power to help others. I seek a meaningful role in the world where I can do my part.
- 4 **Teacher.** The lessons I've learned have been painful—a long road of broken bones and bloodied fists. I want to share the wisdom I've gained with others so the struggle was not in vain.
- 5 **Student.** There is so much to discover in the world; I will never stop exploring and growing.
- 6 **Aggression.** I worked hard for the power I have—damn right I want to use it. I throw myself into challenges and dangerous situations. If you think you can beat me, bring it on.

### d6 Bond

- 1 There is no law I won't break to protect those I care about.
- 2 Although I do care for others, my duty is to myself. I come first in my book.
- 3 The teacher who taught me the secrets of element bending remains a trusted friend and confidant. I make great efforts to keep in touch; they are family to me.
- 4 I stole a treatise on bending and studied in secret. Now the people I took it from are looking for me.
- 5 I struggle to feel like I belong. I pursue power in the hope it will keep me useful to those around me.
- 6 I once lost control of my power and grievously wounded an innocent. I am still searching for a way to make it up to them.

### d6 Flaw

- 1 I push myself too hard. Sometimes I leave myself weak and vulnerable in the pursuit of strength.
- 2 I am not subtle. I am loud, flashy, and eager to fight.
- 3 I am afraid of my own power. I second-guess myself and doubt my ability to wield it responsibly.
- 4 Despite wielding elemental powers of earth, I don't like sand. It's coarse and rough and irritating, and it gets everywhere.
- 5 I am noble to a fault, always play fair, and am seen as predictable and naive.
- 6 I am forever changing my mind and struggle to focus on a single thing.

## HANABI ENGINEER

Behind every great adventurer is a greater engineer—a source of incredible prostheses, gleaming armour, and deadly magic items. You are an expert of your craft, a virtuoso of assembly and artifice, buoyed ever onward by restless, intellectual curiosity and love of the job. As an associate of the College of Hanabi, a school of pyrotechnicians, alchemists, and inventors, you likely began work as an apprentice for a skilled craftsman in a town or as a weapons manufacturer for a powerful clan. Your talents may have led you to travel, discovering exotic components from which you crafted unique wares for adventurers much like yourself. In a world of warriors, monsters, and magic, your technological prowess is always in high demand.

**Optional Ability Scores:** Dexterity, Constitution, Intelligence

**Optional Language:** Common sign language

**Feat:** Prosthesis Adept or Prosthesis Fighting (page 219)

**Skill Proficiencies:** Investigation and Sleight of Hand

**Tool Proficiencies:** *Choose one kind of Artisan's Tools*

**Equipment:** *Choose A or B: (A) Artisan's tools (same as above), 2 pouches, traveller's clothes, a basic prosthesis with an integrated weapon of your choice\*, 5 gp; or (B) 50 gp.*

\*See page 78

## OPTIONAL FEATURE: HANABI APPRENTICE

As an associate of the college of hanabi, you have access to a large network of tinkers, merchants, and manufacturers. You know the right technical jargon to seamlessly integrate with other inventors, and you can count on the support of the college for information and lodgings in communities where it has a strong presence. Alumni of the college might be able to procure “top shelf” components and magic items unavailable to those outside the clique, or they may put you in touch with affluent merchants or tribes interested in purchasing your wares.

## SUGGESTED CHARACTERISTICS

Being a hanabi engineer requires a mind simultaneously capable of bombastic imagination and intense focus. You see opportunity in every obstacle and delight in solving problems in the most overengineered fashion possible. Your enthusiasm for your work is inspiring, but long, isolated years of meticulous training and craft may have left you a little lacking in social situations. Alas, there is no machine that can make you better at dealing with people... yet.

### **d6 Personality Trait**

- 1 Excessive verbosity is prized among my idiosyncrasies.
- 2 I tend to get extremely excitable when discussing my passions.
- 3 I love to blow stuff up.
- 4 I am swiftly irritated by philistines who fail to appreciate my artistry.
- 5 I articulate every word with wild gestures and movements.
- 6 I sleep hanging upside down; the rush of blood to my head often sparks great ideas.

### **d6 Ideal**

- 1 **Ambition.** I strive to be recognised as the best in the world at what I do.
- 2 **Altruism.** I aim to make the world a better place using my gifts.
- 3 **Money.** I intend to amass great wealth on the back of my talents.
- 4 **Teacher.** I live to pass down knowledge, and I take great delight in teaching others all that I know.
- 5 **Progress.** I aspire to wake up every day a little better than I was the day before.
- 6 **Chore Aversion.** I am willing to work extremely hard to find a way to be lazy. If it takes a week to make a tool that handles a boring job that would have taken me 10 minutes, so be it.

### **d6 Bond**

- 1 I am deeply attached to my tools, giving them names and talking to them as I work.
- 2 I count several famous inventors and merchants among my close friends.
- 3 I blew up my first workshop at the age of nine and have gone through several more over the years. Numerous landlords have bounties on my head.
- 4 I have dear friends who count on me for their prostheses and gear. I devote countless hours to caring for them at no charge.
- 5 A rival engineer once stole an invention of mine and claimed credit. I will never forgive them and secretly seek revenge.
- 6 I am under contract from a noble to produce an immensely complex and powerful item, reporting regular updates on its construction to them.

### **d6 Flaw**

- 1 If anything I create is less than perfect, I throw it away in disgust.
- 2 I often forget to charge for my work. The joy of creating is all I need.
- 3 My eagerness to explosively solve my problems sometimes gets me into more trouble than it's worth.
- 4 I put my trust wholeheartedly in technology, dismissing any potential magical or social solution to a problem.
- 5 I get anxious when plans go awry, making it a struggle to adapt on the go.
- 6 I spend every penny I earn immediately; there always seems to be something new to buy.

## KAIJU TRACKER

Across a twisted landscape uprooted by destruction and chaos, you follow the mighty footfalls of kaiju. You are a brazen traveller who tracks Gargantuan creatures over the realms, from icy mountain top to toxic swampland, ever seeking a glimpse of your primal quarry. The trail of a kaiju is a hard one to follow, and the skills you've gained during your travels have kept you alive and fed.

Perhaps a kaiju destroyed your home and family, and you seek it in the hope of exacting vengeance. Maybe you track kaiju in order to predict their movements, evacuating communities in their path and leading kaiju far from civilisation. It could be that you are simply a thrill seeker, chasing kaiju across the world to revel in the eye of the storm as they rampage. Whatever your motivation, your tale is one of endless migration, awe, and danger.

**Optional Ability Scores:** Dexterity, Constitution, Wisdom

**Optional Language:** One of: Draconic, Giant, or Primordial

**Feat:** Kaiju Hunter (page 218)

**Skill Proficiencies:** Athletics and Survival

**Tool Proficiencies:** Herbalism Kit

**Equipment:** Choose A or B: (A) Herbalism kit, backpack, traveller's clothes, a hunting trap, a grappling hook prosthesis\*, 50 feet of hempen rope, 5 gp; or (B) 50 gp.

\*See page 79

### OPTIONAL FEATURE: TRAIL OF DESTRUCTION

Nonmagical difficult terrain doesn't impede your movement.

## SUGGESTED CHARACTERISTICS

A life trailing a path of carnage has shown you much of the worst that people can suffer—shattered communities, broken families, and mass extinction are intimately familiar to you. It has also shown you the resilience of those who survive, the hope that can blossom in the wake of catastrophe, and the fragility of even the mightiest of kingdoms. Many kaiju trackers are gruff and nihilistic, inured to the suffering of others. Some are motivated by an unconquerable hatred or fascination with kaiju, finding purpose in their eternal chase. No matter their idiosyncrasies, all those who place themselves in the path of a kaiju share one trait: a near-suicidal level of bravery.

### d6 Personality Trait

- 1 I live for the thrill of danger! Certainty of death? Small chance of success? What are we waiting for?
- 2 I have seen devastation and loss that would break most people. I have survived by closing my heart to it.
- 3 I will never settle down. I need to always be on the road, and I'll die on my feet.
- 4 Every dawn, without fail, I take an hour to clean and sharpen my weapons.
- 5 I love myths of heroes and villains. I constantly retell old folktales and draw parallels to real life.
- 6 I try to conscript anyone I meet into joining me on foolhardy adventures.



## d6 Ideal

- 1 **Vengeance.** Once wronged, I never let go. I am seeking a way to exact vengeance on those who have done me harm.
- 2 **Travel.** I want to see everything and be the first to traverse every plane in existence.
- 3 **Harvester.** I believe the secret to mythical elixirs and weapons lies in harvesting components from incredible creatures. I want to harvest the bodies of gods.
- 4 **Hasty.** If something is worth doing, it's worth doing now. I have no time for debate or consideration.
- 5 **Guardian.** I struggle to connect with people, but I want to keep them safe, even if they never know who I am.
- 6 **Legend.** I want to be remembered and leave a legacy that bards will sing of for generations.

## d6 Bond

- 1 There are many monsters in this world. I will protect those who cannot protect themselves.
- 2 A kaiju destroyed my home and people. It will die by my hand, or I will die trying.
- 3 Those I travel with are closer than kin.
- 4 I am enamoured with kaiju—their size, grace, and power. I wish only to observe and understand how such beings exist.
- 5 My faith has been shaken upon seeing the devastation wrought by the evils in this world. I am struggling to overcome my doubt in the god I have long served.
- 6 I make friends with animals quickly and loathe to harm beasts, even dangerous ones.

## d6 Flaw

- 1 My obsession with killing monsters risks turning me into one.
- 2 I judge myself harshly. A single failure is enough to send me spiralling into despair.
- 3 My thrill seeking behaviour puts me and others at risk.
- 4 My word is absolute; I struggle to entertain other perspectives or ideas.
- 5 My love for treasure and gold often leads my morals astray.
- 6 Only the mission's success matters; the body count is irrelevant.

## RAISED BY YOKAI

You were not raised among your kin. Yours was a childhood of magic, adventure, and isolation from others of your kind, for you were raised by a yokai spirit. It could be that you were abandoned by your parents, that your people were lost in a kaiju rampage, or that you followed a mesmerising creature deep into the jungle.

The circumstances of how you came to find your yokai family may not be known to you, but you owe your life to their protection and guidance. Perhaps they sustained you with magic, taught you to forage, or stole things they thought you might need from travelling caravans. In their care, you have come to know magic that no other Humanoid has seen and know the world to be singing with all manner of incredible, invisible life.

**Optional Ability Scores:** Dexterity, Constitution, Wisdom

**Optional Language:** One of: Abyssal, Sylvan, or Infernal

**Feat:** Spirit Bonded (page 220)

**Skill Proficiencies:** Animal Handling and Perception

**Tool Proficiency:** Poisoner's kit

**Equipment:** Choose A or B: (A) A dagger, a poisoner's kit, 2 pouches, traveller's clothes, a lamp, a vial of basic poison, a rare gem worth 10 gp; or (B) 50 gp.

## OPTIONAL FEATURE: NATURAL ENVOY

You grew up surrounded by yokai and understand their ways and quirks better than most. You have **advantage** on ability checks to peacefully interact with Beasts and Yokai.

## SUGGESTED CHARACTERISTICS

Being raised apart from the rest of the world has its benefits. You have learned much of the natural world and its secrets but know very little of humanoid societies. It is easy to feel a little out of place entering a new world of cities, laws, money, and property, but there are great wonders to discover as well, such as bonds of fellowship, community, and romance.

### d6 Personality Trait

- 1 I revere the natural world, finding tremendous delight in even the simplest aspects of nature.
- 2 I care little for fancy foods or exuberance. I am baffled by the obsession with money shared by most humanoids.
- 3 I prefer the company of animals and spirits. I find other people tiresome and dull.  
Having grown up surrounded by magic, I am extremely difficult to impress. Even the most dazzling displays of power from great wizards and sorcerers seem utterly mundane.
- 4 Having been raised outside of typical societies, I am acutely aware of my unfamiliarity with most customs and go to tremendous lengths to avoid offending people.
- 5 I become anxious and fidgety if I spend too long sitting or lying down, especially while indoors.
- 6

### d6 Ideal

- 1 **Family.** I want to reconnect with my kin; I am searching for my people and discovering my history.
- 2 **Unity.** I have seen firsthand the patience and kindness of spirits. I wish to bring the material and spiritual realms closer together, creating a more harmonious world.
- 3 **Power.** I grew up around powerful magic, and I'm looking for more.
- 4 **Independence.** I don't care what anyone else thinks or does. I didn't need them before, and I don't need them now. I'm on my own incredible journey, and they're lucky to have a cameo in it.
- 5 **Kindness.** I survived due to the nurture and protection of gentle yokai. I wish to extend that same gift of kindness to others.
- 6 **Mischief.** I've embraced my chaotic life, and I take great pleasure in spreading a little chaos wherever I go.

### d6 Bond

- 1 My familiar and I share a bond so deep that we can't survive without each other.
- 2 Unbeknownst to me, my direct kin are famous, wealthy, and looking for me.
- 3 I trust the yokai who raised me more than any humanoid ally.  
The yokai who raised me departed this world when I came of age. Now I search for where they went.
- 4 My true kin were killed by a mysterious organisation, leaving me an orphan. I'm hunting them down to inflict retribution.
- 5 I have strange dreams of kin I've never known being snatched away. I love my yokai family, but I'm secretly beginning to wonder if I was stolen by them as a child.
- 6

### d6 Flaw

- 1 The letter of the law means absolutely nothing to me; I am guided solely by my own moral compass.
- 2 I hide my past, fearing I'll never truly fit in with other people.
- 3 I believe myself to be better than others; having been raised by yokai, I've witnessed magical feats that most could never dream of.
- 4 I am very slow to trust humanoids and find it hard to take them at their word.
- 5 I am extremely swift to anger when I believe someone has disrespected nature or the spirits that dwell therein.
- 6 I put too much faith in my own abilities; I believe myself to be almost invincible.



ARTIST NAME



## FEATS

As you progress through your adventures, you may discover new abilities or adapt as a result of new experiences. You might dedicate your downtime to honing skills or establish bonds with other beings that bring fresh perspectives and avenues of growth. The life of an adventurer is one of endless change and advancement. The following feats represent that transformation.

### BOON OF ASHURA

Be it through gift, theft, or serendipitous chance of wild magic, you have come to possess a fragment of the power of Ashura, the mighty three-headed demon god of passion and fury. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You can take one additional reaction in a round, but you can only take one reaction on a turn. You can take an additional reaction in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### BOON OF THE JORŌGUMO

The jorōgumo is a shapeshifting, arachnoid yokai that lives among Humanoids, seducing and devouring its victims. You possess a fragment of its frightening power, granting you the following benefits:

- You gain proficiency in your choice of either the Deception and Persuasion skills.
- You can cast the *disguise self* spell a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

- You have a climbing speed equal to your walking speed. In addition, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You ignore difficult terrain caused by webbing.

### BOON OF THE KOMAINU

The stone-skinned komainu sit vigilantly at shrines across the realm, guarding that which is sacred from pillage and plunder. You have come to possess a fragment of these lion-dog yokais' power, granting you the following benefits:

- As an action, you can ignite a glowing mane of radiant energy around your neck, which lasts until you dismiss it as a bonus action or you fall unconscious. While your mane is ignited, you shed dim light in a **10-foot radius**, and a creature you are grappling takes **2d4** radiant damage at the start of its turn.
- As a bonus action, you can harden your body to stone. Until the start of your next turn, gain a **+2 bonus** to AC while you aren't wearing heavy armour, have **advantage** on Constitution saving throws, and have **disadvantage** on Dexterity saving throws. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### BOON OF THE NUE

The nue is a fierce, chimeric hunter, rumoured to be the first yokai. Its power is chaotic, and a spark of that chaos resides in you. Your connection to the nue grants you the following benefits:

- At the start of your turn, you can roll a **d6**. If the result on the die is even, you gain a bonus to the next attack roll, ability check, or saving throw you make before the end of this turn equal to the result. If the result is odd, you take poison damage equal to the result, which can't be reduced or prevented in any way. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.
- As a bonus action, you can grant yourself a flying speed equal to your walking speed until the end of your turn. You fall if you end your turn in the air with nothing holding you aloft. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

### BOON OF THE ŌMUKADE

The ōmukade is a dragon hunter—a colossal centipede yokai with a resilient carapace and resistance to the elements. Your connection to the ōmukade grants you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Choose one damage type from among acid, cold, fire, lightning, poison, and thunder when you select this

feat. You gain **resistance** to that damage type and, when you take damage of that type, you can use a reaction to become empowered. When you do, the first damage roll you make within the next minute deals an extra **1d8** damage of that type. This damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**). You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## BOON OF THE WANYŪDŌ

Frenzied, fanatical, and blisteringly fast, the wanyūdō is a fiendish yokai that takes the form of a large, flaming wheel. Your connection to it grants you the following benefits:

- Your speed increases by **10 feet**.
- When you are prone, standing up costs you only **5 feet** of movement.
- If you move at least **10 feet** in a straight line towards a creature and are within reach of it, you can immediately use a bonus action to attempt a charging slam against that creature. Make a **Strength (Athletics)** check, contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice). Whoever loses the contest falls **prone**. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

## CANTRIP COMBATANT

*Prerequisites:* A class feature that allows you to attack more than once when you take the Attack action on your turn, and the ability to cast at least one cantrip

You have mastered the art of combining weapon strikes and spellcasting, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you use an action to cast a cantrip that requires you to make an unarmed strike or melee attack with a weapon you're holding as part of casting the spell, you can make one weapon attack as a bonus action on that turn.

## COMBO STRIKER

You are practised in the art of collaborative combat and combination strikes, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can collaborate in a combo attack\*, even if you have already collaborated in one since your last long rest. Once you use this benefit, you can't use it again until you finish a long rest.
- When you initiate a combo attack, one willing creature of your choice that you can see can collaborate in that combo without preventing them from collaborating in another combo attack before they finish a long rest.

\*See Combo Attacks, page 43

## DEDICATED COMBATANT

Your fervent commitment to combat training puts your advanced weapon mastery on par with the most dedicated of specialists. You can calculate your martial level\* using your full level in any class that is considered a half-martial, and half your levels in any class that is considered a non-martial.

\*See Advanced Weapon Mastery, page 83

## DOUBLE THROW

You have developed special techniques to throw several weapons at once, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once on each of your turns when you make a ranged weapon attack using a weapon that has both the Light and Thrown properties, and you don't have disadvantage on the attack roll, you can choose to throw two weapons with a single flick of the wrist. If you do, make a separate attack roll with disadvantage for each weapon. If you had advantage on the original attack, you don't suffer disadvantage on the two attacks made using this feat. These attacks can be against different targets.

## ELEMENTAL FIGHTING

You have studied the meticulous movements and magical arts of element bending to the extent that you can channel crude but potent blasts of elemental energy through your body. When you select this feat, choose one damage type from among acid, cold, fire, lightning, and thunder. When you make an unarmed strike, you can choose for the strike to deal damage of that type equal to **1d8** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Damage you deal in this way ignores resistance.



## ELEMENTAL INITIATE

You have acquired a portion of a bender's connection to an element. Choose one of the four elements from the bender's Elemental Affinity feature: air, earth, fire, or water. You gain the following benefits:

- You learn one cantrip and one 1st-level spell from the chosen element's spell list. You can cast the 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).
- When you take this feat, choose one damage type associated with the element you chose. When you take damage of that type, you can use a reaction to gain **resistance** to that damage type, including the triggering damage, until the start of your next turn.

You can select this feat multiple times.

## EXTRA ATTACK TACTICIAN

*Prerequisite: Improved Extra Attack feature*

You have studied the fighting styles of others and learned to mimic their techniques, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose one class from among barbarian, bender, fighter, monk, paladin, and ranger. You can use the 7th-level benefit of the Improved Extra Attack feature from that class a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. You can only benefit from one Improved Extra Attack feature per turn (choose when you make your first attack).

You can select this feat multiple times.

## FEARSOME FLOURISHER

*Prerequisite: Proficiency with nunchaku*

Your speed with nunchaku can strike fear into your foes:

- When you take the Attack action and attack with a nunchaku, you can use a bonus action to make one additional nunchaku attack. This attack uses the same ability modifier as the primary attack and the weapon's damage die for this attack is a **d4**.
- When you take the Flourish special action with nunchaku, you can use a bonus action to make it especially intimidating towards one creature within your reach. If you don't fail on your Dexterity check to flourish the weapon, your target must succeed on a **Wisdom saving throw** or become **frightened** of you until the start of your next turn. The DC for the saving throw equals 8 + your Dexterity modifier. If you are proficient in the Intimidation skill, you can add your proficiency bonus to the DC.

## FOCUSED DISCIPLINE

*Prerequisite: 4th level, not a multiclass character*

Your diligence and focused training has granted you the following benefits:

- Choose one skill proficiency granted to you by your class. Your proficiency bonus is doubled for ability checks made using that skill.
- Choose one saving throw proficiency granted to you by your class. Whenever you make that saving throw, you can treat a d20 roll of 9 or lower as a 10.

If you lose this feat because you do not meet its prerequisite, you gain the Multidisciplinary feat instead.

## KAIJU HUNTER

You are practised in the ways of fighting colossal creatures, granting you the following benefits:

- Mounting a creature costs you only **5 feet** of movement, rather than half your speed.
- You can brace\* yourself by spending only **5 feet** of movement, instead of half your speed.
- You have **advantage** on ability checks to identify vulnerable areas\*\*.
- You ignore the difficult terrain caused by moving on a creature more than two sizes larger than you.
- Immediately after a creature you can see that is at least one size larger than you hits or misses you with a melee attack roll, you can use your reaction to make a weapon attack against that creature.

\*See page 8

\*\*See page 9

## KUSARIGAMA MASTER

*Prerequisite: Proficiency with kusarigama*

You have mastered the use of the kusarigama, learning additional techniques to trip and harass your foes. You add your ability modifier to the damage roll made with a kusarigama's counterweight. In addition, when you make this attack against a Medium or smaller target, you can choose to deal no damage. If you do, the target makes a **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice), contested by your attack roll. If it fails the contest, choose one of the following effects:

- The target is disarmed of one object it is holding of your choice, which is pulled towards you and falls at your feet.
- The target is knocked **prone**.
- The target is pulled **5 feet** towards you. If that leaves it within your reach, it is **grappled** by you. While a creature is grappled in this way, you can't make attacks using the kusarigama's counterweight.



## MAGIC OF THE BLADE

You have the power to synchronise magic and swordplay, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn two cantrips that require you to make an unarmed strike or melee attack with a weapon you're holding as part of casting the spell. Your spellcasting ability for these spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

## MARTIAL INITIATE

*Prerequisite: 4th level*

You have studied extensively in the art of combat, honing your skill with a favoured weapon. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn two tier 1 advanced techniques of your choice from any technique tree\*. You must meet the prerequisites for those techniques to learn them.

\*See Advanced Weapon Mastery, page 83

## MULTIDISCIPLINARY

*Prerequisite: You are a multiclass character*

You are adept at pulling from different disciplines to employ a variety of tactics both in battle and outside it. When you

take this feat, and each time you gain your 1st level in a new class, choose one of the following benefits:

- You gain proficiency in one skill and one type of artisan's tools of your choice.
- Choose one saving throw proficiency that the class you have multiclassed into normally provides at 1st level. You become proficient in that saving throw."

## PROSTHESIS ADEPT

You can tinker with your prosthesis, manipulating its function over the course of an hour, which can be done as part of a short or long rest. Doing so enhances it by adding one of the following properties:

- Blast (1d6 thunder, 20 ft.). The prosthesis gains the Piercing Shot Superior Strike.
- Hookshot (30 ft.)
- Integrated (any)
- Launch (1d6\*, 30 ft.). The prosthesis gains the Battery Strike Superior Strike.
- Melee (1d8\*, 5 ft.). The prosthesis gains the Reeling Blow Superior Strike.
- Mobility (climb or swim, 30 ft.).

The modification lasts until you tinker with your prosthesis again.

\*Bludgeoning, piercing, or slashing (choose when you make this modification)

## PROSTHESIS FIGHTING

You are a master of wielding prostheses in battle, granting you the following benefits:

- The range of attacks you make using a prosthesis' Blast or Launch property increases by **10 feet**.
- The reach of any melee attacks you make using prostheses with the Melee property increases by **5 feet**.
- You deal one extra die of damage when you hit a target using a prosthesis' Blast, Launch, or Melee property.

## PROSTHESIS MASTER

*Prerequisite: 8th Level*

You have practised extensively with magical prostheses, training your mind and body to wield their magic as naturally as you breathe. You gain the following benefits:

- You are considered proficient with any attacks made using a prosthesis.
- You can attune to one magical prosthesis without counting against the number of magic items to which you can attune.

## SPIRIT BONDED

You have formed a friendship with a spirit, who wishes to act as your familiar.

You learn the *find familiar* spell and can cast it without components or a spell slot. When you cast it in this way, your familiar ignores the restriction that prevents it from attacking. After you cast the spell with this feat, you can't do so again until you finish a long rest.

When you select this feat, choose one of the following familiar forms: bancho-gama, betobeto-kun, ko-inari, kawawappa, or senryōka\*. You can summon your familiar in the chosen form or one of those listed in the spell's description. When you summon your familiar in the chosen form, it gains temporary hit points equal to your level, and the 1st-level improvement on its Improvement Tree. When you reach 5th level, these temporary hit points are doubled, and you can also grant it one of the 3rd-level improvements on its Improvement Tree.

\*See Familiars, page 225

## TENGU TRAINING

The tutelage of a hanataka tengu, or countless hours of careful study of hanataka treatise on combat, has granted you the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

- You gain proficiency with one Finesse weapon of your choice.
- As a reaction when a creature misses you with a melee attack while you are holding a Finesse weapon, you can make one weapon attack with that weapon against the creature. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## TESSEN MASTER

*Prerequisite: Proficiency with tessen*

You have learned to manipulate the tessen in new ways, using its pointed spokes as weapons and tossing it at your foes from a distance. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- For you, a tessen has the Adaptable (Piercing) and Thrown (range 20/60) properties.
- While wielding a tessen, you gain a special reaction that you can take once during each round. This reaction can only be used to attempt to deflect a projectile with the tessen's Special: Fan Shield property, and you can't use it on the same turn that you take your normal reaction.



ARTIST NAME

# RACIAL FEATS

The following are racial feats—special benefits only available to individuals of your kind. These feats could signify an unearthing of a deeper power associated with your lineage or an embracing of the connection you share with your own culture and history. Such transformations might be triggered by a significant moment of self-discovery or achieved through intensive training and study. No matter the case, each feat represents the way you have grown—an evolution of your abilities, character, and outlook.

## ADAPTIVE COLOURATION

*Prerequisite:* *Tatsumi*

You are able to shift your colouration, a rare ability possessed by few of your kin, granting you the following benefits:

- You have **advantage** on Stealth checks made to avoid being seen.
- Choose one colour from your Koi Dragon Colour trait when you select this feat. When you use your Slumbering Dragon or Heartening Breath trait, you can choose to empower ability checks, attack rolls, and saving throws associated with either your primary colouration or the one you chose with this feat.

## DRACONIC FURY

*Prerequisite:* *Tatsumi (Ryūjin)*

You have learned to channel your draconic energy into a damaging breath weapon, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you select this feat, choose one damage type from among acid, cold, fire, lightning, poison, and thunder. When you use your Heartening Breath trait, you can choose to expel a **30-foot cone** of destructive energy instead. Each creature in the area must make a **Dexterity saving throw** (DC = 8 + your Constitution modifier + your proficiency bonus), taking **1d12** damage of the type you chose on a failed save, or half as much damage on a successful one. This damage increases by 1d8 when you reach 5th level (**2d12**), 11th level (**3d12**), and 17th level (**4d12**).

## ENKOH'S MIGHT

*Prerequisite:* *Enkoh (hulking)*

You possess explosive strength, impressive even compared to your hulking kin, granting you the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- As a bonus action, you can attempt to shove a creature no more than one size larger than you within your reach. Make a **Strength (Athletics)** check, contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (target's choice). If you win the contest, you either knock the target **prone** or push it up to **15 feet** away. You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## GIFT OF THE LION TURTLE

*Prerequisite:* *Ryokido*

Some lion turtles, such as yourself, are blessed with unusual command over their telepathic abilities. Your mastery of this power grants you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can cast the *detect thoughts* and *suggestion* spells without expending a spell slot. Once you cast *detect thoughts* or *suggestion* with this feat, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this feat (choose when you select this feat).

## HANAMORI PHYSIOLOGY

*Prerequisite:* *Hanamori*

Your hyperactive hanamori physiology causes your body to adapt to changes in the environment instantly, granting you the following benefits:

- You have **advantage** on saving throws to avoid exhaustion brought about by the environment, such as extreme heat or cold.
- When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain **resistance** to that damage type, including against the triggering damage, until the end of your next turn. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



## HANIWA SOULBINDING

*Prerequisite:* Haniwa

Your innate creation magic is potent enough that you can pour more of your essence into your clay companion. When you create a companion, it can use one of the following stat blocks instead of one listed in the Clay Companion trait: **black bear**, **giant goat**, **giant octopus**, or **warhorse**.

Once you reach 5th level, you can create Clay Companions that use the **dire wolf**, **giant spider**, and **giant toad** stat blocks.

## ISETSU MAGIC

*Prerequisite:* Isetsu

Your connection with the ocean allows you to wield a measure of water magic, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn the *water whip*\* cantrip.
- You can cast the *riptide*\* and *water breathing* spells without expending a spell slot. Once you cast *riptide* or *water breathing* with this feat, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this feat (choose when you select this feat).

\*See Chapter 13 - Spells

## KARASU TRICKERY

*Prerequisite:* Tengu (karasu)

You are a virtuoso of mischief and trickery even among karasu, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Whenever you and at least one other creature you can see make an ability check or saving throw at the same time, such as rolling for initiative, a contested check, or a saving throw against an area of effect, you can swap your result on the d20 for the other creature's. You receive their result, and they receive yours. Once you use this benefit, you can't do so again until you finish a short or long rest.

## KITSUNE'S BLESSING

*Prerequisite:* Kitsune

You possess natural magic beyond that of a typical kitsune. You gain the following benefits:

- You can cast spells while transformed using your Shapeshifter trait without requiring material components, unless they have a gold cost.
- While transformed using your Shapeshifter trait, you can use your fox's bite to make unarmed strikes, using Strength or Dexterity for your attack and damage rolls. When you hit with it, the strike deals piercing damage equal to **1d6** + your Strength or Dexterity modifier (your choice).
- You gain the Multiattack action. While transformed using your Shapeshifter trait, you can use an action to make a number of unarmed strikes equal to half your proficiency bonus (rounded up).
- While transformed using your Shapeshifter trait, your AC equals 12 + your Dexterity modifier.

## ONI REGENERATION

*Prerequisite:* Oniborne

The incredible fortitude and longevity of your ancestors flows through you, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As a reaction when you take damage, you can spend a number of your Hit Dice up to your proficiency bonus to heal yourself. Roll the dice, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## SEASONAL DETERMINISM

*Prerequisite:* Fuyōren

The state of the world at the moment of your birth left an indelible imprint on your body. Choose one of the seasons within which you were born; you gain the associated benefits:

**Spring.** Your Dexterity score increases by 1, to a maximum of 20. In addition, your speed increases by **5 feet**, and you can use a bonus action to prepare yourself to move in a dextrous flourish. When you do, the next attack roll made against you before the start of your next turn has **disadvantage**.

**Summer.** Your Charisma score increases by 1, to a maximum of 20. In addition, you can use a bonus action to give yourself **advantage** on the next attack roll or ability check you make before the start of your next turn. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Autumn.** Your Wisdom score increases by 1, to a maximum of 20. In addition, you have darkvision out to **30 feet**, and you can take the Hide action as a bonus action while in dim light or darkness. If you already have darkvision, its range increases by **30 feet**.

**Winter.** Your Constitution score increases by 1, to a maximum of 20. In addition, when you create a magical vial of water with your Water Magic trait, you can choose the following option as an effect:

- The water freezes and crackles with evocation magic. When a creature holding the vial takes the Attack action, it can use one attack to hurl the vial towards a target within **20 feet** of it. The creature makes a ranged attack against the target, treating the vial as an improvised weapon. On a hit, the vial shatters, and the target takes **1d8** cold damage. If the target is a creature, its speed is also reduced by **10 feet** until the end of its next turn. The cruel evocation magic you imbue in the vial increases in potency as you level up. The cold damage dealt by the vial increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## SHADOWMAGE

*Prerequisite:* Tengu (*hanataka*)

The yokai magic that flows through your veins lets you draw on a wider pool of magic than is typical to most hanataka, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn two cantrips of your choice from the druid or sorcerer spell list. You can cast these cantrips without any spell components while in dim light or darkness. Your spellcasting ability for these spells is the ability score you increased with this feat.

## SPRINGTAIL AGILITY

*Prerequisite:* Enkoh (*springtail*)

You are uncommonly agile and dexterous, even relative to your springtail kin, granting you the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- As a bonus action, you can leap a number of feet equal to five times your proficiency bonus. This leap doesn't cost you any movement but your speed must be greater than 0 feet, and it does not provoke opportunity attacks. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

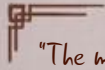


CHAPTER 11

# FAMILIARS



# FAMILIARS



"The more I get to know people, the more I come to love familiars."

— Ryoko

Within this chapter you'll find five bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke improvement trees, granting additional options tamers can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiar as a small power boost.

## CRAFTING FAMILIARS

To craft a bespoke familiar, Humberdink (or another biomancer) needs one of the listed monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

### PACT OF THE CHAIN

If you're using a bespoke familiar as the familiar for a warlock's Pact of the Chain, you might want to make it slightly more powerful so that it compares with the other available options. To do so, simply give it an extra three Hit Dice (and adjust its hit points accordingly), the 1st-level improvement on its improvement tree, and your choice of one of the 3rd-level improvements.

# TAMER

The full Tamer class and one subclass can be found on page 191. Furthermore, you can check out this free PDF for an additional tamer subclass.



HELIANA.LT/TAMER

## BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers (see page 191). A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

**Shared Resilience.** When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

1

## GROWTH I

PRE-REQUISITE: BECOME COMPANION

*"Pick on someone your own size, Gama!..."*

3

## SHINOBI I

PRE-REQUISITE: --

*"Move unseen..."*

## TONGUE SWING

PRE-REQUISITE: --

*"Does it ever get cramps?"*

5

## MULTIATTACK

PRE-REQUISITE: --

*"More knives, fewer problems."*

## GROWTH II

PRE-REQUISITE: GROWTH I

*"...I guess that works."*

## BOSSY I

PRE-REQUISITE: --

*"Word of advice?..."*

9

## PIPE ELEMENTAL I

PRE-REQUISITE: --

*"I heard you like companions..."*

## SHINOBI II

PRE-REQUISITE: SHINOBI I

*"...strike true."*

13

## PIPE ELEMENTAL II

PRE-REQUISITE: PIPE ELEMENTAL I

*"...so we gave your companion a companion."*

## BOSSY II

PRE-REQUISITE: BOSSY I

*"...If you value your kneecaps..."*

17

## BOSSY III

PRE-REQUISITE: BOSSY II

*"...I'd do what the toad says."*

## BANCHO-GAMA

"Bancho-gama are adept at asserting dominance through uninterrupted eye contact. The longest I've personally held out before giving in was five hours... but if you ask me, it's cheating when you blink each eye individually."

— Ryoko, Slightly Unnerved

**Type:** Monstrosity

**Creature Component:** Any Fey or yokai with a swimming speed

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

A bancho-gama's respect is hard-earned, and its obedience even more so. In nature and in partnerships, these toad-like creatures prefer to be the ones in positions of authority, collecting 'lackeys' that they can boss around for their benefit. Their remarkable agility and skill in combat make them desirable companions for adventurers... but many find that those traits are not worth enduring the bancho-gama's domineering behaviour. It takes a truly exceptional tamer to convince a bancho-gama to work together as equals, and many will gawk at the sight of these stubborn creatures receiving orders from another. Do you have what it takes?

If any of the bancho-gama's traits or actions require a saving throw, it is always against the bancho-gama's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the bancho-gama's Charisma modifier

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### GROWTH I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The bancho-gama's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

### SHINOBI I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The bancho-gama learns techniques to sneak up on its enemies. It gains proficiency in the Stealth skill, as well as climbing and swimming speeds equal to its walking speed. In addition, it gains proficiency with the following weapons: chakrams, meteor hammers, nunchaku, rope darts, sai, shortswords, shuriken, and tessen.

### TONGUE SWING

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the bancho-gama can extend its tongue, affix it to a point on a surface within **30 feet** of itself, and move to that point. The bancho-gama's tongue detaches after it moves, and it falls if it's not standing on a surface capable of supporting it.

### BOSSY I

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the bancho-gama can bark a command to a creature within **30 feet** of it that can hear it, ordering the creature to take the Dodge action, move up to its speed, or make one weapon attack against a target of the creature's choice. The creature can choose to use its reaction to follow the bancho-gama's command.

Once the bancho-gama has commanded a creature in this way, it can't do so again until its tamer finishes a short or long rest.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The bancho-gama's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the bancho-gama can make two attacks.

## PIPE ELEMENTAL I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The bancho-gama gains a companion of its own: a minuscule fire sprite that takes up residence in the bancho-gama's pipe. The bancho-gama's weapon attacks deal an extra **2 (1d4)** fire damage on a hit, as its little lackey spits flames to coat the weapon with each strike.

## BANCHO-GAMA

*Tiny Monstrosity (Yokai), Lawful Neutral*

**Armour Class** 12

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	14 (+2)

**Skills** Intimidation +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Amphibious.** The bancho-gama can breathe air and water.

**Standing Leap.** The bancho-gama's long jump is **20 feet** and its high jump is up to **10 feet**, with or without a running start.

**Superiority Complex.** The bancho-gama can't benefit from the Help action.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* **+4** (Dex + PB) to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* **4 (1d4 + 2)** piercing damage.

## SHINOBI II

**Prerequisite:** 9th-level tamer, Shinobi I

**Type:** Passive (companion)

Once on each of its turns, when the bancho-gama makes an attack roll against a creature with advantage, it can forgo the advantage to make a precise strike against its foe's weak point. If the attack hits, the bancho-gama can choose one of the following additional effects:

- The attack deals an extra 7 (2d6) damage.
- The creature is knocked **prone**.
- The creature has **disadvantage** on the next attack roll it makes before the end of the bancho-gama's next turn.

When the bancho-gama's tamer reaches 17th level in this class, the bancho-gama can use this improvement an unlimited number of times on each of its turns.

## BOSSY II

**Prerequisite:** 13th-level tamer, Bossy I

**Type:** Active (action)

The bancho-gama can cast the *command* spell. Once the bancho-gama has cast this spell, it can't do so again until its tamer finishes a short or long rest.

## PIPE ELEMENTAL II

**Prerequisite:** 13th-level tamer, Pipe Elemental I

**Type:** Passive (companion), Active (action)

The extra fire damage granted by the Pipe Elemental I improvement increases to 3 (1d6).

Additionally, the bancho-gama can use an action to compel the aid of its elemental companion, who casts the *faerie fire* spell, requiring no components or concentration and using the bancho-gama's **save DC**. After the bancho-gama uses this action, it can't do so again until its tamer finishes a short or long rest.

## BOSSY III

**Prerequisite:** 17th-level tamer, Bossy II

**Type:** Active (action and bonus action)

The bancho-gama can use a bonus action instead of an action to order a friendly creature with its Bossy I improvement.

In addition, the bancho-gama can cast the *dominate person* spell, requiring no somatic components. Once the bancho-gama has cast this spell, it can't do so again until its tamer finishes a long rest.



## TAMER LEVEL



1

### JUMPSCARE

PRE-REQUISITE: BECOME COMPANION

"When you least expect- BOO!"

3

### SHADOW ARMOUR I

PRE-REQUISITE: --

"Is it just faster in the dark..."

### SHADOW STEALTH I

PRE-REQUISITE: ---

"Don't be alarmed when you spot it stalking you..."

5

### GROWTH

PRE-REQUISITE: --

"Are you just wearing taller clogs?"

### SHADOW STEALTH II

PRE-REQUISITE: SHADOW STEALTH I

"...be alarmed when you don't."

### SCARY I

PRE-REQUISITE: --

"To quote the betobeto-kun's foes..."

9

### SHADOW ARMOUR II

PRE-REQUISITE: SHADOW ARMOUR I

"...or have the shadows... hardened?"

### SOW PANIC

PRE-REQUISITE: --

"Reap screams."

### SCARY II

PRE-REQUISITE: SCARY I

"...AAAAAH!"

13

### FEAR-EATER

PRE-REQUISITE: --

"I wonder how it tastes."

17

### SHADOW AURA

PRE-REQUISITE: --

"Who turned out the lights?"

## BETOBETO-KUN

"A 'conversation' between betobeto-kun, if it can be called that, is a strange event to witness. They simply swap onomatopoeiae for hours on end, searching for the scariest sound. I tried to contribute with 'blargh', once. It was the first time I ever saw a betobeto-kun's smile fade."

— Ryoko, Fright Amateur

**Type:** Fey

**Creature Component:** Any betobeto-san or betobeto-sama

**Bonus Tamer Improvement:** Jumpscare and +2 Hit Dice

Much like their larger cousins, betobeto-kun delight in scaring unwitting creatures, drawing energy—as well as endless entertainment—from their startled yelps. Lacking the subtlety and patience to stalk their victims for prolonged periods of time, these diminutive tricksters employ more rudimentary tactics. Betobeto-kun hide in the shadows, stifling their excited giggles as they wait for the first passerby. When the moment is ripe, they jump out, making a cacophony of noise, and flopping their oversized tongues for a cheap fright. Crude as this strategy may be, betobeto-kun take great pride in their craft, devoting hours of practice to the creation of strange new sounds with which to scare victims.

If any of the betobeto-kun's traits or actions require a saving throw, it is always against the betobeto-kun's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the betobeto-kun's Charisma modifier

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### JUMPSCARE

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

If the betobeto-kun is hidden from a creature when it uses its Frighten action on it, the creature has **disadvantage** on the saving throw.

In addition, when one or more more creatures become frightened by the betobeto-kun, the betobeto-kun gains **2d6** temporary hit points, which last for **1 minute**. When the betobeto-kun's tamer reaches 5th level, these temporary hit points increase to **3d6**.

### SHADOW ARMOUR I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

While in dim light or darkness and not wearing any armour, the betobeto-kun gains a **+2 bonus** to AC.

## BETOBETO-KUN

*Tiny Fey (Yokai), Chaotic Neutral*

**Armour Class** 12

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	7 (-2)	11 (+0)	14 (+2)

**Skills** Stealth +4

**Condition Immunities** frightened

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

**Languages** understands Common but can't speak

**Challenge** 1/8 (25 XP) **Proficiency Bonus** +2

**Audiophile.** Whenever the betobeto-kun hears a creature that it hasn't encountered before, it must make a **DC 11**

**Wisdom saving throw**. On a failed save, the betobeto-kun loudly mimics the creature's noises for the next **10 minutes**, automatically failing Stealth checks against creatures that can hear it.

### ACTIONS

**Frighten.** The betobeto-kun attempts to scare a creature within **5 feet** of it by making a sudden movement and a loud noise. The creature must succeed on a **DC 12 Wisdom saving throw** or take **4 (1d8)** psychic damage. A creature automatically fails the saving throw and is **frightened** of the betobeto-kun until the end of the betobeto-kun's next turn if it rolls a **1** or lower on the d20.

## SHADOW STEALTH I

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

While in dim light or darkness, the betobeto-kun can take the Hide action as a bonus action.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The betobeto-kun's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

### SCARY I

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

The damage of the betobeto-kun's Frighten action increases to **2d8**. In addition, a creature automatically fails the saving throw and is **frightened** of the betobeto-kun if it rolls a **2** or lower on the d20.

## SHADOW STEALTH II

**Prerequisite:** 5th-level tamer, Shadow Stealth I

**Type:** Active (bonus action)

While in dim light or darkness, the betobeto-kun can use a bonus action to become **invisible**, along with anything it's wearing or carrying. The invisibility lasts until the betobeto-kun uses a bonus action to end it, is in bright light or incapacitated, attacks, casts a spell, or uses its Frighten action. As part of the same bonus action, the betobeto-kun can immediately take the Hide action.

### SHADOW ARMOUR II

**Prerequisite:** 9th-level tamer, Shadow Armour I

**Type:** Passive (companion)

While in dim light or darkness and not wearing any armour, the betobeto-kun gains a **+2 bonus** to AC. This improvement is in addition to the bonus from Shadow Armour I.

### SOW PANIC

**Prerequisite:** 9th-level tamer

**Type:** Active (action)

The betobeto-kun can cast the *fear* spell, requiring no verbal or material components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

## FEAR-EATER

**Prerequisite:** 13th-level tamer

**Type:** Active (action)

As an action, the betobeto-kun can devour the fear of a frightened creature it can see within **30 feet** of it. When it does, it gains **3d6** temporary hit points, the frightened condition ends for that creature, and the creature suffers one of the effects described below (tamer's choice):

- The creature becomes **immune** to the frightened condition until the end of the betobeto-kun's next turn.
- The creature must make a **Wisdom saving throw**, taking **5d8** psychic damage on a failed save, or half as much damage on a successful one.

## SCARY II

**Prerequisite:** 13th-level tamer, Scary I

**Type:** Active (action)

The damage of the betobeto-kun's Frighten action increases to **3d8**. In addition, a creature automatically fails the saving throw and is **frightened** of the betobeto-kun if it rolls a **3** or lower on the d20.

When the betobeto-kun's tamer reaches 17th level in this class, the damage of the betobeto-kun's Frighten action increases to **4d8**. In addition, a creature automatically fails the saving throw and is **frightened** of the betobeto-kun if it rolls a **4** or lower on the d20.

## SHADOW AURA

**Prerequisite:** 17th-level tamer

**Type:** Passive (companion), Active (reaction)

The betobeto-kun dims light within **5 feet** of it; dim light becomes darkness and bright light becomes dim light. This improvement has no effect on light created by a spell of 6th level or higher, or by a magic item of very rare rarity or greater.

In addition, while in dim light or darkness, the betobeto-kun's speed increases by **10 feet**, and it can use a reaction when it takes bludgeoning, piercing, or slashing damage to partially meld into the shadows, halving the damage it takes.





## KAWAWAPPA

"There are few sights sadder than a tiny kawawappa dutifully sweeping the dust from a home in which no one will ever live again... Which is why you should contribute with a donation to Ryoko's Home for Abandoned Yokai! So... how many cucumbers can I put you down for?"

— Ryoko, Charitable Soul

**Type:** Fey

**Creature Component:** Any kappa

**Bonus Tamer Improvement:** Versatile I and +2 Hit Dice

The mischievous kappa are known to form bonds with those that offer them respect—and an abundance of cucumbers. When a kappa departs from a community with which it bonded, it may leave behind a small piece of itself: a kawawappa. This fragment of its soul taken physical shape is imbued with the kappa's will to aid and protect the creatures of whom it grew fond. Quick learners, these diminutive creatures help around homes and settlements in any way they can. Kawawappa clean, cook, craft, and even take up arms in defence of their people. This compulsion often outlasts the communities they serve, leaving villages empty bar the kawawappa who continue to perform their duties to the benefit of no one.

If any of the kawawappa's traits or actions require a saving throw, it is always against the kawawappa's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the kawawappa's Constitution modifier

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### VERSATILE I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one type of artisan's tools.

### SHELL I

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

As an action, the kawawappa can withdraw into its shell. Until it emerges, it gains a **+2 bonus** to AC, and other creatures can't benefit from advantage on attack rolls against it. While in its shell, the kawawappa is **prone**, its speed is reduced to **0 feet** and can't increase, it has **disadvantage** on Dexterity saving throws, and it can't take actions or reactions other than a bonus action to emerge from its shell.

### UNDERWATER COMBATANT

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion), Active (bonus action)

While underwater, the kawawappa gains the following benefits:

- It has **advantage** on ability checks made to grapple creatures or to avoid or escape being grappled.
- It can take the Dash or Disengage action as a bonus action.

### GROWTH

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The kawawappa's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Claw attack increases to a **d6**.

## KAWAWAPPA

*Tiny Fey (Yokai), Neutral Good*

**Armour Class** 13 (natural armour)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

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

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Amphibious.** The kawawappa can breathe air and water.

**Water Bowl.** When the kawawappa is knocked **prone** against its will, it must succeed on a **DC 11 Dexterity saving throw** or spill some of the water it keeps in its head, which disorients the kawawappa and gives it **disadvantage** on the next attack roll it makes before the end of its next turn.

### ACTIONS

**Claw.** *Melee Weapon Attack:* **+4** (Str/Dex + PB) to hit, reach 5 ft., one target. *Hit:* **4 (1d4 + 2)** piercing damage.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the kawawappa can make two attacks.

### VERSATILE II

**Prerequisite:** 5th-level tamer, Versatile I

**Type:** Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one type of artisan's tools. Instead of a weapon, the kawawappa can gain proficiency with shields or one type of armour. The kawawappa can only gain proficiency with medium armour if it's proficient with light armour, and can only gain proficiency with heavy armour if it's proficient with medium armour.

In addition, the tamer chooses one of the kawawappa's skill or tool proficiencies. The kawawappa's proficiency bonus is doubled for any ability check it makes that uses the chosen skill or tool.

### SHELL II

**Prerequisite:** 9th-level tamer, Shell I

**Type:** Active (bonus action, reaction)

The kawawappa can withdraw into its shell as a bonus action instead of an action. While in its shell, it has **advantage** on Strength and Constitution saving throws. In addition, it can emerge from its shell as a reaction when it's subjected to an effect that requires it to make a Dexterity saving throw, emerging before it rolls the d20.

## TRIBUTE

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion), Active (action)

During the course of a short or long rest, a creature friendly to the kawawappa can form a special bond with it by feeding it 1 day's rations. This bond lasts until a different creature feeds the kawawappa or until the kawawappa's tamer finishes a long rest.

The kawawappa can cast the *warding bond* spell, requiring no material components, on the creature that bonded with it. The spell ends early if the kawawappa returns to its vessel or falls unconscious. After the kawawappa casts this spell, it can't do so again until its tamer finishes a short or long rest.

## HYDROHELL

**Prerequisite:** 13th-level tamer, Shell II

**Type:** Active (action)

While withdrawn into its shell, the kawawappa can use an action to expel a powerful jet of water, using it to propel itself. When it does, it moves up to its speed in a straight line until it hits an object or a creature. An object hit by the kawawappa in this way takes 21 (6d6) bludgeoning damage. A creature must make a **Dexterity saving throw**, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Each time it hits an object or creature in this way, the kawawappa changes direction and continues moving in a straight line, hitting more creatures and objects, and dealing damage to each. It continues moving in this way until it has moved up to its walking speed. A creature or object can only take damage from this improvement once on each turn. After the kawawappa uses this action, it can't do so again until its tamer finishes a short or long rest.

Once the kawawappa's tamer reaches 17th level in this class, the damage increases to 28 (8d6).

## VERSATILE III

**Prerequisite:** 13th-level tamer, Versatile II

**Type:** Passive (companion)

The kawawappa gains proficiency in its tamer's choice of one weapon, one skill, and one saving throw. Instead of a weapon, the kawawappa can gain proficiency with shields or one type of armour. The kawawappa can only gain proficiency with medium armour if it's proficient with light armour, and can only gain proficiency with heavy armour if it's proficient with medium armour.

In addition, the tamer chooses one more of the kawawappa's skill or tool proficiencies. The kawawappa's proficiency bonus is doubled for any ability check it makes that uses the chosen skill or tool.

## VERSATILE IV

**Prerequisite:** 17th-level tamer, Versatile III

**Type:** Passive (companion & tamer)

The kawawappa gains proficiency in its tamer's choice of one saving throw.

In addition, when the kawawappa's tamer finishes a long rest, it can choose one of the kawawappa's saving throw proficiencies and one of its weapon, skill, or tool proficiencies. While the kawawappa's tamer is within **60 feet** of the kawawappa, the tamer is considered proficient with the chosen saving throw and weapon, skill, or tool.



## TAMER LEVEL



## KO-INARI

"Bombuku keeps pestering me for the secrets of the ko-inari's creation. I'm not privy to them, but even if I was, I wouldn't give them to him. I know exactly what he's planning, and I've told him several times that no one's interested in his newsletter!"

— Ryoko, Hates Spam

**Type:** Celestial

**Creature Component:** Any Celestial or Fiend

**Bonus Tamer Improvement:** Messenger I and +2 Hit Dice

Millennia ago, kitsune elders created the first ko-inari at the request of the gods, drawing on the essence of extraplanar entities and shaping it in their vulpine image. Ever since, ko-inari have served as divine messengers and scouts, carrying holy missives to every corner of the Yokai Realms. Tales of their loyalty abound, with countless songs and poems lauding their incredible tenacity. In certain parts of the world, adventurers travelling alongside a ko-inari are immediately seen as trustworthy, and not without reason: these creatures are remarkably picky about the company they keep and hold their allies to high standards. Those who betray the trust of a ko-inari risk finding themselves on the receiving end of a very stern talking-to.

If any of the ko-inari's traits or actions require a saving throw, it is always against the ko-inari's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the ko-inari's Wisdom modifier

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### MESSENGER I

**Prerequisite:** Become a tamer's companion  
**Type:** Active (action)

The ko-inari can cast the *message* cantrip, requiring no material components. When targeting its tamer with the spell, the ko-inari also doesn't require verbal or somatic components to cast it.

### DIVINE SEAL I

**Prerequisite:** 3rd-level tamer  
**Type:** Active (bonus action)

The ko-inari can inscribe seals of divine power to bolster its allies. As a bonus action, the ko-inari can use one of the following seals, inscribing it upon a creature within **5 feet** of it. A creature can only bear one of the ko-inari's seals on it at a time. If a new one is inscribed, the effects of the older one cease.

- **Seal of Healing.** The ko-inari can only adorn a willing creature with this seal. At the end of that creature's next turn, it regains 7 (2d6) hit points.
- **Seal of Strength.** The ko-inari can only adorn a willing creature with this seal. That creature is under the effects of the *bless* spell for **1 minute**.

After the ko-inari uses a seal, it can't use that seal again until its tamer finishes a long rest.

### GROWTH I

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The ko-inari's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), the damage die of its Radiant Strike attack increases to a **d6**, and the damage dice of its Radiant Bite attack (see Shapeshifter improvement) both increase to a **d6**.

### SCOUT

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The ko-inari gains proficiency in the Perception and Survival skills. In addition, its walking speed increases by **10 feet**.

## MESSENGER II

**Prerequisite:** 5th-level tamer, Messenger I  
**Type:** Active (action)

The ko-inari can cast the *comprehend languages*, *locate creature*, and *sending* spells, requiring no material components. After it casts a spell in this way, it can't cast any spell with the Messenger II improvement again until its tamer finishes a short or long rest.

## MULTIATTACK

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the ko-inari can make two attacks.

## KO-INARI

*Tiny Celestial (Yokai), Lawful Good*

**Armour Class** 12  
**Hit Points** 3 (1d4 + 1)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

**Damage Immunities** radiant  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Celestial, Kitsune  
**Challenge** 1/8 (25 XP) **Proficiency Bonus** +2

**Divine Reproach.** When a ko-inari witnesses one of its allies commit an evil deed, it takes the earliest possible opportunity to scold them (typically waiting until a combat concludes). The ko-inari's scolding takes **1 minute** and requires the ko-inari to be within **10 feet** of its ally for the duration, after which the ally must succeed on a **DC 11 Wisdom saving throw** or take **4 (1d8)** psychic damage. Once a creature has failed this saving throw, it can't be affected by this trait again until it finishes a long rest.

**Fortified Mind.** The ko-inari is **immune** to magic that allows other creatures to read its thoughts, determine whether it's lying, know its alignment, or know its creature type.

### ACTIONS

**Radiant Strike.** *Melee or Ranged Spell Attack:* **+4 (Wis + PB)** to hit, reach 5 ft. or range 20 ft., one target. *Hit:* **4 (1d4 + 2)** radiant damage.

## SHAPESHIFTER

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the ko-inari takes on the shape of a fox. When it does, its equipment melds into its form. While in fox form, the ko-inari can't wield weapons or tools, it can't use its Divine Seal improvements, it can take the Dash action as a bonus action, it loses its Radiant Strike, and it gains the Radiant Bite attack.

**Radiant Bite.** *Melee Weapon Attack:* **Dex + PB** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + Dex**) piercing damage plus 2 (**1d4**) radiant damage.

It otherwise retains all its game statistics. This transformation lasts for **1 hour** or until the ko-inari reverts to its true form as an action or dies.

## DIVINE SEAL II

**Prerequisite:** 9th-level tamer, Divine Seal I

**Type:** Active (bonus action)

The ko-inari learns two new seals to hinder its enemies with its Divine Seal I improvement:

- **Seal of Disruption.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or have **disadvantage** on the first attack roll it makes on each of its turns for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Seal of Purification.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or take 3 (**1d6**) radiant damage at the start of each of its turns for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the ko-inari regains the use of all of its seals when its tamer finishes a short or long rest.

## GROWTH II

**Prerequisite:** 9th-level tamer, Growth I

**Type:** Passive (companion)

The ko-inari's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), the damage die of its Radiant Strike attack increases to a **d8**, and the damage dice of its Radiant Bite attack (see Shapeshifter improvement) both increase to a **d8**.

## MESSENGER III

**Prerequisite:** 13th-level tamer, Messenger II

**Type:** Passive (companion), Active (action)

The ko-inari is always under the effects of the *nondetection* spell.

In addition, the ko-inari can cast the *telepathic bond* spell, requiring no material components. Creatures under the effect of this spell are **immune** to magic that allows other creatures to read their thoughts, determine whether they're lying, know their alignment, or know their creature type.

After the ko-inari casts the spell in this way, it can't do so again until its tamer finishes a long rest.

## DIVINE SEAL III

**Prerequisite:** 17th-level tamer, Divine Seal II

**Type:** Active (bonus action)

When the ko-inari uses a seal as part of its Divine Seal I improvement, it can adorn one additional creature within **5 feet** of it with that seal. In addition, the ko-inari learns two more seals:

- **Seal of Protection.** The ko-inari can only adorn a willing creature with this seal. That creature gains a **+1 bonus** to AC for **1 minute**.
- **Seal of Weakness.** A creature the ko-inari adorns with this seal must succeed on a **Wisdom saving throw** or have **disadvantage** on the next saving throw it makes within **1 minute**.



1

## LOOT BAG I

PRE-REQUISITE: BECOME COMPANION  
*"Whatever you need..."*

3

## ETHEREAL I

PRE-REQUISITE: --  
*"Such convenient incorporeality..."*

5

## WEAPON BARRAGE I

PRE-REQUISITE: --  
*"Random crap..."*

## MULTIATTACK

PRE-REQUISITE: --  
*"There's more where that came from."*

## GROWTH

PRE-REQUISITE: --  
*"Comes with a bigger bag, too."*

9

## MYSTERY BAG

PRE-REQUISITE: --  
*"It could be anything!"*

## LOOT BAG II

PRE-REQUISITE: LOOT BAG I  
*"...it has."*

## JUNK ARMOUR

PRE-REQUISITE: --  
*"Must've belonged to a halfling..."*

13

## WEAPON BARRAGE II

PRE-REQUISITE: WEAPON BARRAGE I  
*"...GO!"*

## SCAVENGER

PRE-REQUISITE: --  
*"Waste not, want not."*

## ETHEREAL II

PRE-REQUISITE: ETHEREAL I  
*"...solid enough to steal my stuff..."*

17

## ETHEREAL III

PRE-REQUISITE: ETHEREAL II  
*"...but too ethereal for time-out."*

## SENRYŌKA

"Senryōka seem to enjoy listening to stories. Just yesterday, I was telling a few how I helped save a village from a rampaging kaiju. In return, I was offered a ceremonial sword that I carry to this day as a reminder of the people of the Yokai Re- Huh. That's odd... I could swear I had it in my backpack..."

— Ryoko, Ex-Sword Owner

**Type:** Undead

**Creature Component:** Any Undead with the Incorporeal Movement trait

**Bonus Tamer Improvement:** Loot Bag I and +2 Hit Dice

Where tragic events beget overwhelming loss of life, senryōka coalesce from the residual spiritual energy of the fallen. Often found wandering recent battlefields, these enigmatic creatures are compelled by some base instinct to gather the weapons and armour of the dead. They bury those ruined beyond repair and store everything else in the bottomless bags they carry, which are extensions of their beings rather than mundane objects. Eventually, once the battlefield has been stripped clean of salvage, senryōka move on in search of bloodier pastures and other trinkets to pilfer. When a peaceful village is suddenly tormented by a wave of petty larceny targeting cutlery, it's a good bet that one of these creatures is to blame.

If any of the senryōka's traits or actions require a saving throw, it is always against the senryōka's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the senryōka's Strength modifier

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### LOOT BAG I

**Prerequisite:** Become a tamer's companion  
**Type:** Active (action)

As an action, the senryōka can rummage in its bag, producing one item of the tamer's choice from the following list:

- A shield.
- A mundane weapon.
- A silvered weapon.
- An adamantine weapon.

The item lasts until the senryōka is recalled into its vessel, until its tamer finishes a long rest, or until the senryōka produces a different item from the bag, at which point the previous one disappears.

### ETHEREAL I

**Prerequisite:** 3rd-level tamer  
**Type:** Active (bonus action)

The senryōka can use its Incorporeal Form action as a bonus action, and can use it a number of times equal to its tamer's proficiency bonus, regaining all expended uses when its tamer finishes a long rest.

### GROWTH

**Prerequisite:** 5th-level tamer  
**Type:** Passive (companion)

The senryōka's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Salvaged Weapon attack increases to a **d6**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the senryōka can make two attacks.

### WEAPON BARRAGE I

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the senryōka can open its bag and unleash a barrage of thrown weapons of all kinds in a **30-foot cone** before they all disappear. Each creature in the area must make a **Dexterity saving throw**, taking **17 (5d6)** damage on a failed save, or half as much damage on a successful one. The senryōka's tamer decides whether this damage is bludgeoning, piercing, or slashing damage.

After the senryōka uses this action, it can't do so again until its tamer finishes a short or long rest.

When the senryōka's tamer reaches 9th level in the tamer class, this action's damage increases to **24 (7d6)**.

### JUNK ARMOUR

**Prerequisite:** 9th-level tamer  
**Type:** Passive (companion)

The senryōka dons some of the armour it salvaged or reinforces its existing armour with new pieces, gaining a **+2 bonus** to AC.

### LOOT BAG II

**Prerequisite:** 9th-level tamer, Loot Bag I  
**Type:** Passive (companion), Active (action)

When the senryōka produces an item using its Loot Bag I improvement, its tamer can choose from the following additional options:

- A **+1 weapon**.
- A **+1 shield**.

The senryōka can sustain up to three items at the same time. If a new item is produced beyond this limit, the senryōka's tamer chooses one of the other ones to disappear.

## SENRYŌKA

*Tiny Undead (Yokai), Neutral*

**Armour Class** 12 (natural armour)  
**Hit Points** 4 (1d4 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	13 (+1)	9 (-1)

**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** understands Common but can't speak  
**Challenge** 1/8 (25 XP) **Proficiency Bonus** +2

**Kleptomaniac.** The senryōka feels compelled to acquire tools and weapons to store in its bag. Whenever it sees a creature carrying a weapon or tool that it hasn't seen before, it must make a **DC 11 Wisdom saving throw**. On a failed save, the senryōka must try to steal the tool or weapon, stopping after one attempt regardless of whether it succeeds or fails.

### ACTIONS

**Salvaged Weapon.** *Melee or Ranged Weapon Attack:* **+4** (Str + PB) to hit, reach 5 ft. or range 20/60 ft., one target. **Hit: 4 (1d4 + 2)** bludgeoning, piercing, or slashing damage (senryōka's choice).

**Incorporeal Form (1/Day).** The senryōka becomes partially incorporeal until the end of its turn. While in this state, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn in the same space as another creature or object, it takes **5 (1d10)** force damage and is shunted into the nearest unoccupied space.

## MYSTERY BAG

**Prerequisite:** 9th-level tamer

**Type:** Active (action)

As an action, the senryōka can reach into its bag, producing a random unusual object it has stored inside. Roll a **d4** and consult the table below to determine what object the senryōka produces and what its effects are:

d4	Object	Effects
1	Oversized Mallet	The senryōka immediately makes a melee Salvaged Weapon attack against a creature within <b>15 feet</b> of it. This attack deals bludgeoning damage, and it deals an extra <b>22 (5d8)</b> damage on a hit. Hit or miss, the mallet then crumbles.
2	Boomerang of No Return	The senryōka immediately makes a ranged Salvaged Weapon attack against a creature within range. On a hit, it can repeat the attack against a different creature within range. The senryōka can repeat this until it has made five attacks or until it misses with an attack, after which the boomerang flies off, never to return.
3	One-Hit Shield	A shield flies out of the bag and hovers around a creature within <b>30 feet</b> of the senryōka (tamer's choice) for <b>1 minute</b> . During that time, the creature can use its reaction when it's hit by an attack to intercept it with the shield, causing the attack to miss. The shield is then destroyed.
4	Malfunctioning Fire Lance	The senryōka immediately makes a Salvaged Weapon attack. This attack deals piercing damage. Hit or miss, the weapon used to make the attack then explodes, and the target and each creature within <b>10 feet</b> of it must make a <b>Dexterity saving throw</b> , taking <b>21 (6d6)</b> fire damage on a failed save, or half as much damage on a successful one.

After the senryōka uses this action, it can't do so again until its tamer finishes a long rest.

## ETHEREAL II

**Prerequisite:** 13th-level tamer, Ethereal I

**Type:** Passive (companion)

The senryōka has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## SCAVENGER

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion), Active (1 minute)

The senryōka gains proficiency in the Perception skill. In addition, it can spend **1 minute** searching the corpse of a creature carrying weapons or armour, making a **DC 15 Wisdom (Perception)** check at the end of that time. On a successful check, the senryōka regains one use of its Weapon Barrage I or Mystery Bag improvements. The senryōka's tamer decides which improvement's use is regained.

Once the senryōka succeeds on this check, it can't attempt it again until its tamer finishes a long rest.

## WEAPON BARRAGE II

**Prerequisite:** 13th-level tamer, Weapon Barrage I

**Type:** Passive (companion)

When a creature fails its saving throw against the senryōka's Weapon Barrage I improvement, it suffers an additional effect depending on the type of damage chosen:

- **Bludgeoning:** The creature is dazed, which gives it **disadvantage** on attack rolls until the end of its next turn.
- **Piercing:** The creature is hindered by projectiles stuck in its body, and its speed is reduced to **0 feet** until the end of its next turn.
- **Slashing:** The creature is left bleeding or otherwise suffering from the cuts, and takes an extra **7 (2d6)** slashing damage at the start of its next turn.

When the senryōka's tamer reaches 17th level in the tamer class, the damage of Weapon Barrage I increases to **31 (9d6)**.

## ETHEREAL III

**Prerequisite:** 17th-level tamer, Ethereal II

**Type:** Passive (companion)

The senryōka has **immunity** to the following conditions: charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, and restrained.



CHAPTER 12

# MAGIC ITEMS



# MAGIC ITEMS

This chapter presents magic items organised in alphabetical order, as well as their rarity, attunement requirements, and components required to craft them.

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## ALL-TERRAIN LEG

Prosthesis, uncommon (requires attunement)  
Component: Fiend (ushi-oni) bone

In the Yokai Realms, they say you can't judge a man until you've walked a mile in his legs. And climbed a mile in his legs. And swum a mile in his legs.

**Prosthesis Properties.** This prosthesis can replace or enhance a leg. It has the Melee (1d6 slashing, Finesse) property and the Hamstring Superior Strike.

**Modular Limb.** As a bonus action while wearing this prosthesis, you can change it into one of the following forms, each of which grants a different benefit, or back into a regular leg shape:

- **Blade.** Your walking speed increases by **5 feet**.
- **Claw.** You gain a climbing speed equal to your walking speed.
- **Fin.** You gain a swimming speed equal to your walking speed.

**Rare variant:** You gain a **+1 bonus** to attack and damage rolls made using this prosthesis.

**Very rare variant:** You gain a **+1 bonus** to attack and damage rolls made using this prosthesis. The prosthesis provides additional benefits depending on its form, as described below:

- **Blade.** Attacks made using the prosthesis deal an extra **1d4** slashing damage on a hit.
- **Claw.** You have **advantage** on saving throws made to resist being moved against your will while standing on the ground or climbing a surface.
- **Fin.** While underwater, you can take the Dash action as a bonus action.

### ALL-TERRAIN LEG LIMBS



ARTIST NAME

## ARMOUR OF THE ONI KING

Armour (medium or heavy), very rare (requires attunement)

Component: Fiend (yokai) bone

There's something undeniably intoxicating about the feeling of power one gets by terrorising others. This sensation has led many righteous paragons who don this armour to gradually becoming cruel, vicious tyrants. Inevitably, a fresh-faced hero rises to defeat these despots, swearing to use the armour exclusively in the service of good... and the cycle begins anew.

You have a **+2 bonus** to AC while wearing this armour.

**Oni's Aura.** As an action while wearing this armour, you can release a wave of menacing lethal intent powerful enough to make other creatures tremble with fear. Each

creature of your choice within **20 feet** of you must make a **DC 16 Wisdom saving throw** or be **frightened** of you for **1 minute**. If a creature fails the saving throw by 5 or more and isn't immune to being frightened, it sees the ghostly image of an enormous oni materialising behind you and is also **paralysed** until the end of its next turn. A creature frightened in this way must repeat the saving throw at the end of each of its turns, taking **2d6** psychic damage on a failure, or ending the effect on itself on a success. Once this property of the item has been used, it can't be used again until the next dawn.

**Rare variant:** Reduce the AC bonus to **+1**, the **DC** to **15**, and the damage to **1d6**.



ARMOUR OF THE  
ONI KING

## BLO STAFF

Weapon (quarterstaff), uncommon  
Component: Plant (blight) poison gland

Enchanted with conjuration magic, this hollow, weighted staff can produce its own magical ammunition, loaded with potent venom. The deadly fungal extract sends jolts of unimaginable pain coursing through those unfortunate enough to suffer it, while the muscular inhibitor causes a victim to seize up as if its body was turned to stone.

This quarterstaff can also be used as a blowgun that lacks the Loading property. It has **4 charges** and regains **1d4** expended charges daily at dawn.

**Blow Dart.** When you make a ranged attack using this weapon as a blowgun, you can expend **1 charge** to shoot a needle loaded with one of the following poisons of your choice:

- **Amani Tox.** On a hit, a creature must make a **DC 13 Constitution saving throw**. It takes **3d6** poison damage on a failure, or half as much damage on a success.
- **Bo Tox.** On a hit, a creature must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of your next turn. While poisoned in this way, its speed is halved.

**Rare variant:** Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the damage to **4d6**. While poisoned by the Blow Dart property, a creature's speed is reduced to **0 feet**.

**Very rare variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, the **DCs** to **16**, and the damage to **5d6**. While poisoned by the Blow Dart property, a creature's speed is reduced to **0 feet**. If you roll a **20** on the attack roll for a needle loaded with the bo tox poison and the creature fails its saving throw, it becomes **paralysed** while it's poisoned in that way.

## BONZE'S BOKKEN, WIND RIPPER

Weapon (any sword), rare (requires attunement)  
Component: Elemental volatile mote of air

The Bonze, hermits of the Blossom Union, combine a druid's love of nature with a monk's discipline, adopting a hybrid ritualistic practice. They do not deign to shed the blood of other creatures and thus imbue training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of its normal damage type.

**Gale.** While holding this sword, you can use an action to cause strong winds to swirl within a cube originating from you up to **15 feet** on a side until the end of your next turn, dispersing any gases in the area. The cube does not move with you.

**Wind Rip.** With a swish, you can send a concussive wave of sound streaking towards a target. When you take the Attack action with this sword, you can replace any number of attacks with ranged spell attacks known as 'wind rips'. Wind rips have a normal range of **30 feet** and a long range of **60 feet**, use the same ability modifier as the sword for its attack rolls, deal **1d10** thunder damage on a hit, and can be heard up to **100 feet** away. If you score a critical hit against a creature with a wind rip, that creature is **deafened** until the end of its next turn.

**Gust Rider.** As a bonus action while holding the sword, you can expend **1 charge**, causing a sustained gust to lift you. You gain a flying speed of **40 feet** until the end of your turn.

**Uncommon variant:** Reduce the damage to **1d8**. Remove the Gust Rider property.

**Very rare variant:** You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the damage to **1d12** and the flying speed to **50 feet**.

**Legendary variant:** You have a **+2 bonus** to attack and damage rolls made with this magic weapon. While holding the sword, you can read, speak, and understand Auran. Increase the damage to **2d8** and the flying speed to **60 feet**. While holding the sword, you can expend **2 charges** to cast the *fly* spell on yourself.

BLO STAFF

BONZE'S BOKKEN,  
WIND RIPPER



## COURTESAN'S WAR FAN

Weapon (tessen), uncommon (optional attunement)

Component: Fey (yokai) heart

Some assassins rely on stealth. Others, like the courtesans of the Courteous Cabal, prefer to hide in plain sight, beguiling their quarry into a stupor before finishing them off with a quick slash.

**Beguiling Dance.** As an action while holding the fan, you can begin a slow, hypnotic dance, causing the fan to glow with an ephemeral, beguiling light. Each Humanoid of your choice that you can see within **15 feet** of you must succeed on a **Wisdom saving throw** contested by your **Charisma (Performance)** check or be **charmed** by you for **10 minutes** or until you stop dancing. You must use your bonus action on subsequent turns to keep dancing, otherwise the effect ends at the end of your turn. The effect also ends early for a creature if you're ever more than **15 feet** from it, or if you or your companions do anything harmful to it. When the effect ends, the creature knows it was charmed by you. Once this property has been used, it can't be used again until the next dawn.

**Optional Attunement.** If you choose to attune to this item, you become proficient with it and you gain **advantage** on **Charisma (Performance)** checks you make while holding it.

**Very rare variant:** You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The Beguiling Dance property can affect any creature type and can be used twice, regaining all expended uses daily at dawn.

## DEMONHUNTER KIMONO

Wondrous item, rare (requires attunement)

Component: Fiend (demon) skin

Years ago, during the Sundering, powerful artifacts were stolen from both demons and angels. Without them, these extraplanar creatures struggled to breach the Material Plane,

which protected the mortals within from their unending conflict. The Demon Hunter clan guards the fiendish artifact and enchants their silken vestments to aid in this endeavour.

**Aversion.** While wearing this kimono, you can use a bonus action to speak its first command word, 'repel', causing the printed image on the kimono to mobilise into an illustration of a fiendish soul burning into non-existence. Each creature in a **30-foot cone** must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of you for **1 minute**. Fiends have **disadvantage** on this saving throw and, while frightened, must take the Dash action and move away from you by the safest available route on each of their turns, unless there is nowhere to move. A Fiend that ends its turn in a location where it doesn't have line of sight to you can repeat the saving throw, ending the effect on itself on a success. A non-Fiend creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the kimono has been used, it can't be used again until the next dawn.

**Pursuit.** While wearing this kimono, you can use a bonus action to speak its second command word, 'hunt', to teleport up to **30 feet** to an unoccupied space within **5 feet** of a creature that is frightened of you. After this property has been used, roll a **d6**. On a **1** or **2**, it can't be used again until the next dawn.

**Very rare variant:** You have a **+1 bonus** to AC while you wear this kimono and no armour. Increase the **DC** to **16** and the range of the teleportation to **45 feet**.

**Legendary variant:** You have a **+2 bonus** to AC while wearing this kimono and no armour. Increase the **DC** to **17** and the range of the teleportation to **60 feet**.

COURTESAN'S  
WAR FAN



DEMONHUNTER  
KIMONO



## DRAAKANNON

Prosthesis, uncommon  
Component: Dragon breath sac

Throng of vicious pillagers attacking your home? Explosions. Sturdy obstacles standing in your way? Explosions. Want to soar through the air like a dragon? Believe it or not, explosions.

This prosthesis has **4 charges** and regains **all** expended charges daily at dawn.

**Prosthesis Properties.** This prosthesis can replace or enhance an arm. It has the Blast (1d6 fire, 20 ft.) property and the Piercing Shot Superior Strike.

**Draconic Versatility.** As an action while wearing this prosthesis, you can change the damage type it deals with its Blast property to one of the following: acid, cold, fire, lightning, or poison.

**Blast Zone.** When you use the prosthesis' Blast property to propel yourself, you can expend **1 charge** to pump extra firepower into the blast. If you do, each creature within **5 feet** of you must make a **DC 13 Dexterity saving throw**, taking **1d6** damage of the Blast property's type on a failed save, or half as much damage on a successful one.

**Common variant:** Remove the Blast Zone property and all charges.

**Rare variant:** Increase the **DC** to **15** and the damage of the Blast Zone to **2d6**. When you use Blast Zone, you can propel yourself up to an additional **10 feet**.

**Very rare variant:** Increase the **DC** to **16** and the damage of the Blast Zone to **3d6**. When you use Blast Zone, you can propel yourself up to an additional **20 feet**. You can use the Draconic Versatility property as a bonus action.

## EARTHPIERCER

Prosthesis, uncommon  
Component: Construct (mech) gears

"This drill is the drill that will pierce the earth!" Thus were the words of Bombuku upon completion of the first *earthpiercer* prototype. After being asked if the same didn't technically apply to most drills, he declined to make further comments.

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. It has the Hookshot (20 ft.), Launch (1d6 piercing, 20 ft.), and Melee (1d6 piercing, Impact) properties, and the Piercing Shot Superior Strike.

**Deep Drilling.** This prosthesis uses a drill instead of a hook for its Hookshot property. When you hit with an attack roll made to attach the drill to a creature, the creature takes **1d6** piercing damage. When the drill is detached from a creature, that creature takes **1d6** piercing damage.

**Tunneler.** This prosthesis has the Mobility (burrow 5 ft.) property.



DRAAKANNON



EARTHPIERCER

**Common variant:** Remove the Tunneler property.

**Rare variant:** The prosthesis has the Emergency Anchor property.

**Emergency Anchor.** You can use the prosthesis' Hookshot property as a reaction when you're moved against your will, instead of only when you're falling. When you do, you choose how far away you can be moved from the point to which the drill is attached (up to the range of the prosthesis' Hookshot property).

**Very rare variant:** Increase the damage die of Deep Drilling to a **1d8**. The prosthesis has the Emergency Anchor and Overcharge properties.

**Overcharge.** You can use an action to overcharge the drill, increasing its penetrative power. For **10 minutes**, while using the prosthesis' Mobility property to burrow, you can burrow through solid rock, leaving a **5-foot diameter** tunnel in your wake. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

## G.R.A.P.P.L.E.R.

*Prosthesis, uncommon*

*Component: bundle of Plant roots*

The Gear for Rapid Ascension and Precise, Persistent Latching onto Enormous Ravagers, or *G.R.A.P.P.L.E.R.* for short, is one of Bombuku's proudest inventions, despite the criticism he's received over its "ridiculous acronym" from his distant cousin L'Arsène Upin. In truth, L'Arsène is simply jealous he couldn't come up with that name himself.

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property.

**Improved Hookshot.** As an action while the prosthesis' hook is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the hook. In addition, the **DC** of the ability check required to forcefully detach the hook increases to **13**.

**Hooked In.** When you hit with an attack roll to attach the prosthesis' hook to a creature, the creature takes **1d6** piercing damage. When the hook is detached from a creature, that creature takes **1d6** piercing damage.

**Common variant:** The Improved Hookshot property doesn't increase the DC to detach the hook. Remove the Hooked In property.

**Rare variant:** Increase the **DC** to **15**. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.

**Very rare variant:** Increase the **DC** to **16** and both damages to **2d6**. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.



G.R.A.P.P.L.E.R.



ARTIST NAME

## GLAIVE OF THE GREEN TYRANT

Weapon (any polearm), rare (requires attunement)

Component: Dragon (bronze) horn

Legend tells of a great warrior queen who, having bested a bronze dragon in a game of wits, sought to wield the power of storms. With this power, she laid waste to entire armies, burning them with flashes of incandescent lightning. Some called her a liberator, others a tyrant. Though defeated by the Hero in Red, some of her power still remains in the Green Tyrant's ancient weapon.

**Summon Storm.** With a flourish of this weapon, you can expend a bonus action to whip up a tornado in a **5-foot-diameter, 30-foot-high cylinder** of rushing air and crackling lightning centred on a point within **60 feet** of you. The tornado lasts for **1 minute**. Each creature that enters the area for the first time on a turn or starts its turn there must make a **DC 15 Strength saving throw**. On a failure, the creature is thrown **10 feet** in a random direction, landing **prone**, and takes **1d8** bludgeoning damage and **1d8** lightning damage.

As a bonus action on your turn, you can move the tornado up to **20 feet** in a straight line. Each creature whose

space the tornado moves through must succeed on a **DC 15 Dexterity saving throw** or take **1d8** lightning damage. A creature can't take damage from this effect more than once per turn.

Once this property of the weapon has been used, it can't be used again until the next dawn.

**Uncommon variant:** Reduce the **DCs** to **13** and all damage to **1d4**.

**Very rare variant:** You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **16** and all damage to **1d10**.

**Legendary variant:** You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **17** and all damage to **1d12**.

GLAIVE OF THE  
GREEN TYRANT



## GOD SPEAKER KIMONO

*Wondrous item, rare (requires attunement)*  
*Component: Celestial skin*

The counterpart to the Demon Hunter clan, the God Speaker clan, guard the angelic relic that inhibits Celestials' passage onto the Material Plane. The God Speakers see violence against Celestials as a last resort and instead seek to deceive and manipulate them. Their clothing is made from silk of the ether moth, a creature that blinks into the Material Plane only to lay its eggs, and flits out of the Material Plane the moment it emerges from its cocoon.

**Innocence.** While wearing this kimono, you can use a bonus action to speak its first command word, 'pure'. Your aura becomes saturated with celestial energy, manifesting as an almost-visible golden nimbus. You gain **advantage** on Deception checks for **10 minutes**. For the duration, you are **immune** to magic and other effects that allow other creatures to read your thoughts or determine whether you are lying. Once this property of the item has been used, it can't be used again until the next dawn.

**Blink.** While wearing this kimono, you can use a bonus action to speak its second command word, 'shimmer'. Your aura implodes, immediately transporting you to the

Ethereal Plane. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of grey, 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. At the start of your next turn, you return to an unoccupied space of your choice that you can see within **10 feet** of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). This property has no effect if you use it while you are on the Ethereal Plane or a plane that doesn't border it. After this property has been used, roll a **d6**. On a **1** or **2**, it can't be used again until the next dawn.

**Very rare variant:** You gain a **+1 bonus** to AC while wearing this kimono and no armour. Increase the duration of the Innocence property to **1 hour**.

**Legendary variant:** You gain a **+1 bonus** to AC while wearing this kimono and no armour. While wearing this kimono, you have **resistance** to radiant damage. Increase the duration of the Innocence property to **1 hour** and the d6 to a **d8**.

GOD SPEAKER  
KIMONO



## GOFU HAT

*Wondrous item, uncommon*  
*Component: phial of Celestial blood*

Ink made with the blood of a Celestial. Paper from trees grown in hallowed ground. Precise calligraphy honed with extensive practice. It's not easy to make a genuine paper charm, but it's certainly worth the trouble. There's a reason why superstitious folk continue to scrawl their own imitations, hoping to achieve just a fraction of their power.

GOFU HAT



When first found or crafted, this hat has **1d4 + 2** paper charms hanging from it, which provide good fortune and ward off evil. Once all the charms have been used, the hat becomes a nonmagical item.

**Protective Talismans.** While wearing the hat, you can use a bonus action to detach a charm and stick it on a willing creature within **5 feet** of you, upon which the ink on it begins to glow softly. The creature gains the effects of the *bless* spell and gains **1d6** temporary hit points until the start of your next turn, at which point the charm disintegrates.

**Rare variant:** Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

**Very rare variant:** Increase the number of paper charms to **1d6 + 2** and the temporary hit points to **3d6**. Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

## HAKUJA-TŌ

Weapon (any sword), uncommon

Component: pouch of Dragon scales

Crafted from the scales of a serpentine dragon, this fascinating weapon represents rebirth and transformation, endlessly renewing itself to remain deadly to its foes. Its razor-sharp blade will never dull, and neither shall the resolve and fighting spirit of its wielder.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

**Renewal.** As a bonus action, you can expend **1 charge** to cause the sword to shed its outer layer, revealing a new, sharp blade underneath. Until the end of your turn, you gain a **+1 bonus** to attack and damage rolls made with this sword, and it deals an extra **1d6** damage on a hit.

**Rebirth.** If you are suffering from a condition or effect that allows you to make a saving throw at the start or end of each of your turns to end it, you can use a bonus action to expend **3 charges** and shed the outer layer of your skin, repeating the saving throw.

**Rare variant:** Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+2**, and the damage to **2d6**. Reduce the charges required to use the Rebirth property to **2**.

**Very rare variant:** Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+3**, and the damage to **3d6**. Reduce the charges required to use the Rebirth property to **2**. You have **advantage** on the saving throw you make as part of the Rebirth property.



HAKUJA-TŌ

## HANABI KICKER

Prosthesis, rare (requires attunement)

Component: Elemental (smoke) volatile mote of fire

"Innovation is all about thinking outside the box. When you gaze upon a fireworks display, what's the first thing that comes to your mind? The beauty of the colours? How dazzling the lights are against the night sky? By the time you complete this course, I want you thinking 'I could use that to fly' instead."

— Prof. Bombuku during a lecture  
at the College of Hanabi

**Prosthesis Properties.** This prosthesis can replace or enhance a leg. It has the Melee (1d6 bludgeoning, Pugilist) property and the Reeling Blow Superior Strike.

**Rocket-Assisted Leap.** While wearing this prosthesis, your jump distance is doubled, and you can jump up to your maximum distance with or without a running start.

**Pyrotechnic Kicks.** This prosthesis deals an extra **1d6** fire damage to the first target you hit with an unarmed strike using the prosthesis on each of your turns. If you roll a **6** on the extra damage against a creature, that creature must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of its next turn.

**Uncommon variant:** Reduce the fire damage to **1d4**. The prosthesis doesn't blind creatures.

**Very rare variant:** Increase the **DC** to **16**. The prosthesis gains the Flierwork property.

**Flierwork.** As a bonus action while wearing this prosthesis, you can increase the output of the rocket built into it, gaining a flying speed of **60 feet** for **1 minute**. Once this property of the prosthesis has been used, it can't be used again until the next dawn.



HANABI KICKER

## HELPING HAND

Prosthesis, uncommon (requires attunement)

Component: Aberration tentacle

To make the humanoid-shaped puppets with multiple pairs of bladed arms somewhat less unsettling, Bombuku recommends judicious application of googly eyes and crayon smiles. (Googly eyes and crayons sold separately.)

This prosthesis has **4 charges** and regains **1d4** expended charges daily at dawn.

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property. Instead of firing a hook, the prosthesis allows you to manipulate three Tiny mechanical puppets that grab onto the target. Instead of rope, the puppets are connected to the prosthesis by wires of pure magic, which can't be damaged or destroyed. It otherwise functions in the same way.

**Improved Hookshot.** As an action while the puppets are attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the puppets. In addition, the **DC** of the ability check required to forcefully detach the puppets increases to **13**.

**Assistance at a Distance.** As a bonus action, you can expend **1 charge** to take the Help action, manipulating the puppets to support your allies. When you do so to aid an ally in attacking a creature, the target of that attack can be up to **40 feet** away from you. Alternatively, you can expend **1 charge** as a bonus action to have the puppets feed a potion to a willing creature that you can see within **40 feet** of you.

**Rare variant:** Increase the **DC** to **15**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature.

**Very rare variant:** Increase the **DC** to **16**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature. The prosthesis has the Create Puppets property.

**Create Puppets.** While wearing this prosthesis, you can cast the *animate objects* spell. When you do, strings of magic extend from your prosthesis to the objects you animate, which you manipulate like puppets. If one of these objects is ever more than **30 feet away** from you, it ceases to be animated by the spell. Once this property of the prosthesis has been used, it can't be used again until the next dawn.



HELPING HAND

# IRON KASA

Prosthesis, uncommon

Component: Construct (iron) metal plating

It is the duty of a valiant hero to impede evildoers, support one's allies, and most importantly, protect the defenceless. But nowhere does it say that you can't do all this from a safe distance.

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. It has the Hookshot (15 ft.), Integrated (shield), and Launch (1d6 bludgeoning, 15 ft.) properties.

**Improved Hookshot.** This prosthesis uses a shield instead of a hook for its Hookshot property. As an action while the shield is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the shield. In addition, the **DC** of the ability check required to forcefully detach the shield increases to **13**.

**Saving Throw.** As a reaction when a creature you can see within the prosthesis' Hookshot range is hit by an attack, you can launch the shield in front of it, granting it a **+2 bonus** to AC against the attack and potentially causing it to miss. In order to use this reaction, the integrated shield must be extended and must not be attached to a target as part of the Hookshot property.

**Common variant:** The Improved Hookshot property doesn't increase the DC to detach the shield. Remove the Saving Throw property.

**Rare variant:** Increase the **DC** to **15** and the range of the Hookshot property to **30 feet**. The prosthesis has the Into the Fray property.

**Into the Fray.** When you cause the Saving Throw property's triggering attack to miss, you can have the shield attach itself to a surface within **5 feet** of the attacked creature and reel yourself in as per the Improved Hookshot property as part of the same reaction. When you do, you can make a melee attack against the attacking creature if it's within your reach. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

**Very rare variant:** Increase the **DC** to **16** and the range of the Hookshot property to **40 feet**. The prosthesis has the Into the Fray property. You can use the Into the Fray property twice, regaining all expended uses daily at dawn.

IRON KASA



## JISHIN, EARTH RENDER

Weapon (any sword), rare (requires attunement)

Component: Elemental core of earth

The battle for Black Rock Fort was long and wearisome. The jishin-wielding fire mages, unable to kill the demons with their fire magic, blocked doorway after doorway, forcing the demonic hordes to dig through every inch. Hallways became hazardous obstacle courses; gardens were reduced to nothing more than flaming ashes. After weeks of struggle, the Demon Hunter clan arrived and the battle began in earnest.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

**Heat Holder.** As an action while holding the sword, you can expend **1 charge** to cast the *heat metal* spell (**save DC 15**). When *heat metal* is cast on this weapon, the heat doesn't propagate past the guard, and its wielder isn't subjected to the normal effects of the spell. Instead, the weapon deals an extra **1d8** fire damage to each target it hits while affected by the spell.

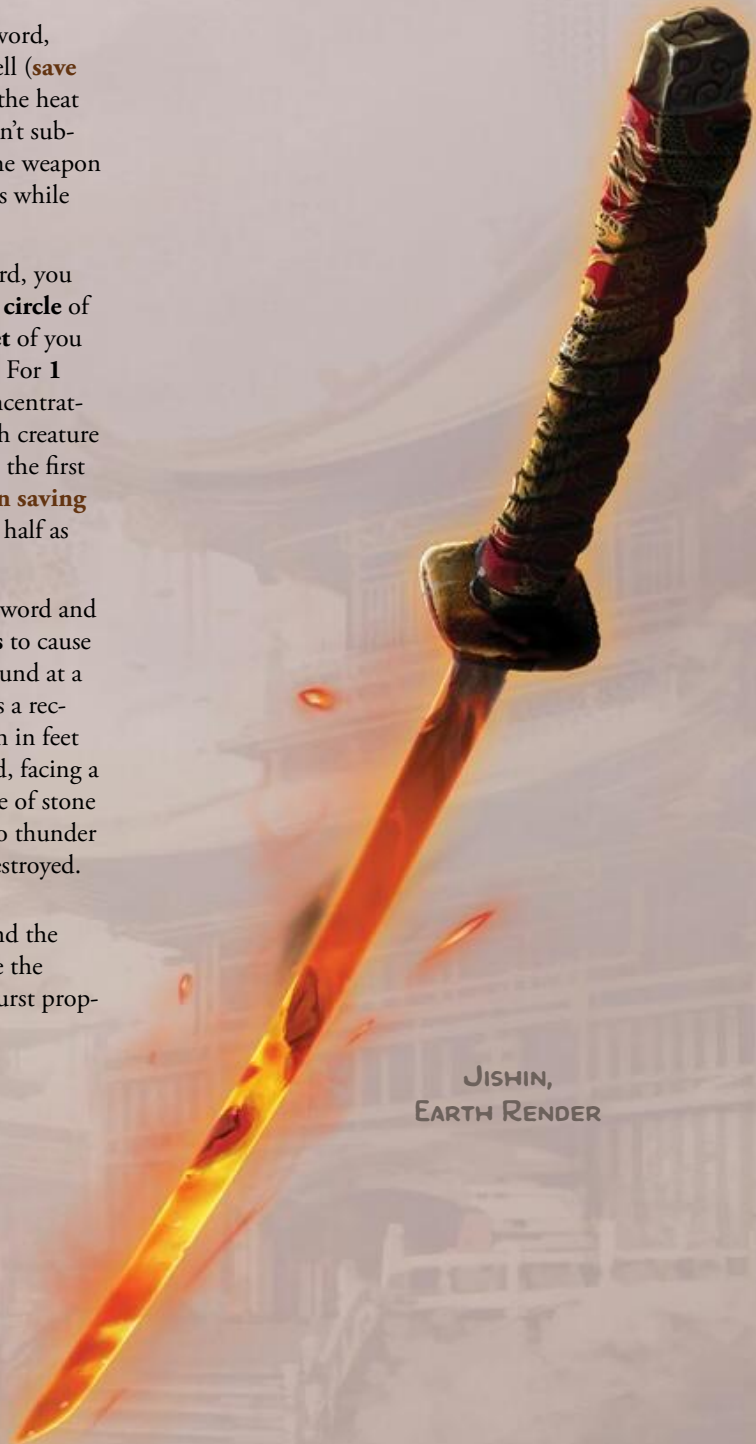
**Lavaburst.** As an action while holding the sword, you can expend **1 charge** to cause a **10-foot-diameter circle** of earth centred on a point you can see within **60 feet** of you to fracture and warp, spurting forth sprays of lava. For **1 minute** or until your concentration ends (as if concentrating on a spell), the area is difficult terrain, and each creature that starts its turn in the area or enters the area for the first time on its turn must make a **DC 15 Constitution saving throw**, taking **3d8** fire damage on a failed save, or half as much damage on a successful one.

**Tectonic Shift.** As an action while holding the sword and standing on earth, you can expend up to **3 charges** to cause a nonmagical slab of rock to burst up from the ground at a point you can see within **30 feet** of you. The slab is a rectangle 10 feet high, 2 inches thick, and has a length in feet equal to five times the number of charges expended, facing a direction of your choice. The slab is an object made of stone that has **AC 15**, **60** hit points, and **vulnerability** to thunder damage. When it is reduced to 0 hit points, it is destroyed.

**Uncommon variant:** Reduce the **DCs** to **13** and the damage of the Lavaburst property to **3d6**. Increase the charges needed to use the Heat Holder and Lavaburst properties to **2**. Remove the Tectonic Shift property.

**Very rare variant:** Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **16**, and the extra fire damage that the sword deals while under the effects of *heat metal* to **2d6**.

**Legendary variant:** While holding this sword, you can speak, read, and understand Ignan and Terran. Increase the charges to **8**, the recharge to **1d4 + 4**, the **DCs** to **17**, the extra fire damage that the sword deals while under the effects of *heat metal* to **2d8**, the damage of the Lavaburst property to **3d10**, and the length of the slab created by the Tectonic Shift property to up to ten feet per charge expended. You can expend any number of charges when using the Tectonic Shift property.



JISHIN,  
EARTH RENDER

# KAGEBOSHI

Prosthesis, uncommon  
Component: Fiend bone

Upon finishing yet another new design, Bombuku proudly submitted it to the Rakin Association of Craftsmen and Inventors for grading. The 10/10 scores in Function, Durability, and Ingenuity stand as a testament to his mastery of the craft. The 11/10 score in Coolness, however, is what he's proudest of by far.

**Prosthesis Properties.** This prosthesis can replace or enhance an arm. It has the Hookshot (30 ft.) and Launch (1d6 slashing, 30 ft.) properties, and the Battery Strike Superior Strike.

**Improved Hookshot.** This prosthesis uses an oversized throwing star instead of a hook for its Hookshot property. As an action while the throwing star is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the throwing star. In addition, the **DC** of the ability check required to forcefully detach the throwing star increases to **13**.

**Shadow Trick.** When you make an attack using the Launch property of the prosthesis, you can unsheathe and throw another weapon, concealing it in the throwing star's shadow. As part of the same action, make another attack against the same target, using a weapon you're carrying that has both the Light and Thrown properties. You have **advantage** on the attack roll. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

**Common variant:** The Improved Hookshot property doesn't increase the DC to detach the shuriken. Remove the Shadow Trick property.

**Rare variant:** Increase the **DC** to **15**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property.

**Instant Transmission.** When you hit a creature with an attack using the prosthesis' Launch property, you can immediately teleport to an unoccupied space of your choice within **5 feet** of the target (no action required). Once this property of the prosthesis has been used, it can't be used again until the next dawn.

**Very rare variant:** Increase the **DC** to **16**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property, and it can be used twice, regaining all expended uses daily at dawn.



KAGEBOSHI

## KANABOOM STICK

Weapon (mace), uncommon  
Component: Fiend (wanyūdō) bone

The fact that demons are reborn after being killed on the Material Plane leaves them with a laissez-faire attitude towards self-preservation. Taking advantage of their innate resistance to the elements, they can often be found in possession of these crudely enchanted maces that leave a minor path of flaming destruction in their wake. The only limit to this weapon is how much punishment its wielder can suffer.

As an action, you can stick this magic weapon into an open flame or light it as you would a torch. Either way, the metal glows with incandescent heat as lava-like veins lick up the weapon's length for **10 minutes**, shedding dim light in a **15-foot radius**.

**Bigger Booms.** While this weapon is lit, it creates fiery explosions with each strike. The first time on each of your turns that you hit a target with an attack using it, you, the target, and each creature within **5 feet** of the target must make a **DC 13 Dexterity saving throw**, taking **2d4** fire damage on a failed save, or half as much damage on a successful one. Flammable objects within this area are set alight if not being worn or carried.

**Rare variant:** Increase the **DC** to **15** and the damage to **4d4**.

**Very rare variant:** Increase the **DC** to **16** and the damage to **8d4**.

## KAPPA'S AQUATIC VISAGE

Wondrous item, rare (requires attunement)  
Component: Fey (kappa) beak

Kappa can be repelled or appeased in a variety of oddly specific manners, including offerings of cucumbers, sumo wrestling matches, bowing, and even written contracts. Existing literature, however, fails to offer much of anything regarding the effectiveness of fashioning a mask from a kappa's skull and using their own powers against them. Perhaps it's time someone tried it out.

This mask has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. If you are knocked prone against your will while wearing it, you must make a **DC 15 Dexterity saving throw**. On a failed save, the mask loses **1 charge** as some of its water is spilled.

**Aquatic Predator.** While wearing this mask, you feel more at ease in the water. You gain a swimming speed of **30 feet**, and you have **advantage** on ability checks made to grapple creatures and avoid or escape being grappled while underwater.

**Water Spells.** While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (+7 to hit, **save DC 15**): *create or destroy water* (**1 charge**), *water breathing* (**3 charges**), or *water wurm*\* (**3 charges**).

**Curse.** This item is cursed, and attuning to it extends the curse to you. While cursed in this way, you gain a mild fixation on challenging strangers to sumo wrestling matches, and all other hobbies seem mundane and joyless in comparison.

**Rare variant, Kappa's Consuming Visage:** Replace the Water Spells property with the Consuming Spells property. Instead of compelling you to challenge strangers to sumo matches, the curse gives you a mild fixation on acquiring and eating cucumbers, with all other food tasting bland and boring in comparison.

**Consuming Spells.** While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (+7 to hit, **save DC 15**): *endoleech*\* (**2 charges**), *extract shirikodama*\* (**3 charges**), or *vampiric touch* (**3 charges**).

\*See Chapter 13 - Spells



KANABOOM STICK

KAPPA'S AQUATIC  
VISAGE

## KITSUNE MASK

Wondrous item, rare (requires attunement)

Component: Fey (yokai) psyche

Where demons arise, so follows the Courteous Cabal. Though the cabal maintains a neutral stance in most wars, its members can often be observed combing battlefields, offering quick deaths to the wounded, and seeking out the abominations that might feast upon the corpses.

This mask has **9 charges**, which manifest as nine incorporeal, fox-like tails. It regains **1d6 + 3** expended charges daily at dawn.

**Soul Vortex.** As an action while wearing the mask, you can expend **2 charges** to conjure a fierce vortex of ethereal fire in a **5-foot-radius, 40-foot-high cylinder** centred on a point within **120 feet** of you. The vortex lasts for **1 minute**, or until your concentration ends, as if concentrating on a spell. Dim light fills the cylinder. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in raging purple flames and must make a **DC 15 Intelligence saving throw**, taking **3d6** psychic damage on a failed save, or half as much damage on a successful one. On each of your turns, you can use an action to move the vortex up to **60 feet** in any direction.

**Spirit Ray.** As an action while wearing the mask, you can spend **2 to 5 charges** to whip a number of tails into ghostly rays which you hurl at creatures within **120 feet** of you. You produce three rays for the first two charges spent, and an additional ray for each charge beyond that. Make a ranged spell attack (+7 to hit) for each ray, dealing **2d6** psychic damage on a hit.

**Uncommon variant:** Reduce the charges to **5**, the recharge to **1d4 + 1**, the **DC** to **13**, and the attack bonus to **+5**.

**Very rare variant:** Increase the **DC** to **16**, the damage of the Soul Vortex property to **4d6**, the damage of the Spirit Ray property to **3d6**, and the attack bonus to **+8**.

## MASK OF THE ONI

Wondrous item, uncommon (enhanced attunement)

Component: Giant (oni) heart

Infiltrating a sect of demon-aligned, shapechanging ogre-mages is no easy feat. Eboshi Gozen, an agent of the Courteous Cabal, cites a mask such as this as instrumental in her success against the oni uprising. The tasks associated with the mask are almost always noble, such is the nature of its forebears.

While wearing this mask, you have **advantage** on Intimidation checks and **disadvantage** on Persuasion checks. You can communicate with Fiends and Giants as if you shared a language.

**Demon's Deceit.** While wearing the mask, you can cast the *disguise self* spell. When the spell is cast in this way,

you can seem up to 3 feet taller. The spell ends early if you remove the mask. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

**Enhanced Attunement.** As part of an hour-long ritual, you can agree to complete a task set out by the last attuner of this mask, enhancing your attunement to it. When you do so, the mask fuses onto your face, turning your skin red, your teeth gold, and giving your eyes an ethereal, sanguine glow. You can use the Stalker's Shroud property. You can't end your attunement to the mask or remove it until you complete the task set out during the ritual. After you complete the task, if you attempt to end your attunement to the mask, you must first set a task for the next enhanced attuner to complete.

**EA: Stalker's Shroud.** As a bonus action while wearing the mask, you can become **invisible** to a creature within **30 feet** of you until the start of your next turn. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

**Rare variant:** You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward.

**Very rare variant:** You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward. Rolling a 2 or 3 for the Stalker's Shroud property does not prevent you from using the property again.



KITSUNE MASK

ARTIST NAME

## MASK OF THE TENGU

Wondrous item, uncommon (requires attunement)

Component: Humanoid (tengu) skin

"Lies should be avoided. However, if it cannot be helped, then they should be convincing and not lead to a web in which you trap yourself. This tool will teach you to lie once, and lie well."

— Sensei Lialia on giving his student a mask of the tengu

When you don this mask, it shifts to match your features, leaving your nose slightly longer than before, but it is otherwise undetectable.

**Duplicitous Duplication.** While wearing this mask, you can use a bonus action to create a perfect illusory image of yourself. When you create the duplicate, you can choose to have it step out of your own form into an unoccupied space adjacent to you, or you can have it appear in your space while you move into an unoccupied adjacent space without provoking opportunity attacks. This duplicate lasts for **1 minute**, or until you dismiss it as a bonus action. As part of the bonus action used to create the duplicate and as a bonus action on subsequent turns, you can have the illusory duplicate move up to your speed to a space you can see. The illusion is indistinguishable from yourself, and creatures can't tell the difference until they see you physically interact

with something (such as hitting a target with an attack) or see the illusion fail to physically interact with something (such as being hit with an attack, which passes right through it). Once this property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn.

**Switcheroo.** While wearing this mask, when you are the target of an attack by a creature you can see, but before the creature makes its attack roll, you can use your reaction to try to switch places with a creature no more than one size larger than you that you can see within **30 feet** of you. If the creature is unwilling, it must make a **DC 13 Charisma saving throw**. If the creature is willing or fails the saving throw, you switch places, and the creature becomes the new target of the attack. Alternatively, you can choose to switch places with the illusory duplicate created by the Duplicitous Duplication property. Once this property has been used, it can't be used again until the next dawn.

**Rare variant:** Increase the **DC** to **15** and the **d4** to a **d6**. Once the Switcheroo property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells (**save DC 15**). Once *disguise self* has been cast in this way, it can't be cast again using the mask until the next dawn.

**Very rare variant:** Increase the **DC** to **16** and the **d4** to a **d8**. Once the Switcheroo property has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells at will (**save DC 16**).



MASK OF THE ONI



MASK OF THE TENGU

## MINDCUTTER

Weapon (chakram), very rare  
Component: Aberration eye

"Conceal your presence. Strike where your foe is weakest. Vanish into the shadows."

— Excerpt from the Shinobi Code

This weapon appears to be a metal disk with three prongs. While you wield it, blades of psionic energy form around the prongs, allowing the weapon to be used as a chakram that deals psychic damage instead of slashing damage, and it deals an extra **2d6** psychic damage to the first target it hits on each of your turns.

**Unseen Slice.** While holding this weapon, you can use a bonus action to phase the chakram into the realm of thought. Until the end of your turn, you gain the following benefits:

- The chakram is invisible to creatures other than you, granting you **advantage** on attack rolls made with it against such creatures.
- Making ranged attacks with the chakram doesn't reveal your position if you are hidden, and the chakram disappears and reappears in your hand after each attack.
- The chakram deals an extra **6d6** psychic damage instead of 2d6 to the first target it hits on this turn.

Once this property of the chakram has been used, it can't be used again until the next dawn.

**Uncommon variant:** The chakram doesn't deal extra damage to the first target it hits on each of your turns. Reduce the damage of the Unseen Slice property to **4d6**.

**Rare variant:** Reduce the extra damage the chakram deals to the first target it hits on each of your turns to **1d6** and the damage of the Unseen Slice property to **5d6**.

## NEEDLESPITTER KARAKASA

Wondrous item, uncommon (requires attunement)  
Component: Fiend (yokai) skin

At the "Not-A-Mimic Emporium", renowned salesman Tsuku Mogami prides herself in selling weapons, armour, and assorted adventuring gear, all one-hundred percent guaranteed not to be mimics in disguise. And if something can be said about her claims, it's that they're technically true.

**Needle Shower.** As an action, you can rapidly spin this umbrella in your hands, causing it to discharge needles in every direction. Each other creature within **15 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** piercing damage and **3d6** psychic damage on a failed save, or half as much damage on a successful one. Once this property of the item has been used, it can't be used again until the next dawn.

**Sentience.** The needlespitter karakasa is a sentient chaotic neutral item with an Intelligence of **8**, a Wisdom of **14**, and a Charisma of **16**. It has hearing and darkvision out to a range of **120 feet**. It can speak and understand Abyssal and Common.



MINDCUTTER



NEEDLESPITTER  
KARAKASA

ARTIST NAME

**Personality.** Most *needlespitter karakasa* are incorrigible pranksters, taking immense joy in mischief of all sorts. They love to be spun and get bored easily, which leads them to indulge in their favourite pastime: scaring folks. Each time you finish a short rest with it nearby, the *karakasa* attempts to startle you with a loud noise or sudden movement, and you can make a **DC 13 Charisma (Performance)** check to appear convincingly frightened. The *karakasa* may also attempt to scare you at a random point throughout the day (GM's discretion). On a successful check, the *karakasa* is so pleased that it regains the use of its Needle Shower property. Once the item has regained a use of a property in this way, it can't regain a use of that property again until the next dawn, but it will still periodically attempt to scare you.

**Rare variant:** Increase the **DCs** to **15** and the piercing and psychic damage to **4d6** each. The item has the Safe Descent property.

**Safe Descent.** When you fall, you can use your reaction to raise and open the umbrella, slowing your rate of descent to **60 feet** per round until you land or stop holding the umbrella. For each foot you fall while under the effects of this property, you can move one foot horizontally. When you land, you take no falling damage. Once this property of the item has been used, it can't be used again until the next dawn. If you succeed on the check to appear scared by the item, you can choose to regain the use of this property instead of the use of Needle Shower.

**Very rare variant:** Increase the **DCs** to **16** and the piercing and psychic damage to **5d6** each. The item has the Safe Descent property. While open, the umbrella can be used as a **+1 shield**. While closed, it can be used as a **+1 spear**. You can open or close the umbrella as an action.

## NEKOMATA SHAMISEN

*Wondrous item, uncommon (optional attunement)*  
Component: Fey (yokai) hair

Defying explanation, this instrument lends a haunting and sorrowful quality to any song played on it, regardless of the musician's intent. Though off-putting to some, it appears to be universally appealing to felines of all types, which are drawn by the sound of the shamisen and sometimes even join in as a mewling choir.

**Nekomata's Call.** As an action while holding this instrument, you can play a haunting tune to raise the spirits of the dead and bend them to your will. You summon three **specters**, which appear in unoccupied spaces of your choice within **30 feet** of you. Each specter disappears after **1 minute**, when it drops to 0 hit points, or if you don't use a bonus action on your subsequent turns to continue playing the shamisen. The specters are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't

issue any, they take the Dodge action. Once this property of the instrument has been used, it can't be used again until the next dawn.

**Optional Attunement.** If you choose to attune to this item, you can use the Spiritual Bond property while you remain attuned to it.

**OA: Spiritual Bond.** When a creature's hit point maximum is reduced by the Life Drain action of one of the specters summoned by the Nekomata's Call property, you can use your reaction to regain hit points equal to the hit point maximum reduction.

**Rare variant:** The Nekomata's Call property can be used twice, regaining all expended uses daily at dawn.

**Very rare variant:** The Nekomata's Call property can be used three times, regaining all expended uses daily at dawn. While attuned to the item, you can use the Spiritual Burden property.

**OA: Spiritual Burden.** When you take damage, you can use your reaction to share the burden of pain with your choice of one of the specters summoned by the Nekomata's Call property, as long as it is within **30 feet** of you. You take half as much damage instead, and the specter takes the remaining damage.



NEKOMATA  
SHAMISEN

## ONIKIRI, DEMON CUTTER

Weapon (any sword), rare (requires attunement)  
Component: phial of Fiend (demon) blood

"Luckily, this time, the samurai were prepared. While the lesser samurai cut through the demonic underlings, radiant arcs of energy blossoming out from their onikiri to strike down the hordes of stinking dretches, their sensei locked eyes with the huge, bulbous demon. A circle cleared as both samurai and demonlings subconsciously made space for the impending duel. If the sensei could hold the demon's attention for long enough, the day would be theirs."

— Saga of the Battle for Black Rock

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn. While holding it, you can cast the *light* cantrip on the blade at will.

**Radiant Wrath.** As a bonus action while holding the sword, you can expend **1 charge** to imbue it with crackling radiant energy until the end of your next turn. While imbued, this sword deals an extra **1d6** radiant damage to each target it hits. In addition, the first time you hit with an attack using the imbued sword on each of your turns, each Fiend within **10 feet** of the target must succeed on a **DC 15 Dexterity saving throw** or take **2d6** radiant damage as crackling energy arcs out towards it.

**Demon Lure.** As a bonus action while holding the sword, you can expend **2 charges** to draw the attention of one creature you can see within **30 feet** of you, forcing it to make a **DC 15 Wisdom saving throw**. Fiends make this saving throw with **disadvantage**. On a failure, the creature becomes fixated on you for **1 minute**. While fixated, the creature is **incapacitated** and its speed is reduced to **0 feet**. This effect ends if you attack any other creature, if you cast a spell, if you're more than **30 feet** away from the fixated creature at any point, or if it takes any damage from you or a creature friendly to you.

**Uncommon variant:** Remove the Demon Lure property. Reduce the **DC** to **13** and the damage of the Radiant Wrath property to **1d4** and **2d4**, respectively.

**Very rare variant:** Increase the charges to **5**, the recharge to **1d4 + 1**, the **DCs** to **16**, and the damage of the Radiant Wrath property to **1d8** and **2d8**, respectively.

**Legendary variant:** While holding this sword, you can speak, read, and understand Celestial, and you can expend **1 charge** to cast the *protection from evil and good* spell (no concentration required), protecting the target from Fiends only. Increase the charges to **5**, the recharge to **1d4 + 1**, the **DCs** to **17**, and the damage of the Radiant Wrath property to **1d10** and **2d10**, respectively. Reduce the charges required to use the Demon Lure property to **1**.

ONIKIRI,  
DEMON CUTTER

## REAPER'S KAMA

Prosthesis, uncommon  
Component: Monstrosity bone

"Let's cut to the chase. This is pretty cut and dry. I don't like the cut of your jib. Time to cut you down to size."

— Catchphrase concepts scribbled on the margins of Bombuku's notebook, next to the schematics for the reaper's kama

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. This prosthesis has the Hookshot (30 ft.), Integrated (kusarigama), and Launch (1d6 slashing, 30 ft.) properties.

**Improved Hookshot.** This prosthesis uses a sickle instead of a hook for its Hookshot property. As an action while the sickle is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the sickle. In addition, the DC of the ability check required to forcefully detach the sickle increases to 13.

**Slicestorm.** As an action while wearing this prosthesis and the sickle isn't attached to a target as part of the Hookshot property, you can whip the chain around you, slicing at foes with the sickle at its tip in a whirlwind of steel. Each creature within **10 feet** of you must make a **DC 13 Dexterity saving throw**, taking **4d6** slashing damage on a failed save, or half as much damage on a successful one. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

**Common variant:** The Improved Hookshot property doesn't increase the DC to detach the sickle. Remove the Slicestorm property.

**Rare variant:** Increase the DCs to 15 and the damage of the Slicestorm property to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magical prosthesis' integrated weapon.

**Very rare variant:** Increase the DCs to 16 and the damage of the Slicestorm property to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magical prosthesis' integrated weapon. The Slicestorm property can be used three times, regaining all expended uses daily at dawn.

REAPER'S KAMA



RYŪTŌ NUNCHAKU



## RYŪTŌ NUNCHAKU

Weapon (nunchaku), rare  
Component: Fey (yokai) fat

The immaterial, ghostly flames that sometimes manifest above the surface of lakes and rivers have long been the subject of contentious debate. Some consider them to be mere tricks of the light, while others hold that they are real, just not yet understood. Well, it turns out that they are real. *And* they can be weaponized.

This weapon deals an extra **1d4** fire or necrotic damage (your choice) to the first target it hits on each of your turns. While wielding it, you can cast the *dancing lights* cantrip.

**Ghostly Fireworks.** When you successfully perform a flourish with your nunchaku, you can immediately cast the *faerie fire* spell (**save DC 15**, no action required) with a range of **5 feet**. While under the effects of the spell, a creature takes **1d6** fire or necrotic damage (your choice when you cast the spell) at the end of each of its turns as some of the ghostly fire burns away at it. Once this property of the weapon has been used, it can't be used again until the next dawn.

**Uncommon variant:** Reduce the **DC** to **13**. The nunchaku don't deal extra damage on a hit, and creatures under the effect of the *faerie fire* spell don't take damage at the end of each of their turns.

**Very rare variant:** Increase the **DC** to **16** and the damage of the *faerie fire* spell to **1d10**. The nunchaku deals an extra **1d4** fire or necrotic damage (your choice) to each target it hits, instead of only the first target on each of your turns.



SCORPION'S  
WARTAIL

## SCORPION'S WARTAIL

Prosthesis, uncommon (requires attunement)  
Component: Beast (giant scorpion) stinger

Why does the scorpion sting the frog, even if both drown as a result? After experiencing the intoxicating thrill of slaughter with this prosthesis, the mystery begins to clarify. With such a beautifully lethal weapon at one's disposal, after all, it's a travesty to see it go unused...

**Prosthesis Properties.** This prosthesis can replace, simulate, or enhance a tail, and can be worn by a creature even if doing so would put it over its typical number of limbs. It has the **Melee (1d6 piercing, Scourge)** property and the **Skewer Superior Strike**. The reach of attacks made with this prosthesis is increased by an additional 5 feet, to a total of **15 feet**.

**Get Over Here!** Once on each of your turns, when you hit a Medium or smaller creature with an attack using this prosthesis, you can force it to make a **DC 13 Strength saving throw**. On a failed save, the creature is pulled up to **10 feet** closer to you.



SHISUI,  
WATER SLASHER

**Rare variant:** Increase the **DC** to **15**. The prosthesis has the **Venom-Tipped** property.

**Venom-Tipped.** This prosthesis contains a reservoir of powerful venom in its tip. When you hit a creature with an attack using the prosthesis, you can inject the venom into the creature, which must make a **DC 15 Constitution saving throw**. On a failed save, the creature takes **3d8** poison damage and is **poisoned** for **1 minute**. On a successful save, it takes half as much damage and isn't poisoned. A creature must repeat the saving throw at the end of each of its turns, ending the effect on a success and taking **3d8** poison damage on a failure. Once this property of the prosthesis has been used, it can't be used again until the next dawn, when the reservoir magically refills with venom.

**Very rare variant:** This prosthesis has the **Venom-Tipped** property. Increase the **DCs** to **16**, the reach of the prosthesis' **Melee** property to **20 feet**, the distance a creature can be pulled with the **Get Over Here!** property to **15 feet**, and both the initial and ongoing poison damage to **5d8**.

## SHISUI, WATER SLASHER

*Weapon (any sword), rare (requires attunement)*  
*Component: Elemental volatile mote of water*

Masters of movement and manipulators of momentum, the river rōnin were protectors of the waterways. Legend says such samurai could control water with their ki, forming it into shields, whips, and whirlpools. These blades, known as shisui, gave the rōnin the ability to conjure water to wield in even the driest deserts or most remote mountaintops.

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn. If the weapon spends 8 continu-

ous hours fully submerged in running water, it regains **all** expended charges at the next dawn.

**Aqua Conjunction.** As an action while holding this weapon, you can expend **1 charge** to create water as per the *create or destroy water* spell.

**Jet.** As an action, you can expend **2 charges** to propel yourself forward up to **30 feet** in a straight line to an unoccupied space you can see. Each creature in a **10-foot-wide line** between your origin and your destination must make a **DC 15 Dexterity saving throw** as high powered jets of water slice into them. A creature takes **4d6** slashing damage on a failed save, or half as much damage on a successful one.

**Torrent.** When you take the **Attack** action while holding this weapon, you can expend **1 charge** to fire a **2-foot-wide, 15-foot-long line** of high pressure water from the blade in place of one of the attacks. Each creature in the area must succeed on a **DC 15 Strength saving throw** or either be pushed back **5 feet** or be knocked **prone** (your choice for all targets).

**Uncommon variant:** Reduce the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **13**, and the damage to **3d6**.

**Very rare variant:** Increase the **DCs** to **16**, the damage to **6d6**, and the length of the line created by the **Torrent** property to **20 feet**.

**Legendary variant:** While the weapon is on your person, you can speak and understand **Aquan**. The **Aqua Conjunction** property allows you to cast the *create or destroy water* spell at will or expend **3 charges** to cast the *control water* spell (**save DC 17**). Increase the **DCs** to **17**, the damage to **7d6**, and the length of the line created by the **Torrent** property to **30 feet**.

## STAFF OF THE JADE GUARDIAN

Rod, staff, or wand, very rare (requires attunement by a spellcaster)

Component: Construct (komainu) lifespark

Blessed with the staunch loyalty of the noble komainu, these staves are among some of the most reliable weapons an adventurer can ask for. Ever vigilant, the lion's visage at the tip growls menacingly at those it deems untrustworthy, as if warning them of the righteous punishment that awaits any who attempt to harm its wielder.

This staff has **12 charges** and regains **1d8 + 4** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff breaks in two with the sound of a mighty roar and is destroyed.

**Guardian's Resolve.** While holding this staff, creatures that lack the Swarm trait can't enter your space if you're unwilling. Swarms have **disadvantage** on attack rolls while occupying your space.

**Spells.** While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 16**): *faithful hound* (**4 charges**), *guardian of faith* (**4 charges**), or *spirit guardians* (**3 charges**, good or neutral only, regardless of your alignment). All spectral entities created by a spell cast in this way take the appearance of mythical lion dogs.

**Rare variant:** Reduce the charges to 7, the recharge to **1d4 + 3**, and the **DC** to **15**.

## TANUKI-ZAKE

Potion, uncommon

Component: Humanoid (tanuki) liver

Among other mischief, tanuki enjoy brewing magical sake, which they trick Humanoids into imbibing, delighting in the drunken antics that unfold. However, they try to ensure their pranks are not overly harmful—the effects of the sake wear out quickly and, should the drinker stumble into a scuffle, they will find themselves strangely empowered by the brew.

**Drunken Master.** When you use your action to drink this sake, you become **poisoned** for **10 minutes**. If you have immunity to the poisoned condition, you can choose to be poisoned by the sake regardless. While poisoned in this way, you gain the following benefits:

- You don't have disadvantage on melee attack rolls or ability checks that use Strength or Dexterity as a result of the poisoned condition.
- You gain a **+1 bonus** to AC.

STAFF OF THE  
JADE GUARDIAN



TANUKI-ZAKE



- You can spend **5 feet** of your movement to stand up from being prone, instead of half your speed.
- The first time on each of your turns that you make a melee attack immediately after you stand up from being prone, you have **advantage** on the attack roll. If the attack is an unarmed strike, it deals an extra **1d6** damage on a hit.

**Common variant:** This potion's effect does not grant a bonus to AC or advantage on attack rolls made immediately after standing up from being prone.

**Very rare variant:** You can gain the benefits of the sake for each attack you make on your turn immediately after standing up from prone, instead of only the first time.

## WANYŪDŌ'S BURDEN

*Wondrous item, rare*

*Component: Fiend (wanyūdō) soul*

Old legends claim that these amulets are made to punish vile fiends, whose souls are sealed within, forced to aid mortals to make up for past misdeeds. Of course, these tales are pure fiction. A demon couldn't possibly be imprisoned in the necklace... right?

This amulet has **3 charges** and regains **all** expended charges daily at dawn.

**Firedrinker.** As a reaction when you take fire damage while wearing this amulet, you can expend **1 charge** to reduce that damage by **3d6**, as the demonic visage sucks a portion of the flames into its mouth. Then choose one of the following options:

- **Consume.** You regain hit points equal to half the damage reduced.
- **Exhale.** The demonic visage immediately spits out those flames at a creature of your choice within **10 feet** of you. The target must make a **DC 15 Dexterity saving throw**, taking **3d6** fire damage on a failed save, or half as much damage on a successful one.

**Flaming Trail.** After the necklace has drunk enough fire, it unlocks a powerful new ability. While this necklace has 0 charges and you are wearing it, you can cast the *wall of fire* spell (**save DC 15**). When cast in this way, the amulet animates, detaches from its string, and spins across the battlefield, leaving a trail of fire in its wake that grows into the wall, which can be in any shape instead of just a circle or a straight line. After the wall is formed, the amulet returns to you and attaches itself to the string once more. While wearing the amulet, you take no damage from the spell cast using it. Once this property of the amulet has been used, it can't be used again until the next dawn.

**Uncommon variant:** Reduce the **DC** to **13**. Remove the Flaming Trail property.

**Very rare variant:** Increase the **DCs** to **16**. The Flaming Trail property can be used twice, regaining all expended uses daily at dawn.

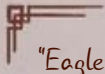
WANYŪDŌ'S  
BURDEN



# WINDWEAVER

Prosthesis, uncommon (requires attunement)

Component: Elemental core of air



"Eagles soar above  
Where no man could ever reach  
Good thing I'm no man."

— Haiku written by Bombuku the tanukin during  
the crafting of the first windweaver

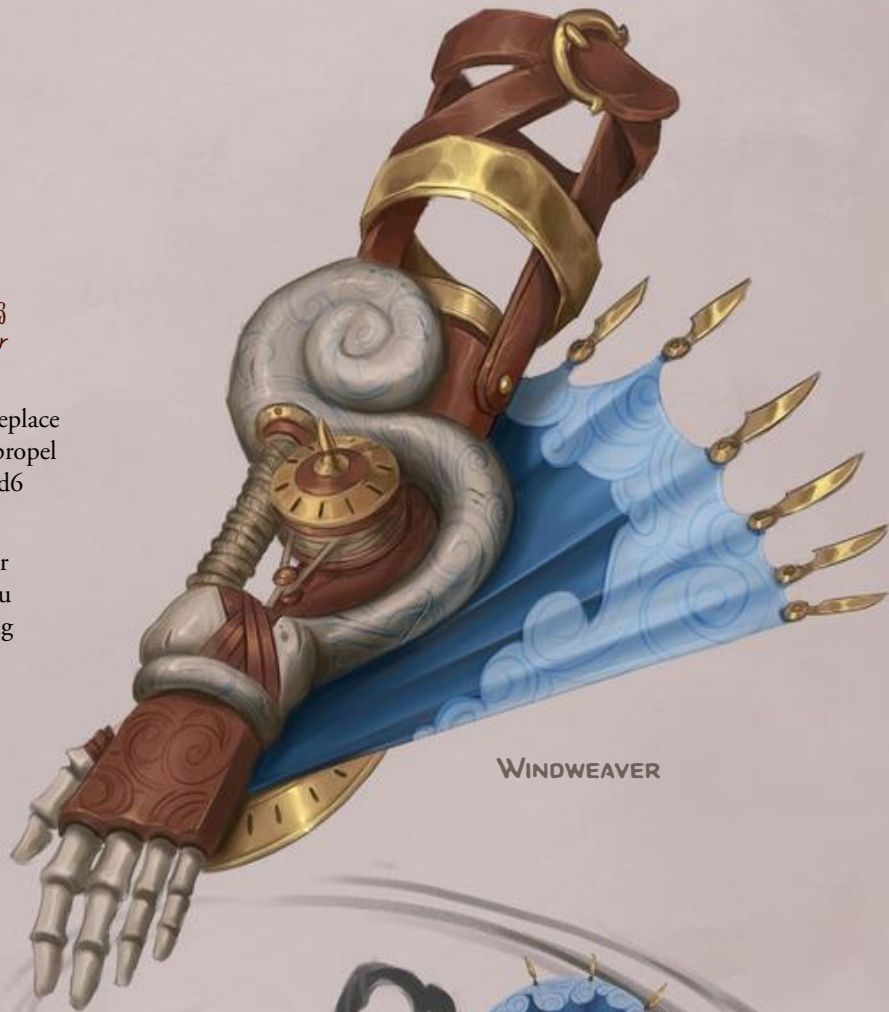
**Prosthesis Properties.** This prosthesis can enhance or replace an arm, and has a built-in war fan that can be used to propel yourself with blasts of magical wind. It has the Blast (2d6 bludgeoning, 30 ft.) and Integrated (tessen) properties.

**Stick the Landing.** When you fall, you can use your reaction to unleash a blast of wind moments before you hit the ground, cushioning you and reducing the falling damage you take to 0.

**Rare variant:** The prosthesis has the Wind Tunnel property.

**Wind Tunnel.** When you use the prosthesis' Blast property to propel yourself, you can choose to create an even larger blast of wind. If you do, you can move up to **60 feet** instead of 30 feet, and you don't provoke opportunity attacks while doing so. In addition, when you move within **5 feet** of a creature during this movement, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature can only be forced to make this saving throw once on each turn. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

**Very rare variant:** The prosthesis has the Wind Tunnel property. Increase its **DC** to **16**. Creatures that fail the saving throw against the Wind Tunnel property also take **2d6** bludgeoning damage. The Stick the Landing property can also be used on a creature that falls within **15 feet** of you.



WINDWEAVER



ARTIST NAME



WRAITHCLAW



## WRAITHCLAW

*Prosthesis, uncommon (requires attunement)*  
*Component: Undead ethereal ichor*

After witnessing the self-proclaimed “King of the Ghost Pirates” stretch his phantasmal limbs to board a ship, Bombuku just knew he had to recreate that power. The Undead pirates weren’t too keen to part with their ectoplasm, but Bombuku is quite persuasive... and failing that, a good thief and a fast swimmer.

**Prosthesis Properties.** This prosthesis consists of a ghostly limb, solid to the touch, and can enhance or replace an arm. It has the Hookshot (20 ft.) and Melee (2d6 necrotic, Pugilist) properties, and the Flurry Superior Strike. Instead of firing a hook, the arm stretches and the hand grabs on to the target, but otherwise functions in the same way. While wearing the prosthesis, you can use a bonus action to cause it to dissolve into thin air or to make it reform.

**Ghostly Reach.** The reach of weapons you hold using only the prosthesis, as well as unarmed strikes made using the prosthesis, increases by **5 feet**.

**Improved Hookshot.** As an action while the hand is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item’s Hookshot range

in a straight line towards the hand. In addition, the **DC** of the ability check required to forcefully detach the hook increases to **13**.

**Hundred Claws.** While wearing the prosthesis, you can use an action to summon a barrage of ghostly hands that assault a creature within **10 feet** of you. Make a melee spell attack against it (+5 to hit). On a hit, the creature takes **2d6** necrotic damage, and you can immediately attack it in this way again as part of the same action. You can make a maximum of three attacks with each use of this property. Once the property has been used, it can’t be used again until the next dawn.

**Rare variant:** Increase the **DC** to **15**. Increase the Hundred Claws property’s attack bonus to +7, damage to **3d6**, and maximum number of attacks to four. The Hundred Claws property can be used three times, regaining all expended uses daily at dawn.

**Very rare variant:** Increase the **DC** to **16**. Increase the Hundred Claws property’s attack bonus to +8, damage to **4d6**, and maximum number of attacks to four. The Hundred Claws property can be used four times, regaining all expended uses daily at dawn.

## WYRM'S BREATH GRENADE

Wondrous item, rarity varies

Component: Dragon (varies) breath sac

Within a beautifully sculpted exterior is housed a dragon's biomedically-sustained toxin gland, pungent incense, and crushed diamond. Available in a variety of hues, the metal from which this grenade-like contraption is fashioned always matches the dragon from which the organ was harvested.

As an action, you can throw this magical device onto a surface you can see within **60 feet** of you. Upon impact, the incense ignites, billowing out in a pungent, **15-foot-radius sphere**, carrying with it the dragon's magic. A creature that starts its turn in the area or enters the area for the first time on a turn must make the associated saving throw, suffering the associated effects on a failure. Creatures are affected even if they hold their breath or don't need to breathe. The cloud lasts for **1 minute** or until a strong wind (at least 20 miles per hour) disperses it.

Once a grenade has been used, it can't be used again until the next dawn, and it must be refilled with 100 gp of good-quality incense, as well as a specified value of diamond dust.

**Bronze, Repulsion; Rare.** A creature must succeed on a **DC 15 Strength saving throw** or be flung up to **60 feet** from the centre of the sphere, landing **prone** and taking **2d6** bludgeoning damage. If a creature collides with another creature, both creatures take an extra **2d6** bludgeoning damage. If a creature collides with a solid object, it takes **4d6** bludgeoning damage instead. Diamond dust: 400 gp.

**Copper, Slow; Rare.** A creature must succeed on a **DC 15 Constitution saving throw** or suffer the effects of the *slow* spell until the end of its next turn. Diamond dust: 300 gp.

**Brass, Sleep; Very Rare.** A creature must succeed on a **DC 16 Constitution saving throw** or be affected by a heavy drowsiness that causes it to fall **unconscious** until the start of its next turn. A creature with 80 or more hit points is **immune** to this effect. This effect ends for a creature if the creature takes damage, or if another creature uses an action to wake it. Diamond dust: 700 gp.

**Gold, Weakening; Very Rare.** A creature must succeed on a **DC 16 Constitution saving throw** or have **disadvantage** on all ability checks, attack rolls, and saving throws, and also deal half damage with weapon attacks that use Strength until the end of its next turn. Diamond dust: 1,200 gp.

**Silver, Paralyzing; Legendary.** A creature must succeed on a **DC 17 Constitution saving throw** or be **paralysed** until the start of its next turn. Diamond dust: 2,400 gp.

## XYXLWOOD BONSAI

Wondrous item, uncommon

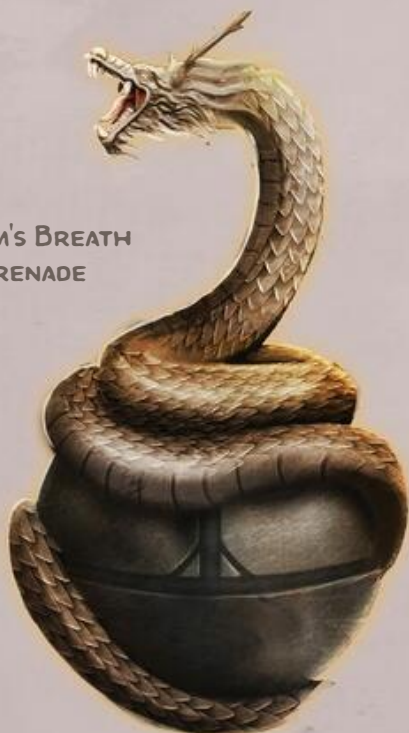
Component: bundle of Plant roots

This exceptionally fast-growing, animated Xyxlwood tree writhes its roots in delight whenever you sprinkle it with fresh water. Measuring 6 inches cubed, this magical plant needs almost constant care lest it become an unkempt shrubbery. Each day, the bonsai bonds with the creature that tends to it best, also known as its gardener.

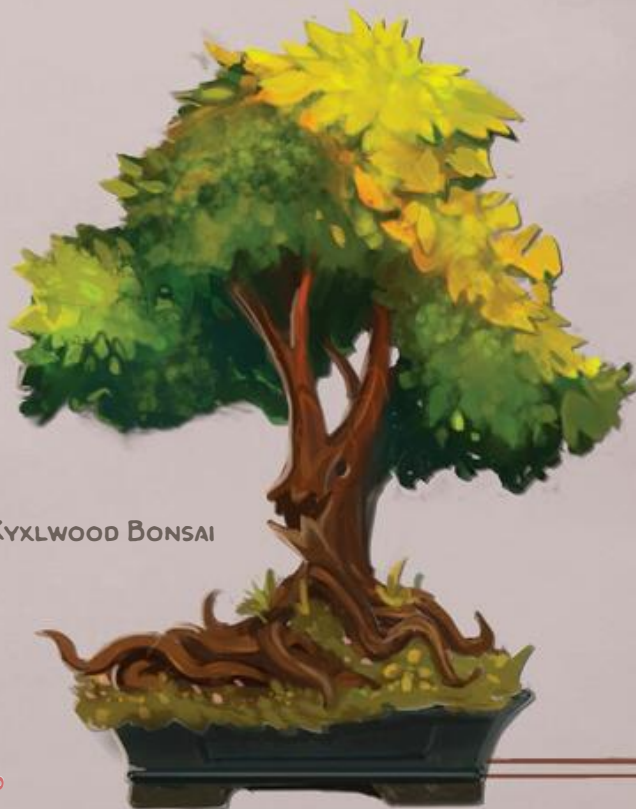
**Goodboy Berry.** So long as the following conditions were met during the last 24 hours, the bonsai produces **2d4** berries, as per the *goodberry* spell, each day at dawn:

- The bonsai was in bright light for at least **1 hour** in total.
- The bonsai received more than a quarter of a gallon of fresh water but no more than half a gallon, or twice as much water during hot weather.

WYRM'S BREATH  
GRENADE



XYXLWOOD BONSAI



- A creature spent at least **10 minutes** pruning and tending to the bonsai. When a creature prunes the bonsai, it must make a **DC 11 Dexterity (Nature)** check. On a failed check, the number of berries produced at the next dawn is reduced by one die.

The berries produced by the bonsai remain for **24 hours**. At the end of this time, their potency dissipates and they rot away.

**Calming Practice.** Each day at dawn, if the bonsai produces at least one berry, the last creature to successfully prune and tend to it is suffused with a sense of calm until the next dawn. Once during that time, the creature can cast the *calm emotions* spell (**save DC 13**), centred on itself.

**Rare variant:** Increase the number of berries that the bonsai produces each day at dawn to **4d4**, the **DC** of the check required to prune and tend to it to **13**, and the **save DC** to **15**. The item has the Serene Mind property.

**Serene Mind.** Once while suffused with a sense of calm as per the Calming Practice property, a creature can use an action to gain **resistance** to psychic damage for **1 hour**.

## YUKIMONO

*Wondrous item, uncommon (requires attunement)*  
*Component: Undead (yokai) ethereal ichor*

After the legendary seamstress of the Mountain Clan passed away one night, many thought her latest work would never be completed. Days later, however, the first *yukimono* was found in her abandoned home. Many believe that it was her ghost who finished the piece, and that the constant cold felt by the wearer of the kimono is in fact the chill of her grave.

This kimono has **3 charges**, represented by the same number of blue wisps floating around it, and regains **1d3** expended charges daily at dawn. As a bonus action, you can make the wisps invisible or visible again.

**Immaterial Step.** While wearing this kimono, other creatures' spaces aren't considered difficult terrain for you, and you can move through a hostile creature's space regardless of its size. When you move into a creature's space using this property, you take **1d4** force damage, which can't be reduced or prevented in any way. You can't willingly end your turn in another creature's space.

**Minor Possession.** As a bonus action while wearing this kimono, you can expend **1 charge** to speak its command word, instructing one of the blue wisps to possess a creature you can see within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or the wisp enters the creature and can exert limited control over its body for **1 minute**, disrupting its movements. For the duration, the creature's speed is halved, and it has **disadvantage** on the first attack roll it makes on each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property has no effect on Constructs and Undead.



YUKIMONO

**Rare variant:** Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DC** to **15**. The item has the Major Possession property.

**Major Possession.** While wearing this kimono, you can use an action to force several of the blue wisps into a creature at the same time, expending **4 charges** to cast the *dominate person* spell (**save DC 15**).

**Very rare variant:** The item has the Major Possession property. Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DCs** to **16**. While wearing the kimono, you have **resistance** to cold damage.

CHAPTER 13

# SPELLS



# SPELLS

Behold! A plethora of magical morsels for your magicians and mages to monopolise! This chapter contains 62 spells; 44 brand new ones and 18 from other Loot Tavern publications, included here for your convenience. The spells are listed alphabetically.

**Biomancy.** Biomantic spells revolve around living matter and its manipulation. If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied in the spells meta data line. For example, *feverskin's* "5th-level biomancy\*" (\*can be replaced with evocation)" means that, if you elect to include biomancy in your world, it can be a biomancy spell. If you don't, it's an evocation spell. You can also have it exist in both schools simultaneously, allowing a School of Evocation or School of Biomancy wizard (see *Heliana's Guide*) to learn and use it as if it came from the school of magic with which they were affiliated.

## SPELLS BY NAME

<i>Acid Rain</i> . . . . .	278	<i>Magatsuchi's Lantern</i> . . . . .	289
<i>Bakuryō's Blessèd Blizzard</i> . . . . .	278	<i>Mireball</i> . . . . .	289
<i>Blinding Radiance</i> . . . . .	279	<i>Mirror of Reflection</i> . . . . .	290
<i>Bloodweave</i> . . . . .	279	<i>Nomi's Adamantine Carapace</i> . . . . .	290
<i>Cage of Frozen Tears</i> . . . . .	279	<i>Pins &amp; Needles</i> . . . . .	291
<i>Calm Air</i> . . . . .	280	<i>Protection</i> . . . . .	291
<i>Calm Earth</i> . . . . .	280	<i>Raiko's Rending Rage</i> . . . . .	291
<i>Calm Flames</i> . . . . .	280	<i>Redirect Lightning</i> . . . . .	292
<i>Calm Waters</i> . . . . .	281	<i>Reinforce</i> . . . . .	292
<i>Cloud Stride</i> . . . . .	281	<i>Repulsing Palm</i> . . . . .	293
<i>Concussion</i> . . . . .	281	<i>Riptide</i> . . . . .	293
<i>Cyclone</i> . . . . .	282	<i>Rock Tomb</i> . . . . .	293
<i>Dash Strike</i> . . . . .	282	<i>Ryoko's Revelation</i> . . . . .	294
<i>Depth Charge</i> . . . . .	282	<i>See Future Death</i> . . . . .	294
<i>Earthen Fist</i> . . . . .	283	<i>Shielding Word</i> . . . . .	295
<i>Earthskin</i> . . . . .	283	<i>Slatestorm</i> . . . . .	295
<i>Earthen Uppercut</i> . . . . .	284	<i>Smokescreen</i> . . . . .	295
<i>Endoleech</i> . . . . .	284	<i>Snakebite</i> . . . . .	296
<i>Endure</i> . . . . .	284	<i>Soften Descent</i> . . . . .	296
<i>Eruption</i> . . . . .	285	<i>Spark</i> . . . . .	297
<i>Extract Shirikodama</i> . . . . .	285	<i>Steelskin</i> . . . . .	297
<i>Feverskin</i> . . . . .	286	<i>Sundering Sky</i> . . . . .	297
<i>Flaming Tiger Leap</i> . . . . .	286	<i>Switcheroo</i> . . . . .	298
<i>Flash</i> . . . . .	286	<i>Tempestuous Transformation</i> . . . . .	298
<i>Flashbang</i> . . . . .	286	<i>The Bends</i> . . . . .	298
<i>Ice Moon</i> . . . . .	287	<i>Wanyūdō's Fury</i> . . . . .	299
<i>Iminada's Umigiri</i> . . . . .	287	<i>Water Whip</i> . . . . .	299
<i>Incendiary Strike</i> . . . . .	287	<i>Water Wyrms</i> . . . . .	299
<i>Inner Flame</i> . . . . .	288	<i>White Water Wall</i> . . . . .	300
<i>Lifesap Aura</i> . . . . .	288	<i>Wind Drake</i> . . . . .	300
<i>Lion's Roar</i> . . . . .	288	<i>Wind Strike</i> . . . . .	301

## SPELLS BY LEVEL

This section lists the spells in this book by the spell level.

### CANTRIP

<i>Concussion</i> . . . . .	280
<i>Dash Strike</i> . . . . .	280
<i>Earthen Fist</i> . . . . .	281
<i>Incendiary Strike</i> . . . . .	285
<i>Pins &amp; Needles</i> . . . . .	289
<i>Reinforce</i> . . . . .	290
<i>Smokescreen</i> . . . . .	293
<i>Soften Descent</i> . . . . .	294
<i>Spark</i> . . . . .	295
<i>Water Whip</i> . . . . .	297

### 3RD LEVEL

<i>Acid Rain</i> . . . . .	276
<i>Depth Charge</i> . . . . .	281
<i>Extract Shirikodama</i> . . . . .	283
<i>Flaming Tiger Leap</i> . . . . .	284
<i>Flashbang</i> . . . . .	284
<i>Mireball</i> . . . . .	287
<i>Ryoko's Revelation</i> . . . . .	292
<i>Switcheroo</i> . . . . .	296
<i>The Bends</i> . . . . .	296
<i>Water Wyrms</i> . . . . .	297

### 1ST LEVEL

<i>Earthen Uppercut</i> . . . . .	282
<i>Flash</i> . . . . .	284
<i>Ice Moon</i> . . . . .	285
<i>Inner Flame</i> . . . . .	286
<i>Repulsing Palm</i> . . . . .	291
<i>See Future Death</i> . . . . .	292
<i>Wind Drake</i> . . . . .	299

### 4TH LEVEL

<i>Blinding Radiance</i> . . . . .	277
<i>Cage of Frozen Tears</i> . . . . .	277
<i>Cloud Stride</i> . . . . .	279
<i>Lion's Roar</i> . . . . .	286
<i>Rock Tomb</i> . . . . .	291
<i>Slatestorm</i> . . . . .	293
<i>Steelskin</i> . . . . .	295
<i>Sundering Sky</i> . . . . .	295
<i>Tempestuous Transformation</i> . . . . .	296

### 2ND LEVEL

<i>Bloodweave</i> . . . . .	277
<i>Calm Air</i> . . . . .	278
<i>Calm Earth</i> . . . . .	278
<i>Calm Flames</i> . . . . .	278
<i>Calm Waters</i> . . . . .	279
<i>Earthskin</i> . . . . .	281
<i>Endoleech</i> . . . . .	282
<i>Lifesap Aura</i> . . . . .	286
<i>Mirror of Reflection</i> . . . . .	288
<i>Protection</i> . . . . .	289
<i>Redirect Lightning</i> . . . . .	290
<i>Riptide</i> . . . . .	291
<i>Shielding Word</i> . . . . .	293
<i>Snakebite</i> . . . . .	294
<i>Wanyūdō's Fury</i> . . . . .	297
<i>Wind Strike</i> . . . . .	299

### 5TH LEVEL

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<i>Cyclone</i> . . . . .	280
<i>Endure</i> . . . . .	282
<i>Eruption</i> . . . . .	283
<i>Feverskin</i> . . . . .	284
<i>Iminada's Umigiri</i> . . . . .	285
<i>Magatsuchi's Lantern</i> . . . . .	287
<i>Nomi's Adamantine Carapace</i> . . . . .	288
<i>Raiko's Rending Rage</i> . . . . .	289
<i>White Water Wall</i> . . . . .	298

## SPELLS BY CLASS

This section lists the spells in this book separated by the classes which have access to them. For the bender class spell list, see page 164.

### BARD SPELLS

#### CANTRIP

<i>Dash Strike</i> . . . . .	280
<i>Smokescreen</i> . . . . .	293
<i>Soften Descent</i> . . . . .	294

#### 3RD LEVEL

<i>Flashbang</i> . . . . .	284
<i>Mireball</i> . . . . .	287
<i>Ryoko's Revelation</i> . . . . .	292
<i>Switcheroo</i> . . . . .	296

#### 1ST LEVEL

<i>Flash</i> . . . . .	284
<i>Repulsing Palm</i> . . . . .	291
<i>See Future Death</i> . . . . .	292

#### 4TH LEVEL

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#### 2ND LEVEL

<i>Bloodweave</i> . . . . .	277
<i>Mirror of Reflection</i> . . . . .	288
<i>Protection</i> . . . . .	289
<i>Shielding Word</i> . . . . .	293

#### 5TH LEVEL

<i>Iminada's Umigiri</i> . . . . .	285
<i>Magatsuchi's Lantern</i> . . . . .	287
<i>Nomi's Adamantine Carapace</i> . . . . .	288

## CLERIC SPELLS

### CANTRIP

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### 1ST LEVEL

Flash ..... 284  
Inner Flame ..... 286  
Repulsing Palm ..... 291  
See Future Death ..... 292

### 2ND LEVEL

Lifesap Aura ..... 286  
Mirror of Reflection ..... 288  
Protection ..... 289  
Shielding Word ..... 293

### 3RD LEVEL

Extract Shirikodama ..... 283  
Ryoko's Revelation ..... 292  
Switcheroo ..... 296

### 4TH LEVEL

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### 5TH LEVEL

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Endure ..... 282  
Feverskin ..... 284  
Iminada's Umigiri ..... 285  
Nomi's Adamantine Carapace . 288

## DRUID SPELLS

### CANTRIP

Concussion ..... 280  
Dash Strike ..... 280  
Earthen Fist ..... 281  
Incendiary Strike ..... 285  
Pins & Needles ..... 289  
Smokescreen ..... 293  
Water Whip ..... 297

### 1ST LEVEL

Earthen Uppercut ..... 282  
Flash ..... 284  
Ice Moon ..... 285  
Inner Flame ..... 286  
Reinforce ..... 290  
See Future Death ..... 292  
Soften Descent ..... 294  
Wind Drake ..... 299

### 2ND LEVEL

Calm Air ..... 278  
Calm Earth ..... 278  
Calm Flames ..... 278  
Calm Waters ..... 279  
Earthskin ..... 281  
Endoleech ..... 282  
Lifesap Aura ..... 286  
Mirror of Reflection ..... 288  
Protection ..... 289  
Redirect Lightning ..... 290  
Riptide ..... 291  
Snakebite ..... 294

### 3RD LEVEL

Acid Rain ..... 276  
Depth Charge ..... 281  
Extract Shirikodama ..... 283  
Flaming Tiger Leap ..... 284  
Mireball ..... 287  
The Bends ..... 296  
Water Wyrn ..... 297

### 4TH LEVEL

Cage of Frozen Tears ..... 277  
Cloud Stride ..... 279  
Lion's Roar ..... 286  
Rock Tomb ..... 291  
Slatestorm ..... 293  
Steelskin ..... 295  
Sundering Sky ..... 295  
Tempestuous Transformation .. 296

### 5TH LEVEL

Bakuryō's Blessed Blizzard .... 276  
Cyclone ..... 280  
Endure ..... 282  
Eruption ..... 283  
Feverskin ..... 284  
Magatsuchi's Lantern ..... 287  
Nomi's Adamantine Carapace . 288  
White Water Wall ..... 298

## PALADIN SPELLS

### CANTRIP

—

### 1ST LEVEL

Inner Flame ..... 286  
Repulsing Palm ..... 291

### 2ND LEVEL

Lifesap Aura ..... 286  
Protection ..... 289  
Shielding Word ..... 293  
Wind Strike ..... 299

### 3RD LEVEL

—

### 4TH LEVEL

Blinding Radiance ..... 277

### 5TH LEVEL

Bakuryō's Blessed Blizzard .... 276  
Endure ..... 282  
Magatsuchi's Lantern ..... 287  
Nomi's Adamantine Carapace . 288

## RANGER SPELLS

### CANTRIP

—

### 1ST LEVEL

Inner Flame ..... 286  
Repulsing Palm ..... 291  
Wind Drake ..... 299

### 2ND LEVEL

Calm Air ..... 278  
Calm Earth ..... 278  
Calm Flames ..... 278  
Calm Waters ..... 279  
Earthskin ..... 281  
Mirror of Reflection ..... 288  
Protection ..... 289  
Redirect Lightning ..... 290  
Snakebite ..... 294  
Wanyūdō's Fury ..... 297  
Wind Strike ..... 299

### 3RD LEVEL

Flaming Tiger Leap ..... 284  
Flashbang ..... 284  
Water Wyrn ..... 297

### 4TH LEVEL

Cage of Frozen Tears ..... 277  
Cloud Stride ..... 279  
Lion's Roar ..... 286  
Slatestorm ..... 293  
Steelskin ..... 295

### 5TH LEVEL

Endure ..... 282  
Magatsuchi's Lantern ..... 287  
Nomi's Adamantine Carapace . 288  
Raiko's Rending Rage ..... 289

## SORCERER SPELLS

### CANTRIP

Concussion ..... 280  
Pins & Needles ..... 289  
Smokescreen ..... 293  
Soften Descent ..... 294  
Spark ..... 295  
Water Whip ..... 297

### 1ST LEVEL

Flash ..... 284  
Ice Moon ..... 285  
See Future Death ..... 292  
Wind Drake ..... 299

### 2ND LEVEL

Bloodweave ..... 277  
Earthskin ..... 281  
Endoleech ..... 282  
Redirect Lightning ..... 290  
Riptide ..... 291  
Shielding Word ..... 293  
Snakebite ..... 294  
Wanyūdō's Fury ..... 297

### 3RD LEVEL

Acid Rain ..... 276  
Depth Charge ..... 281  
Flaming Tiger Leap ..... 284  
Flashbang ..... 284  
Mireball ..... 287  
The Bends ..... 296  
Water Wyrn ..... 297

### 4TH LEVEL

Blinding Radiance ..... 277  
Cloud Stride ..... 279  
Lion's Roar ..... 286  
Steelskin ..... 295  
Sundering Sky ..... 295  
Switcheroo ..... 296  
Tempestuous Transformation .. 296

### 5TH LEVEL

Eruption ..... 283  
Feverskin ..... 284  
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## TAMER SPELLS

### CANTRIP

Reinforce	290
Smokescreen	293
Soften Descent	294

### 1ST LEVEL

Flash	284
Inner Flame	286

### 2ND LEVEL

Earthskin	281
Mirror of Reflection	288
Protection	289
Shielding Word	293

### 3RD LEVEL

Switcheroo	296
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### 4TH LEVEL

Cloud Stride	279
Steelskin	295

### 5TH LEVEL

Endure	282
Feverskin	284
Nomi's Adamantine Carapace	288

## WARLOCK SPELLS

### CANTRIP

Concussion	280
Pins & Needles	289
Spark	295

### 1ST LEVEL

Ice Moon	285
Inner Flame	286

### 2ND LEVEL

Bloodweave	277
Endoleech	282
Riptide	291

### 3RD LEVEL

Acid Rain	276
Depth Charge	281
Extract Shirikodama	283
Flashbang	284
Mireball	287
Switcheroo	296
The Bends	296

### 4TH LEVEL

Blinding Radiance	277
Cage of Frozen Tears	277
Sundering Sky	295

### 5TH LEVEL

Bakuryō's Blessèd Blizzard	276
Cyclone	280
Endure	282
Feverskin	284
Iminada's Umigiri	285
Magatsuchi's Lantern	287

## WIZARD SPELLS

### CANTRIP

Concussion	280
Dash Strike	280
Pins & Needles	289
Smokescreen	293
Soften Descent	294
Spark	295
Water Whip	297

### 1ST LEVEL

Earthen Uppercut	282
Flash	284
Ice Moon	285
Repulsing Palm	291
See Future Death	292
Wind Drake	299

### 2ND LEVEL

Bloodweave	277
Earthskin	281
Endoleech	282
Redirect Lightning	290
Riptide	291
Snakebite	294
Wind Strike	299

### 3RD LEVEL

Acid Rain	276
Calm Air	278
Calm Earth	278
Calm Flames	278
Calm Waters	279
Depth Charge	281
Flaming Tiger Leap	284
Flashbang	284
Ryoko's Revelation	292
Switcheroo	296
The Bends	296
Water Wurm	297

### 4TH LEVEL

Cloud Stride	279
Lion's Roar	286
Slatestorm	293
Steelskin	295
Sundering Sky	295

### 5TH LEVEL

Bakuryō's Blessèd Blizzard	276
Cyclone	280
Feverskin	284
Iminada's Umigiri	285
Raiko's Rending Rage	289
White Water Wall	298



## ACID RAIN

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius, 60-foot-tall cylinder)

**Components:** V, S, M (a drop of acid)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (earth, water), Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure, or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

## BAKURYŌ'S BLESSÈD BLIZZARD

5th-level conjuration

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S, M (a snowflake made of mithral, worth at least 500 gp)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Cleric, Druid, Paladin, Warlock, Wizard

You invoke the tenets of the heavenly dragon, Bakuryō, rewarding those who struggle and punishing the dishonourable. A freezing storm radiates from you in an aura with a **20-foot radius**, covering allies in icy armour and freezing foes. The aura lasts for the duration, and it moves with you, centred on you.

When you cast this spell, and when a creature you can see enters the area for the first time on its turn, you must decide whether you wish to bless the creature. If you do so, the creature gains a **+2 bonus** to its AC while in the aura. Once you bless a creature, it remains blessed until the spell ends.



If you choose not to bless the creature, it must make a **Constitution saving throw**. On a failure, it takes **3d10** cold damage, and its speed is reduced to **0 feet** while in the aura. A creature can repeat this save at the end of each of its turns. On a successful save, its speed is halved while in the aura.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th.

## BLINDING RADIANCE

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self (10-foot-radius sphere)

**Components:** V, S, M (a strip of magnesium)

**Duration:** Concentration, up to 1 minute

**Class:** Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional **50 feet**. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**. On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

## BLOODWEAVE

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

**Class:** Bard, Bender (water), Sorcerer, Warlock, Wizard

You attempt to seize control of the blood inside a Humanoid you can see with range. The target must make a **Constitution saving throw**. On a failed save, you can force that creature to use its reaction to move up to its speed in a direction you choose, and then use its action on its next turn to do one of the following: fall prone, drop what it is holding, or make one weapon attack against a creature you choose within its reach or range. At the end of that creature's compelled action, your command over its body fades. Creatures that have a challenge rating or level of 5 or higher automatically succeed on the Constitution saving throw to resist this effect.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the challenge rating or level of creatures that automatically succeed on this saving throw increases by 3 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, it can target any creature with blood, not only Humanoids.

## CAGE OF FROZEN TEARS

*4th-level conjuration*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a snowflake)

**Duration:** 24 hours

**Class:** Bender (water), Druid, Ranger, Warlock

You imbue a **20-foot-radius circle** of ground you touch with an icy trap. The trap is nearly invisible, requiring an **Intelligence (Investigation)** check against your **spell save DC** to find it. When you cast the spell, choose a trigger:

- When a creature of a type you specify enters the area or reaches its centre.
- When any creature other than ones you designate to not trigger it enters the area or reaches its centre.
- When you use your reaction to trigger it.



When the trap is triggered, frosty spikes erupt from the ground, stabbing and trapping creatures within the area in a painful embrace. Each creature in the area when the trap is triggered must make a **Dexterity saving throw**. On a failure, a creature takes **2d8** piercing damage and **2d8** cold damage and is **restrained** for **1 minute**. On a success, a creature takes half as much damage and is not restrained. A creature can use its action to make a **Strength** check against your **spell save DC**, freeing itself or a trapped creature within its reach on a success.

A creature that starts its turn restrained by the ice sees horrifying visions of its past reflected back at it and must succeed on a **Wisdom saving throw** or become **frightened** of the reflections that surround it until the start of its next turn. While frightened in this way, the creature can't attempt the Strength check to free itself or another creature. A creature that ends its turn restrained by the ice takes **2d8** cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, each cold damage increases by **1d8** for each slot level above 4th.

## CALM AIR

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** 120 feet (60-foot cube)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (air), Druid, Ranger, Wizard

With a calming gesture and soothing word, you calm the air in a **60-foot cube** centred on a point within range for the duration. In the area, wind becomes still, the flow of

poisonous gases is halted, and the effects of air-based spells of a level equal to or lower than this spell, such as the *wind drake* spell, are prevented and suppressed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the level of air-based spells suppressed by this spell increases.

## CALM EARTH

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** 120 feet (60-foot cube)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (earth), Druid, Ranger, Wizard

With a disciplined gesture and stalwart word, you calm the earth in a **60-foot cube** centred on a point within range for the duration. In the area, a rockslide grinds to a halt, ground tremors are soothed, and the effects of earth-based spells of a level equal to or lower than this spell, such as the *earthen uppercut* spell, are prevented and suppressed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the level of earth-based spells suppressed by this spell increases.

## CALM FLAMES

*2nd-level transmutation*

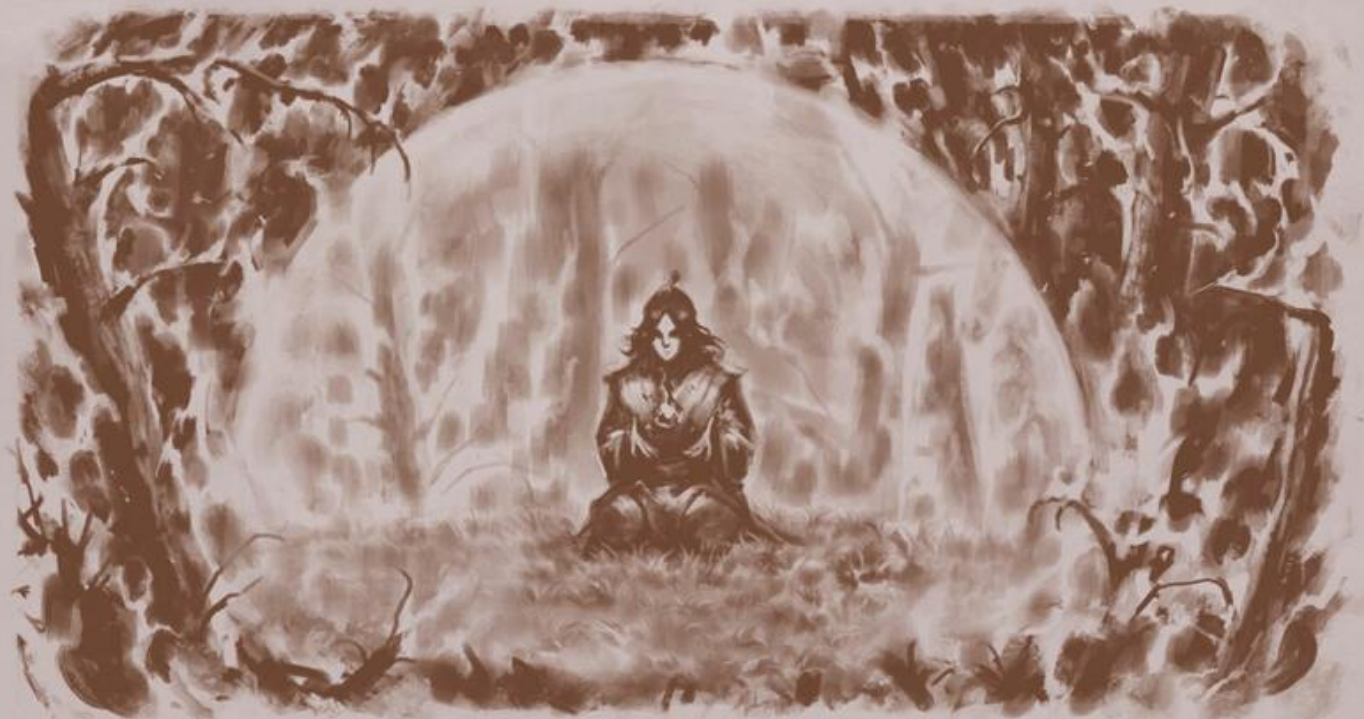
**Casting Time:** 1 bonus action

**Range:** 120 feet (60-foot cube)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (fire), Druid, Ranger, Wizard





With a quelling gesture and subduing word, you calm any fire in a **60-foot cube** centred on a point within range for the duration. In the area, a wildfire is reduced to glowing embers, a forge's flames are extinguished, and the effects of fire-based spells of a level equal to or lower than this spell, such as the *flaming sphere* spell, are prevented and suppressed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the level of fire-based spells suppressed by this spell increases.

## CALM WATERS

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** 120 feet (60-foot cube)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Druid, Ranger, Wizard

With a peaceful gesture and murmuring word, you calm the water in a **60-foot cube** centred on a point within range for the duration. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of a level equal to or lower than this spell, such as the *riptide* spell, are prevented and suppressed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the level of water-based spells suppressed by this spell increases.

## CLOUD STRIDE

*4th-level transmutation (ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a mithral feather worth at least 100 gp, which the spell consumes)

**Duration:** 24 hours

**Class:** Bender (air, water), Druid, Ranger, Sorcerer, Tamer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to walk on heavily obscuring water vapour (such as cloud, fog, and mist) as if it were solid ground until the spell ends. An affected creature can suspend this effect on itself as a bonus action, allowing it to pass through water vapour until it restarts the effect, which it can do as a bonus action.

A creature affected by this spell falls at a rate of **60 feet** per round, takes no falling damage when it lands, and can land on its feet. In addition, its jump distance is quadrupled when it jumps off of water vapour, but it leaves an obvious contrail in its wake.

## CONCUSSION

Evocation cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a *thdoom* that can be heard **100 feet** away, you cause a sudden increase in the air pressure surrounding a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become **deafened** until the start of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## CYCLONE

5th-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a smoke-filled crystal)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (air), Druid, Warlock, Wizard

A cyclone of swirling wind encases you. For the duration, you have a flying speed of **30 feet** and can hover, and weapon attack rolls against you have **disadvantage**.

As a bonus action on your turns until the spell ends, you can cause the cyclone to emit a blast of wind. Make a **melee or ranged spell attack** against a creature within **30 feet** of you. On a hit, the creature takes **3d8** bludgeoning damage and is pushed **15 feet** directly away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage of the blast of wind increases by **1d8** for each slot level above 5th.

## DASH STRIKE

Transmutation cantrip

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Druid, Wizard

With a deft flourish, you propel yourself up to **10 feet** and then can immediately make an unarmed strike or a melee attack with a weapon you are holding against a creature within your reach. Immediately after you hit or miss with this attack, you can move up to **10 feet** without provoking opportunity attacks.

The distance up to which you can travel with this spell increases by 5 feet when you reach 5th level (**15 feet**), 11th level (**20 feet**), and 17th level (**25 feet**).





## DEPTH CHARGE

3rd-level evocation

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius sphere)

**Components:** V, S, M (some metamorphic rock)

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard **300 feet** away (or **1,000 feet** in a liquid), a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius sphere** centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

## EARTHEN FIST

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S

**Duration:** Instantaneous

**Class:** Bender (earth), Druid

You conjure a fist or foot made of rock and earth, punching it towards a creature within **10 feet** of you. Make a melee spell attack. On a hit, the target takes **1d8** bludgeoning damage and must succeed on a **Strength saving throw** or you either knock it **prone** or push it **5 feet** directly away from you (your choice).

This spell's damage and distance a target is pushed increases by 1d8 and 5 feet when you reach 5th level (**2d8** and **10 feet**), 11th level (**3d8** and **15 feet**), and 17th level (**4d8** and **20 feet**).

## EARTHSKIN

2nd-level biomancy\* (\*can be replaced by transmutation)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a carved stone figurine)

**Duration:** 10 minutes

**Class:** Bender (earth), Druid, Ranger, Sorcerer, Tamer, Wizard

At your touch, the skin of a willing creature hardens with stone-like fortification. Its speed is reduced by **5 feet** and, when you cast this spell and at the start of each of the target's turns, it gains temporary hit points equal to **2d4**. When the spell ends, the target loses any remaining temporary hit points granted by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



## EARTHEN UPPERCUT

*1st-level transmutation*

**Casting Time:** 1 action

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

**Components:** S, M (a mosaic tile)

**Duration:** Instantaneous

**Class:** Bender (earth), Druid, Wizard

Stone erupts upward from the ground in a line extending from you that is **30 feet long**, **10 feet wide**, and **10 feet high**. Each creature in the area must make a **Dexterity saving throw**. On a failure, a creature takes **1d10** bludgeoning damage and is flung **10 feet** in a direction of your choice where it lands **prone**. On a success, a creature takes half as much damage and isn't flung.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d10**, and the distance you can fling a target increases by **5 feet**, for each slot level above 1st.

## ENDOLEECH

*2nd-level biomancy\* (\*can be replaced with evocation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a toenail lost to frostbite)

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack**

against a creature you can reach. On a hit, the target takes **5d6** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by **15 feet**, and your speed is increased by **15 feet**.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

## ENDURE

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of **exhaustion** for each death saving throw it failed. If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **unconscious** for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature can not be awakened by any means short of a *wish* spell.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **1 day** (9th level).

## ERUPTION

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius circle)

**Components:** S, M (a broken stone tile)

**Duration:** Instantaneous

**Class:** Bender (earth), Druid, Sorcerer

You stamp your foot, causing the ground to fling upwards and form jagged spikes of rock in a **20-foot-radius circle** centred on a point on a stone or earthen surface you can see within range. That area becomes difficult terrain, and each creature in the area must make a **Strength saving throw**. On a failure, a creature takes **4d8** piercing damage and is thrown **2d6 x 10 feet** directly away from the surface (which can include vertically). On a success, a creature takes half as much damage and isn't thrown. Creatures that are Huge or larger have **advantage** on this saving throw. Each **5-foot-diameter** portion of the difficult terrain requires at least **1 minute** to clear by hand.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th. In addition, the distance a creature is thrown increases to **2d8 x 10 feet** (6th level), **2d10 x 10 feet** (7th level), **2d12 x 10 feet** (8th level), or **2d20 x 10 feet** (9th level).

## EXTRACT SHIRIKODAMA

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a slice of cucumber)

**Duration:** Instantaneous

**Class:** Bender (water), Cleric, Warlock

You phase your hand into a creature's body and attempt to tear away a fragment of its soul. The creature must make a **Charisma saving throw**. On a failure, it takes **4d10** necrotic damage, you gain temporary hit points equal to half the damage dealt, and you gain **advantage** on the next attack roll, ability check, or saving throw you make before the end of your next turn. On a success, the creature takes half as much damage, and you don't gain any benefits. Creatures without souls automatically succeed on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.



## FEVERSKIN

5th-level biomancy\* (\*can be replaced with evocation)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a red hot chilli pepper, which the spell consumes)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (fire), Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You eat a chilli pepper, your metabolism increases, and your skin begins to burn to the touch. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **6d6** fire damage. Until the spell ends, you can use an action on each of your subsequent turns to make this attack again.

For the duration, your walking speed increases by **15 feet**, and you gain **2d6** temporary hit points at the start of each of your turns.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d6** for each slot level above 5th.

## FLAMING TIGER LEAP

3rd-level transmutation

**Casting Time:** 1 action

**Range:** Self (15-foot-radius, 5-foot-high cylinder)

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (fire), Druid, Ranger, Sorcerer, Wizard

You erupt from the ground like a firework of the College of Hanabi, but thankfully without exploding at your apex. Each creature within a **15-foot-radius, 5-foot-high cylinder** centred on you must make a **Dexterity saving throw**. A creature takes **5d6** fire damage on a failed saving throw, or half as much damage on a successful one. Until the end of your turn, you gain a flying speed of **120 feet**, and your movement doesn't provoke opportunity attacks.

*At Higher Levels.* When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6**, and your flying speed increases by **30 feet**, for each slot level above 3rd.

## FLASH

1st-level evocation

**Casting Time:** 1 reaction, which you take when a creature within 10 feet of you that you can see targets you with an attack

**Range:** 10 feet

**Components:** S, M (a bead of magnesium)

**Duration:** Instantaneous

**Class:** Bard, Bender (fire), Cleric, Druid, Paladin, Sorcerer, Tamer, Wizard

You exploit a creature's focus on you to detonate a blinding flash of light. The attacking creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

## FLASHBANG

3rd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet (10-foot-radius sphere)

**Components:** V, S, M (a handful of metal powder)

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Ranger, Sorcerer, Warlock, Wizard

You throw a tiny spark at a point within range where it erupts with a bright flash and thunderous bang which can be heard **600 feet** away. Each creature in a **10-foot-radius sphere** centred on that point must make a **Constitution saving throw**. On a failure, a creature takes **2d8** thunder damage and is **blinded** and **deafened** for **1 minute**. On a success, a creature takes half as much damage and isn't blinded or deafened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.





**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8**, and the radius increases by **5 feet**, for each slot level above 3rd.

## ICE MOON

*1st-level conjuration*

**Casting Time:** 1 action  
**Range:** Self (30-foot line)  
**Components:** V, S, M (a snowflake)  
**Duration:** Instantaneous  
**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You form a curving blade of ice and project it forward in an eviscerating rush. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**. On a failure, a creature takes **1d6** slashing damage and **1d6** cold damage, and its speed is reduced by **10 feet** until the end of its next turn. On a success, a creature takes half as much damage and its speed is unaffected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by **1d6** for each slot level above 1st.

## IMINADA'S UMIGIRI

*5th-level illusion*

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** S, M (a piece of whalebone)  
**Duration:** Concentration, up to 1 minute  
**Class:** Bard, Bender (air, water), Cleric, Warlock, Wizard

You create a **60-foot cube** of swirling, green fog centred on a point within range that lasts for the duration. The fog

heavily obscures the area, spreads around corners, is unaffected by wind, and thrums with illusions.

A creature that starts its turn in the area or enters the area for the first time on its turn must make an **Intelligence saving throw**. On a failure, the creature takes **5d8** psychic damage and becomes **frightened** of the illusions, which surround it. On a success, a creature takes half as much damage and isn't frightened by the illusions. A creature that makes an attack against these illusions (AC equals your **spell save DC**) and hits can repeat the saving throw, ending the frightened condition on itself on a success and automatically succeeding on saves against the spell for the duration.

The frightening effect ends for an affected creature if it leaves the area.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8**, and the area of the fog increases by **20 feet**, for each slot level above 5th.

## INCENDIARY STRIKE

*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous  
**Class:** Bender (fire), Druid

Flame envelopes your strike, surging through you and into a target. Make an unarmed strike or a melee attack with a weapon you're holding against one creature within **5 feet** of you. On a hit, the target suffers the attack's normal effects, and it takes an extra **1d6** fire damage.

When you reach 5th level, the attack deals an extra 1d6 fire damage (2d6) to the target on a hit, and the reach of the attack increases by 5 feet (10 feet). The fire damage and range increase by 1d6 and 5 feet again at 11th level (3d6 and 15 feet) and 17th level (4d6 and 20 feet).

## INNER FLAME

1st-level abjuration

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Class:** Bender (fire), Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Your body becomes wreathed in flame. Creatures you are touching must succeed on a **Constitution saving throw**, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. A creature you are grappling, or are grappled by, automatically fails this saving throw. If you are grappled by a creature that fails this saving throw, the creature releases you and the grapple ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## LIFESAP AURA

2nd-level necromancy

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin

You create a barrier of tempestuous necrotic energy that spirals around you for the duration. Your current hit points and hit point maximum are reduced by an amount equal to the spell's level at the start of each of your turns. When this spell ends, your hit point maximum returns to normal. If a creature hits you with a melee attack roll, that creature takes 2d8 necrotic damage. In addition, you are **immune** to being frightened, and you have **advantage** on Intimidation (Charisma) checks. You can dismiss this spell as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## LION'S ROAR

4th-level conjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (some burnt hair)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (fire), Druid, Ranger, Sorcerer, Wizard

You conjure a roaring lion's head made of writhing flame that moves with you, wielding it like an extension of your body for the duration. When you conjure the lion and as a bonus action on your subsequent turns, you can cause one of the following effects with it.

- **Fiery Maw.** The lion bites a creature or object within **30 feet** of you. Make a **melee spell attack** against the target. On a hit, it takes **4d6** fire damage.
- **Flaming Mane.** The lion's head encases your own until the start of your next turn. When a creature within **10 feet** of you hits you with a melee attack, the lion bites the attacker, dealing **3d6** fire damage to it.





- **Roar of the Pride.** The flames roar. Each creature within **20 feet** of you must succeed on a **Wisdom saving throw** or be **frightened** of you until the spell ends. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is **immune** to this effect until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage from the Fiery Maw and Flaming Mane options each increase by **1d6** for each slot level above 4th.

## MAGATSUCHI'S LANTERN

*5th-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a piece of spirit lantern amber)

**Duration:** Concentration, up to 10 minutes

**Class:** Bard, Bender (fire), Druid, Paladin, Ranger, Warlock

A warm, ethereal light in the shape of a kodama's spirit lantern surrounds you for the duration, creating dim light in enrapturing patterns in an aura with a **10-foot radius**. Until the spell ends, the aura moves with you, centred on you. When you create the aura, you can designate any number of creatures to be unaffected by it.

A creature that starts its turn in the area, or that enters the aura's area for the first time on its turn, must succeed on a **Wisdom saving throw** or be **charmed** by you. The charmed creature is **incapacitated** and moves only if you verbally or gesturally command it to use its reaction to

move. You can command it to use its reaction to move with you as you move, in which case it makes every effort to stay within the aura. A creature that leaves the aura ceases to be **charmed** at the start of its next turn. The effect ends early for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

A creature that ceases to be charmed by this spell knows that it was charmed by you and has **advantage** on saving throws against this spell for the next **24 hours**.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the radius of the aura increases by **5 feet** for each slot level above 5th.

## MIREBALL

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet (15-foot-radius sphere)

**Components:** V, S, M (a tiny ball of guano and mud)

**Duration:** 1 minute

**Class:** Bard, Bender (earth), Druid, Sorcerer, Warlock

A blob of gloopy mud splunks from your pointed finger to a point you choose within range, where it splooges with a wet burp into an explosion of sludge. Each creature in a **15-foot-radius sphere** centred on that point must make a **Strength saving throw**. On a failed save, a target takes **3d10** bludgeoning damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy

area on its turn it must succeed on a **Dexterity saving throw** against your **spell save DC** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

## MIRROR OF REFLECTION

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a shard of reflective glass)

**Duration:** 10 minutes

**Class:** Bard, Bender (water), Cleric, Druid, Ranger, Tamer

You create a floating sheet of curved, reflective ice within range that lasts for the duration or until you cast this spell again. When a creature you can see makes a ranged attack with a piece of ammunition or other physical missile that passes through a space within **10 feet** of the mirror, you can use your reaction to move the mirror to intercept the missile. Make a **ranged spell attack**. If the result of your attack roll is higher than the missile's attack roll, the missile is redirected back at the attacking creature, using your ranged attack roll to determine whether it hits or misses.

As a bonus action on your turn, you can move the mirror up to **20 feet**.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the distance at which the mirror can intercept a missile increases by **5 feet**, and the distance you can move the mirror as a bonus action on your turn increases by **10 feet**, for each slot level above 2nd.

## NOMI'S ADAMANTINE CARAPACE

*5th-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a hunk of adamantine worth at least 300 gp)

**Duration:** Concentration, up to 1 hour

**Class:** Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You touch a willing creature, causing blue-green veins of adamantine to thread through its skin, making it tougher than steel and as flexible as silk. For the duration, the target has an Armor Class of 20 if its AC is lower than that, and it has **resistance** to acid, bludgeoning, piercing, and slashing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the minimum AC increases by 1 for each slot level above 5th.





## PINS & NEEDLES

*Biomancy\* cantrip (\*can be replaced with evocation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## PROTECTION

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)

**Duration:** Concentration, up to 1 hour

**Class:** Bard, Bender (earth), Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except psychic damage, the ward triggers. Until the end of the target's next turn, it has **resistance** to all damage excluding psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## RAIKO'S RENDING RAGE

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of fulgurite)

**Duration:** Instantaneous

**Class:** Bender (air, fire), Ranger, Wizard

You imbue yourself with the swift rage of a tempest, turning your movement into a storm of thunder and lightning. Until the end of the turn, you gain **40 feet** of additional movement, your movement doesn't provoke opportunity attacks, and you can make up to four melee weapon attacks (no action required), though each must be against a different target. On a hit, these attacks deal an extra **2d8** lightning damage.

At the end of the turn, a thunderous boom follows in your wake that can be heard **2,500 feet** away. Each creature

you attacked with this spell must make a **Constitution saving throw**. On a failure, a creature takes **2d8** thunder damage and is knocked **prone**. On a success, a creature takes half as much damage and is not knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the lightning and thunder damage each increase by **1d8** for each slot level above 5th.

## REDIRECT LIGHTNING

*2nd-level abjuration*

**Casting Time:** 1 reaction, which you take when you take lightning damage

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bender (air, fire), Druid, Ranger, Sorcerer, Wizard

You attempt to capture and redirect lightning. Make an **Arcana** check using your spellcasting ability, with a DC equal to half the lightning damage taken. On a failure, you gain **resistance** to lightning damage until the end of the turn, including against the triggering damage. On a success, you gain **immunity** to lightning damage until the end of the turn, including against the triggering damage. In addition, if the source of the damage was a spell, the spell's area stops at you if it is a line, and you can reflect the spell back at the source as though it originated from you, using your spell save DC or spell attack modifier, turning the caster into the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the casting time of the spell changes to "1 reaction, which you take when a creature within a certain range of you takes lightning damage". This range is **10 feet** at 3rd level, and increases by **10 feet** for each slot level above 3rd. When you redirect lightning away from a target other than yourself, that creature gains **resistance** or **immunity** to lightning damage (on a failure or success, respectively) instead of you.

## REINFORCE

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a spherical pebble)

**Duration:** Instantaneous

**Class:** Bender (earth), Cleric, Druid, Tamer

You place your hand on one Large or smaller creature, imbuing it with the resilience and fortitude of stone. That target gains **4** temporary hit points. These temporary hit points disappear if you cast the spell again.

The temporary hit points granted by this spell increase by **3** when you reach 5th level (**7**), 11th level (**10**), and 17th level (**13**).





## REPULSING PALM

1st-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Cleric, Paladin, Ranger, Wizard

You empower yourself with the unimpedable motion of a tectonic plate. Make an unarmed strike or melee attack with a weapon you're holding against one creature within your reach. On a hit, the target suffers the attack's normal effects, and if the target is Large or smaller, you can choose to push it up to **30 feet** directly away from you.

If the target collides with an object or creature, it stops moving, falls **prone**, and takes **2d8** bludgeoning damage. If it collides with an object, the object takes **2d8** bludgeoning damage. If it collides with a creature, that creature must make a **Dexterity saving throw**, taking **2d8** bludgeoning damage and being knocked **prone** on a failed save, or taking half as much damage and not falling prone on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage upon collision increases by **1d8** for each slot level above 1st.

## RIPTIDE

2nd-level transmutation

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least **2 feet** of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range or is no longer in water at least 2 feet deep.

## ROCK TOMB

4th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pebble)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Bender (earth), Druid

You conjure a tomb of earth, attempting to encase a Large or smaller creature you can see within range inside of it, which occupies the same space as the creature until the spell ends. If the target is unwilling, it can make a **Dexterity saving throw**. On a success, it avoids being encased and is pushed to an unoccupied space within **5 feet** of the tomb. The tomb provides total cover for targets on the other side of it, and any creature encased within is **blinded** and **restrained**. The tomb is an object with **AC 16**, **50** hit points, **immunity** to poison and psychic damage, and **vulnerability** to thunder damage. Reducing the tomb to 0 hit points destroys it and ends the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the AC of the tomb increases by **1**, and its hit points increase by **10**, for each slot level above 4th. In addition, when you use a spell slot of 6th level or higher, it can target a Huge creature, and when you use a spell slot of 8th or 9th level, it can target a Gargantuan creature.

## RYOKO'S REVELATION

*3rd-level divination*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (an object)

**Duration:** Concentration, up to 24 hours

**Class:** Bard, Bender (water), Cleric, Wizard

You touch an object and enter a trance, choosing a point within the past **week** in which to begin your observation. You observe everything to have occurred within **60 feet** of the object as if you were there, for as long as you stay in the trance. Ability checks you make while in your trance, such as Perception or Investigation checks to observe or discern information, use your spellcasting ability instead of any other ability. During your trance, you are **deaf** and **blind** with regard to your own senses. Objects and creatures hidden from divination magic appear as silent voids in this recollection.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can observe further back in time, and time travels faster within your trance. At 4th level, you can look as far back as **1 month**, and each **minute** you spend in your trance allows you to observe **2**

**minutes** (allowing you to observe 48 hours during your 24 hour trance). At 5th level, this is **1 year** and **3 minutes**; 6th level, **10 years** and **4 minutes**; 7th level, **100 years** and **5 minutes**; 8th level, **1,000 years** and **6 minutes**; 9th level, **10,000 years** and **7 minutes**.

## SEE FUTURE DEATH

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a piece of broken mirror)

**Duration:** 1 minute

**Class:** Bard, Cleric, Druid, Sorcerer, Wizard

You peer into the divergent potentials of the future, your attention drawn to moments of your own harm. For the duration, any critical hits you suffer become normal hits, and opportunity attacks against you have **disadvantage**. In addition, when an attacker hits you with an attack or you fail a Strength or Dexterity saving throw, you can use your reaction to roll **1d4** and add the result to your AC against that attack or to the result of the saving throw, potentially turning a hit into a miss or a failure into a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases to **10 minutes** (3rd level), **1 hour** (5th level), **8 hours** (7th level), or **24 hours** (9th level). When you cast this spell using a spell slot of 2nd level or higher, the size of the die you can roll to add to your AC or saving throw increases to **1d6** (2nd level), **1d8** (4th level), **1d10** (6th level), or **1d12** (8th level).



## SHIELDING WORD

2nd-level abjuration

**Casting Time:** 1 reaction, which you take when a creature within range that you can see is hit by an attack from an attacker you can see or fails a Strength or Dexterity saving throw

**Range:** 30 feet

**Components:** V

**Duration:** 1 round

**Class:** Bard, Bender (earth), Cleric, Paladin, Sorcerer, Tamer

With a word, you coat a creature in a shimmering shield that absorbs the energy of incoming blows. The creature gains **15** temporary hit points the instant before it takes the triggering damage. These hit points last until the start of the creature's next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can choose to either increase the range of the spell by **30 feet** or increase the number of temporary hit points gained by **5**, for each slot level above 2nd.

## SLATESTORM

4th-level conjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (a thin piece of slate)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (earth), Druid, Ranger, Wizard

Razor-sharp shards of slate flit about you in a lacerating whirlwind until the spell ends. Each creature that starts its

turn within **5 feet** of you or enters a space within **5 feet** of you for the first time on its turn takes **3d8** slashing damage. When you cast this spell, and as an action on subsequent turns, you can cause slate to fire out from you in a **15-foot cone**. Each creature in the area must make a **Dexterity saving throw**, taking **3d8** slashing damage on a failure, or half as much damage on a success.

**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.

## SMOKESCREEN

Conjuration cantrip

**Casting Time:** 1 action

**Range:** Self (5-foot-diameter, 10-foot-high cylinder)

**Components:** V, S, M (a puffball mushroom)

**Duration:** Concentration, up to 1 round

**Class:** Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of **15 feet**; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

## SNAKEBITE

2nd-level conjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (some sand)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (earth), Druid, Ranger, Sorcerer, Wizard

You conjure a sinuous, fanged snake of shifting dirt and sliding sand that moves with you, wielding it like an extension of your body for the duration. When you conjure the snake and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- **Earthroot.** The snake coils around you or a willing creature of your choice within **30 feet** of you as a fortification of earth. Until the start of your next turn, the affected creature automatically succeeds on ability checks and saving throws to avoid being moved against its will or knocked **prone**.
- **Tetanus Tooth.** The snake turns into a long, jagged tooth, stabbing at a creature within **20 feet** of you. Make a **melee spell attack** against the target. On a hit, it takes **1d6** piercing damage and **1d6** poison damage, and must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Sandstorm.** The snake disintegrates into a cloud of fine particles, surging towards a creature within **30 feet** of you. The target must succeed on a **Constitution saving throw** or be **blinded** until the start of your next turn.

*At Higher Levels.* When you cast this spell using a spell slot of 3rd level or higher, the poison damage from the Tetanus Tooth option increases by **1d6** for each slot level above 2nd.



## SOFTEN DESCENT

Transmutation cantrip

**Casting Time:** 1 reaction, which you take when you are about to hit a surface after falling

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Druid, Sorcerer, Tamer, Wizard

With a gesture, you cause an updraft in the air, slowing your descent. You ignore the first **30 feet** when calculating falling damage.

This spell ignores an additional 30 feet of falling damage when you reach 5th level (**60 feet**), 11th level (**90 feet**), and 17th level (**120 feet**).





## SPARK

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (fire), Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** lightning damage. On a critical hit, the target is also **blinded** until the end of its next turn.

The spell creates more than one spark when you reach higher levels: two sparks at 5th level, three sparks at 11th level, and four sparks at 17th level. You can direct the sparks at the same target or at different ones. Make a separate attack roll for each spark.

## STEELSKIN

*4th-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a steel figurine)

**Duration:** 10 minutes

**Class:** Bender (earth), Druid, Ranger, Sorcerer, Tamer, Wizard

You reinforce a willing creature's skin with the tenacity and strength of steel. For the spell's duration, the target's AC can't

be lower than 19, and, at the start of each of the target's turns, it gains **2d6** temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the temporary hit points increase by **1d6** for each slot level above 4th.

## SUNDERING SKY

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a flourish and a rush of air, you leap up to **60 feet** to an unoccupied space you can see, landing with a thunderous boom that can be heard **600 feet** away. Each creature within **10 feet** of the space from which you jumped must make a **Strength saving throw** or be pushed **10 feet** away from that space and knocked **prone**. Each creature within **20 feet** of where you land must make a **Dexterity saving throw**, taking **5d10** thunder damage on a failure, or half as much damage on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the distance you can leap increases by **30 feet**, and the damage increases by **1d10**, for each slot level above 4th.

## SWITCHEROO

3rd-level transmutation

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bard, Bender (air), Cleric, Sorcerer, Tamer, Warlock, Wizard

You attempt to switch places with a Large or smaller target within range that you can see. The target must succeed on a **Charisma saving throw** or instantly teleport to your space whilst you teleport to the one it previously occupied.

A creature automatically succeeds on this saving throw if there is not enough space to accommodate either of the teleporting creatures. A willing creature can choose to fail the saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the range of this spell increases by **30 feet** for each slot level above 3rd. The maximum size of creature you can target increases to Huge when cast at 6th level or higher, and to Gargantuan when cast at 9th level.

## TEMPESTUOUS TRANSFORMATION

4th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

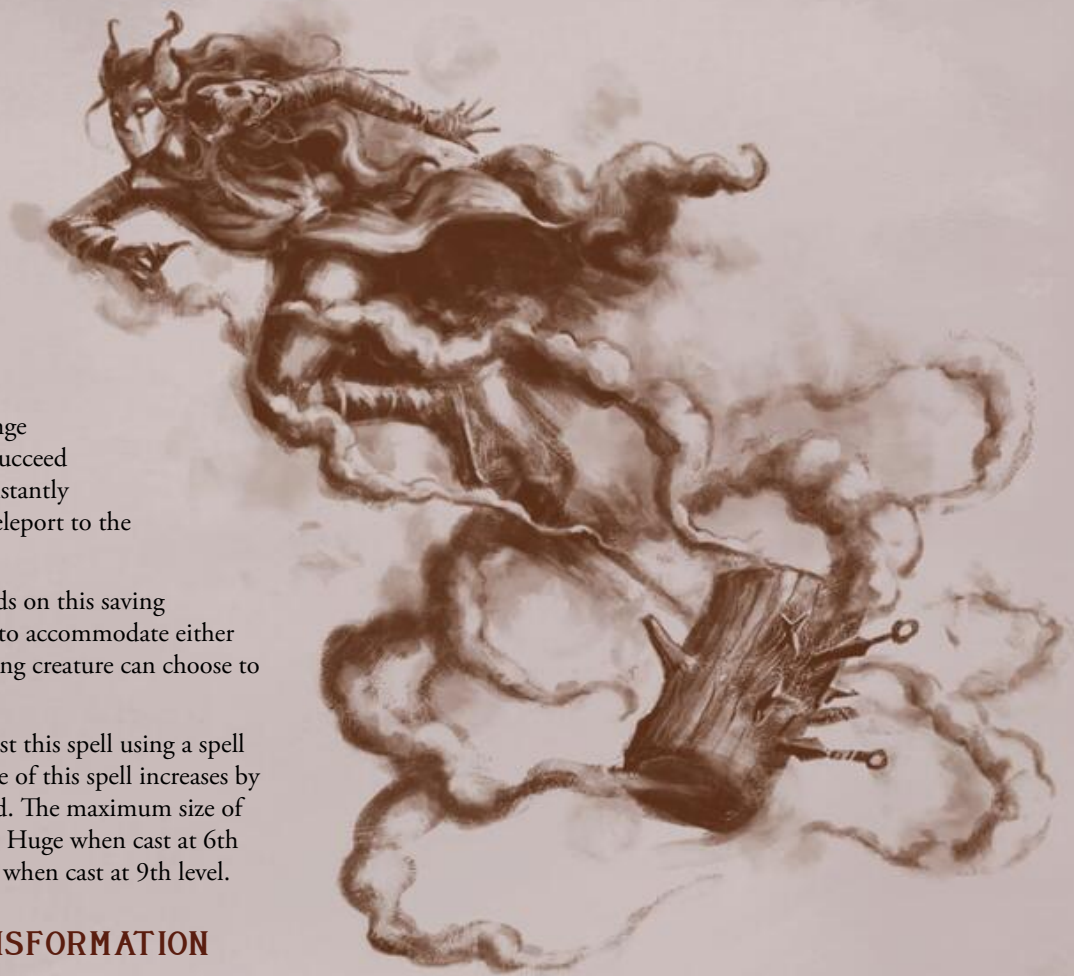
**Duration:** Concentration, up to 10 minutes

**Class:** Bender (air), Druid, Sorcerer

You endow yourself with the shapeless fluidity of the wind. Until the spell ends, you can't cast spells, and you gain the following benefits:

- You gain a flying speed of **40 feet**.
- You can move through gaps as small as 1 inch wide without squeezing, and your movement doesn't provoke opportunity attacks.
- You have **resistance** to bludgeoning, lightning, piercing, slashing, and thunder damage.
- When you cast the spell and as a bonus action on your subsequent turns for the duration, you can force one creature you can see within **30 feet** of you to make a **Dexterity saving throw**, as a stormy blast extends from you toward it. The target takes **2d8** lightning damage and **2d8** thunder damage on a failed save, or half as much damage on a successful one.

When this spell ends, you must succeed on a **DC 15 Constitution saving throw** or gain 1 level of **exhaustion**.



## THE BENDS

3rd-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood, forcing it to make a **Constitution saving throw**. On a failed save, the target takes **5d8** poison damage and is **poisoned** for **1 minute**. On a successful save, the target takes half as much damage and isn't poisoned. If the target is completely submerged in water, increase the damage dice from d8s to **d10s**.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

## WANYŪDŌ'S FURY

2nd-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bender (fire), Ranger, Sorcerer

With a series of looping cartwheels and magic-enhanced flips, you move up to **30 feet** in a straight line, your hands and feet spewing jets of flame. This movement does not provoke opportunity attacks. When you move within **5 feet** of a creature, that creature must make a **Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on successful one. A creature can only be forced to make this saving throw once on each turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the distance you can move increases by **10 feet**, and the damage increases by **1d6**, for each slot level above 2nd.

## WATER WHIP

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 4 pints. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the crea-

ture is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by 1d6 and the distance it can pull a target increases by 5 feet when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

## WATER WYRM

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Self

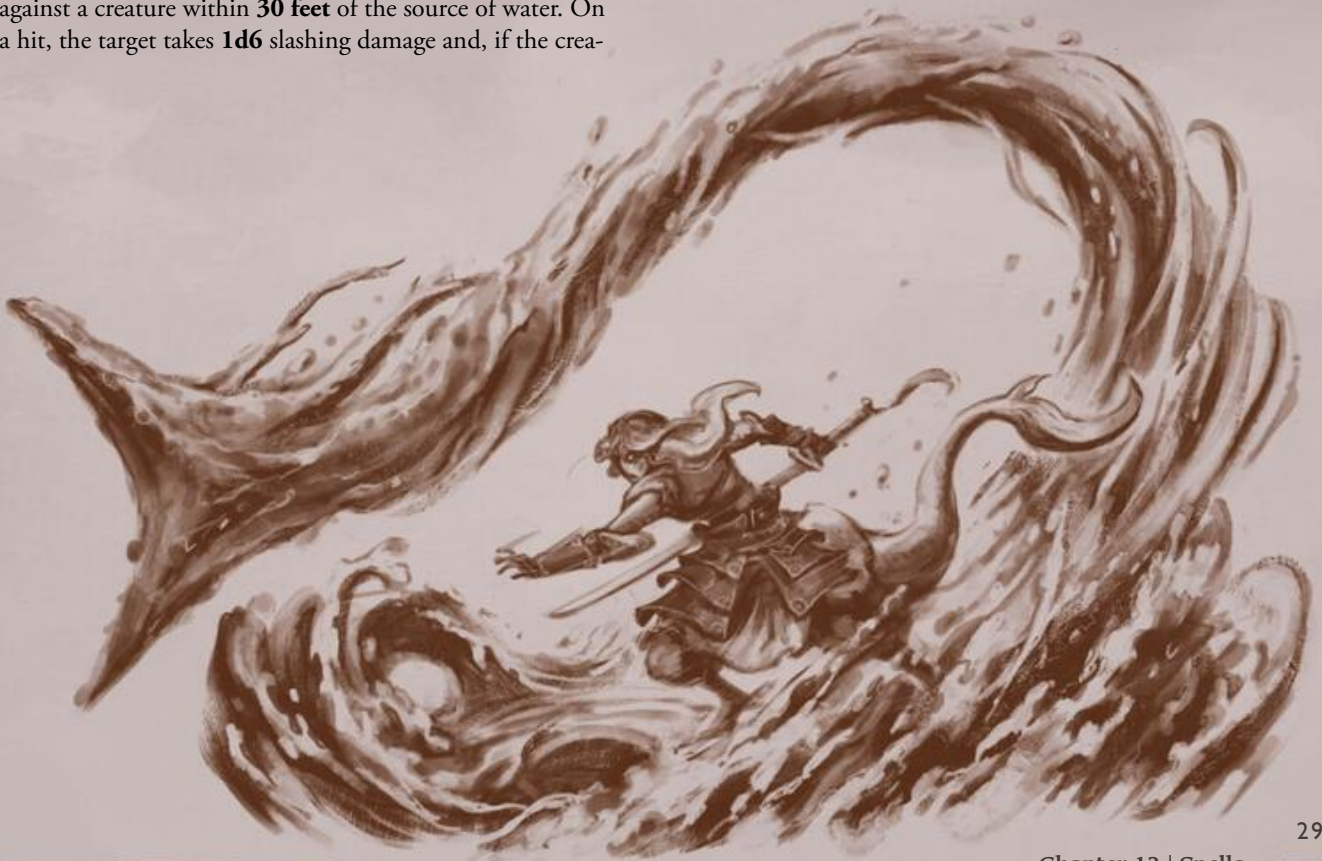
**Components:** V, S, M (a dried tadpole)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Druid, Ranger, Sorcerer, Wizard

You conjure a thrashing wurm of frothing water that moves with you, wielding it as an extension of your body for the duration. When you conjure the wurm and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- **Ice Fang.** The wurm grows frozen fangs—jagged icicles that it uses to bite a creature or object within **20 feet** of you. Make a **melee spell attack** against the target. On a hit, it takes **2d6** piercing damage and **1d6** cold damage.
- **Engulf.** The wurm leaves your side, surging toward a Large or smaller creature within **40 feet** of you and attempting to engulf it in a torrent of water. The target must succeed on a **Strength saving throw** or be



**restrained.** While restraining a creature in this way, the only effect you can use with the wyrm is Ice Fang, targeting the restrained creature regardless of range. A creature can use its action to make a **Strength** check against your **spell save DC**, freeing itself or a creature within its reach from the wyrm on a success. When the wyrm stops restraining a creature, the spell ends.

- **Weird Water.** The wyrm assumes a defensive formation around you. Until the start of your next turn, ranged attacks that hit you have their damage reduced by **1d6** plus your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the cold damage from the Ice Fang option and the damage reduction of the Weird Water option increase by **1d6** for each slot level above 3rd.

## WHITE WATER WALL

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a perfectly round pebble)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Druid, Sorcerer, Wizard

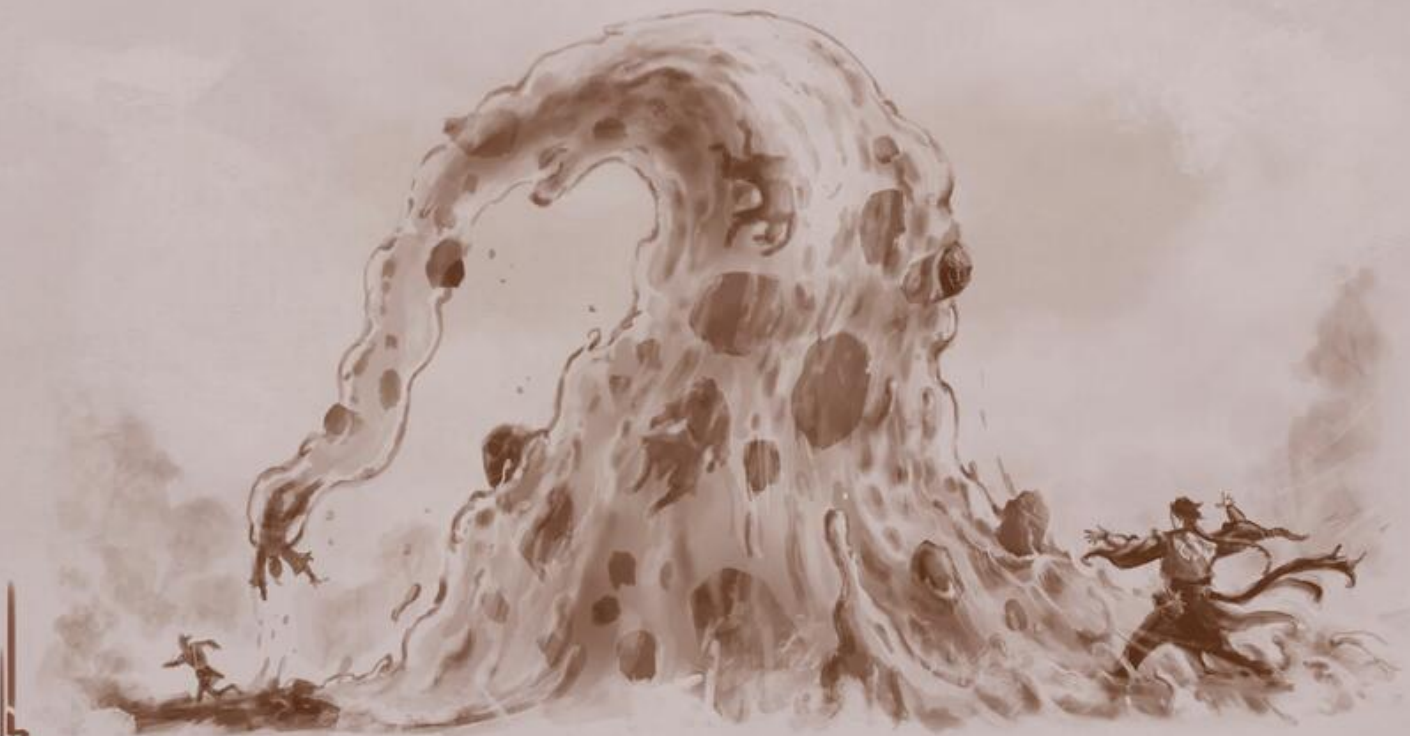
You create a wall of raging, turbulent water filled with debris. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet thick**, or a ringed wall up to **20 feet in diameter**, **20 feet high**, and **5 feet thick**. The wall is opaque, and ranged attacks can't pass through the wall.

If the wall cuts through a creature's space when it appears, or a creature enters the wall's space, the creature must make a **Strength saving throw**. A Huge or larger creature automatically succeeds on this saving throw. On a failure a creature ceases to be grappled and becomes entrained by the water. Success or failure, a creature takes **3d10** bludgeoning damage. An entrained creature can't breathe and has a speed of **0 feet**.

A creature that starts its turn in the wall takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris. An entrained creature that uses its action to make a **Strength** check against your **spell save DC** and succeeds exits the wall prone within **5 feet** of its current location.

**White Water Whip.** As a bonus action on your turn, you can cause a tendril of white water to grab at a creature within **10 feet** of the wall. That creature must succeed on a **Strength saving throw** or take **3d10** slashing damage and be pulled into the wall where it becomes entrained by it.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th. When you use a spell slot of 7th level or higher, the wall's maximum length also increases by **30 feet**, its thickness increases by **5 feet**, and the size of creature that automatically succeeds on the Strength saving throw increases by one for each two slot levels above 5th (to Gargantuan at 7th level and all creatures having to make the saving throw at 9th level).





## WIND DRAKE

1st-level conjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a dandelion seedhead)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (air), Druid, Ranger, Sorcerer, Wizard

You conjure a tempestuous drake of spiralling wind that moves with you, wielding it as an extension of your body for the duration. When you conjure the drake and as a bonus action on your subsequent turns, you can cause one of the following effects with it:

- **Thunder Strike.** The drake slams into a creature or object within **20 feet** of you with a deafening boom. Make a **melee spell attack** against the target. On a hit, the target takes **1d6** thunder damage.
- **Vortex Grapple.** The drake billows towards a Large or smaller creature within **20 feet** of you, attempting to encase it in a vortex of air. The target must succeed on a **Dexterity saving throw** or be **restrained** for the duration, or until you use another effect of the wind drake. A target can use an action to make a **Strength** or **Dexterity** check against your **spell save DC**, escaping the drake on a success and ending the spell.
- **Windstrider.** The drake forms a whirling eddy at your feet, increasing your speed by **10 feet**, and preventing

your movement from provoking opportunity attacks. This effect lasts until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage from the Thunder Strike option increases by **1d6**, and the Windstrider option's bonus to your speed increases by **10 feet**, for each slot level above 1st.

## WIND STRIKE

2nd-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bender (air), Paladin, Ranger, Wizard

With a blast of air, you leap up to **30 feet** before making one unarmed strike or melee attack with a weapon you are holding. You can make two attacks if you have the Extra Attack class feature. On a hit, each attack deals an extra **1d8** thunder damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the distance you can leap increases by **15 feet**, and each attack deals an extra **1d8** thunder damage on a hit, for each slot level above 2nd.

CHAPTER 14

CREATURES OF THE  
YOKAI REALMS



# CREATURES OF THE YOKAI REALMS

"I need you to imagine the weirdest possible thing you can. Okay, was it a giant wheel that's on fire with a screaming skull at the centre? If it wasn't, you're in for a shock.

If you're going to let a little thing like a gold-swallowing spirit covered in bird eyes surprise you, you're not going to last long. Don't fret though, there's lots of adorable critters out there too. Yes, you can pet them. Yes, they will kill you if you pet them wrong."

— Ryoko

## WHAT ARE YOKAI?

Many people think that yokai are just monsters; they are often described as the form of apparitions, spectres, or devils. In a way, yokai are all of these things and none of them.

The word yokai (妖怪) literally means strange apparition and is used to describe creatures that are in some way mystical. From the vengeful ghost of a fallen warrior, to a playful nature spirit, to a sentient umbrella, the only thing these have in common is that they are *strange* and they *exist*. Most of (but not all) the creatures in *Ryoko's Guide* are yokai, and many of the playable races native to these lands, such as the tengu, oniborne, and kitsune, draw from yokai origins.

Every yokai in *Ryoko's Guide* has the 'Yokai' subtype tag specified after their creature type (e.g. Construct) in their statistics. The playful fear eater, betobeto-san, for example, is a Fey (Yokai) creature, while the murderous, treasure-devouring dodomeki is a Fiend (Yokai). Some features, such as the Circle of Yokai druid's Wild Shape, interact specifically with creatures that have the Yokai subtype tag.

## A LIVING WORLD

The creatures offered in *Ryoko's Guide* and its expansions (like *Wrath of the Kaiju*) are not an exhaustive list of every being in the Realms. Mundane creatures like wolves, bears, and owls live here, as do all manner of Celestials, Fey, Fiends, Humanoids, and other beings one might find elsewhere in the multiverse. The existence of koi dragons like Bakuryō does not mean traditional chromatic and metallic dragons cannot make a home here, for example. GMs can add creatures from other settings to those found within the

Yokai Realms, or take creatures from *Ryoko's Guide* and integrate them into different settings to bring yokai's mysticism and mischief to other worlds.

The stat blocks presented herein represent a typical example of a given species or phenomenon. Some traits, like alignment, might vary among individuals. Because yokai are intelligent and independent, it is possible, albeit rare, for individuals to buck stereotypes. A jorōgumo might repress her hunger for flesh and act as a virtuous guide. An elderly ryūme may grow tired of stoic placidity and revel in chaos and mischief. Sometimes, subverting the common tropes of a creature can be a powerful storytelling tool; don't be afraid to alter what is given here to craft a compelling narrative, but do acknowledge that these individuals differ from the rest of their kin.

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	Type	Size	Align <sup>1</sup>	Att. Mod	DPR <sup>2</sup>	AC	HP	Overall	Off	Def	
Ancient Nue	Monstrosity (Yokai)	Huge	CN	+9	69	17	189	<b>11</b>	11	10	333
Aspect of Ashura	Fiend (Yokai)	Large	CE	+10	73	17	157	<b>13</b>	13	12	305
Bakezōri	Construct (Fey)	Tiny	CN	+4	8	12	7	<b>1/4</b>	1/2	0	344
Betobeto-sama	Fey (Yokai)	Huge	CE	+10	48	13	184	<b>9</b>	9	9	309
Betobeto-san	Fey (Yokai)	Small	CN	+3	7	13	33	<b>1/2</b>	1/2	1/4	307
Dodomeki	Fiend (Yokai)	Medium	NE	+6	35	14	102	<b>5</b>	5	5	310
Dorotabō	Undead (Yokai)	Medium	LE	+6	30	15	90	<b>5</b>	4	5	311
Ebi'ishi	Fiend (Yokai)	Medium	LE	+6	25	17	105	<b>4</b>	4	4	312
Ebi'ishi Elder	Fiend (Yokai)	Large	LE	+8	44	21	152	<b>8</b>	7	9	313
Hone Karakasa	Construct (Yokai)	Medium	CN	+6	16	14	30	<b>2</b>	3	1	345
Jade Komainu	Construct (Yokai)	Large	LG	+6	32	16	114	<b>4</b>	4	4	326
Jorōgumo	Fiend (Shape-changer; Yokai)	Large	NE	+6	40	16	170	<b>7</b>	6	8	316
Jorōgumo Husk	Undead (Yokai)	Large	CE	+5	22	15	68	<b>2</b>	3	1.5	318
Kanibōzu	Fiend (Yokai)	Medium	N	+7	22	18	95	<b>5</b>	5	5	314
Kamaitachi	Fey (Yokai)	Small	CN	+4	18	14	22	<b>1</b>	2	1/8	319
Kappa	Fey (Yokai)	Medium	CN	+5	20	14	58	<b>2</b>	3	1/2	320
Kappa Tideweaver	Fey (Yokai)	Medium	N	+5	27	15	117	<b>4</b>	4	4	321
Kasha	Fiend (Yokai)	Medium	CE	+5	14	14	32	<b>1</b>	2	1/8	322
Korori	Fiend (Yokai)	Large	U	+7	61	17	152	<b>8</b>	9	7	329
Mounted Onryō	Undead (Yokai)	Large	LE	+8	43	16	78	<b>6</b>	7	5	337
Narigama	Fey (Yokai)	Small	LG	+4	9	14	27	<b>1</b>	2	1/8	346
Nuekō	Monstrosity (Yokai)	Tiny	CN	+4	18	12	18	<b>1/4</b>	1/2	0	330
Nue	Monstrosity (Yokai)	Large	CN	+6	43	16	68	<b>4</b>	6	3	331
Ōmukade	Fey (Yokai)	Huge	CN	+12	93	21	187	<b>15</b>	17	13	335
Ōmukade Spawn	Fey (Yokai)	Medium	CN	+5	24	16	58	<b>3</b>	4	2.5	334
Onryō	Undead (Yokai)	Medium	LE	+5	17	16	44	<b>3</b>	3	3	336
Ryūme	Celestial (Yokai)	Large	LG	+6	26	14	68	<b>3</b>	4	1	338
Ryūtō	Elemental (Yokai)	Tiny	N	+4	2	12	2	<b>1/8</b>	1/8	0	340
Ryūtō Swarm (Dragon Form)	Elemental (Yokai)	Large	N	+6	15	14	57	<b>3</b>	3	3	341
Stone Komainu	Construct (Yokai)	Medium	LG	+5	21	16	30	<b>2</b>	3	1	325
Swarm of Tsukumogami	Construct (Yokai)	Medium	CN	+4	13	13	33	<b>1</b>	1	1	347
Taki Reiō	Celestial (Yokai)	Huge	LG	+12	83	17	162	<b>14</b>	15	13	342
Ushi-Oni	Fiend (Yokai)	Huge	CE	+7	31	17	115	<b>5</b>	5	5	348
Ushi-Oni Moulting	Fiend (Yokai)	Medium	CE	+4	11	14	39	<b>1</b>	2	1/4	348
Wanyūdō	Fiend (Yokai)	Large	NE	+5	20	15	52	<b>3</b>	3	3	350
Yuki no Ko	Elemental (Yokai)	Medium	N	+6	25	14	52	<b>2</b>	4	1/2	351
Yuki Onna Wraith	Elemental (Yokai)	Medium	CE	+7	42	16	136	<b>7</b>	7	6	353
Zuwai	Fiend (Yokai)	Large	LE	+9	84	17	178	<b>12</b>	13	11	315

<sup>1</sup> Alignment: L = Lawful, N = Neutral, C = Chaotic, G = Good, E = Evil

<sup>2</sup> Damage Per Round. The average damage assuming all effects and attacks are successful.

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# ASPECT OF ASHURA

A favoured subject among poets and thespians across the realms is the tale of Ashura: the three-faced, six-armed demon god of destruction cast down from the heavens by the deities he offended. While the legend of Ashura might end there, his legacy and demonic power endure. Stories shared in hushed, fireside whispers tell of Fiends that befoul the land still—creatures echoing the form and power of the defeated demon god. On a path fueled by zealous passion and hateful vengeance, their wake is marked by destruction and bloodshed. The original Ashura may be gone, but the aspects of Ashura carry his legacy into the mortal world.

**Fragment of Fury.** Aeons ago, upon his defeat, Ashura was broken and scattered to different parts of the world, his power contained and fragmented. Like the creeping rust that shatters iron chains, time has weakened

these seals, and physical aspects of Ashura have manifested in the shadow of bloodlust. In dark caverns near freshly watered battlefields, in sewers beneath arenas where fans bay for blood, in the crypts of temples where acolytes perform ritual sacrifice, Ashura's aspects manifest.

**Blood and Lust.** While only an echo of the true Ashura, these creatures are deadly and cunning, inheriting his fearsome magic and battle prowess. Like their forebear, these aspects experience all emotions in their most extreme capacity. Happiness is nothing less than dizzying ecstasy, and anger blinds them with myopic rage. When met in battle, there is no hope of mercy, surrender, or compromise; only in death can these reflections be stopped.



# ASPECT OF ASHURA

Large Fiend (Yokai), Chaotic Evil

**Armour Class** 17 (natural armour)

**Hit Points** 157 (15d10 + 75)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	20 (+5)	18 (+4)	9 (-1)	10 (+0)

**Saving Throws** Dex +10, Wis +4, Cha +5

**Skills** Arcana +9, Athletics +15, Perception +9

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned, stunned

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Abyssal, Common, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Legendary Resistance (3/Day).** If the aspect fails a saving throw, it can choose to succeed instead.

**Pernicious Wound.** When the aspect hits a creature with six or more attack rolls on a single turn, that creature's hit point maximum is reduced by 9 (1d8 + 5). This reduction can't be undone by any means short of a *wish* spell.

**Reckless.** At the start of its turn, the aspect can gain **advantage** on all melee weapon attack rolls until the start of its next turn, but attack rolls against it have **advantage** until then.

**Three Heads.** The aspect can take up to three reactions per round, but only one per turn. Other than opportunity attacks, it can't use the same reaction option more than once each round.

## ACTIONS

**Multiattack.** The aspect makes six Longsword attacks.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

*Hit:* 8 (1d6 + 5) piercing damage.

**Longsword.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Ashura's Grasp (Recharge 4-6).** The aspect lets loose a burst of grasping conjuration magic, forcing one creature it can see within **300 feet** of it to make a **DC 18 Charisma saving throw**. On a failed save, the target takes 55 (10d10) force damage and is teleported to an unoccupied space the aspect can see within **20 feet** of the aspect. On a successful save, the target takes half as much damage and isn't teleported.

## REACTIONS

**Nip.** *Trigger:* A creature ends its turn within **5 feet** of the aspect.

*Response:* The aspect makes one Bite attack against that creature.

**Goad.** *Trigger:* A creature within **120 feet** of the aspect which the aspect can see can see misses an attack roll or fails an ability check or saving throw. *Response:* The aspect hurls a magically infused insult at that creature. The target must succeed on a **DC 18 Wisdom saving throw** or use its reaction to move its speed toward the aspect. If a creature ends this movement within its reach of the aspect, it can make one melee weapon attack against the aspect as a part of its reaction.

**Spell Swallow.** *Trigger:* A creature the aspect can see within **120 feet** of it casts a spell. *Response:* The aspect attempts to duplicate that magic for itself. The creature must make a **DC 18 Charisma saving throw**. On a failure, the spell is cast as usual, but the aspect also casts the same spell immediately afterward as a part of this reaction. The aspect ignores the material components of any spell cast in this way.



# BETOBETO-SAN

Among the ranks of city-dwelling yokai, the mischievous betobeto-san is one of paradoxical reputation—simultaneously infamous for inspiring fear in the hearts of those who encounter it, yet well-loved by locals as a playful, prankster spirit. Most of the time, the betobeto-san is invisible, but should one choose to reveal itself, onlookers are greeted with the sight of a round, ball-like creature with a grinning maw and two small legs. It is known to enjoy wearing sandals, with the tell-tale echo of unseen feet pitter-pattering over cobbled stone a sure indication that the betobeto-san is near.

**One Step at a Time.** The betobeto-san is nocturnal, emerging from its hidden nest to roam the empty streets after most citizens have gone to sleep. Every city has stragglers, transients, and hooligans who walk the town at night, making perfect prey for the knavish yokai. The betobeto-san follows closely behind its quarry, its footsteps echoing into the darkness, but when its victim turns to look, they find themselves to be seemingly alone. Isolated in the darkness and haunted by echoing footsteps, victims grow increasingly fearful—a fear that the betobeto-san is eager to exacerbate; fear is its prize.

**Scary Sustenance.** Betobeto-san sustain themselves on a diet of fear, but unless the impish yokai wishes it, their prey is not truly harmed in this process. In fact, their ability to devour fright has become revered by civilians and adventurers alike, with some attempting to tame and train betobeto-san to aid in soothing the emotions of those suffering from extreme stress and nightmares. However, in communities where fear is an ever-present spectre, perhaps under the reign of a cruel tyrant or in times of famine and war, these small yokai become corrupted by the persistent atmosphere of dread. Such betobeto-san grow huge as they feast aggressively and without caution, devouring a portion of their victims' souls in the process. These betobeto-sama are cruel and audacious, their mere presence perpetuating the dread that birthed them.



## BETOBETO-SAN

*Small Fey (Yokai), Chaotic Neutral*

**Armour Class** 13 (natural armour)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	9 (-1)	13 (+1)	16 (+3)

**Skills** Intimidation +5, Stealth +2

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

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Surprise!** If the betobeto-san is invisible when it rolls initiative, it can choose to turn visible. If it does so, each creature within **10 feet** of the betobeto-san that can see it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** of it for **1 minute**. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

### ACTIONS

**Slam.** *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target.

*Hit:* 4 (**1d6 + 1**) bludgeoning damage.

**Devour Fear.** *Melee Spell Attack:* **+3** to hit, reach 5 ft., one frightened creature. *Hit:* 9 (**2d8**) psychic damage. When the target is damaged by this attack, it gains **immunity** to the frightened condition for the next **hour** as the betobeto-san devours its terror.

**Sneak.** The betobeto-san magically turns **invisible** until the end of its next turn or immediately after it makes an attack

### BONUS ACTIONS

**Jump Scare.** The betobeto-san attempts to frighten one creature it can see within **30 feet** of it. That creature must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of the betobeto-san for **1 minute**. The creature can repeat this save at the end of its turn, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to the betobeto-san's Jump Scare for the next **24 hours**.



ARTIST NAME

# BETOBETO-SAMA

Huge Fey (Yokai), Chaotic Evil

**Armour Class** 13 (natural armour)

**Hit Points** 184 (16d12 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	21 (+5)	9 (-1)	13 (+1)	22 (+6)

**Saving Throws** Str +9, Wis +5

**Skills** Deception +10, Insight +5, Intimidation +14, Stealth +3

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** frightened, exhaustion

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 11

**Languages** —

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

**Proficiency Bonus** +4

**Surprise!** If the betobeto-sama is invisible when it rolls initiative, it can choose to turn visible. If it does so, each creature within **60 feet** of the betobeto-sama that can see it must succeed on a **DC 18 Wisdom saving throw** or become **frightened** for **1 minute**. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

**True Terror.** A creature frightened by the betobeto-sama has **disadvantage** on Intelligence and Wisdom saving throws and on saving throws made to maintain concentration.

## ACTIONS

**Multiattack.** The betobeto-sama makes two attacks with any combination of Betobeto-sama Slam and Feast of Fear.

**Betobeto-sama Slam.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 21 (**3d10 + 5**) bludgeoning damage. If the target is a creature that isn't frightened, it must succeed on a **DC 18 Wisdom saving throw** or become **frightened** of the betobeto-sama for **1 minute**. If the target is a frightened creature, it must succeed on a **DC 18 Wisdom saving throw** or become **stunned** until it is no longer frightened. A creature can repeat this save at the end of each of its turns, ending the effect on a success.

**Feast of Fear.** *Melee Spell Attack:* **+10** to hit, reach 10 ft., one frightened and stunned creature. *Hit:* 27 (**6d8**) psychic damage, and the target's Charisma score is reduced by **1d4**. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

## BONUS ACTIONS

**Betobeto-sama Sneak.** The betobeto-sama magically turns invisible until the end of its next turn or immediately after it makes an attack.

# DODOMEKI

Greed incarnate, the dodomeki are covetous, fiendish yokai infatuated with wealth and thievery. They take a distorted, humanoid form, with flesh covered in twitching, bulging eyes as black as a starless night. Their arms are grotesquely extended, their hair grows long and dark, and their grasping claws are vicious and swift.

**Deadly Treasure Hunters.** Dodomeki stalk those who radiate the stench of affluence, which dodomeki detect as a sickly, sweet aroma. Cloaked by invisibility and aided by a supernatural stealth, they brazenly pick the pockets of nobles in broad daylight, retreating before their theft is detected. Should a wealthy merchant or courier with an expensive cargo be caught alone, a dodomeki will reveal itself, reveling in cruel slaughter before meticulously stripping the corpse of all valuable possessions.

**Insatiable Avarice.** Devourers of treasure, dodomeki do not keep hordes as dragons do. Their hunger for wealth is insatiable, but although they typically target gold, a dodomeki can covet and consume any object that inspires avarice in others. Because they target only those bearing riches, some impoverished communities view their existence as divine retribution for those who wield financial dominion over others.

## DODOMEKI

Medium Fiend (Yokai), Neutral Evil

**Armour Class** 14 (natural armour)

**Hit Points** 102 (12d8 + 48)

**Speed** 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

**Skills** Perception +5, Sleight of Hand +9, Stealth +9

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

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Wealthsense.** The dodomeki can sense the direction of any valuable objects within **100 feet** of it, including behind total cover, as a saccharine aroma. The greater the greed an object inspires in others, the more potent the stench.

**Grasping Thief.** The first time the dodomeki hits any creature with its Wrenching Claw attack on its turn, it steals coins that the creature is carrying worth a total value in gold pieces equal to ten times the slashing damage dealt.

### ACTIONS

**Multiattack.** The dodomeki makes two Wrenching Claw attacks.

**Wrenching Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 5 (1d10) psychic damage.

**Revel in Gold.** The dodomeki magically feasts on any treasure it is carrying, causing it to disintegrate into motes of golden light. The dodomeki gains **1** temporary hit point for every 10 gold pieces worth of objects it devours in this way, up to a maximum of 25 temporary hit points.

### BONUS ACTIONS

**Thieves' Blessing (3/Day).** The dodomeki magically turns **invisible** for **1 minute** or until its concentration ends (as if concentrating on a spell) or immediately after it makes an attack. Any equipment the dodomeki wears or carries is invisible with it.



# DOROTABŌ

A band of inquisitive boys crawl under hedgerows and over fences, ignoring the flaking warning signs posted along the road. As they heedlessly traipse across an abandoned rice field of mud and wilted plants, the earth suddenly shifts beneath them. In horror, the trespassers stand transfixed as a humanoid figure rises from the muck, coated in soil and withered vines, its three fingers pointing accusingly at the intruders. Only then—face to face with the slouching, decrepit form of the dorotabō—do the interlopers realise the folly of their insatiable curiosity.

**Product of Hardwork.** Dorotabō are vengeful spirits borne of the intense anguish of common farmers. When a field is desecrated by damage or neglect after the passing of its caretaker, the spirit of the one who once toiled so dutifully there becomes corrupted with anger and malice, transforming into a dorotabō, now cursed to haunt the land they once loved.

**Tied to the Land.** Dorotabō are intimately tied to their land; they are unwilling—and unable—to step foot outside of its borders. Within their territory, they are able to manipulate the earth itself, conjuring decay-ridden plants to entangle trespassers and bury them among the other foolish dead. They are grim guardians, and their domination is absolute across their tiny kingdom, for who can know the land better than the farmer who once nurtured it?

## DOROTABŌ

Medium Undead (Yokai), Lawful Evil

**Armour Class** 15 (natural armour)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	9 (-1)	16 (+3)	10 (+0)

**Skills** Nature +5

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**One With the Land.** The dorotabō ignores difficult terrain caused by magical and nonmagical plants, mud, swamps, and other natural phenomena.

### ACTIONS

**Multiattack.** The dorotabō makes three attacks with any combination of Three-Fingered Claw and Wrathful Scythe.

**Three-Fingered Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage, and the target must succeed on a **DC 14 Constitution saving throw** or be **poisoned** for **1 minute**. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

**Wrathful Scythe.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, and the area within **10 feet** of the dorotabō becomes difficult terrain as sickly, grasping plants manifest beneath the arc of the scythe. These plants wither and fade **10 minutes** after appearing.

### BONUS ACTIONS

**Vengeful Earth (3/Day).** Up to three creatures standing on the ground within **60 feet** of the dorotabō that it can see are besieged by mouldering vines that burst from the ground at their feet. Each creature must succeed on a **DC 14 Strength saving throw** or be **restrained** for **1 minute**. A creature can use its action to make a **DC 14 Strength (Athletics)** check, ending the effect on itself or a creature within its reach on a success. A creature can also attack the vines to destroy them, which have an AC of 12, 10 hit points, **immunity** to necrotic damage, and **vulnerability** to fire damage.



# EBIZO

Far beneath roiling ocean waves, in pitch darkness and numbing cold, only the hardest, most tenacious life forms endure. The Ebizo, a society of crustacean yokai, are notorious for their raids on coastal towns and the plundering of ships foolhardy enough to stray into their territory.

**Deep History.** According to legend, when ancient isetsu threw off the shackles of divine imperative, forsook their post on land, and stepped willingly into the ocean's embrace, they took their first steps towards becoming ebizo. There, beneath the crushing pressure of ten-thousand fathoms, their shells and hearts hardened. In a twist of irony, these cousins of the isetsu became the fiendish yokai who number among the isetsu's greatest threats.

**Current Affairs.** Despite their clunky appearance, none can navigate riptides nor ride currents quite like the Ebizo. They react to the flow of water with subconscious deftness, gliding on currents with the precision of a hawk soaring on an updraft. While formidable combatants in water, they are still ferocious warriors on land, carrying the power and tenacity of the ocean wherever they tread.

**Society.** Contrary to the stories told by landfolk, to whom the Ebizo are naught but bloodthirsty pirates and conquerors, Ebizo society is rich and complex. The primary yokai of the clan are ebi'ishi, kanibōzu, and zuwai, each with distinct talents and cultural importance. Although much of Ebizo society is crafted around oceanic conquest and battles with landfolk, they also engage in festivals, art, religion, and industry. Ebizo are intelligent and articulate, capable of reason and compromise, and, while undoubtedly deadly and aggressive, aren't devoid of kindness and mercy.

## EBI'ISHI

The bulk of the Ebizo clan's warriors are ebi'ishi—hardy lobster yokai with natural carapaces as durable as lacquered armour. Their roles range from city guards to infantry soldiers, while elder ebi'ishi serve as elite juggernauts tasked with the defence of zuwai. With experience comes strength and wisdom, an adage that rings particularly true among the ebi'ishi, for they never cease growing. Over time, their shells and claws become increasingly dense, with elders bearing carapaces stronger than steel. However, as this durability increases, their mobility suffers. The ultimate fate of an ebi'ishi is for their carapace to grow so heavy that it crushes the flesh within. To collapse under the weight of one's shell is seen as an honourable death for an otherwise unconquerable warrior of the Ebizo clan.

## EBI'ISHI

*Medium Fiend (Yokai), Lawful Evil*

**Armour Class** 17 (natural armour)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	9 (-1)	10 (+0)	12 (+1)

**Skills** Athletics +6

**Damage Resistances** cold, poison

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

**Languages** Ebizo, Infernal

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

**Proficiency Bonus** +2

**Amphibious.** The ebi'ishi can breathe air and water.

**Watersense.** The ebi'ishi loses its blindsight when not submerged in water.

### ACTIONS

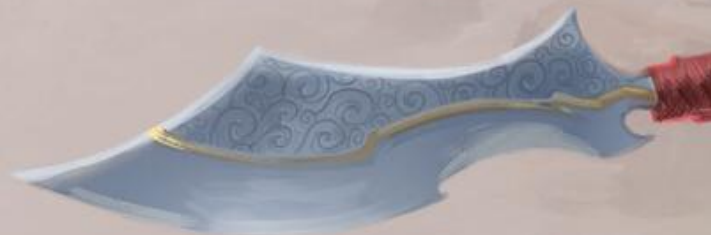
**Multiattack.** The ebi'ishi makes two Spear attacks. It can replace one these attacks with one Claw attack.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage and the target is **grappled (escape DC 14)**. In addition, it must succeed on a **DC 14 Strength saving throw** or drop whatever it's holding.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### BONUS ACTIONS

**Ink Spray (Recharge 4-6).** The ebi'ishi hurls a glob of ink at one creature it can see within **20 feet** of it. The target must make a **DC 13 Constitution saving throw**, taking 16 (3d10) poison damage and being **blinded** on a failed save, or half as much damage and not being blinded on a successful one. When the ebi'ishi takes this action while underwater, it instead expels an ink cloud in a **10-foot radius** sphere centred on it. The cloud spreads around corners and heavily obscures the area. Each creature other than the ebi'ishi that ends its turn in the area must make the aforementioned saving throw with the same results on a success or failure. A strong current disperses the ink cloud, which otherwise disappears at the end of the ebi'ishi's next turn.



# EBI'ISHI ELDER

Large Fiend (Yokai), Lawful Evil

**Armour Class** 21 (natural armour)

**Hit Points** 152 (16d10 + 64)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	19 (+4)	9 (-1)	14 (+2)	12 (+1)

**Skills** Athletics +8

**Damage Resistances** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12

**Languages** Common, Ebizo, Infernal

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Amphibious.** The ebi'ishi can breathe air and water.

**Watersense.** The ebi'ishi loses its blindsight when not submerged in water.

## ACTIONS

**Multiattack.** The ebi'ishi makes two Spear attacks. It can replace one these attacks with one Claw attack.

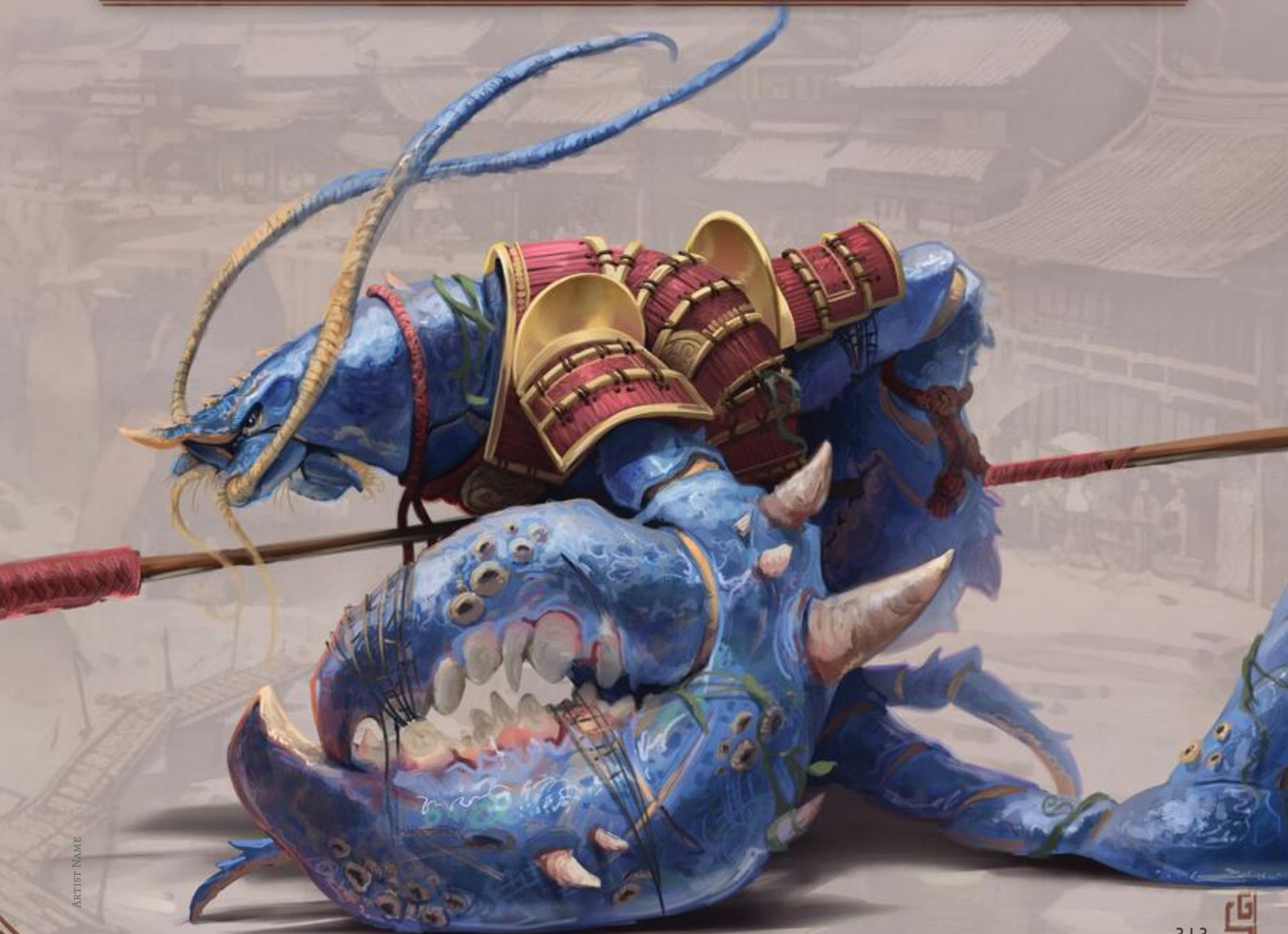
**Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

**Hit:** 18 (2d12 + 5) piercing damage and the target is **grappled** (escape DC 16). In addition, it must succeed on a **DC 16 Strength saving throw** or drop whatever it's holding.

**Spear.** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage.

## BONUS ACTIONS

**Ink Spray (Recharge 4-6).** The ebi'ishi hurls a glob of ink at one creature it can see within **60 feet** of it. The target must make a **DC 15 Constitution saving throw**, taking 27 (5d10) poison damage and being **blinded** on a failed save, or half as much damage and not being blinded on a successful one. When the ebi'ishi takes this action while underwater, it instead expels an ink cloud in a **20-foot radius** sphere centred on it. The cloud spreads around corners and heavily obscures the area. Each creature other than the ebi'ishi that ends its turn in the area must make the aforementioned saving throw with the same results on a success or failure. A strong current disperses the ink cloud, which otherwise disappears at the end of the ebi'ishi's next turn.



ARTIST NAME

## KANIBŌZU

The kanibōzu are esteemed nobles that form the backbone of the Ebizo society, often acting as teachers, seers, historians, healers, and spies. With an affinity for illusion magic, kanibōzu are also the Ebizo's espionage specialists. They have been known to infiltrate isetsu outlooks disguised as traders, priests, or mercenaries, maintaining their masquerades for years while passing crucial information on shipping and patrols to their kin. In their true form, every kanibōzu carries a symbol of authority, typically a lantern which also acts as a focus through which they channel their magic. In the haunting darkness and crushing depths of the ocean, the distant, eerie light of a kanibōzu is a bolstering force of hope for the Ebizo and a stern warning to its enemies.



## KANIBŌZU

Medium Fiend (Yokai), Neutral

**Armour Class** 18 (natural armour)

**Hit Points** 95 (10d8 + 50)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

**Skills** Deception +7, Insight +5, Investigation +5, Stealth +3

**Damage Resistances** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Ebizo, Infernal

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Amphibious.** The kanibōzu can breathe air and water.

**Lantern Bearer.** The kanibōzu carries a lantern that sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**. It can extinguish or light the lantern as a bonus action. Creatures of the kanibōzu's choice within the lantern's light gain a **1d4** bonus to attack and damage rolls (included in the kanibōzu's attacks).

### ACTIONS

**Staff.** *Melee Weapon Attack:* **+5** plus **1d4** to hit, reach 5 ft., one target. *Hit:* **9 (1d8 + 1d4 + 2)** bludgeoning damage.

**Stinging Ray.** *Ranged Spell Attack:* **+7** plus **1d4** to hit, range 120 ft., one target. *Hit:* **22 (3d10 + 1d4 + 4)** radiant damage.

**Illusory Form.** The kanibōzu casts the *disguise self* spell, using Charisma as the spellcasting ability (**spell save DC 15**).

### BONUS ACTIONS

**Inversion Illusion.** The kanibōzu attempts to craft an illusion in the mind of a creature it can see within **60 feet** of it. The target must make a **DC 15 Wisdom saving throw**. On a failed save, the area within **20 feet** of the kanibōzu's lantern becomes obscured by magical darkness for that creature, regardless of other illumination. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

# ZUWAI



The Ebizo believe that all things belong to the ocean, and the ocean belongs to the zuwai. Matriarchs among the Ebizo, these deep-sea elementalists tower over the rest of the clan, both in stature and magical prowess. Among their kin, zuwai act as chieftains and battlefield commanders, masterminding the flow of combat from afar and rarely engaging personally. However, should the need arise, zuwai are fearsome warriors innately equipped with lethal magic. Their grace in battle is unmatched; the zuwai's many limbs move with spectacular synchronicity as they channel the element of water through precise movements—an uncanny union of delicate motion and crushing tidal force. In many ways, zuwai are the ocean's erratic temperament incarnate, at one moment beautiful in tranquillity, the next terrifying in tempestuous rage.



## ZUWAI

*Large Fiend (Yokai), Lawful Evil*

**Armour Class** 19 (natural armour)

**Hit Points** 178 (17d10 + 85)

**Speed** 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	18 (+4)	11 (+0)	21 (+5)

**Saving Throws** Con +9, Wis +4

**Skills** Acrobatics +9, Persuasion +9, Stealth +9

**Damage Resistances** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Languages** Aquan, Common, Ebizo, Infernal

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Amphibious.** The zuwai can breathe air and water.

**Magical Carapace (3/Day).** When the zuwai fails a saving throw, it can choose to succeed instead. If it does so, a layer of its carapace shatters and sheds, and it has a **-1 penalty** to AC until it finishes a long rest.

### ACTIONS

**Multiaction.** The zuwai makes two attacks with any combination of Claw and Tidal Surge.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, plus 13 (3d8) cold damage.

**Tidal Surge.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 28 (8d6) bludgeoning damage, and if the target is a creature, the zuwai can move that creature up to **30 feet** in a direction of its choice.

**Tidal Grasp (Recharge 6).** The zuwai conjures three tendrils of undulating water that attempt to ensnare up to three Large or smaller creatures it can see within **60 feet** of it. Each target must succeed on a **DC 17 Dexterity saving throw** or be **restrained** for **1 minute**. While restrained in this way, a creature is also drowning—it cannot breathe, speak, or perform the verbal components of spells. A creature can use an action to attempt a **DC 17 Strength** check, freeing itself or a restrained creature within its reach on a success.

**Water Wurm (2/Day).** The zuwai casts the *water wurm*\* spell (at 4th level), using Charisma as the spellcasting ability (**spell save DC 17, +9** to hit with spell attacks).

\*See page 297

### REACTIONS

**Drowning Shield.** *Trigger:* A creature within **60 feet** of the zuwai that it can see targets the zuwai with an attack. *Response:* The zuwai conjures a bubble of water around itself. It gains a **+5 bonus** to AC until the start of its next turn. If the zuwai is hit with an attack roll while this shield is in place, the bubble bursts, and each other creature within **15 feet** of it must succeed on a **DC 17 Strength saving throw** or take **22 (4d10)** bludgeoning damage and be knocked **prone**.

# JORŌGUMO

Of all the fiendish yokai that prowl the land, few can match the cunning and ingenuity of the jorōgumo: a shapeshifting spider-demon with a humanoid head and torso perched atop the abdomen of a grotesque, giant spider.

**Living Form.** Jorōgumo are skillful shapechangers, disguising themselves amongst their Humanoid prey. Some spend years in plain sight, mimicking the lives and habits of ordinary townsfolk and accruing a kill count in the hundreds over decades of careful slaughter. Jorōgumo revel in the art of infiltration, with the most adroit even becoming community leaders.

**Spider Arts.** Jorōgumo are consummate artists, exhibiting mastery across various crafts, including carpentry, artifice, song, and dance. Their performances are nothing short of sirenical, drawing in all manner of beings who stand in awe at their beauty and talent, blissfully unaware of the horror that awaits them just below the floorboards of the stage.

**Patient Hunter.** Horror stories tell of quaint roadside inns that pop up out of nowhere, beckoning merchants and travellers alike with the promise of full bellies, soft sheets, and a charming host. Those ensnared by these promises rarely return—stolen from their beds, wrapped in sweet-scented silk, and dragged below the earth to the jorōgumo's lair. Here they are left, desperate and struggling, their muffled screams meritless as they lie trapped in a dark, webbed tomb. Ever sadistic, jorōgumo sing soft tales of lost love and fallen heroes to their prey, holding them in a tender caress, even as they fill the cocoon with corrosive digestive juices.

**Empty Embrace.** Jorōgumo shed regularly as they grow, leaving behind mindless, predatory husks. These Undead are driven by a relentless, aching need to be whole, a yearning to wrap around flesh so that they may become reborn. Once a jorōgumo husk has killed its prey, it envelops it within its body and then undergoes a metamorphosis, birthing a new jorōgumo. Unfortunately for a living jorōgumo, these husks' hunting practices are crude and messy, and threaten their forebears' continued concealment.

## JORŌGUMO

Large Fiend (Shapechanger, Yokai), Neutral Evil

**Armour Class** 16 (natural armour)

**Hit Points** 170 (20d10 + 60)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	14 (+2)	12 (+1)	21 (+5)

**Saving Throws** Dex +7, Cha +8

**Skills** Acrobatics +7, Deception +8, Perception +4, Performance +8, Persuasion +8, Stealth +7

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal, Sylvan

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

**Proficiency Bonus** +3

**Spider Climb.** The jorōgumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** While in contact with a web, the jorōgumo knows the exact location of any other creature in contact with the same web. The jorōgumo also ignores movement restrictions caused by webbing.

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

## ACTIONS

**Multiattack.** The jorōgumo uses its Charm. It then makes two Caustic Shot attacks. It can replace one attack with a use of Webweaver.

**Sting.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a **DC 14 Constitution saving throw**. On a failed save, a creature takes **36 (8d8)** poison damage and suffers one random condition from the following options until the end of its next turn: 1, **blinded**; 2, **frightened** of all jorōgumo; 3, **poisoned**; 4, **restrained**. On a successful save, the creature takes half as much damage and doesn't suffer a condition.

**Caustic Shot.** *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 19 (3d10 + 3) acid damage.

**Charm.** The jorōgumo targets one Humanoid it can see within **30 feet** of it. If the target can see the jorōgumo, the target must succeed on a **DC 16 Wisdom saving throw** or be **charmed** for the next **24 hours**. The charmed target regards the jorōgumo as a delicate innocent to be loved and protected. Although the target isn't under the jorōgumo's control, it takes the jorōgumo's requests or actions in the most favourable way it can. The first time on a turn the target takes damage, it can repeat this saving throw, ending the effect on a success.

**Webweaver.** The jorōgumo casts the *web* spell, requiring no spell components, without requiring concentration, and using Charisma as the spellcasting ability (**spell save DC 16**).

**Shapechanger.** The jorōgumo magically polymorphs into a Small or Medium Humanoid. Its statistics and capabilities, other than its size, remain the same. It reverts to its true form if it makes a Caustic Shot or Sting attack, uses its Webweaver action, or dies.



# JORŌGUMO HUSK

Large Undead (Yokai), Chaotic Evil

**Armour Class** 15 (natural armour)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

**Skills** Stealth +5

**Damage Resistances** cold, necrotic

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, poisoned, unconscious

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

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Aching Emptiness.** When the husk kills a Humanoid with its Devour attack, the Humanoid's corpse is left suspended and encased with webbing inside the husk's carapace. Over the next **24 hours**, the two fuse together, and the husk is reborn as a jorōgumo that can use its Shapechanger action to take the appearance of the Humanoid it killed.

**Spider Climb.** The husk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** While in contact with a web, the husk knows the exact location of any other creature in contact with the same web. The husk also ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The husk makes two attacks with any combination of Bite and Web.

**Bite.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

**Devour.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one restrained creature. *Hit:* 28 (8d6) necrotic damage, and the target is **grappled (escape DC 13)**.

**Web.** *Ranged Weapon Attack:* **+5** to hit, range 30/60 ft., one creature. *Hit:* The target is **restrained** by webbing. As an action, a creature can make a **DC 13 Strength** check, freeing itself or a creature with its reach on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; **vulnerability** to fire damage; **immunity** to bludgeoning, poison, and psychic damage).



# KAMAITACHI

The skittering click-clack of bladed forelimbs across a courtyard's stone paving is the telltale sound of a kamaitachi. As nimble and flighty as mountain winds, these weasel-like yokai dart from shadow to shadow, kicking up whirling eddies of dust and leaves in their wake.

**Deadly Scavenger.** Kamaitachi prefer to scavenge food, sneaking close to settlements and pilfering what they can under the cover of darkness. If forced to hunt, they tend to ambush prey, striking swiftly for a surgical, clean kill. Despite their adroit hunting proficiency, kamaitachi are not malicious and don't strike without reason or provocation.

**Reactive Power.** The kamaitachi's most unusual power is its ability to harness the strength of those it fights. When threatened by a powerful predator, the yokai becomes a devastating flurry of blades, intimidating the foe with its lacerating performance before dashing away as a whirlwind of fur and strikes. The greater the threat, the more deadly the kamaitachi becomes; even the boldest adventurers and mightiest monsters treat kamaitachi with respect.

## KAMAITACHI

*Small Fey (Yokai), Chaotic Neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 22 (4d6 + 8)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	7 (-2)	13 (+1)	16 (+3)

**Skills** Acrobatics +4, Stealth +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Frenzy.** After the kamaitachi makes two attack rolls on a turn, it has **advantage** on attack rolls it makes until the end of the turn.

### ACTIONS

**Multiattack.** The kamaitachi makes a number of Sickle Claw attacks equal to the proficiency bonus of the first creature it attacks with this action (minimum of two).

**Sickle Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) slashing damage for each other attack the kamaitachi has made this turn.

**Dust Devil.** The kamaitachi conjures a small vortex of wind, dust, and leaves around itself. Until the start of its next turn, it levitates 4 inches above the ground. While floating in this way, it can move normally, it ignores difficult terrain, and its movement doesn't provoke opportunity attacks.



# KAPPA

A fisherman cautiously drops to his haunches by a sodden riverbank and lays down a curious offering with a shaking hand. It is a bag of fresh cucumbers, each scrubbed and polished to perfection. Moments later, a scaly, webbed hand breaks the surface of the water, and a kappa hauls itself from the depths, its head covered by a smattering of river weeds. It opens the bag and examines the goods carefully. Satisfied, the kappa slings the bag over its back and leaps back into the water, returning with a basket of freshly caught fish for the fisherman moments later. Their trade completed, both fisherman and kappa go their separate ways, each with dinner in hand and a smile on their face.

**Candid Friend, Dangerous Foe.** The kappa are well-known as honourable and trustworthy yokai; they will return a bow to even the most hated adversary before battle and will never willingly break a promise. That said, a kappa's loyalty runs as deep as its grudges; to scorn, threaten, or insult a kappa makes for a lifelong adversary. Grasping hands and uncanny strength make the kappa fearsome grapplers, often overpowering prey on land before dragging them into the waters to drown.

**Crying Over Spilled Water.** Every kappa has a bowl-like indentation on their heads that must be filled with water at all times. Should this water ever dry up or spill, the kappa weakens. To prevent evaporation, most kappa keep their heads covered with water weeds while on land, giving them the appearance of shaggy green hair. Many a folktale describes cunning heroes tricking kappas into bowing or falling over in order to gain the upper hand.



## KAPPA

Medium Fey (Yokai), Chaotic Neutral

**Armour Class** 14 (natural armour)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

**Skills** Athletics +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Aquan, Sylvan

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Amphibious.** The kappa can breathe air and water.

**Honourable Combatant.** If one or more creatures bow to the kappa immediately after rolling initiative (no action required), the kappa bows in return, triggering its Water Bowl trait. Bowing creatures take a **-5 penalty** to their initiative roll.

**Seasoned Wrangler.** The kappa's speed isn't reduced while dragging a creature it is grappling.

**Water Bowl.** The kappa takes 4 (1d8) necrotic damage when it is knocked prone, or at the start of its turn if it is upside down. This trait doesn't trigger while the kappa is underwater.

### ACTIONS

**Multiattack.** The kappa makes two Rough-and-Tumble attacks.

**Rough-and-Tumble.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) bludgeoning damage if the target is grappled by the kappa.

**Death Roll.** The kappa rolls and thrashes a creature it is grappling that is submerged in water. The creature must make a **DC 13 Strength saving throw**, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful save. If the creature doesn't have a swimming speed, it has **disadvantage** on this saving throw.

**Water Magic.** The kappa casts the *water whip*\* spell, using Wisdom as the spellcasting modifier (**save DC 13, +5** to hit with spell attacks). It can use the water in its head as the source of water from which the whip emerges.

\*See page 297. If ambushing, the kappa casts this before combat begins.

### BONUS ACTIONS

**Rugged Grapple.** The kappa attempts to grapple one creature within 5 feet of it. The kappa has **advantage** on its Strength (Athletics) check.

# KAPPA TIDEWEAVER

Medium Fey (Yokai), Neutral

**Armour Class** 15 (natural armour)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	15 (+2)	18 (+4)	9 (-1)

**Skills** Arcana +4, Athletics +5, Insight +6, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Aquan, Common, Sylvan

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

**Proficiency Bonus** +2

**Amphibious.** The kappa can breathe air and water.

**Honourable Combatant.** If one or more creatures bow to the kappa immediately after rolling initiative (no action required), the kappa bows in return, triggering its Water Bowl trait. Bowing creatures take a **-5 penalty** to their initiative roll.

**Seasoned Wrangler.** The kappa's speed isn't reduced while dragging a creature it is grappling.

**Water Bowl.** The kappa takes 4 (1d8) necrotic damage when it is knocked prone, or at the start of its turn if it is upside down. This trait doesn't trigger while the kappa is underwater.

## ACTIONS

**Rough-and-Tumble.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus 3 (1d6) bludgeoning damage if the target is grappled by the kappa or restrained by its water wyrm.

**Death Roll.** The kappa rolls and thrashes a creature it is grappling that is submerged in water. The creature must make a **DC 13 Strength saving throw**, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. If the creature doesn't have a swimming speed, it has **disadvantage** on this saving throw.

**Tideweave (2/Day).** The kappa casts the *water wyrm*\* spell, using Wisdom as the spellcasting modifier (**save DC 14, +6** to hit with spell attacks). The kappa has **advantage** on Constitution saving throws to maintain its concentration on the spell.

**Water Bubble.** The kappa conjures a bubble of animate water. The bubble moves with the kappa, enveloping it and any creature the kappa grapples. Creatures enveloped by the bubble have a **+2 bonus** to AC. If a creature enveloped by the bubble cannot breathe in water, it also cannot speak, cannot perform the verbal components of spells, and has **disadvantage** on attack rolls and ability checks. The bubble lasts for **1 minute**, or until the kappa falls unconscious.

\*See Appendix B

## REACTIONS

**Rugged Grapple.** *Trigger:* The kappa hits a creature with its Rough-and-Tumble or is hit by a melee attack by a creature within **5 feet** of it. *Response:* The kappa attempts to grapple the creature; it has **advantage** on its ability check.



# KASHA

They're cruel, malevolent, and gleefully evil... So, pretty much your standard cat.

— Ryoko

Under the falling rain, a solemn funeral procession winds through a weary town. Two priests lead the parade, each bearing a pair of ceremonial cymbals. A gentle knell marks each heavy step—the ancient, ritual pulse of clashing bronze that wards off evil spirits. Unbeknownst to the grieving procession, a steady hiss of steam whispers from the shadows cast by the dipping sun. It is the sound of rainwater boiling on contact with the heat of a flaming, feline yokai. Gong or no, this ravenous kasha concocts machinations for devouring the tasty cadaver.

**Hell's Harvester.** Of all the yokai known, there are few reviled like the kasha. Their preferred source of food is carrion, but unlike other scavengers that happily feast on rotting flesh, kasha prefer their meals fresh—and Humanoid. More grotesque still, kasha have a sadistic love for dead things, often taking corpses back to their lairs to skin, carve, and preserve.

## KASHA

Medium Fiend (Yokai), Chaotic Evil

**Armour Class** 14 (natural armour)

**Hit Points** 32 (5d8 + 10)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	16 (+3)

**Skills** Intimidation +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 9

**Damage Immunities** fire

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Flaming Feline.** The kasha sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**. The first time on a turn that a creature touches the kasha or hits it with a melee attack while within **5 feet** of it, that creature takes **2 (1d4)** fire damage. The kasha can activate or deactivate this trait as a bonus action.

**Steam Eruption.** The first time on a turn the kasha comes into contact with a body of water, or a gallon of water is splashed on it, the flames on its body are extinguished and burst into a cloud of steam. The kasha takes **3 (1d6)** cold damage, it loses its Flaming Feline trait, and the steam creates a **10-foot-radius sphere** of white vapour centred on the kasha's space, heavily obscuring the area. These changes last until the end of the kasha's next turn, at which time its Flaming Feline trait automatically reactivates.

### ACTIONS

**Multiattack.** The kasha makes one Bite attack and one Claws attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Twin-Tail Slam.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

### BONUS ACTIONS

**Fiery Dread (Recharge 6).** The kasha erupts in flames. Each creature within **30 feet** of the kasha that can see it must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of the kasha for **1 minute**, or until its flames are extinguished (as per Steam Eruption). A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to the kasha's Fiery Dread for the next **24 hours**.



# KOMAINU

With the agility of a hunting hound and the ferocious maw of a lion, these stone-skinned yokai are the dormant guardians of shrines and holy places. If a long-abandoned temple hasn't yet been plundered of its treasure, these ever-vigilant protectors are the likely explanation; should a would-be thief defile a site guarded by komainu, the petrified statues spring to life, their spectral manes igniting with a rumble that rings deep into the ancient stones of the temple. Screams of pain usually follow.

**Artisanal Guardians.** In the folktales of many races, komainu have simply “always been”—where a shrine exists, komainu are there to guard it. Celestial yokai spirits, attracted to areas of intense devotion, find a home in these painstakingly carved statues. Channelling the magic of the yokai soul they

house, these stoic Fey elicit a variety of magical effects based on the material from which they are crafted. Though typically made of stone or jade, some mighty komainu—those who keep watch over treasure beyond imagination—are purported to be cast from precious metals like adamantine and gold.

**The Beginning and the End.** Komainu are commonly found in pairs, with each creature's maw displaying one of two syllables: “Un” or “Ah”. These sounds represent the beginning and end of all things, respectively. Komainu displaying a snarling, closed-mouthed “Un” might manifest powers of healing, growth, and light, while those showing a roaring, open-mouthed “Ah” can unleash devastating waves of necrotic energy or banish interlopers to a distant plane of existence.



# STONE KOMAINU

Medium Construct (Yokai), Lawful Good

**Armour Class** 16 (natural armour)

**Hit Points** 30 (4d8 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	7 (-2)	15 (+2)	12 (+1)

**Skills** Athletics +5, Perception +4, Stealth +6

**Damage Resistances** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Radiant Mane.** Any creature grappling the komainu takes 5 (2d4) radiant damage at the start of the komainu's turn. The komainu's weapon attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

**Statue Form.** While the komainu's Radiant Mane is not active (see Fortification of Stone) and it remains motionless, it is indistinguishable from an ordinary statue and it has **advantage** on initiative rolls. Moreover, if a creature hasn't observed the komainu move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the komainu isn't an object.

## ACTIONS

**Multiattack.** The komainu makes one Claw attack and one Divine Mace attack.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Divine Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) radiant damage.

**Manifestation (Recharge 6).** The komainu manifests the following effect according to its form.

**Duskbringer (Ah Form).** The komainu exhales withering energy in a **15-foot cone**. Each creature in that area must make a **DC 13 Constitution saving throw**, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Shrineward (Un Form).** The komainu conjures a nonmagical wall of stone at a point it chooses with **60 feet** of it, composed of three contiguous 10-foot-by-10-foot panels. If the wall cuts through a creature's space when it appears, the creature must succeed on a **DC 13 Dexterity saving throw** or take 9 (2d8) bludgeoning damage and be knocked **prone** in the nearest unoccupied space of the komainu's choice. On a success, the creature avoids the wall and moves into an unoccupied space of its choice within 5 feet. Each panel has AC 15 and 30 hit points. A panel crumbles to dust if it is reduced to 0 hit points or after **1 minute**.

## BONUS ACTIONS

**Beginning and End.** The komainu switches between its Ah and Un forms.

**Fortification of Stone.** The komainu's spirit retreats back into its body. It loses its Radiant Mane trait, can't use or recharge its Manifestation action, has its speed reduced by **10 feet**, and gains **resistance** to bludgeoning, piercing, and slashing damage. This effect lasts until the komainu ends it as a bonus action, reigniting its Radiant Mane.

## JADE KOMAINU

Large Construct (Yokai), Lawful Good

**Armour Class** 16 (natural armour)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	7 (-2)	17 (+3)	13 (+1)

**Skills** Athletics +6, Perception +5, Stealth +6

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

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

**Proficiency Bonus** +2

**Radiant Mane.** Any creature grappling the komainu takes 9 (2d8) radiant damage at the start of the komainu's turn. The komainu's weapon attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

**Statue Form.** While the komainu's Radiant Mane is not active (see Fortification of Stone) and it remains motionless, it is indistinguishable from an ordinary statue and it has **advantage** on initiative rolls. Moreover, if a creature hasn't observed the komainu move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the komainu isn't an object.

### ACTIONS

**Multiattack.** The komainu makes one Claw attack and one Divine Orb attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) radiant damage and the target is **grappled (escape DC 14)**. Until this grapple ends, the komainu can't use its Bite on another target.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Divine Orb.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 17 (4d6) radiant damage.

**Manifestation (Recharge 6).** The komainu manifests the following effect corresponding to its form.

**Dawnbringer (Un Form).** The komainu exhales brilliant, radiant energy in a **30-foot cone**. Each creature of the komainu's choice in that area gains 18 (4d8) temporary hit points.

**Banishment (Ah Form).** The komainu exhales astral energy in a **30-foot cone**. Roll **12d6**; the total is how many hit points of creatures this manifestation can affect. Creatures in the area are affected in ascending order of their current hit points. 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. An affected creature is teleported to a random location **1d6** miles away. A creature banished in this way can use an action to make a **DC 13 Charisma** check, reappearing in a random, unoccupied space within **10 feet** of the komainu on a success. After 1 hour, it loses this option.

### BONUS ACTIONS

**Beginning and End.** The komainu switches between its Ah and Un forms.

**Fortification of Jade.** The komainu's spirit retreats back into its body. It loses its Radiant Mane trait, can't use or recharge its Manifestation action, has its speed reduced by **10 feet**, gains **resistance** to all damage dealt by spells, and has **advantage** on saving throws against spells and other magical effects. This effect lasts until the komainu ends it as a bonus action, reigniting its Radiant Mane.



ARTIST NAME

# KORORI

There exists a yokai whose deadliness is deceptive, whose appearance does not reflect the devastation it leaves in its tread. Long-limbed and tiger-striped, the korori is a docile-looking creature most commonly found scuttling into tunnels and caves at the first sign of danger.

**Patient Predator.** Despite its cowardice and unassuming presence, the korori is capable of laying entire villages to waste from the safety of a dank burrow. The korori hunts by finding

a secluded hiding place and lying in wait, curling up into a ball while opening stripe-like vents across its body. From these vents it discharges noxious fumes, an odourless poison that is almost impossible to detect before sickness sets in. Some say the korori reeks of death and decay, but this is inaccurate. The odour of rot that follows its arrival is the stench of living creatures around the korori that fall prey to its deadly miasma. Only after it detects the scent of rotting flesh does the korori emerge from its hiding place to feed.



**Plaguebearer.** While kaiju can destroy cities in mere minutes, there is no Monstrosity, Fiend, or Fey that can lay waste to a populace in such a subtle and silent manner as the korori. Its poison twists the mind and senses, inciting harrowing hallucinations and excruciating anguish before death, sparing none, even creatures typically resistant to venoms and toxicants. The korori is considered a harbinger of pestilence, a demon of plague and ruin, and a herald of death and rot by cultures from all corners of the realms. A single korori footprint found on the outskirts of a town is grounds enough for a whole settlement to evacuate immediately.

## KORORI

*Large Fiend (Yokai), Unaligned*

**Armour Class** 17 (natural armour)

**Hit Points** 152 (16d10 + 64)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	19 (+4)	9 (-1)	14 (+2)	5 (-3)

**Skills** Stealth +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Hallucinogenic Poison.** A creature poisoned by the korori must make a **DC 15 Wisdom saving throw** at the start of each of its turns. On a failed save, it becomes **frightened** of all creatures other than itself until the start of its next turn and must use its action that turn to make one attack against the closest creature it can see within **30 feet** of it, believing it to be a terrifying foe. If no creature is visible within **30 feet**, it falls **prone**.

A creature poisoned by the korori can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the poisoned condition on a success.

**Harrowing Stench.** A creature that starts its turn within **20 feet** of the korori must make a **DC 15 Constitution saving throw**, taking 9 (2d8) poison damage on a failure or half as much damage on a success. Creatures within **20 feet** of the korori have **disadvantage** on saving throws made to maintain their concentration and on saving throws made to avoid or end the poisoned condition.

**Magical Toxin.** The korori's attacks and effects that deal poison damage ignore resistance to poison damage.

### ACTIONS

**Multiattack.** The korori makes two attacks with any combination of Bite and Venom Shot.

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

*Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage, and the target is **poisoned** for 1 minute.

**Venom Shot.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) poison damage, and the target is **poisoned** for 1 minute.

**Pestilent Burst (Recharge 5-6).** The korori releases a sickening burst of poison. Each creature within **30 feet** of the korori must make a **DC 15 Constitution saving throw**, taking 35 (10d6) poison damage and becoming **poisoned** for 1 minute on a failed save, or taking half as much damage and not becoming poisoned on a successful one.

# NUE

The whistling call of the nue is a warning that man, beast, and yokai alike have long learned to fear. This chimeric yokai has the skull of a monkey, the body of a tiger, and a tail that morphs into a venomous serpent. Rumoured to be the first true yokai, it is an ancient sovereign of beasts and an omen of disaster and dread. Sowing chaos wherever it roams, the nue's ferocity and unpredictable magic represent a remnant of a forgotten, untamed world.

**Nue's Curse.** The nue is notorious for its disaster field—a chaotic, magical aura that inflicts misfortune upon all within its proximity. This power is intertwined with the nue's mythology, with many stories reciting how its appearance coincided with great tragedy and cataclysm. Some folktales speak of the nue's curse targeting specific individuals, rendering great warriors and emperors alike helplessly sick for nights on end until either they or the nue are killed.

**Nuekō.** Nue have litters of three to five young every century, and the birth of these young, called nuekō, are significant moments. While carrying unborn nuekō, mother nue are dangerously aggressive and powerful, their disaster fields growing so potent that they disrupt the weather, generating thick, black clouds that plunge acres of land into perpetual darkness and misfortune. Nuekō are highly valued by spellcasters, their gentler nature and charming appearance making them prized familiars. Unlike the nue, whose chimeric body serves a singular, lethal purpose, a nuekō's head and tail are independent, often play-fighting with one another and competing for food. Only after a nuekō grows into a nue across the first decade of its life do its simian head and serpent tail synchronise into a single mind.

## NUEKŌ

*Tiny Monstrosity (Yokai), Chaotic Neutral*

**Armour Class** 12

**Hit Points** 18 (4d4 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	7 (-2)	13 (+1)	14 (+2)

**Skills** Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) piercing damage, and if the target is a creature, it must succeed on a **DC 12 Constitution saving throw** or be **poisoned** until the end of its next turn.

### BONUS ACTIONS

**Growl (Recharge 6).** The nuekō growls affectionately. Each creature within **10 feet** of it must succeed on a **DC 12 Wisdom saving throw** or be **charmed** for **1 minute**.



# NUE

Large Monstrosity (Yokai), Chaotic Neutral

**Armour Class** 16 (natural armour)

**Hit Points** 68 (8d10 + 24)

**Speed** 40 ft., climb 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	7 (-2)	14 (+2)	16 (+3)

**Skills** Perception +6, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** telepathy 120 ft. (Beasts only)

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

**Proficiency Bonus** +2

**Disaster Field.** Any creature within **10 feet** of the nue must roll a **d6** and subtract the number rolled from its attack rolls, ability checks, and saving throws.

## ACTIONS

**Multiattack.** The nue makes one Bite attack, one Claw attack, and one Tail attack.

**Bite.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target.  
*Hit:* 13 (2d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a **DC 13 Constitution saving throw**. On a failure, a creature takes 13 (3d8) poison damage and is **poisoned** for **1 minute**. On a success, it takes half as much damage and is not poisoned. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the condition on a success.

## BONUS ACTIONS

**Beast Sovereign (3/Day).** The nue issues a telepathic command to one Beast it can see within **60 feet** of itself. The creature must succeed on a **DC 13 Wisdom saving throw** or be forced to use its action on its next turn to attack one creature of the nue's choice.

**Whistling Howl (Recharge 6).** The nue lets out a howl. Each friendly creature within **30 feet** of it that can hear the howl loses the frightened condition and gains **advantage** on saving throws against the frightened condition for **1 minute**. Each other creature within **30 feet** of it that can hear the howl must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of the nue for **1 minute**. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, and becoming **immune** to this Nue's Whistling Howl for the next **24 hours**.





# ANCIENT NUE

Huge Monstrosity (Yokai), Chaotic Neutral

**Armour Class** 17 (natural armour)

**Hit Points** 184 (16d10 + 80)

**Speed** 60 ft., climb 60 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	21 (+5)	7 (-2)	14 (+2)	17 (+3)

**Skills** Perception +10, Stealth +9

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 20

**Languages** telepathy 120 ft. (Beasts only)

**Challenge** 11 (7,200 XP) **Proficiency Bonus** +4

**Disaster Field.** A creature within **15 feet** of the nue must roll a **d10** and subtract the number rolled from its attack rolls, ability checks, and saving throws.

**Nue's Curse.** A creature hit by three of the nue's attacks on one turn must make a **DC 15 Charisma saving throw**. On a failed save, the target is cursed—its creature type becomes Beast, its Intelligence and Charisma scores fall to 5 if they weren't already lower, and it can't cast spells or speak. The creature can still identify friends and foes, use magic items, attack and take other actions. This curse lasts until the creature finishes a short or long rest, or until the nue chooses to lift the curse (no action required) or dies.

## ACTIONS

**Multiattack.** The nue makes one Bite attack, one Claw attack, and one Tail attack.

**Bite.** *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 18 (**2d12 + 5**) piercing damage.

**Claw.** *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) slashing damage.

**Tail.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 10 (**2d4 + 5**) piercing damage and the target must make a **DC 17 Constitution saving throw**. On a failure, it takes 27 (**6d8**) poison damage and is **poisoned** for **1 minute**. On a success, it takes half as much damage and is not poisoned. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the condition on a success.

## BONUS ACTIONS

**Beast Sovereign (3/Day).** The nue issues a telepathic command to up to three Beasts it can see within **60 feet** of itself. Each target must succeed on a **DC 15 Wisdom saving throw** or be forced to use its action on its next turn to attack a creature of the nue's choice.

**Whistling Howl (Recharge 5-6).** The nue lets out a howl. Each friendly creature within **60 feet** of it that can hear the howl loses the frightened condition and gains **advantage** on saving throws against the frightened condition for **1 minute**. Each other creature within **60 feet** of it that can hear the howl must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of the nue for **1 minute**. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, and becoming **immune** to this Nue's Whistling Howl for the next **24 hours**.



ARTIST NAME

# ŌMUKADE

In the depths of a green dragon's lair, a group of adventurers stands paralysed in awe. Before them, the broken corpse of their draconic quarry lies lifeless, its rib cage crushed, its neck broken, and its body surrounded by mysterious, translucent eggs. As if in answer to their bewilderment, a chilling hiss reverberates from the darkness of the cavern. Chitinous scale by colossal, chitinous scale, an ōmukade unfurls its segmented, obsidian form, rising up over the tarnished metal trinkets of the late dragon's horde. It looms over the trespassers with mandibles bared—mandibles stained with the crimson ichor of the butchered dragon.

**Eater of Dragons.** Many myths and folktales speak of dragons as apex predators: fearless masters of their domain, unmatched by any. These myths and folktales are wrong. The ōmukade are mighty, insectoid yokai who not only hold power comparable to dragons but harbour an insatiable desire to feast on draconic flesh. It is rumoured that the ōmukade were created by gods to balance the ego of dragonkind: a nightmare to remind them of their fragile mortality. Although their origin is shrouded in myth, the hatred of dragons is real and innate to all ōmukade—adults relentlessly seek draconic creatures to devour, laying eggs in a defeated dragon's nest for their spawn to devour its wyrmlings.

**Anti-Draconic Measures.** An ōmukade's prowess against dragons doesn't stem from sheer audacity and strength; its very body is designed to withstand and thrive in the face of everything a dragon can unleash. With chitinous armour able to absorb elemental energy and a mighty, constricting body to grapple prey and prevent flight, the ōmukade is an arsenal of anti-dragon attributes, putting even the most renowned dragon slayers to shame.

## ŌMUKADE SPAWN

Medium Fey (Yokai), Chaotic Neutral

**Armour Class** 16 (natural armour)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., climb 30 ft.

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

**Saving Throws** Dex +4, Con +4

**Damage Resistances** acid, cold, fire, lightning, poison, thunder

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

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Reactive Growth.** When the ōmukade spawn takes acid, cold, fire, lightning, poison, or thunder damage, its size increases by one category if there is room (to a maximum of Huge). Each time this occurs, its weight is multiplied by eight, the reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **1d8** damage. This trait then can't trigger again until the start of the ōmukade spawn's next turn. When the ōmukade spawn finishes a long rest, it returns to its normal size and these benefits end.

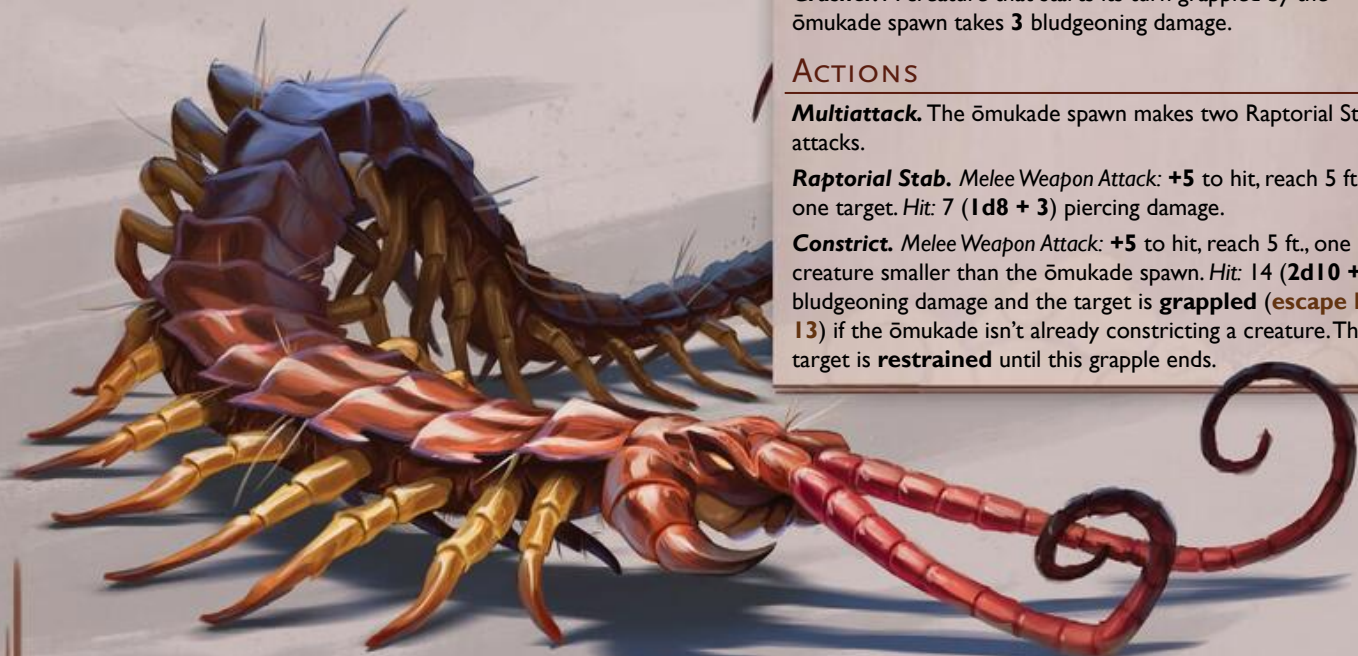
**Crusher.** A creature that starts its turn grappled by the ōmukade spawn takes **3** bludgeoning damage.

### ACTIONS

**Multiattack.** The ōmukade spawn makes two Raptorial Stab attacks.

**Raptorial Stab.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) piercing damage.

**Constrict.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one creature smaller than the ōmukade spawn. *Hit:* 14 (**2d10 + 3**) bludgeoning damage and the target is **grappled (escape DC 13)** if the ōmukade isn't already constricting a creature. The target is **restrained** until this grapple ends.



# ŌMUKADE

Huge Fey (Yokai), Chaotic Neutral

**Armour Class** 21 (natural armour)

**Hit Points** 187 (15d12 + 90)

**Speed** 50 ft., burrow 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	10 (+0)	6 (-2)

**Saving Throws** Dex +9, Con +11

**Skills** Stealth +9

**Damage Resistances** acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

**Reactive Growth.** When the ōmukade takes acid, cold, fire, lightning, poison, or thunder damage, its size increases by one category if there is room (to a maximum of Gargantuan). Each time this occurs, its weight is multiplied by eight, the reach of its Raptorial Stab attack increases by **5 feet**, and its weapon attacks deal an extra **1d8** damage. This trait then can't trigger again until the start of the ōmukade's next turn. When the ōmukade finishes a long rest, it returns to its normal size and these benefits end.

**Crusher.** A creature that starts its turn grappled by the ōmukade takes **15** bludgeoning damage.

## ACTIONS

**Multiattack.** The ōmukade makes one Bite or Swallow attack and two Raptorial Stab attacks.

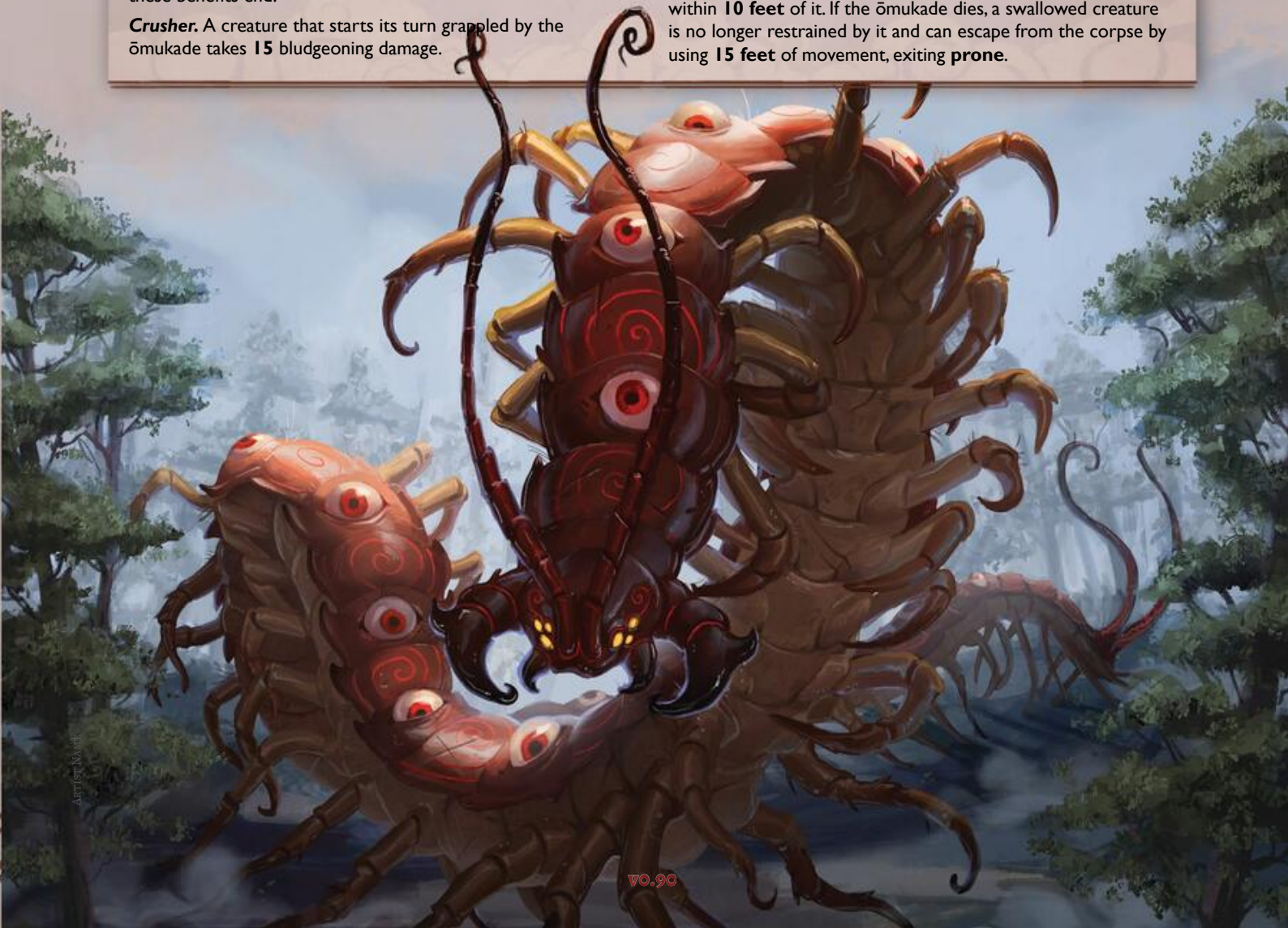
**Bite.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 25 (**4d8 + 7**) piercing damage. If the target is a creature smaller than the ōmukade, it is **grappled (escape DC 20)**. Until this grapple ends, the target is **restrained** and the ōmukade can't use its Bite attack on another target.

**Constrict.** *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one creature smaller than the ōmukade. *Hit:* 62 (**10d10 + 7**) bludgeoning damage and the target is **grappled (escape DC 20)**. The target is also **restrained** until this grapple ends.

**Raptorial Stab.** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 20 (**3d8 + 7**) piercing damage.

**Swallow.** *Melee Weapon Attack:* **+12** to hit, reach 10 ft., one creature two or more sizes smaller than the ōmukade that is grappled by it. *Hit:* 25 (**4d8 + 7**) piercing damage. The target is also swallowed, and the grapple ends. The swallowed creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the ōmukade, and it takes 28 (**8d6**) acid damage at the start of each of the ōmukade's turns.

If the ōmukade takes 30 or more damage on a single turn from a creature inside it, the ōmukade must succeed on a **DC 26 Constitution saving throw** at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within **10 feet** of it. If the ōmukade dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using **15 feet** of movement, exiting **prone**.



# ONRYŌ

In the forsaken aftermath of a bloodied battlefield, a band of thieves ventures forth under cover of darkness. Their aim? To plunder the arms and armour of the recent dead. Their greed-fuelled euphoria fades abruptly as a solitary silhouette emerges from the ruins, its shambling gait punctuated by the steady scraping of blood-stained steel. An onryō, hollow sockets burning with an otherworldly light, raises a blade to punish the fools who desecrate its brothers-in-arms.

**Fueled by Vengeance.** When a strong-willed individual dies an untimely death with hatred lingering in their heart, they find a vicious calling beyond death. Their armour becomes the sepulchre of their spirit as they rise an onryō: a fearsome Undead warrior hellbent on vengeance.

Only by appeasing their thirst for revenge can an onryō find solace. Onryō arise from large conflicts are often devoid of a singular focus upon which to exact their retribution and calm their raging spirit. As a result, most onryō still haunt the place of their demise, weapons drawn, their rotten corpse rattling in the cavities of their rusting armour.

**Warrior, Scorned.** Despite their decrepit appearance, onryō retain the combat abilities they had in life—only more powerful, unfettered by the weaknesses of a mortal body. Knowing no pain, fear, or notion of surrender, a bloodthirsty onryō is an unrelenting force driven to endless battle by the fury that binds them beyond the grave.

## ONRYŌ

Medium Undead (Yokai), Lawful Evil

**Armour Class** 16 (breastplate)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	9 (-1)	9 (-1)	16 (+3)

**Skills** Stealth +5

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 9

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Appeasement.** At the start of the onryō's turn, if it has 1 hit point and no non-Undead creature has attacked it since the start of its last turn, its soul calms. The onryō dissipates into motes of emerald light and vanishes from this world, its rusted armour falling to the ground, empty.

**Spirit Weapons.** The onryō can't be disarmed.

**Wrathful Undead.** If the onryō takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This trait doesn't activate if the onryō has taken radiant damage since the start of its last turn. In addition, while the onryō has 1 hit point, its weapon attacks deal an additional 2 (1d4) necrotic damage.

## ACTIONS

**Multiattack.** The onryō makes two attacks with any combination of Spirit Blade and Spirit Bow.

**Spirit Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage. If the target isn't an Undead, it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for **1 minute**. A frightened creature can repeat this save at the end of each of its turns, ending the effect on a success. A creature that succeeds on this saving throw can't be frightened by this onryō for **24 hours**.

**Spirit Bow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.

**Soul Wrench (Recharge 6).** The onryō lets loose a hateful blast of necrotic magic, attempting to rend the soul of a weakened creature. One frightened creature the onryō can see within **15 feet** of it must succeed on a **DC 13 Charisma saving throw** or be reduced to 1 hit point.



# MOUNTED ONRYŌ

Large Undead (Yokai), Lawful Evil

**Armour Class** 16 (breastplate)

**Hit Points** 78 (12d10 + 12)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	13 (+1)	9 (-1)	9 (-1)	16 (+3)

**Skills** Stealth +6

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 9

**Languages** the languages it knew in life

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Appeasement.** At the start of the onryō's turn, if it has 1 hit point and no non-Undead creature has attacked it since the start of its last turn, its soul calms. The onryō dissipates into motes of emerald light and vanishes from this world, its rusted armour falling to the ground, empty.

**Spirit Weapons.** The onryō can't be disarmed.

**Wrathful Undead.** If the onryō takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This trait doesn't activate if the onryō has taken radiant damage since the start of its last turn. In addition, while the onryō has 1 hit point, its weapon attacks deal an additional 2 (1d4) necrotic damage.

## ACTIONS

**Multiattack.** The onryō makes two attacks with any combination of Spirit Glaive and Spirit Bow.

**Spirit Glaive.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) necrotic damage. If the target isn't an Undead, it must succeed on a **DC 14 Wisdom saving throw** or become **frightened** for **1 minute**. A creature can repeat this save at the end of each of its turns, ending the effect on a success. A creature that succeeds on this saving throw can't be frightened by this onryō for **24 hours**.

**Spirit Bow.** *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

**Soul Wrench (Recharge 5-6).** The onryō lets loose a hateful blast of necrotic magic, attempting to rend the soul of a weakened creature. One frightened creature the onryō can see within **15 feet** of it must succeed on a **DC 14 Charisma saving throw** or be reduced to 1 hit point.

## BONUS ACTIONS

**Ghastly Charge.** The onryō moves up to **its speed** in a straight line without provoking opportunity attacks. It can enter the spaces of other creatures while doing so, and each creature whose space it passes through in this way must succeed on a **DC 14 Constitution saving throw** or take 11 (2d10) cold damage.



## RYŪME

Large Celestial (Yokai), Lawful Good

**Armour Class** 14

**Hit Points** 68 (8d10 + 24)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

**Skills** Perception +5

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Celestial, Common, telepathy 30 ft.

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Blessed Steed.** A creature mounted on a willing ryūme gains a **+1 bonus** to AC and can add **1d4** to the first attack roll, ability check, or saving throw it makes each turn.

**Merciful Enchantment.** When the ryūme would reduce a creature to 0 hit points with its Hooves or Divine Bolt attack, it can choose to reduce that creature to 1 hit point instead. If the ryūme does so, that creature falls **unconscious** for **1 minute**, or until another creature uses an action to shake it awake.

**Trampling Charge.** When the ryūme moves at least **20 feet** straight toward a target and then immediately hits it with its Hooves attack, the target takes an extra **4 (1d8)** bludgeoning damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or fall **prone**.

### ACTIONS

**Multiattack.** The ryūme makes two attacks with any combination of Hooves and Divine Bolt.

**Hooves.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) bludgeoning damage.

**Divine Bolt.** *Ranged Spell Attack:* **+5** to hit, range 120 ft., one target. *Hit:* 8 (**1d10 + 3**) radiant damage, and if the target is a creature, the ryūme gains temporary hit points equal to half the radiant damage dealt.

## RYŪME

Adorning the walls of monasteries, alongside fearsome depictions of gods and mighty heroes, are renderings of gentle equine creatures known as ryūme. These Celestial white dragon-horses, cousins of the legendary kirin, are often depicted soaring through the heavens, trailing dancing motes of light.

**Gifted Guardians.** It is said that the ryūme were the last of the great gifts imparted to the material world by the gods. They bore weary travellers and refugees on their backs, galloping over ocean and cloud to a land free from the ravages of war and kaiju. There they remained as distant protectors, untamed and proud, ensuring the wellbeing and tranquillity of those they saved.

**Peaceful Wanderers.** Now, having outlived their mortal charges, the ryūme wander the land, their elegant hooves careful never to trample even the smallest of innocent creatures. A feeling of peace, the touch of a gentle summer sun, and a voice as sweet as the ringing of silver bells accompany the breathtaking sight of these wandering yokai.



ARTIST NAME

# RYŪTŌ

Under a cold drizzle of rain, beneath the tender first rays of a silent, spring morning, pinpricks of coloured flame ignite one by one. They materialise over the mossy stones, unbound to fuel or form, buoyed gently on a delicate breeze. As the moments pass, the light sprites grow in number and vitality, dancing around one another and up into the sky. The rainfall intensifies, but the flames burn untroubled as they coalesce into the shape of the mighty behemoth that was once honoured at this shrine. A single, fiery being, formed of hundreds of tiny flame-like bodies, soars and spirals in the morning light, an homage to a long-forgotten kaiju whose power lingers in the sacred soil long after its rampage has ended.

**Presence of Power.** Where kaiju can be found, so too can ryūtō—a phenomenon observed across realms, from mountain shrine to vast ocean. When many ryūtō assemble in one place—as they are wont to do wherever a kaiju’s power can be felt—they coalesce like droplets of water into a spectacular swarm of fire. This flaming form mimics that of the kaiju whose strength drew them there.

**Signs of Appeasement.** Ryūtō are often seen as an emotional mirror to kaiju, and are thus watched closely by villagers and adventurers alike. A serene night illuminated by their playful dance signifies tranquillity, while their agitated and erratic flight foretells impending catastrophe. Time and again, a well-known proverb rings true: “When the kaiju’s wrath is kept at bay, the ryūtō will come to play.”



## RYŪTŌ

*Tiny Elemental (Yokai), Neutral*

**Armour Class** 12

**Hit Points** 2 (1d4)

**Speed** 0 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	10 (+0)

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

**Damage Immunities** fire

**Condition Immunities** exhaustion, grappled, paralysed, petrified, prone, restrained, stunned

**Senses** blindsight 30 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

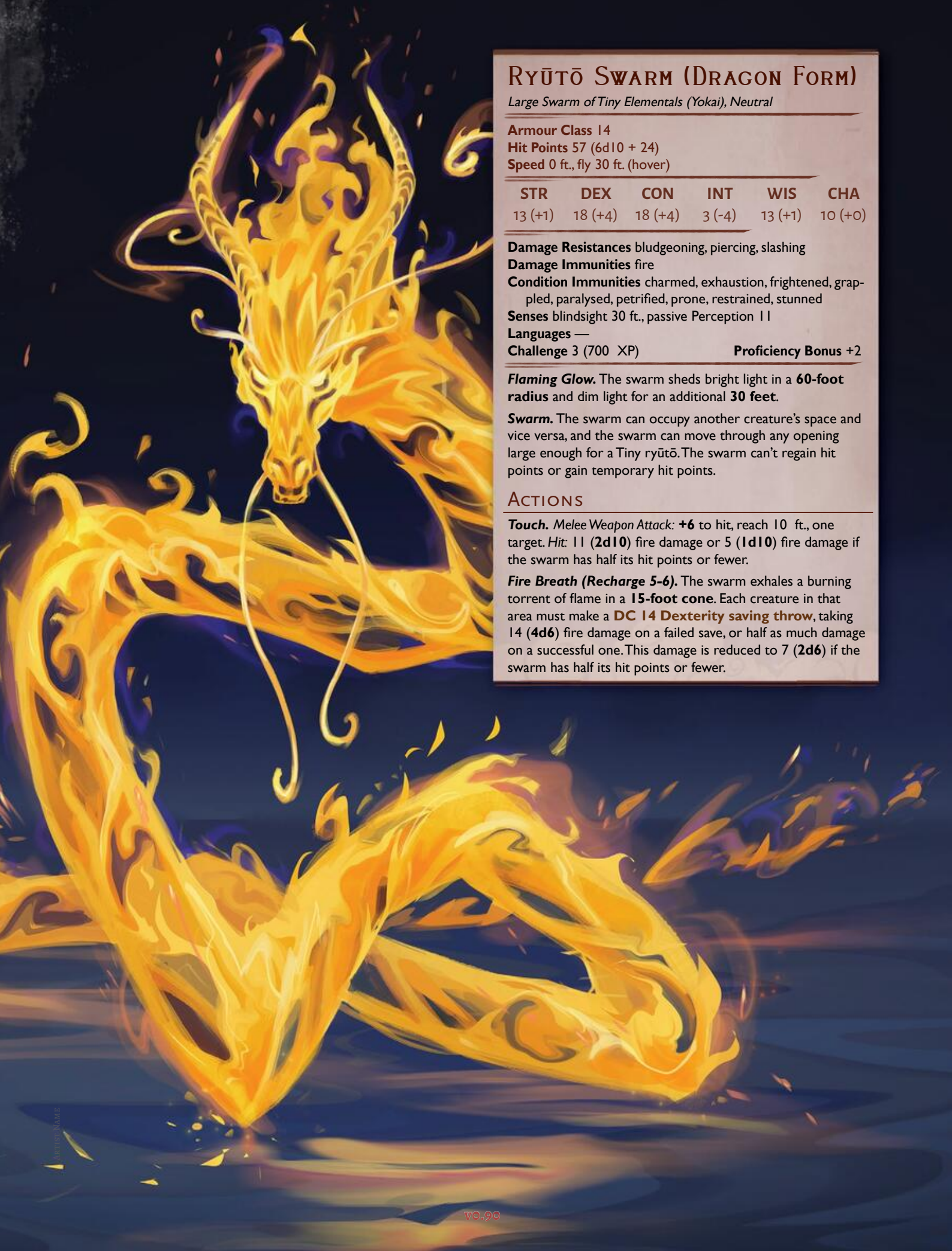
**Proficiency Bonus** +2

**Coalesce.** When one hundred or more ryūtō are gathered within a **50-foot cube**, they immediately coalesce into a ryūtō swarm.

**Glow.** The ryūtō sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**.

### ACTIONS

**Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) fire damage.



## RYŪTŌ SWARM (DRAGON FORM)

Large Swarm of Tiny Elementals (Yokai), Neutral

**Armour Class** 14

**Hit Points** 57 (6d10 + 24)

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

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

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** fire

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, restrained, stunned

**Senses** blindsight 30 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Flaming Glow.** The swarm sheds bright light in a **60-foot radius** and dim light for an additional **30 feet**.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ryūtō. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Touch.** *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 11 (**2d10**) fire damage or 5 (**1d10**) fire damage if the swarm has half its hit points or fewer.

**Fire Breath (Recharge 5-6).** The swarm exhales a burning torrent of flame in a **15-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 14 (**4d6**) fire damage on a failed save, or half as much damage on a successful one. This damage is reduced to 7 (**2d6**) if the swarm has half its hit points or fewer.

# TAKI REIŌ

A hulking, tusked demigod with vibrant blue skin strides through a flooding village. Unfazed by the tumultuous current and driving torrential rain, it seizes person and livestock alike, lifts them above the water, and bears them to safety atop its mighty shoulders. Even as the storm rages, the creature works tirelessly to save any being trapped by the rising water. With the village in desperate peril and its inhabitants resigned to their fate, a taki reiō has come to answer the prayers and pleas of those in need.

**Immovable Force.** Often depicted in folktales and tapestries as standing motionless under a crushing waterfall, a taki reiō is as resolute as stone and indomitable as the river that splits the mountain in two. In battle, they are direct

and brutal, a stalwart combination of physical strength and water magic. Taki reiō are unwavering in their ideals and goals, and once moved to action, are as sure to accomplish their task as rain is to fall.

**Fragment of the Divine.** There are multiple taki reiō across the world, and all share one origin. An ancient guardian deity, unshakable in his crusade against evil, fragmented himself and spread across the land. Each fragment took refuge under the waterfalls the god once held sacred, becoming taki reiō. With sword in hand, the giants stand vigilant under their waterfall, awaiting any sign of evil they must rise to vanquish.

## TAKI REIŌ

*Huge Celestial (Yokai), Lawful Good*

**Armour Class** 17 (natural armour)

**Hit Points** 162 (13d12 + 78)

**Speed** 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	12 (+1)	16 (+3)	20 (+5)

**Saving Throws** Dex +7, Wis +8, Cha +10

**Skills** Athletics +17, Perception +8

**Damage Resistances** necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, frightened, paralysed, poisoned, stunned

**Senses** darkvision 30 ft., passive Perception 18

**Languages** Celestial, Common, Sylvan

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Brawler.** The taki reiō is proficient with improvised weapons and can use a Medium or smaller creature it is grappling as an improvised weapon.

**Crushing Force.** When the taki reiō hits a creature with two or more Grasp or Greatsword attacks on a turn, the creature's size is halved in all dimensions, and its weight is reduced to one-eighth of its current weight. This reduction decreases its size by one category—from Medium to Small, for example. The target also has **disadvantage** on Strength checks and Strength saving throws, and its weapons also shrink to match its new size. While its weapons are reduced, the target's attacks with them deal **1d4** less damage (this can't reduce the damage below 1). These changes last until the target finishes a short or long rest. If this trait would reduce a target's size below Tiny, that creature dies instead, its body vanishing into nothingness, and it can't be resurrected by any means short of the *wish* spell.

**Giant.** The taki reiō can wield melee weapons with the Two-handed property in only one hand, and it ignores nonmagical difficult terrain.

**Legendary Resistance (2/Day).** If the taki reiō fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The taki reiō has **advantage** on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The taki reiō makes two attacks with any combination of Bludgeon, Grasp, and Greatsword.

**Bludgeon (Must be Grappling a Medium or Smaller Creature).** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 16 (**2d8 + 7**) bludgeoning damage, and the creature the taki reiō is grappling takes the same damage.

**Grasp.** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 14 (**3d4 + 7**) bludgeoning damage and, if the target is a Medium or smaller creature, it is **grappled (escape DC 25)**. Until this grapple ends, the target is **restrained**, and taki reiō can't Grasp another target.

**Greatsword.** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 28 (**6d6 + 7**) slashing damage.

**Waterfall (Recharge 4-6).** The taki reiō conjures a crushing cascade of water that falls in a **30-foot-tall cylinder** with a **10 foot radius** at a point it can see within **120 feet** of itself. Each creature in the area must make a **DC 18 Strength saving throw**, taking 33 (**6d10**) bludgeoning damage and falling **prone** on a failed save, or taking half as much damage and not falling prone on a successful one.

## REACTIONS

**Vengeance.** *Trigger:* A creature within **15 feet** of the taki reiō hits it with an attack. *Reponse:* The taki reiō makes one Bludgeon or Grasp attack against that creature.



# TSUKUMOGAMI

For many, pristine palaces of gleaming stone and resplendent glory are nothing compared to the charming, ramshackle homes of ordinary townsfolk. Each house has its unique quirks and charm, stacked side-by-side along winding city streets, brimming with life and character. Some yokai feel the same, seeking homes not in ornate statues or mighty trees, but in everyday, tattered objects—perfectly cosy resting places. The lesser, playful yokai spirits who occupy such objects are the tsukumogami.

**Inanimate Animation.** Although physically displaying many of the characteristics of animated constructs—uncharmable, inexhaustable, and immune to poison—tsukumogami are anything but mindless automatons. The spirits that animate such objects typically convey the tricky and whimsical nature of fey, benevolence of celestials, or cunning of fiends.

## BAKEZŌRI

A crowd erupts in cheers as a group of youths dash by on a track, hellbent on outrunning their rivals. As they round the final turn, a girl wearing a pair of shoddy-looking sandals pulls ahead, moving with a nimbleness and speed that incites gasps from the onlookers. Later, after taking home a gleaming trophy, the girl removes her footwear and thanks them quietly, extending a handful of straw. Eyes open on each sandal, and a pair of bakezōri reveal themselves, grinning with delight as they snatch the meal from their human friend.

**Urban Yokai.** Bakezōri are unusual in that they exclusively seek out footwear to inhabit, preferably those that have had an interesting history. They are among the most common yokai for average Humanoids to encounter and are viewed as pests rather than outright threats. Bakezōri can be convinced to possess a new, shiny piece of footwear at the behest of a creature they deem a friend.

## BAKEZŌRI

*Tiny Construct (Yokai), Chaotic Neutral*

**Armour Class** 12

**Hit Points** 7 (2d4 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	7 (-2)	10 (+0)	12 (+1)

**Skills** Perception +2

**Damage Resistances** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Bakezoomies.** While the bakezōri is worn by a creature, it can choose to increase that creature's walking speed by **15 feet**.

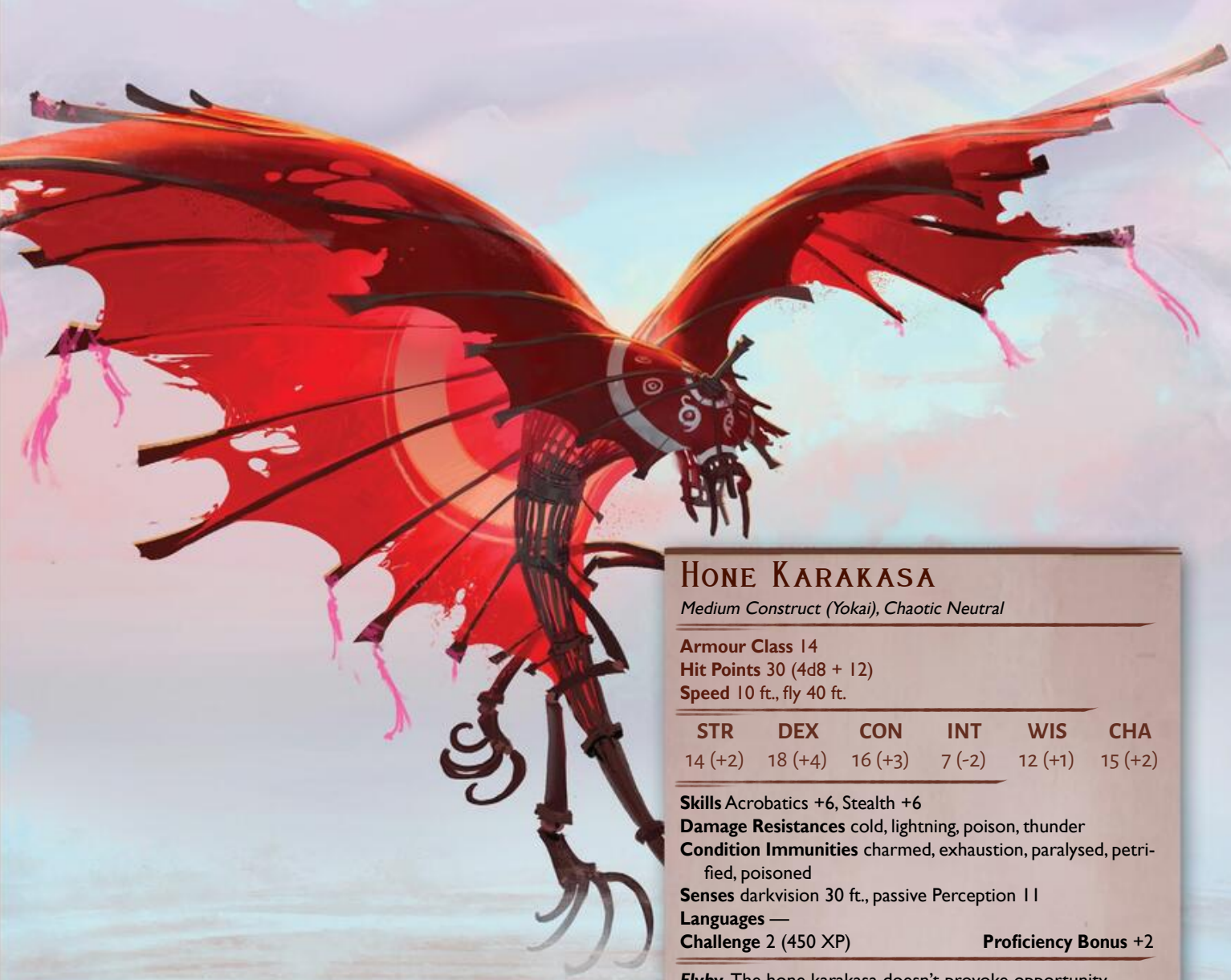
**Shoe Gotta Be Kidding Me.** While the bakezōri remains motionless, it is indistinguishable from a normal sandal. If a creature hasn't seen the bakezōri move or act, it can attempt a **DC 18 Intelligence (Investigation)** check, identifying the sandal as a bakezōri on a success.

### ACTIONS

**Flip-Flop Chomp.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature with feet, it must make a **DC 12 Dexterity saving throw**. On a failed save, the bakezōri attaches itself to the creature's foot. The bakezōri can detach itself by spending **5 feet** of its movement. While attached to a creature in this way, the bakezōri has **advantage** on attack rolls against the creature, moves with the creature, can't attack other creatures, and the creature's speed is reduced by **15 feet**. The creature can use an action to make a **DC 9 Strength** check, removing the bakezōri on a success, where it lands **prone** in an unoccupied space within **5 feet** of the creature.

**Your Sole Is Mine.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that the bakezōri is attached to. *Hit:* 11 (2d8 + 2) piercing damage.





## HONE KARAKASA

Cavorting with the roaring wind and singing with every crash of thunder, a bundle of torn red cloth and splintered wood dances through a tumultuous sky. It is a hone karakasa, joyous and unfettered by the rain and gale of a driving tempest. Resembling a torn-up umbrella with its bamboo skeleton exposed, this large and unusual tsukumogami is a sight that sends civilians scarping indoors—but not to protect themselves from the hone karakasa itself. On days such as these, where the flying yokai is glimpsed in a distant sky, it acts as the harbinger of an oncoming storm. As such, the hone karakasa's appearance is a useful sign to many Humanoids, albeit rarely a welcome one.

**Leader of the Flock.** The eldest and largest of the tsukumogami, hone karakasa are stronger and more irascible than their mischievous cousins and often emerge as the leader of a tsukumogami band. They fly at the head of a yokai parade, their papery wings spread wide, inspiring awe in the gaggle of smaller tsukumogami stumbling in their wake.

## HONE KARAKASA

*Medium Construct (Yokai), Chaotic Neutral*

**Armour Class** 14

**Hit Points** 30 (4d8 + 12)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	7 (-2)	12 (+1)	15 (+2)

**Skills** Acrobatics +6, Stealth +6

**Damage Resistances** cold, lightning, poison, thunder

**Condition Immunities** charmed, exhaustion, paralysed, petrified, poisoned

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Flyby.** The hone karakasa doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Storm Kite.** While the hone karakasa is grappled by a creature, it can confer its magic to that creature until the grapple ends. With this magic, the grappling creature gains a flying speed of **40 feet** and has **resistance** to cold, lightning, and thunder damage. The hone karakasa can confer this magic to only one creature at a time.

**Windrider.** While the hone karakasa is outside in stormy weather, its flying speed is doubled.

### ACTIONS

**Multiattack.** The hone karakasa makes two Slash attacks.

**Slash.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

### BONUS ACTIONS

**Gusting Winds (Recharge 4-6).** The hone karakasa emits a mighty rush of wind in a line that is **30 feet long** and **10 feet wide**, which blasts out in a direction of its choice. Each creature in that line must succeed on a **DC 12 Strength saving throw** or be pushed **15 feet** away from the hone karakasa. The blast of wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.

# NARIGAMA

While many tsukumogami are regarded as irritating at best, narigama are a notable exception. These benevolent yokai appear as fuzzy quadrupedal creatures, sporting well-loved iron kettles on their heads. With their whimsical appearance, docile nature, and valuable ability to predict the future, the narigama have endeared themselves to many folk across the realms.

**Spilling the Tea.** Despite a humble appearance, narigama are exceptionally sensitive to their environments and are able to detect minor changes in temperature, nearly indistinguishable vibrations, and distant noises the keenest ears are unable to detect. Priests and sailors often teach their narigama pets to make various clicks and whistles to signal

information without speech. As a result, they can be trained to reliably predict almost anything, from coming storms, to schools of fish, to restless Undead stirring in the catacombs.

**Boiling Hot.** Narigama often lead a carefree, spoiled life—their caretakers offering them everything they desire in return for their predictions of the future. They can emit ear-piercing whistles alerting their companions to incoming danger and, if pressed, spew streams of boiling water at their assailant from their kettle's spout.



## NARIGAMA

*Small Fey (Yokai), Lawful Good*

**Armour Class** 14 (natural armour)

**Hit Points** 27 (5d6 + 10)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	9 (-1)	20 (+5)	12 (+1)

**Skills** Insight +9, Perception +9

**Condition Immunities** charmed

**Senses** blindsight 60 ft., tremorsense 120 ft., passive Perception 19

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Keen Senses.** The narigama has **advantage** on Wisdom (Perception) checks.

**Saw It Coming.** At the start of its turn, the narigama can focus on one creature it can see if the narigama isn't incapacitated, analysing every nigh-imperceptible movement and behaviour. Until the start of its next turn, the narigama has **advantage** on attack rolls against the target, and the target has **disadvantage** on attack rolls against the narigama.

### ACTIONS

**Claws** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Scald.** *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 9 (2d6 + 2) fire damage.

### REACTIONS

**Screaching Whistle.** *Trigger:* The creature the narigama is focused on forces one or more creatures within **60 feet** of the narigama to make a saving throw. *Response:* The narigama lets loose a piercing whistle of warning. Each such creature within **60 feet** of the narigama who can hear it makes that saving throw with **advantage**.

## SWARM OF TSUKUMOGAMI

Tsukumogami often gather for adventures of mischief and exploration. Under the cloak of twilight, a stray sandal, a crooked umbrella, and a shattered lantern might join forces for a night on the town. Despite being individually feeble spirits, the havoc a swarm of possessed objects can cause while rampaging through a town is not to be underestimated.

**A Playful Gang.** Such gangs of tsukumogami enjoy “dancing” with humans, a terrifying experience for their unfortunate partner caught in a maelstrom of excitable footwear and umbrellas. A victim who doesn’t manage to escape finds themselves lifted bodily into the air and flown about town, the yokai confusing their passenger’s terrified shrieks for howls of delight. When their cargo grows quiet, or the swarm finds a more excitable passenger, these victims are unceremoniously deposited atop a stranger’s roof, usually from a safe height.

**Hyakki Yagyo Harbinger.** Swarms of tsukumogami are often seen in the days preceding the parade of one thousand demons—the infamous Hyakki Yagyo. This ancient, annual tradition is one that requires extensive preparation, and Humanoids know well to heed the excitable behaviour of tsukumogami as a warning of mightier spirits coming. During the parade, tsukumogami enjoy possessing instruments and forming large, musical swarms at the head of the pack. Their ruckus is legendary; tsukumogami are famously as enthusiastic as they are incompetent when it comes to creating music.

### SWARM OF TSUKUMOGAMI

Medium Swarm of Tiny Constructs (Yokai), Chaotic Neutral

Armour Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	5 (-3)	8 (-1)	16 (+3)

Skills Athletics +4, Intimidation +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

**Joyrider.** The swarm’s speed isn’t reduced while dragging a creature it is grappling.

**Swarm.** The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny tsukumogami. The swarm can’t regain hit points or gain temporary hit points.

#### ACTIONS

**Bombardment.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm’s space. *Hit:* 5 (2d4) bludgeoning damage plus 7 (2d6) psychic damage, or 2 (1d4) bludgeoning damage plus 3 (1d6) psychic damage if the swarm has half its hit points or fewer.

**Spook.** One creature occupying the swarm’s space must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for **1 minute**. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success and becoming **immune** to this swarm’s Spook for the next **24 hours**.

#### BONUS ACTIONS

**Abduction.** The swarm attempts to grapple one creature sharing its space. If the swarm has at least half of its hit points, it has **advantage** on its **Strength (Athletics)** check.

#### REACTIONS

**Mischivous Tactics.** *Trigger:* A Large or smaller creature within **5 feet** of the swarm misses it with an attack roll. *Response:* The swarm knocks the creature **prone**.

# USHI-ONI

Out amongst the rocky crags of the coast, hidden beneath the gnarled fangs of sea-blasted cliffs is a species of cunning yokai—ox-headed, spider-bodied crustaceans: the ushi-oni. Well known to fishermen, pirates, and coastal communities, these stealthy yokai haunt the nightmares of any who live beside the waves.

**Macabre Mimicry.** Despite their hulking, monstrous appearance, the ushi-oni is a patient, sly hunter. Despite lacking the capacity to replicate the precise, delicate articulations needed for speech, ushi-oni are uncanny mimics able to recreate the cries and wails of Humanoid adults and infants. Combined with their craggy, barnacle-covered exoskeleton—a perfect camouflaged for their rocky home—the ushi-oni lure foolhardy rescuers to them as an easy meal.

## USHI-ONI MOULTLING

Medium Fiend (Yokai), Chaotic Evil

**Armour Class** 14 (natural armour)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	9 (-1)	7 (-2)

**Skills** Athletics +4, Stealth +4

**Senses** passive Perception 9

**Damage Immunities** poison

**Condition Immunities** poison

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Appearance.** If the ushi-oni is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the ushi-oni move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the ushi-oni isn't barnacle-covered stone.

### ACTIONS

**Multiattack.** The ushi-oni makes two Claw attacks. It can replace one of these attacks with one Pierce attack.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Pierce.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Medium or smaller creature, it must also succeed on a **DC 12 Strength saving throw** or fall **prone** and be **grappled** by the ushi-oni (**escape DC 12**). The ushi-oni can't make Pierce attacks while it has two creatures grappled in this way.

### BONUS ACTIONS

**Coil.** The ushi-oni withdraws its legs and head beneath its hulking, stoney body. It gains a **+5 bonus** to its AC, its speed falls to 0 and cannot increase, it has **disadvantage** on Dexterity saving throws, and it cannot take any actions, other than using a bonus action and **15 feet** of movement to uncoil itself.

**Artificial Anchor.** Beyond their talents in mimicry and camouflage, ushi-oni also exude a unique poison that seeps through air and water to decapitate nearby creatures. While not fatal, the poison is a subtle and cruel agent that saps victims of their strength. A creature exposed to the poison will eventually fall, rooted in place by the overbearing, strangling weight of its own body—easy pickings for its chitinous claws.

## USHI-ONI

Huge Fiend (Yokai), Chaotic Evil

**Armour Class** 17 (natural armour)

**Hit Points** 115 (11d12 + 44)

**Speed** 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	12 (+1)

**Skills** Athletics +7, Perception +3, Performance +7, Stealth +8

**Senses** passive Perception 13

**Damage Immunities** poison

**Condition Immunities** poison

**Languages** —

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**False Appearance.** If the ushi-oni is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the ushi-oni move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the ushi-oni isn't barnacle-covered stone.

**Wailing Mimicry.** The ushi-oni can replicate the distressed cries and wails of Humanoids. A creature that hears these sounds can tell they are imitations only with a successful **DC 15 Wisdom (Insight)** check.

### ACTIONS

**Multiattack.** The ushi-oni makes two Claw attacks. It can replace one of these attacks with one Pierce attack.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

**Pierce.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Huge or smaller creature, it must also succeed on a **DC 15 Strength saving throw** or fall **prone** and be **grappled** by the ushi-oni (**escape DC 15**). The ushi-oni can't make Pierce attacks while it has two creatures grappled in this way.

### BONUS ACTIONS

**Coil.** The ushi-oni withdraws its legs and head beneath its hulking, stoney body. It gains a **+5 bonus** to its AC, its speed falls to 0 and cannot increase, it has **disadvantage** on Dexterity saving throws, and it cannot take any actions, other than its Sapping Poison bonus action and using a bonus action and **15 feet** of movement to uncoil itself.

**Sapping Poison (Recharge 4-6).** Each creature within **10 feet** of the ushi-oni must succeed on a **DC 15 Constitution saving throw** or have its Strength score reduced by **1d4** (to a minimum of 1). A creature immune to poison automatically succeeds on this saving throw. This reduction lasts until the creature finishes a short or long rest. A creature whose Strength score is reduced to 1 by this is **stunned** until its Strength score increases to 2 or higher.



# WANYŪDŌ

The clack of a speeding wheel on a dirt track, regular and thunderous as a racing heartbeat, reverberates through the night. A distant glow grows bright as a wheel wreathed in hellfire, grimacing face at its centre, speeds on its unrelenting hunt. It searches for a sinful soul, one which has escaped its afterlife of divine punishment. It does not rest. It does not tire.

**Wheel of Misfortune.** While wanyūdō may be released from the hells to hunt for a specific soul, their fiendish vices often manifest in heinous acts of cruelty and destruction. Should an unfortunate creature be crushed under its dogged passage, the recently-deceased soul may well find itself surrounded by fire and brimstone, despite having lived a kind and virtuous life. Being yokai, rather than devils, wanyūdō do not always adhere to the stipulations of contracts, creating headaches for the bureaucratic imps the hells over.

**Hit and Run and Fall.** Wanyūdōs' speed make them excellent skirmishers. Able to trample an enemy with their flaming mass and dart away before said foe has a chance to retaliate, a quarry's only real hope of escape is to fight or find a cave within a cliff face. Indeed, some wanyūdō avoid stairs for fear of getting a headache.

## WANYŪDŌ

Large Fiend (Yokai), Neutral Evil

**Armour Class** 15 (natural armour)

**Hit Points** 52 (7d10 + 14)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	9 (-1)	12 (+1)	16 (+3)

**Skills** Athletics +5

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

**Damage Immunities** fire

**Condition Immunities** exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Battering Ram.** If the wanyūdō moves at least **10 feet** straight toward a target and then immediately hits it with a Slam attack, the target takes an extra **7 (2d6)** bludgeoning damage. If the target is a creature, it must make a contested **Strength (Athletics)** check against the wanyūdō, the loser of which falls **prone**.

**It's Wheely Fast.** The wanyūdō doesn't provoke opportunity attacks when it moves out of an enemy's reach.

**Ready to Roll.** The wanyūdō can stand up from prone using **5 feet** of movement.

### ACTIONS

**Slam.** *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* **10 (2d6 + 3)** bludgeoning damage plus **3 (1d6)** fire damage.

**Soulsucker.** The wanyūdō consumes the soul of a creature that died within the last minute whose corpse is within **5 feet** of the wanyūdō, sending the soul to the Hells. Such a creature can't be returned to life by the *revivify* spell.

### BONUS ACTIONS

**Hyper Dash.** The wanyūdō takes the Dash action, but falls **prone** at the end of its turn.



# YUKI NO KO

Amidst the howling winds of a deadly blizzard, a humanoid figure strides atop the snow, their steps as light and graceful as a leaf drifting on water. The landscape is marked with statues of once-living creatures—flash-frozen, encased, and preserved forever in ice. The individual strides onward, unbothered by the climate or death that surrounds them, their skin and hair glistening with crackling frost. To the yuki no ko, the biting, icy chill is a gentle caress; what cold can bother a being who houses a piece of winter itself within?

**Frostbitten Legacy.** The name yuki no ko refers not to one individual, but to a group of elementalists who isolated themselves in the coldest corners of the realms to hone their craft. Long ago they were gifted a shard of an ancient yuki onna's essence that granted them the ability to manipulate ice and snow. After the snow yokai's gift, these elementalists made the

cold and dark of the frozen wastes both laboratory and home, chiselling away the ties that connected them to kith and kin over slow, erosive centuries. With hearts icy to the tribulations of others and potent magic at their command, the once-Humanoid yuki no ko are now winter yokai themselves.

**Snow Spirit's Weakness.** Although the gift of the yuki onna is great—the yuki no ko are impervious to cold—it comes at a heavy price. Any temperature above freezing is unbearable, and prolonged exposure to heat is lethal. As a result, these Elementals are seldom found beyond the mountain peaks and tundras they call home, making them a rare sight reserved for the boldest explorers or most isolated enkoh villagers. It is said that their very presence will bring about a blizzard, but in reality, yuki no ko are the ones chasing the snowstorm.

## YUKI NO KO

Medium Elemental (Yokai), Neutral

Armour Class 14

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	10 (+0)	14 (+2)	18 (+4)

Skills Stealth +6

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

**Heat Intolerant.** If the yuki no ko takes 5 or more fire damage in a single instance, it has disadvantage on ability checks and attack rolls until the end of its next turn.

**Ice Lancer.** The yuki no ko's attacks ignore temporary hit points granted to a creature by the yuki no ko's Armour of Ice action, striking the target's hit points directly.

**Ice Walk.** The yuki no ko can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

## ACTIONS

**Multiattack.** The yuki no ko makes two attacks with any combination of Glacial Slash and Ice Flash.

**Glacial Slash.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) cold damage.

**Ice Flash.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (1d10 + 4) cold damage.

**Invoke Blizzard (Recharge 5-6).** The yuki no ko magically conjures a frigid tempest around itself. Each creature within 30 feet of the yuki no ko must make a **DC 14 Constitution saving throw**, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one. If a creature fails this save by 5 or more, it also gains 1 level of **exhaustion**.

**Armour of Ice.** The yuki no ko forms freezing, icy armour around a creature it can see within 60 feet of itself. The creature can make a **DC 14 Dexterity saving throw**, avoiding being encased in the armour on a success. When armoured in ice, a creature gains 13 (3d8) temporary hit points, can't gain temporary hit points by any means other than this trait, has its speed reduced by 10 feet, and takes 13 (3d8) cold damage at the start of each of its turns. This cold damage ignores temporary hit points, damaging the target's hit points directly. The armour is destroyed when these temporary hit points are depleted or the yuki no ko dies. A creature immune to cold damage bearing this armour also has a **+1 bonus** to its AC and saving throws.



YUKI NO KO

YUKI ONNA WRAITH

# YUKI ONNA WRAITH

Well-travelled merchants and world-weary adventurers tell of a sinister spirit that makes its home amidst the freezing winds and eternal white of the mountain tops. This ghostly apparition moves with unearthly grace, its silent steps leaving no imprint in the snow. While accounts of the encounters vary depending on the speaker, all share one theme: a chilling grasp that saps all strength and hope. Even a whisper of the name yuki onna causes the breath behind the words to rise like white steam on a winter's morning.

**Snow-fallen Influence.** Yuki onna are benevolent winter yokai that drift peacefully across quiet, beautiful lands of velveteen snow. They share secrets with those who seek knowledge and protect creatures that find their homes within the ice. However, when catastrophe creates enough restless spirits through icy and painful death, these frozen souls can become intertwined with the snow yokai's being. Whether it is a kaiju's passing, a necromancer's experiments, or an elemental rift, the horror and pain transform a yuki onna into a ghastly wraith that wanders the land, propagating this death and anguish.

**Cold Vengeance.** After becoming infused with the restless souls of those who found an untimely, freezing demise, the yuki onna's desires change to reflect those of the dead. No longer concerned with protecting their domain, these wraiths seek out and destroy sources of warmth with obsessive conviction. If the souls it carries were deprived of all warmth in their wretched death, why should others be allowed to have it? All must give way to the cold and the dark.

## YUKI ONNA WRAITH

Medium Elemental (Yokai), Chaotic Evil

**Armour Class** 16 (natural armour)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	19 (+4)	7 (-2)	18 (+4)	14 (+2)

**Saving Throws** Dex +7, Wis +7, Cha +5

**Skills** Perception +7

**Damage Immunities** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Primordial

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

**Proficiency Bonus** +3

**Ice Lancer.** The yuki onna's attacks ignore temporary hit points granted to a creature by the yuki onna's Ice Prison trait, striking at the target's hit points directly.

**Ice Prison.** After the yuki onna deals cold damage to a creature, that creature gains temporary hit points equal to the cold damage dealt, as foul magic encases the target in a layer of ice. While a creature has these temporary hit points, its speed is reduced by **10 feet**, it has **vulnerability** to fire damage, and it can't gain temporary hit points by any means other than this trait. Temporary hit points from this trait add together, and a creature can't refuse to gain temporary hit points from this trait. If a creature has temporary hit points equal to or greater than half its hit point maximum from this trait, it is **incapacitated** and **restrained** as it becomes fully encased in ice. A creature incapacitated in this way gain 1 level of **exhaustion** at the start of each of its turns.

**Ice Walk.** The yuki onna can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

### ACTIONS

**Multiattack.** The yuki onna makes two attacks with any combination of Necrotic Slash and Icy Wind.

**Necrotic Slash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage plus 10 (3d6) cold damage.

**Icy Wind.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (2d12 + 4) cold damage, and if the target is a creature, it must succeed on a **DC 15 Constitution saving throw** or have **disadvantage** on attack rolls until the end of its next turn.

### BONUS ACTIONS

**Haunting Wail (1/Day).** The yuki onna lets loose a haunting, echoing wail. Each creature within **30 feet** of it that can hear it must succeed on a **DC 13 Wisdom saving throw** or become **frightened** for **1 minute**. A creature frightened in this way has **vulnerability** to cold damage. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.



ARTIST: JAMES

# NON-PLAYER CHARACTERS

## BARBARIAN

### STORMSINGER

The stormsinger is a Path of the Kaiju barbarian that follows The Infinite Tempest kaiju. It is most dangerous in melee and uses its superior speed to close any gap, entering a rage on the first turn of combat. Once in melee, it attempts to knock creatures prone, either by hoping for a favourable roll that triggers its Hammering Blow trait, or by making shove attacks, choosing to knock its target prone. It always favours attacking prone targets; its Executioner trait confers many benefits against them.



### STORMSINGER CHANTCALLER

Medium Humanoid (any race), any alignment

Armour Class 15 (Unarmored Defense)

Hit Points 76 (9d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +6, Medicine +2, Survival +2

Senses passive Perception 10

Languages Common plus any one language

Challenge 4 (1,100 XP) Proficiency Bonus +2

**Danger Sense.** The stormsinger has **advantage** on initiative rolls and on **Dexterity saving throws** when it can see the source of the effect that triggers the saving throw.

**Executioner.** When the stormsinger hits a prone creature with a weapon attack, it deals one extra die of damage and scores a critical hit on a roll of **19** or **20**.

**Hammering Blow.** When the stormsinger rolls a **12** on its Greataxe attack's damage die against a creature no more than one size larger than it, it can knock that creature prone.

**The Infinite Tempest.** While raging, the first time the stormsinger hits a creature with a melee attack on a turn, each creature of the stormsinger's choice within **10 feet** of its target takes **3 (1d6)** lightning damage (included in the attacks).

**Unarmored Defense.** While it isn't wearing armour, the stormsinger's AC includes its Constitution modifier.

### ACTIONS

**Multiattack.** The stormsinger makes two attacks with any combination of Greataxe and Javelin. It can replace any number of these attacks with a shove attack. It can use Shockwave in place of one of these attacks.

**Greataxe.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **10 (1d12 + 4)** slashing damage. If the stormsinger is raging, the attack deals an extra **4** slashing damage, and each creature of the stormsinger's choice within **10 feet** of the target takes **3 (1d6)** lightning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* **+6** to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* **7 (1d6 + 4)** piercing damage. If the stormsinger is raging, the attack deals an extra **4** piercing damage, and if it was a melee attack, each creature of the stormsinger's choice within **10 feet** of the target takes **3 (1d6)** lightning damage.

**Shockwave (2/Day).** The stormsinger slams its greataxe into a surface. Each creature within **10 feet** of the stormsinger must succeed on a **DC 14 Strength saving throw** or take **7 (2d6)** bludgeoning damage and be pushed **10 feet** directly away from the stormsinger.

### BONUS ACTIONS

**Kaiju's Rage (4/Day).** The stormsinger enters a rage. For the next **minute**, the stormsinger grows to Large; has **resistance** to bludgeoning, piercing, and slashing damage; has **advantage** on Strength checks and Strength saving throws; adds its Constitution modifier to Strength checks and Strength saving throws; and deals an extra **4** damage with its Strength-based weapon attacks (included in the attacks). These effects end early if the stormsinger is knocked unconscious, ends its turn without having attacked a hostile creature, or ends its turn not having taken damage since the end of its last turn.

# BARD

## PYROTECHNIC ADEPT

The pyrotechnic is a bard of the College of Hanabi, a specialist in fireworks. In combat, its first priority is to prevent creatures from getting close to it by using *Screaming Nue* or spells like *thunderwave* and *repulsing palm*. Its most powerful offensive combination involves casting control spells like *hypnotic pattern* and *flashbang*, and then following them with *Raiju's Rupture* or *mireball*, both of which impose Dexterity saving throws. It uses *flash* whenever attacked in melee and, if it has allies to hold the front line, casts *smokescreen* to avoid opportunity attacks while it repositions.



### PYROTECHNIC

Medium Humanoid (any race), any alignment

**Armour Class** 14 (leather apron)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	17 (+3)

**Skills** Acrobatics +7, Performance +7, Sleight of Hand +5

**Senses** passive Perception 11

**Languages** Common plus any two languages

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

### SPELLS

The pyrotechnic is a 5th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks). The pyrotechnic knows the following bard spells:

At will: *smokescreen*<sup>\*c</sup>, *soften descent*<sup>\*</sup>, *vicious mockery*  
2/day each: *flash*<sup>\*</sup>, *flashbang*<sup>\*</sup>, *repulsing palm*<sup>\*</sup>, *thunderwave*  
1/day each: *hypnotic pattern*, *mireball*<sup>\*</sup>

<sup>\*</sup>See Appendix B; <sup>c</sup> = concentration

**Additional Spells.** The pyrotechnic knows two other bard spells of 1st level or higher (GM's choice). It can cast any of those other spells in place of a spell of equal level from the above list.

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8 + 3) piercing damage.

**Magitech Musket.** *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. Reload (2): the pyrotechnic must use an action to reload this weapon after it has been fired twice. Loud (1000).

**Pyrotechnic (3/Day).** The pyrotechnic throws a pyrotechnic charge at a point within **60 feet** of it, creating one of the following effects:

**Raiju's Rupture.** The pyrotechnic charge explodes, causing a thunderous boom that can be heard for 500 feet. Each creature within **10 feet** of the point must make a **DC 13 Dexterity saving throw**. On a failure, a creature takes 7 (2d6) thunder damage and is **deafened** for **1 minute**. On a success, a creature takes half as much damage and isn't deafened.

**Screaming Nue.** A horrifying spectacle of light and sound emanates for the next **minute**. Each creature within **30 feet** of that point that can see or hear the effect when it appears must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of it for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is **immune** to the effect of any *Screaming Nue* for the next **24 hours**.

### BONUS ACTIONS

**Bardic Inspiration (3/Short or Long Rest).** The pyrotechnic gives a **d8** to one creature within **60 feet** of it that can hear it. Once within the next **10 minutes**, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

# MASK OF SOLITUDE

The mask of solitude is a bard of the College of Masks. In combat, it plays a support role, using its Stagecraft bonus action and Solitude reaction to keep its distance from hostile combatants and bolster its allies from safety. If there are ranged enemies, its first action in combat is to cast *mirror of reflection* and position the mirror to protect as many allies as possible. Its second action, provided it is in a safe position, is to cast *faerie fire* if its enemies are grouped together, or *heroism* on an ally. From then on, it uses *shatter* or *bloodweave* offensively, and *cure wounds* or *healing word* to keep its allies fighting. When it has an available bonus action, it uses Bardic Inspiration on its most dangerous ally.



## MASK OF SOLITUDE

Medium Humanoid (any race), any alignment

**Armour Class** 13 (leather armour)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	17 (+3)

**Skills** Acrobatics +4, Performance +7, Stealth +6

**Senses** passive Perception 11

**Languages** Common plus any two languages

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

### SPELLS

The mask of solitude is a 4th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks). The mask of solitude knows the following bard spells:

At will: *message*, *smokescreen*<sup>\*c</sup>, *vicious mockery*

2/day each: *cure wounds*, *healing word*, *heroism*<sup>c</sup>, *faerie fire*<sup>c</sup>

1/day each: *bloodweave*<sup>\*</sup>, *mirror of reflection*<sup>\*</sup>, *shatter*

<sup>\*</sup>See Chapter 13 - Spells; <sup>c</sup> = concentration

**Additional Spells.** The mask of solitude knows two other bard spells of 1st level or higher (GM's choice). It can cast any of those other spells in place of a spell of equal level from the above list.

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 6 (1d8 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### BONUS ACTIONS

**Bardic Inspiration (3/Short or Long Rest).** The mask of solitude gives a d8 to one creature within **60 feet** of it that can hear it. Once within the next **10 minutes**, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

**Stagecraft (3/Day).** While the mask of solitude is on the ground or a surface that can support it, it can target one creature that is no more than one size larger than it within **60 feet** of it. That target must succeed on a **DC 13 Charisma saving throw** or both creatures teleport, swapping places. A creature can choose to fail this saving throw.

### REACTIONS

**Solitude.** When the mask of solitude is hit with a melee attack, it can release a blast of force, dealing **4 (1d8)** force damage to the attacker and pushing it up to **15 feet** away from the mask of solitude.

# BENDER

## INITIATE OF FORTIFYING FLAMES

The initiate of fortifying flames is a bender with fire affinity. In combat, it aims to use its high AC, *shield* spell, and temporary hit points to weather attacks while bolstering its allies. In its first round of combat, it casts *heroism* on itself and uses Primordial Shield on an ally, before closing the gap to the enemy. It casts *shield* against a powerful attack and *hellish rebuke* against a weaker attack from an enemy with a low Dexterity score. If its foe has a low AC, it favours the Elemental Combo bonus action; while if it is against a well-armoured opponent, it uses Primordial Shield instead. If forced to fight at long range, it uses *fire bolt* and Primordial Shield.

### INITIATE OF FORTIFYING FLAMES

Medium Humanoid (any race), any alignment

**Armour Class** 18 (chain mail, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

**Skills** Athletics +3, Insight +4

**Senses** passive Perception 12

**Languages** Common plus any one language

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Reinforcement (1/Turn).** When the initiate takes damage from a melee attack while it is wearing a shield, it can reduce the damage by 2.

### SPELLS

The initiate is a 2nd-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 12, +4** to hit with spell attacks). The initiate has the following bender spells prepared from the fire elemental affinity spell list:

At will: *fire bolt*, *light*

1/day each: *heroism*<sup>c</sup>, *hellish rebuke*, *shield*

<sup>c</sup> = concentration

### ACTIONS

**Mace.** *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Elemental Strike.** *Melee or Ranged Spell Attack:* **+4** to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 5 (1d6 + 2) fire damage for a melee attack, or 4 (1d4 + 2) fire damage for a ranged attack.

### BONUS ACTIONS

**Elemental Combo.** After the initiate makes a Mace or Elemental Strike attack on its turn, it makes one Elemental Strike attack. This attack deals 3 (1d6) fire damage for a melee attack or 2 (1d4) fire damage for a ranged attack.

**Primordial Shield.** The initiate creates a shield, granting it or a willing creature within **30 feet** of it **1d6** temporary hit points. These temporary hit points are lost when the initiate uses this action again.



## ADEPT OF AQUEOUS FUSION

The adept of aqueous fusion is a bender with water affinity. It is an offensive spellcaster that begins combat by casting *hold person*, creating a mud field with Fusionist Spellcasting, and then taking advantage of its paralysed foes by casting *lightning bolt*. Until its *hold person* spell ends, it relies on *ice moon* to inflict damage, creating an *acid rain* cloud and mud surface. When casting *lightning bolt* or *ice moon*, it uses Fusionist Spellcasting to create a heavily obscuring steam cloud it can hide behind. It tries to stay out of melee, using its superior movement and *misty step* to position itself advantageously, but will summon a *water wyrm* if cornered. When retreating, it makes liberal use of the *smokescreen* cantrip.



## ADEPT OF AQUEOUS FUSION

Medium Humanoid (any race), any alignment

**Armour Class** 16 (breastplate)

**Hit Points** 97 (15d8 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	19 (+4)	10 (+0)	10 (+0)

**Skills** Acrobatics +6, Nature +7, Perception +3

**Senses** passive Perception 13

**Languages** Common plus any three languages

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Fusionist Spellcasting (4/Short or Long Rest).** When the adept casts one of its limited-use spells, it can augment the spell to create an effect in a **sphere** up to **20 feet** in radius. The sphere is centred on the target of a spell or, if the spell has an area of effect, on the point where the area is centred. The effect must contain one of the spell's elements, which is listed in parentheses after the spell.

**Ice (Air, Water).** All surfaces in the area become covered in slick ice until the end of the adept's next turn. When the ice appears, each creature standing in the area must succeed on a **DC 15 Dexterity saving throw** or fall **prone**. A creature that enters the area or ends its turn there must also succeed on a **DC 15 Dexterity saving throw** or fall **prone**.

**Mud (Earth, Water).** The ground in the area becomes difficult terrain until cleaned. When the mud appears, each creature standing in the area has its speed reduced by **15 feet** until it or another creature uses its action to clean an affected creature.

**Steam (Fire, Water).** The area is heavily obscured by scalding steam until the end of the adept's next turn. A creature that ends its turn in the area takes **2 (1d4)** fire damage per level of the spell.

**Water Affinity.** When the adept casts a spell from the Water Spells list (see page 165), these are automatically cast two levels higher than their normal level (included in Spells). The adept can change the damage type dealt by any spell it casts to cold.

## SPELLS

The adept is a 6th-level spellcaster. It uses Intelligence as its spellcasting ability (**spell save DC 15, +7** to hit with spell attacks). The adept has the following bender spells prepared:

At will: *concussion*\*, *ray of frost*, *smokescreen*\*<sup>c</sup>, *water whip*\*

3/day each: *bloodweave*\* (water, 4th-level), *ice moon*\* (water, 3rd-level), *misty step* (air, 2nd-level), *shield* (earth, 1st-level)

1/day each: *acid rain*\*<sup>c</sup> (water, 5th-level), *hold person*<sup>c</sup> (water, 4th-level), *lightning bolt* (fire, 3rd-level), *water wyrm*\*<sup>c</sup> (water, 5th-level)

\*See Chapter 13 - Spells c = concentration

## ACTIONS

**Multiattack.** The adept makes two attacks with any combination of Shortsword and Elemental Strike.

**Shortsword.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Elemental Strike.** *Melee or Ranged Spell Attack:* **+7** to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 7 (1d6 + 4) cold damage for a melee attack, or 6 (1d4 + 4) cold damage for a ranged attack.

**Concussion.** *Saving Throw:* **DC 14 Constitution**, range 60 ft., one creature the adept can see. *Hit:* 13 (3d8) thunder damage, and the target is **deafened** until the start of the adept's next turn.

**Ray of Frost.** *Ranged Spell Attack:* **+7** to hit, range 60 ft., one target. *Hit:* 13 (3d8) cold damage, and the target's speed is reduced by **10 feet** until the start of the adept's next turn.

## BONUS ACTIONS

**Elemental Combo.** After the adept takes the Multiattack, Shortsword, or Elemental Strike action, it makes one Elemental Strike attack. This attack deals 10 (3d6) cold damage for a melee attack or 7 (3d4) cold damage for a ranged attack.

# DISCIPLE OF FEROCIOUS DUST

The disciple of ferocious dust is a bender that has affinity with air and earth. It combines the long reach of its glaive with movement-enhancing spells such as *longstrider* and *misty step* to conduct devastating hit-and-run tactics. If ambushing a target, the disciple begins combat with *longstrider* in effect and casts *entangle* to immobilise foes. On a subsequent turn, it uses either *earthen fist* or *earthen uppercut* to knock restrained foes prone. Using its Pole Vault trait, it leaps over this difficult terrain to move in for the kill. In retreat, the disciple uses *blur* and *misty step*, living to fight another day.



## DISCIPLE OF FEROCIOUS DUST

Medium Humanoid (any race), any alignment

**Armour Class** 16 (scale mail)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft. (40 ft. with *longstrider*)

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

**Skills** Acrobatics +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common plus any one language

**Challenge** 3 (700 XP) **Proficiency Bonus** +2

**Dazzle.** When the disciple hits a creature with melee attack on its turn, that creature can't make opportunity attacks against the disciple until the end of the turn.

**Destructive Nature (1/Turn).** When the disciple hits a creature with an attack, it can spend one use of one of its spells to deal an extra 9 (2d8) acid, bludgeoning, or thunder damage (disciple's choice when it uses this trait).

**Pole Vault.** While wielding a Reach weapon, if the disciple walks at least 10 feet immediately before jumping, its jumping distance is tripled. In addition, while wielding a Reach weapon, it can subtract up to 50 feet from its fall when calculating fall damage.

### SPELLS

The disciple is a 4th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks). The disciple has the following bender spells prepared from the air and earth elemental affinity lists:

At will: *concussion*\*, *dash strike*\*, *earthen fist*\*

1/day each: *blur*<sup>c</sup>, *earthen uppercut*\*, *entangle*<sup>c</sup>, *longstrider*<sup>p</sup>, *magic missile* (deals acid, bludgeoning, or thunder damage instead of force)

2/day: *misty step*

\*See Chapter 13 - Spells; c = concentration; p = pre-cast before combat

### ACTIONS

**Multiattack.** The disciple makes two attacks with any combination of Glaive and Elemental Strike. It can replace one of these attacks with Whirling Strike.

**Glaive.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

**Elemental Strike.** *Melee or Ranged Spell Attack:* +5 to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 6 (1d6 + 3) acid, bludgeoning, or thunder damage (disciple's choice) for a melee attack, or 5 (1d4 + 3) damage for a ranged attack.

**Whirling Strike (2/Day).** Each creature within 10 feet of the disciple must make a **DC 13 Dexterity saving throw**. A creature takes 7 (2d6) slashing damage on a failure, or half as much damage on a success. Success or failure, a creature can't make opportunity attacks against the disciple until the end of this turn.

### BONUS ACTIONS

**Elemental Combo.** After the disciple takes the Attack or Multiattack action, it makes one Elemental Strike attack. This attack deals 7 (2d6) acid, bludgeoning, or thunder damage (disciple's choice) for a melee attack, or 5 (2d4) damage for a ranged attack.

# AVATAR OF INVIGORATION

The avatar of invigoration is a Disciple of Invigoration bender that has affinity with all four elements. It typically fights with other creatures that benefit from its Blessed Aura trait, Primordial Pulse reaction, and Invigorate legendary action. If ambushing, the avatar will typically pre-cast *haste* on itself and begin combat with *flashbang* if it has nonlethal intent, or *cone of cold* if it aims to kill. After an enemy takes its turn, the avatar performs a Leaping Strike legendary

action against that creature so that it can trigger its Distracting Onslaught trait and impose a **d8** penalty to one of the enemy's rolls. On its next turn, the avatar chooses an area spell to affect as many affected enemies as possible. If it can't target more than one creature with its area of effect, it resorts to Elemental Strikes, using *misty step* to better locate itself for the next round of combat.

## AVATAR OF ELEMENTS

Medium Humanoid (any race), any alignment

**Armour Class** 16 (studded leather; 19 with *steelskin*)

**Hit Points** 150 (20d8 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	13 (+1)	20 (+5)	14 (+2)

**Saving Throws** Dex +9, Con +8, Wis +10, Cha +7

**Skills** Acrobatics +9, Insight +10, Perception +10, Persuasion +7

**Senses** passive Perception 20

**Languages** Common plus any three languages

**Challenge** 14 (11,500 XP or 23,000 XP if it enters its Primordial Avatar State) **Proficiency Bonus** +5

**Blessed Aura.** Each creature of the avatar's choice within **30 feet** of the avatar is under the effects of the *bless* spell.

**Distracting Onslaught (5/Day, 1/Turn).** When the avatar deals acid, bludgeoning, cold, fire, lightning, or thunder damage to a creature, it can create a distracting array. The next time that creature makes an attack roll or saving throw before the end of its next turn, the creature must roll a **d8** and subtract the value from the result.

**Freedom of Movement.** The avatar is always under the effects of the *freedom of movement* spell.

**Legendary Resistance (3/Day).** If the avatar fails a saving throw, it can choose to succeed instead.

**Primordial Avatar State (1/Day).** If the avatar would be reduced to 0 hit points, its current hit point total instead resets to **150**, it gains **40** temporary hit points, its AC increases to **19**, its attacks deal an extra **7 (2d6)** fire or lightning damage on a hit (avatar's choice when it makes the attack), and it gains a flying, walking, and swimming speed of **60 feet**. Additionally, the avatar can now use the options in the "Avatar Actions" section for **1 hour**. Award a party an additional 11,500 XP (23,000 XP total) for defeating the avatar after its Primordial Avatar State activates.

### SPELLS

The avatar is a 9th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 18, +10** to hit with spell attacks). The avatar has the following bender spells prepared:

At will: *calm air*<sup>\*c</sup>, *calm earth*<sup>\*c</sup>, *calm flames*<sup>\*c</sup>, *calm waters*<sup>\*c</sup>

3/day each: *haste*<sup>e</sup>, *flaming tiger leap*<sup>\*p</sup>, *flashbang*<sup>\*p</sup>, *misty step*, *shield*

2/day each: *cone of cold*, *cyclone*<sup>\*c</sup>, *steelskin*<sup>\*p</sup>, *Raiko's rending rage*<sup>\*p</sup>

\*See Chapter 13 - Spells; c = concentration; p = pre-cast before combat

**Additional Spells.** The avatar has two other spells of 1st level or higher from any bender spell list prepared (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Multiattack.** The avatar makes four attacks with any combination of Unarmed Strike and Elemental Strike.

**Unarmed Strike.** *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 8 (**1d8 + 4**) bludgeoning damage.

**Elemental Strike.** *Melee or Ranged Spell Attack:* **+10** to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 8 (**1d6 + 5**) acid, bludgeoning, cold, fire, lightning, or thunder damage (avatar's choice) for a melee attack, or 7 (**1d4 + 5**) damage for a ranged attack.

### BONUS ACTIONS

**Elemental Combo.** After the avatar takes the Attack or Multiattack action, it makes one Elemental Strike attack. This attack deals 14 (**4d6**) acid, bludgeoning, cold, fire, lightning, or thunder damage (avatar's choice) for a melee attack, or 10 (**4d4**) damage for a ranged attack.

### REACTIONS

**Primordial Pulse.** When a creature the avatar can see within **30 feet** of it fails a saving throw or misses an attack roll, the avatar gives it a rejuvenating boost. The creature immediately rerolls the saving throw or attack roll, with a **+5 bonus**.

### LEGENDARY ACTIONS

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

**Leaping Strike.** The avatar leaps up to **25 feet** without provoking opportunity attacks and can then make one Unarmed Strike or Elemental Strike attack.

**Invigorate (5/Day).** The avatar restores **15** hit points to a creature it can see within **30 feet** of it.

**Cast a Spell (Costs 2 Actions).** The avatar casts a spell.

### AVATAR ACTIONS

If the avatar's Primordial Avatar State trait has activated in the last hour, it can use the options below as legendary actions.

**Cast a Spell.** The avatar casts one of the following spells: *bloodweave*<sup>\*</sup>,  *mireball*<sup>\*</sup>,  *wind strike*<sup>\*</sup>, or  *wanyūdō's fury*<sup>\*</sup>.

**Mass Invigorate (5/Day).** The avatar restores **15** hit points to up to three different creatures it can see within **30 feet** of it.



ARTIST NAME

# CLERIC

## SHRINE WARDEN

The shrine warden is a cleric that specialises in supporting its team and preparing traps for foes. The shrine warden casts *glyph of warding* (typically choosing Explosive Runes with thunder damage) in preparation for an ambush, and casts *bleed* on itself and its allies moments before combat begins. It likes to begin combat by summoning a *guardian of faith* and using its Consecration bonus action to summon a Curse of Panic shrine. From this safe haven, it creates a *spiritual weapon* and casts *guiding bolt* and *extract shirikodama*. If fighting spellcasters, it carefully positions its *silence* spell to force them to choose between taking damage from the guardian of faith, or being unable to cast spells with verbal components.

## SHRINE WARDEN

Medium Humanoid (any race), any alignment

**Armour Class** 19 (splint, shield)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	10 (+0)	18 (+4)	11 (+0)

**Skills** Insight +6, Perception +6

**Senses** passive Perception 16

**Languages** Common plus any one language

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

**Proficiency Bonus** +2

### SPELLS

The shrine warden is an 8th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks). The shrine warden has the following cleric spells prepared:

At will: *guidance*<sup>c</sup>, *light*, *sacred flame*

3/day each: *bleed*<sup>c</sup>, *cure wounds*, *guiding bolt*, *silence*<sup>c</sup>, *spiritual weapon*

1/day each: *extract shirikodama*<sup>\*</sup>, *glyph of warding*, *guardian of faith*

<sup>\*</sup>See Chapter 13 - Spells; <sup>c</sup> = concentration

**Additional Spells.** The shrine warden has three other cleric spells of 1st level or higher prepared (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) radiant damage.

**Sacred Flame.** *Saving Throw:* DC 14 Dexterity, range 60 ft., one creature the shrine warden can see. *Failure:* 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

### BONUS ACTIONS

**Consecration (Recharges after a Short or Long Rest).**

The shrine warden conjures a shrine at a point on the ground that it can see within **60 feet** of itself that radiates magic in a **15-foot-radius**. It chooses up to four creatures it can see to be affected by one of the following effects:

**Blessing of Power.** When an affected creature in the aura hits a target with an attack roll, it can deal an extra 3 (1d6) radiant damage to that target. It then can't gain this benefit again until the start of its next turn.

**Curse of Panic.** An affected creature that attempts to enter the aura for the first time on its turn or starts its turn there must succeed on a **DC 14 Wisdom saving throw** or become **frightened** of the shrine until the start of its next turn.

### REACTIONS

**Shrine Guardian (4/Day).** When a creature in the shrine warden's shrine's aura makes an attack roll, ability check, or saving throw, the shrine warden can roll **1d4** and apply it as a bonus or penalty (shrine warden's choice) to the creature's roll.



## YOKAI DRUID

Medium Humanoid (any race), any alignment

**Armour Class** 16 (bark breastplate)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft. (40 ft. with *longstrider*)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	10 (+0)	20 (+5)	8 (-1)

Saves Str +4, Wis +8

**Skills** Animal Handling +8, Medicine +8, Nature +3, Perception +8

**Senses** passive Perception 18

**Languages** Common plus any one language

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

### SPELLS

The druid is a 12th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 16, +8** to hit with spell attacks). The druid has the following druid spells prepared:

At will: *concussion*<sup>\*</sup>, *druidcraft*, *shillelagh*, *smokescreen*<sup>\*c</sup>

3/day each: *cure wounds*, *depth charge*<sup>\*</sup>, *earthskin*<sup>\*p</sup>, *lifesap aura*<sup>\*</sup>, *longstrider*<sup>p</sup>,

1/day each: *dominate person*<sup>c</sup>, *lion's roar*<sup>\*c</sup>, *eruption*<sup>\*</sup>, *Nomi's adamantine carapace*<sup>\*c</sup>

<sup>\*</sup>See Chapter 13 - Spells; <sup>c</sup> = concentration; <sup>p</sup> = pre-cast before combat

**Additional Spells.** The druid has eight other druid spells of 1st level or higher prepared (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

**Shillelagh.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. The druid can only make this attack if it has cast *shillelagh* on its quarterstaff.

**Concussion.** *Saving Throw:* **DC 16 Dexterity**, range 60 ft., one creature the druid can see. *Failure:* 13 (3d8) thunder damage.

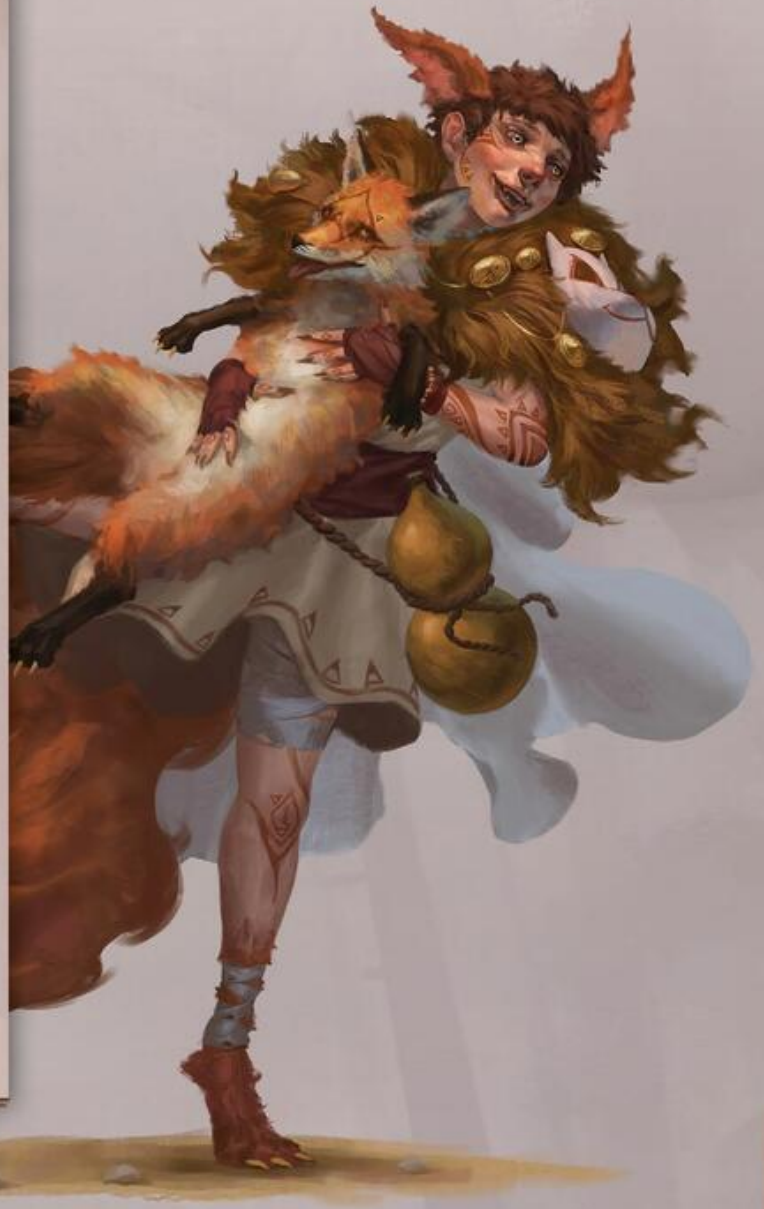
### REACTIONS

**Yokai Wild Shape (2/Short or Long Rest).** After using an action to cast a spell, the druid transforms into a yokai with the Beast, Celestial, Fey, Fiend, or Plant type and a CR no higher than 2 for up to **6 hours** (e.g. stone komainu or kappa, see table on page 177). While in this form, it can speak normally, has **advantage** on Constitution saving throws, and can cast the spells in its Spells section or in the yokai creature's statistics without somatic or material components.

# DRUID

## DRUID OF YOKAI

This druid is a frontline specialist. When ambushing, it imbues itself with non-concentration spells, such as *longstrider*, *lifesap aura*, and *earthskin*, before barreling into the enemy, often in the Wild Shape form of a protective stone komainu or grappling kappa. The spell it casts on its first turn in combat depends on its intention; if it aims to soak foes' attacks, it casts *Nomi's adamantine carapace*. If it has lethal intent, it casts *lion's roar*. If its aim is to control the opposition, it casts *dominate person*.



# FIGHTER

## SKELETAL BLADE

The skeletal warblade is a fighter that specialises in fighting multiple opponents. It starts combat by flying into the midst of as many enemies as possible and using Flurry. Each round, it uses a bonus action to attempt to grapple a creature so that its Skeletal Form can deal piercing damage over time. If wounded, it Disengages (as a bonus action) and Dashes upwards, using a grappled creature to provide half-cover against ranged attacks originating from below it.

### SKELETAL WARBLADE

*Medium Humanoid (any race), any alignment*

**Armour Class** 17 (half plate)

**Hit Points** 123 (13d8 + 65)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	9 (-1)	13 (+1)	8 (-1)

Saves Str +7, Dex +5, Con +8, Wis +4

**Skills** Athletics +7, Medicine +4, Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** Common plus any one language

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

**Proficiency Bonus** +3

**One with Nothing (1/Day).** When the warblade is reduced to 0 hit points, it instead is reduced to 1 hit point and immediately teleports up to **30 feet** to an unoccupied space it can see, leaving behind a plume of mist.

**Skeletal Form.** The warblade's reach is **10 feet**, its melee attacks deal an extra 4 (1d8) necrotic damage (included in the attacks), and it gains **5** temporary hit points at the start of each of its turns. In addition, when a creature starts its turn grappled by the warblade, the creature takes 13 (2d12) magical piercing damage. The warblade can't be disarmed of its Osseous Spike.

#### ACTIONS

**Multiattack.** The warblade makes three Osseous Spike or Javelin attacks. It can use Flurry in place of two of these attacks.

**Osseous Spike.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical piercing damage plus 4 (1d8) necrotic damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 4 (1d8) necrotic damage for a melee attack.

**Flurry (3/Day).** The warblade makes one Osseous Spike attack against up to four different creatures within its reach. It gains a **+2 bonus** to AC until the start of its next turn.

#### BONUS ACTIONS

**Brawler.** The warblade attempts to shove or grapple a creature within its reach.

**Disengage.** The warblade takes the Disengage action.



# MONK

## NOVICE OF GATES

The novice is a monk that follows the Way of Eight Gates. To stealthily pick off targets, it uses its shuriken and Distant Striker trait to remain unseen. In a blitzing ambush, it uses its high speed and Step of the Wind to find a place amongst many enemies where it can use its Whirling Strike. In combat, it uses Patient Defense when it has no temporary hit points, and otherwise uses Flurry of Blows. If acting as an assassin, it may use only its Flurry of Blows, fleeing as soon as its task is accomplished. When fleeing, it makes use of Step of the Wind.



### NOVICE OF THE FIFTH GATE

Medium Humanoid (any race), any alignment

**Armour Class** 14 (Unarmored Defense)

**Hit Points** 44 (8d8 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	8 (-1)

**Skills** Acrobatics +4, Animal Handling +4, Insight +4, Stealth +4

**Senses** passive Perception 12

**Languages** Common plus any one language

**Challenge** 2 (450 XP) **Proficiency Bonus** +2

**Distant Striker.** The normal and long ranges of attacks the novice makes with Thrown weapons is doubled (included in the attacks), and if it misses with a Thrown weapon attack while hidden, its position is not revealed.

**Nimble Duelist.** Creatures the novice hits with a melee attack using its Meteor Hammer (or any other Finesse weapon) can't make opportunity attacks against it until the end of the turn.

**Unarmored Defense.** While the novice is wearing no armour and wielding no shield, its AC includes its Wisdom modifier.

#### ACTIONS

**Multiattack.** The novice makes two attacks with any combination of Unarmed Strike, Meteor Hammer, and Shuriken. It can use Whirling Strike in place of one attack.

**Meteor Hammer.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) magical bludgeoning damage.

**Shuriken.** *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Whirling Strike (2/Day).** Each creature within 10 feet of the novice must make a **DC 12 Dexterity saving throw**, taking 7 (2d6) bludgeoning damage on a failure, or half as much damage on a success. Success or failure, a creature can't make opportunity attacks against the novice until the end of the turn.

#### BONUS ACTIONS

**Ki (8/Short or Long Rest).** The novice performs one of the following:

**Flurry of Blows (After Attack or Multiattack action).**

The novice makes two Unarmed Strike attacks.

**Patient Defense.** The novice takes the Dodge action and gains 4 temporary hit points.

**Step of the Wind.** The novice takes the Dash and Disengage actions and gains 4 temporary hit points. Until the end of its turn, its jump distance is doubled.

#### REACTIONS

**Deflect Missiles.** The novice reduces the damage it would take from a ranged weapon attack that hits it by 13 (1d10 + 8). If the damage is reduced to 0, it can expend one use of Ki (see Bonus Actions) to make a ranged attack (range 20/60 ft.) with the weapon or piece of ammunition it deflected as part of this reaction (+4 to hit, 5 (1d6 + 2) damage on a hit).

**Slow Fall.** The novice reduces falling damage it would take by 30.

# PALADIN

## YOJIMBO KNIGHT

The yojimbo knight is a juggernaut of a paladin sworn to the Oath of Yojimbo. In combat, its role is to position itself within **10 feet** of its most vulnerable allies, giving them the benefit of its Aura of Protection and allowing the knight to use its Daring Protector reaction to become the target of melee attacks. Its allies know this and stick close. For those beyond the range of this reaction, it uses the *shielding word* spell. It restores 50 hit points with its first use of Lay on Hands, saving its final **10 charges** to revive a downed ally.

When it ambushes a target, the knight casts *lifesap aura* and *earthskin* just before springing its trap. Offensively, it casts *spirit guardians* and positions itself in the midst of its enemies to take advantage of its Shockwave action, weathering any opportunity attacks this repositioning may trigger. If enemies are too scattered for the aforementioned tactics, it targets spellcasters with its Smite and Dizzing Strikes traits. The yojimbo knight is often the last to flee, letting its allies make good their escape.

### YOJIMBO KNIGHT

Medium Humanoid (any race), any alignment

**Armour Class** 20 (plate, shield)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	17 (+3)

**Skills** Athletics +7, Insight +4, Religion +3

**Senses** passive Perception 11

**Languages** Common plus any one language

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Aura of Protection.** Whenever the knight or a creature of its choice within **10 feet** of it makes a saving throw, the creature gains a **+3 bonus** to the saving throw. The knight must be conscious to grant this bonus.

**Dizzing Strikes.** The knight's Warhammer attacks bypass temporary hit points, and, if it hits a creature that is concentrating on a spell with a Warhammer attack, that creature has **disadvantage** on the saving throw made to maintain its concentration.

**Inner Divinity.** Whenever the knight hits a creature with a melee weapon, the creature takes an extra **4 (1d8)** radiant damage (including in the attacks).

**Smite (3/Day).** When the knight hits a creature with a melee attack, it can deal an extra **9 (2d8)** radiant damage to the creature.

### SPELLS

The knight is a 6th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks). The knight has the following paladin spells prepared:

2/day each: *cure wounds*, *shield of faith*<sup>c</sup>, *shielding word*<sup>\*</sup>

1/day each: *earthskin*<sup>sp</sup>, *lifesap aura*<sup>\*</sup>, *spirit guardians*<sup>c</sup>, *switcheroo*<sup>\*</sup>

<sup>\*</sup>See Chapter 13 - Spells; c = concentration

**Additional Spells.** The knight has two other paladin spells of 1st level or higher prepared (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Multiattack.** The knight makes two Warhammer attacks. It can use Shockwave in place of one of these attacks.

**Warhammer.** *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* **8 (1d8 + 4)** bludgeoning damage plus **4 (1d8)** radiant damage, and the target's speed is reduced by **10 feet** until the end of its next turn (this effect does not stack).

**Javelin.** *Melee or Ranged Weapon Attack:* **+7** to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* **7 (1d6 + 4)** piercing damage, plus **4 (1d8)** radiant damage for a melee attack.

**Shockwave (3/Day).** Each creature within **10 feet** of the knight must succeed on a **DC 15 Strength saving throw** or take **10 (3d6)** bludgeoning damage and be pushed **10 feet** directly away from the knight.

**Lay on Hands (60 Charges/Day).** The knight touches a non-Undead, non-Construct creature within its reach and spends any number of charges to restore an equal number of hit points to the creature. Alternatively, it can expend **5 charges** to cure the target of one disease or neutralise one poison affecting it. It can cure multiple diseases and neutralise multiple poisons with a single use of Lay on Hands, expending charges separately for each one.

### REACTIONS

**Daring Protector.** When a creature within **10 feet** of the knight is targeted by a melee attack, the knight can move up to its speed towards the attacker. If it ends its movement within **5 feet** of the attacker, the knight becomes the target of the attack instead.

**Guardian's Intervention (Recharges after a Short or Long Rest).** The knight reduces the damage dealt by an attack to a creature it can see within **30 feet** of it by **66 (12d10)**. If this reduces the damage to 0, the creature the knight protected can use its reaction to make one weapon attack against the creature that attacked it.



ARTIST NAME



ARTIST NAME

# RANGER

## RONIN

The ronin is a solitary ranger skilled in one-on-one duelling. It typically has *longstrider* cast and, when ambushing, casts *earthskin* and *snakebite* before beginning combat. In the first round of a fight, the ronin casts *hunter's mark* and uses *Hamstring*, before focussing all its attacks on the hamstrung creature. To flee, it casts *expeditious retreat*, using the *Disengage* action and *Dash* as a bonus action.



## RONIN SCARRED

Medium Humanoid (any race), any alignment

**Armour Class** 16 (studded leather)

**Hit Points** 97 (15d8 + 30)

**Speed** 40 ft. (50 ft. with longstrider)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	11 (+0)	16 (+3)	8 (-1)

**Skills** Athletics +7, Insight +6, Religion +3

**Senses** passive Perception 13

**Languages** Common plus any one language

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Land's Stride.** Moving through nonmagical difficult terrain costs the ronin no extra movement, and it can pass through nonmagical plants without being slowed by them or taking damage from them.

**Masterless.** The ronin has **advantage** on saving throws made to avoid the charmed condition.

**Slash Draw.** Twice per turn, the ronin can draw or stow a weapon, no action required. The first time each turn that it hits a creature with a weapon it drew that turn, it deals an extra 3 (1d6) damage. The ronin has at least two wakizashis.

### SPELLS

The ronin is a 4th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks). The ronin knows the following ranger spells:

2/day each: *cure wounds*, *hunter's mark*<sup>c</sup>, *longstrider*<sup>p</sup>

1/day each: *earthskin*<sup>\*p</sup>, *expeditious retreat*<sup>c</sup>, *snakebite*<sup>\*c</sup>

\*See Chapter 13 - Spells; c = concentration; p = pre-cast before combat

**Additional Spells.** The ronin knows two other ranger spells of 1st level or higher (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Multiattack.** The ronin makes three Wakizashi attacks or two Longbow attacks.

**Wakizashi.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. See *Slash Draw*.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

**Hamstring (3/Day).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage and, until the end of the creature's next turn, its AC is reduced by a value equal to its Dexterity modifier (minimum 0) and its speed is reduced by 15 feet.

### REACTIONS

**Cleaving Parry.** The ronin adds 3 to its AC against one melee attack that would hit it and then gains 6 temporary hit points. To do so, the ronin must see the attacker and be wielding a melee weapon.

# ROGUE

## TAMAYA ROGUE

A master of ambush, the tamaya journeyman is a rogue specialising in ranged attacks and debilitating spellbombs. In an ideal ambush, the journeyman gives spellbombs to its allies, and it positions itself close enough (within **90 feet**) to the fray so that it can detonate the bombs whilst using its own bonus action to steady its aim. If a foe is adjacent to the journeyman's allies, the journeyman will use its Whomping ammunition to knock the target prone, giving its allies advantage on their attack rolls. Otherwise, it uses Poisonous ammunition. To flee or reposition, the journeyman takes the Disengage action, throws an *entangle* spellbomb, and then runs away, detonating the spellbomb once out of its area of effect.



### TAMAYA JOURNEYMAN

Medium Humanoid (any race), any alignment

**Armour Class** 15 (studded leather)

**Hit Points** 71 (1d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	17 (+3)	10 (+0)	13 (+1)

**Skills** Acrobatics +7, Deception +3, Investigation +5, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 10

**Languages** Common plus any three languages

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

**Proficiency Bonus** +2

**Evasion.** When the journeyman is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The journeyman deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within **5 feet** of an ally of the journeyman that isn't incapacitated and the journeyman doesn't have disadvantage on the attack roll.

**Tinkered Artillery (2/Short or Long Rest).** Before the journeyman makes a Rifle attack, it can choose to use a piece of special ammunition, choosing from the options below.

**Poisonous.** On a hit, the target takes an extra 3 (1d6) poison damage and must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of the journeyman's next turn.

**Whomping.** On a hit, the target must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Rifle.** *Ranged Weapon Attack:* +5 to hit, range 120/480 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. *Reload (2):* the journeyman must use an action or bonus action to reload this weapon after it has been fired twice. Loud (500).

### BONUS ACTIONS

**Cunning Action.** The journeyman takes the Dash, Disengage, or Hide action.

**Spellbomb.** The journeyman throws a spellbomb at a point within **60 feet** of it, choosing a bomb from the following options, which have the effects of spells but do not require any components and last their full duration (no concentration required). The bomb doesn't detonate on landing, but requires the journeyman to take the Detonate reaction, creating the spell's effect centred on the bomb.

2/day each: *entangle*, *fog cloud*

1/day each: *flashbang\**, *shatter*

\*See Chapter 13 - Spells

**Steady Aim.** The journeyman gains **advantage** on its next attack roll this turn. It can't use this bonus action if it has moved this turn, and after it uses it, its speed is reduced to **0 feet** until the end of the turn.

### REACTIONS

**Detonate.** The journeyman detonates one of its spellbombs that is within **90 feet** of it.

# SORCERER

## SPIRIT CALLER

A spirit caller is a sorcerer who manifests its presence into a wraith-like spirit entity. The caller of destruction moulds this entity into a swift, aggressive creature that explodes upon death, decimating those around it. When preparing for an ambush, the caller positions a *guardian of faith* to either block an escape or provide a barrier behind which it can hide (if its quarry is close, it uses its Subtle Spell

Metamagic option to escape notice). It uses its Manifest Spirit action, commanding the spirit to hide in a shadowy, advantageous position. The caller's first spell in combat is *disintegrate*, which it twins using its Twinned Spell Metamagic option. It follows this up with a Quickened Spell *cone of cold* or *depth charge*, using its action to cast a cantrip. To flee, the caller casts *teleport*.

### CALLER OF DESTRUCTION

Medium Humanoid (any race), any alignment

**Armour Class** 16 (mage armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	11 (+0)	10 (+0)	20 (+5)

Saves Con +8, Wis +4

**Skills** Deception +9, Insight +4, Perception +4, Persuasion +9

**Senses** passive Perception 14

**Languages** Common plus any one language

**Challenge** 10 (5,900 XP) or 14 (11,500) if spirit summoned

**Proficiency Bonus** +4

**Durable Connection.** The caller has **advantage** on saving throws made to maintain its concentration on its manifested spirit.

**Metamagic.** The caller can change the spells it casts in the following ways:

**Quickened Spell (3/Day).** When the caller casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action for that casting.

**Twinned Spell (1/Day).** When the caller casts a spell that targets only one creature and doesn't have a range of self, it can target a second creature in range with the same spell.

**Subtle Spell (3/Day).** When the caller casts a spell, it can cast it without any verbal or somatic components.

**Spirit Synchronicity.** Spells the caller casts that don't have a range of self can originate from the caller's manifested spirit, instead of the caller, if it is within **120 feet** of the caller.

### SPELLS

The caller is a 14th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 17, +9** to hit with spell attacks). The caller knows the following sorcerer spells:

At will: *earthen fist\**, *fire bolt*, *message*, *pins & needles\**, *smoke screen\*c*, *soften descent\**

4/day each: *counterspell*, *depth charge\**, *mage armor<sup>p</sup>*, *misty step*

2/day each: *cone of cold*, *endure\**, *guardian of faith*

1/day each: *disintegrate*, *teleport*

\*See Chapter 13 - Spells c = concentration; p = pre-cast before combat

**Additional Spells.** The caller knows four other sorcerer spells of 1st level or higher (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

### ACTIONS

**Dagger.** Melee or Ranged Weapon Attack: **+7** to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (**1d4 + 3**) piercing damage.

**Earthen Fist.** Melee Spell Attack: **+9** to hit, reach 10 ft., one creature. **Hit:** 13 (**3d8**) bludgeoning damage, and the target must make a **DC 17 Strength saving throw**. On a failure, the caller can knock the creature **prone** or push it up to **15 feet** directly away from the caller.

**Fire Bolt.** Ranged Spell Attack: **+9** to hit, range 120 ft., one target. **Hit:** 16 (**3d10**) fire damage.

**Pins & Needles.** Saving Throw: **DC 17 Constitution**, range 60 ft., one creature the caller can see. **Failure:** 13 (**3d8**) psychic damage and, if the target failed its save by 5 or more (12 or lower), it has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Manifest Spirit (2/Short or Long Rest).** The caller conjures a **spirit of destruction** within **30 feet** of it that remains for **10 minutes**, or until the caller loses its concentration (as if concentrating on a spell). The spirit shares the caller's initiative count but takes its turn immediately after the caller. The caller can command the spirit as an action or bonus action; otherwise, the spirit takes the Dodge or Help action.

# SPIRIT OF DESTRUCTION

*Small Fey, Chaotic Neutral*

**Armour Class** 17 (natural armour)

**Hit Points** 75

**Speed** 60 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

**Skills** Intimidation +5, Perception +6, Stealth +7

**Senses** passive Perception 16

**Languages** understands the languages its caller speaks

**Challenge** — **Proficiency Bonus** +4

**Detonator.** When the spirit is reduced to 0 hit points, each creature of the caller's choice within **20 feet** of the spirit must succeed on a **DC 17 Dexterity saving throw** or take **25 (2d10 + 14)** necrotic damage.

**Frenzy.** The spirit has **advantage** on all melee attack rolls, and all attack rolls against it have **advantage**.

## ACTIONS

**Multiattack.** The spirit makes two attacks with any combination of Spirit Grasp and Spirit Rend.

**Spirit Grasp.** *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) necrotic or radiant damage (caller's choice).

**Spirit Rend.** *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 7 (1d6 + 4) necrotic or radiant damage (caller's choice).

## BONUS ACTIONS

**Detect.** The spirit makes a **Wisdom (Perception)** check.

**Teleport.** The spirit teleports up to **30 feet** to an unoccupied space it can see.



# WARLOCK

## SHINIGAMI WARLOCK

The shadow string is a warlock that has formed a pact with a shinigami. When ambushing, it has a corpse on hand, which it puppeteers moments before attacking. If it thinks it will be exposed to harm, it also casts *mirror image* before the fight. In combat, it tries to keep its distance, lining up foes with which to eviscerate using *ice moon*, and casting *hellish rebuke* on any combatants that hit it. If its *eldritch blasts* are blocked (for example, by cover), or a foe is especially well armoured, it switches to *pins & needles*. After its third puppet has died, it runs away, using *misty step* if available.



### SHADOW STRING

Medium Humanoid (any race), any alignment

Armour Class 14 (mage armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	15 (+2)

Skills Arcana +2, Deception +4

Senses passive Perception 9

Languages Common plus any one language

Challenge 1 (200 XP) Proficiency Bonus +2

**Talisman (2/Day).** When the shadow string fails an ability check, it can add a d4 to the roll, potentially turning the roll into a success.

### SPELLS

The shadow string is a 4th-level spellcaster. It uses Charisma as its spellcasting ability (**spell save DC 12, +4** to hit with spell attacks). The shadow string knows the following warlock spells:

At will: *eldritch blast*, *mage armor*<sup>P</sup>, *pins & needles*\*

2/day each: *hellish rebuke*, *ice moon*\*

1/day each: *mirror image*, *misty step*

\*See Chapter 13 - Spells, p = pre-cast before combat

**Additional Spells.** The shadow string knows one other warlock spell of 1st level or higher (GM's choice). It can cast that spell in place of a spell of equal level from the list above.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* **+3** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage.

**Eldritch Blast.** *Ranged Spell Attack:* **+4** to hit, range 120 ft., one target. *Hit:* 7 (**1d10 + 2**) force damage.

**Pins & Needles.** *Saving Throw:* **DC 12 Constitution**, range 60 ft., one creature the shadow string can see. *Failure:* 4 (**1d8**) psychic damage and, if the target failed the save by **5** or more (7 or lower), it has **disadvantage** on the next attack roll it makes before the end of its next turn.

**Grim Puppeteer (3/Day).** The shadow string takes control of a Large or smaller corpse or unconscious creature it can see within **60 feet** of it with a CR or character level of 4 or lower, which gains **22** temporary hit points. For the next **minute**, or until the puppet loses its temporary hit points, the puppet shares the shadow string's initiative count and takes its turn immediately after the shadow string. The shadow string can use a bonus action on its turn to command the puppet to take an action, which can be one in its stat block (or in the stat block it had in life if it's a corpse) or some other action. The puppet can't use any reactions, legendary actions, lair actions, or any actions that create or summon additional creatures. In addition, the puppet:

- Is treated as an Undead if it's a corpse.
- Can't regain hit points or recover from the unconscious condition.
- Is **immune** to the charmed and frightened conditions.
- Uses the shadow string's spell attack modifier for its attack rolls (**+4**) and spellcasting ability modifier as a bonus to its damage rolls (**+2**).

When this effect ends, the shadow string can't use this action on that corpse or creature again until the shadow string finishes a long rest.

# WIZARD

## SHINOBI WIZARD

The adept is a Shinobi wizard. It typically starts combat having already cast the *steelskin* spell and casts *slatestorm* as its first action, using its movement to cause as many creatures as possible to be affected by the spell. For its second turn, it tries to position itself to hit at least two creatures with *flaming tiger leap*, using the movement to bring as many people as possible into the range of the *slatestorm* spell, and landing next to a low AC target. From then on, it uses its weapon attacks and Shadow Striker trait to create Clouds of Shadow, which it moves between using Shadow Vanishing; most enemies won't know which shadow to target. When ambushing, it springs its trap with *flashbang*. To flee, it casts *invisibility* or *smokescreen*, moves out of melee range, and then casts *fly*.



### SHINOBI ADEPT

Medium Humanoid (any race), any alignment

**Armour Class** 15 (studded leather; 19 with *steelskin*)

**Hit Points** 121 (22d8 + 22)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	17 (+3)	13 (+1)	11 (+0)

**Skills** Arcana +5, Investigation +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common plus any three languages

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Nimble Duelist.** Creatures that the adept hits with its Rapier attack (or any other Finesse weapon) can't make opportunity attacks against it until the end of the turn.

#### SPELLS

The adept is a 7th-level spellcaster. It uses Intelligence as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks). The adept has the following wizard spells prepared:

At will: *dash strike*\*, *incendiary strike*\*, *smokescreen*\*<sup>c</sup>, *soften descent*\*

2/day each: *flashbang*\*, *hellish rebuke*, *invisibility*<sup>c</sup>, *shield*

1/day each: *flaming tiger leap*\*, *fly*<sup>c</sup>, *slatestorm*\*<sup>c</sup>, *steelskin*\*<sup>p</sup>

\*See Chapter 13 - Spells; c = concentration; p = pre-cast before combat

**Additional Spells.** The adept has two other wizard spells of 1st level or higher prepared from its spellbook (GM's choice). It can cast any of those other spells in place of a spell of equal level from the list above.

#### ACTIONS

**Multiattack.** The adept makes two Rapier or Hand Crossbow attacks.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

#### BONUS ACTIONS

**Shadow Striker.** When the adept hits with a weapon attack roll on its turn, it can expend one use of a spell to deal an extra 7 (2d6) damage of the attack's type and cause one of the following effects:

**Cloud of Shadow.** The adept creates a cloud of magical darkness in the space it currently occupies that lasts for **1 minute**.

**Enervate.** The target must succeed on a **DC 13 Constitution saving throw** or take an extra 3 (1d6) poison damage and be **poisoned** until the start of the adept's next turn.

**Shadow Ward.** The adept gains **resistance** to a damage type other than force or radiant (adept's choice) until the start of its next turn.

**Shadow Vanishing.** Immediately after the adept makes the attack, it expends **10 feet** of movement to teleport to an area of dim light or darkness it can see within **30 feet** of it.

# GLOSSARY

*Ryoko's Guide* sets out to draw from East Asian folktales and lore. Many names in *Ryoko's Guide*, from magic items to creatures and NPCs, find their roots in Japanese, whose characters are derived from Chinese ideograms.

The following glossary has three goals: to provide anglicised pronunciation, to provide Japanese pronunciation, and to delve into the meanings behind the chosen kanji. In both anglicised and Japanese pronunciation, the latin alphabet is used and capitalisation indicates that a syllable is stressed. In latin-derived languages (like English), words typically have a single stress, while in Japanese, several syllables can be equally stressed. For this reason, we've provided two ways of pronouncing each word; with a singly-stressed syllable, and with more authentic multiple-stressed syllables. In some cases, such as the *Godspeaker Kimono*, the English and Japanese names diverge to allow for a more descriptive anglicised name. You are welcome to use whichever names or pronunciations work for your table.

## DIACRITICS

English does not possess many of the sounds found in Japanese pronunciation, and the best we can hope to achieve in this glossary is a loose approximation. When writing Japanese words in the latin alphabet, use of diacritics (the little lines that go over or under words) can help guide pronunciation, but explaining the sound using English words is almost impossible, as there is little similarity in the sound of some vowels between the languages.

**Ō and Ū.** The use of the macron, a horizontal line over a vowel ('ō' and 'ū'), indicates that the pronunciation is a long one. For 'ō', this is somewhere between an 'aw' sound (like 'maw', or 'long') and a long 'oh' sound (as in 'most', or 'crow'). Without the macron, 'o' is pronounced like 'host', 'crow', or 'foe'. A 'u' with a macron ('ū'), has a sound between 'ew' (as in 'feud', 'threw', or 'fugue') and 'uh' (as in 'shrub' or 'cup'). Without the macron, this is pronounced as a long 'oo' (as in 'soon', 'prune', or 'food'). Most PDF readers ignore diacritics in search functions, so you should have just as much success searching 'Raiju' as 'Raijū'.

**Intentional Omission.** The words *kaiju*, *Ryoko*, and *yokai* could have diacritics to aid with pronunciation ('kaijū', 'Ryōko', and 'yōkai', respectively). To reduce confusion and aid with finding the books online (where diacritics can matter), those words have been spelled without diacritics.

## COMMON TERMS

### BONSAI (盆栽)

*Bonsai* – [BON-sy]  
盆栽 – [BON-sy]

From 盆 (“tray”) and 栽 (“to plant”, “garden”, or “shrubbery”). It’s a living art of cutting out and growing the miniscule version of a natural scenery on a tray-shaped pot.

### HANABI (花火)

*Hanabi* – [HAH-nah-bee]  
花火 – [HAH-NAH-bee]

From 花 (“flower”) and 火 (“fire”). Together, it means “fireworks.”

### KAIJU (怪獣)

*Kaijū* – [ky-JYEW]  
怪獣 – [ky-JYEW]

From 怪 (“dubious”, “suspicious”, “strange”, “secret”, or “wonder”), which shares a kanji character with “yōkai”. In general, they are the calamitous beings that cause great harm to people. 怪獣 (Kaijū) originally referred to any strange beast, animal, or monster until the rise of large monsters in popular media like *Godzilla*, though they are often called 大怪獣 (Daikaijū, meaning “large monster”).

### KANABŌ (金棒)

*Kanabō* – [kah-NAH-baw]  
金棒 – [KAH-NAH-baw]

From 金 (“metal” in this context) and 棒 (“club” or “cudgel” in this context). 鉄棒 (Iron Club) is also used to refer to the same weapon and is read the same way. The *kanabō* is often thought of as the oni’s favourite weapon.

### KATANA (刀)

*Katana* – [kah-TAH-nah]  
刀 – [kah-TAH-NAH]

刀 means “sword”, but specifically a type of middle-sized, single-edged sword that became more popular after the relatively peaceful Edo period when large-scale armoured and horseback warfare became less common. Before the Edo period, they were used mainly for finishing off opponents or fighting them in ground-based close combat.

### KINTSUGI (金継ぎ)

*Kintsugi* – [KIN-tsoo-gee]  
金継ぎ – [KIN-tsoo-GEE]

From 金 (“metal”, or “gold” in this context) and 継ぎ (“to patch”). Together, the term refers to the art of patching up broken pottery using gold. It was originally called 金繕 (Kintsukuroi, meaning to patch or fix with gold).

## KUSARIGAMA (鎖鎌)

*Kusarigama* – [kuh-sah-RIH GAH-mah]

鎖鎌 – [KUH-sah-RIH GAH-mah]

From 鎖 (“chain”) and 鎌 (“sickle”). The kusarigama is a tricky weapon often used by ninja and martial adepts, good for use in both mid-range combat (by throwing the weight attached to the chain or grappling enemies and/or their weapon) and close-quarters combat (by sickle).

## NUNCHAKU (ヌンチャク)

*Nunchaku* – [NOON-chah-koō]

ヌンチャク – [NOON-chah-koō]

ヌンチャク (Nunchaku) is a weapon used in ancient Ryukyu/Okinawan martial arts, made popular by Bruce Lee. It is also known as 両接棍 (*Ryosetsukon*, meaning “double jointed rods”) or 双接棍 (*Sosetsukon*, meaning “twin jointed rods”), derived from their Chinese names.

## ŌDZUTSU (大筒)

*Ōdzutsu* – [AW-zoo-tsoo]

大筒 – [AW-zoo-tsoo]

From 大 (“big”) and 筒 (“tube” or “cylinder”). Together, it refers to a big cylindrical weapon, as in a cannon. Most ōdzutsu were used as portable hand cannon weapons rather than the large cannons seen on ships. They were forged from iron.

## RŌNIN (浪人)

*Rōnin* – [RAW-nin]

浪人 – [RAW-nin]

From 浪 (“wave” or “undulation”) and 人 (“person” in this context). Together, it refers to a vagrant without a master. In modern contexts, it also refers to those who are out of work or have failed to get into a school. Rōnin are often romanticised as wandering vigilantes in period stories.

## SAI (釵)

*Sai* – [SEYE]

釵 – [SEYE]

Like the tonfa, 釵 (Sai) refers to a weapon used in ancient Ryukyu/Okinawan martial arts, though “sai” was in use already in other Asian countries like India, Thailand, China, Vietnam, Malaysia, and Indonesia before its introduction to Okinawa. The kanji character 釵 originally meant “Kan-zashi hair ornament”, but later came to mean the weapon because of their similar shapes.

## SAMURAI (侍)

*Samurai* – [sah-MOO-reye]

侍 – [sah-MOO-reye]

侍 also means “warrior”, or sometimes “retainer”. Samurai came to refer to the warrior class that rose in power to rule

Japan. They started as a servant class to nobles that specialised in militant arts. Old powerful samurai families are related to emperors and were once noble.

## SENSEI (先生)

*Sensei* – [SEN-say]

先生 – [SEN-say]

From 先 (“prior” in this context) and 生 (“born” in this context). This word is used to honour elders, those born before, and those with higher status, and it is commonly used to refer to a teacher. It also refers to doctors, attorneys, and politicians.

## SHINIGAMI (死神)

*Shinigami* – [shih-nee-GAH-mee]

死神 – [shih-NEE-GAH-MEE]

From 死 (“death”) and 神 (“god”). Shinigami are basically the concept of the grim reaper adapted to Japanese culture. Before World War II, Japan had no concept of Death with a personality, and figures like Enma (the judge of Hell in Buddhism) and his underlings, as well as the goddess Izanami (the mother of gods and lands who was the first to ever die), were thought of as 死神 — the God of Death.

## SHINOBI (忍)

*Shinobi* – [shee-NOH-bee]

忍 – [shee-NOH-bee]

From 忍 (“to hide” or “to endure”). Shinobi is another term for ninja, often depicted in stories as using strange and special tricks.

## SHURIKEN (手裏剣)

*Shuriken* – [SHOO-ree-ken]

手裏剣 – [SHOO-ree-ken]

From 手 (“hand”), 裏 (“reverse side”), and 剣 (“sword” but specifically a double-edged kind). These thrown weapons, often called ninja stars, are mainly thought of as the ninja’s main weapon, but samurai and martial artists used them too. They had many different shapes, most common and oldest of them being iron rods with sharpened end(s).

## TAIKO (太鼓)

*Taiko* – [TY-koh]

太鼓 – [TY-koh]

From 太 (“large”, “fat”, or “magnificent”) and 鼓 (“hand drum”). In Japan, small hand drums called Tsutsumi were invented before larger drums (like those found in the West), so those larger drums were later termed “Large Tsutsumi”, or taiko.

## TAMAYA (玉屋)

Tamaya – [tah-MAH-yah]  
玉屋 – [tah-MAH-yah]

From 玉 (“sphere” or “ball” in this context) and 屋 (“house” or “shop”). 玉屋 was one of the firework-maker guilds popular in Edo period, along with 鍵屋 (*Kagiya*, “key house or shop”). Both phrases became something to shout out as one watches a firework display.

## TESSEN (鉄扇)

Tessen – [TEH-sen]  
鉄扇 – [TEH-sen]

From 鉄 (“iron”) and 扇 (“fan”). Tessen were made as a weapon to both strike (while closed) and defend (while open). There are some types of 鉄扇 that only mimic the shape of a fan but don’t open. They are often folded and kept hidden in a kimono by the chest.

## TONFA (トンファー)

Tonfa – [TON-fah]  
トンファー – [TON-fah]

トンファー (Tonfa), also known as 旋棍 (“turning rod”), refers to a weapon used in ancient Ryukyu/Okinawan martial arts.

## YŌJINBŌ (用心棒)

Yōjinbō – [YAW-jeen-baw]  
用心棒 – [YAW-jeen-BAW]

From 用心 (“caution” or “to guard”) and 棒 (“stick” in this context). The term originally meant a baton or stick that one carried to guard themselves with, which in turn came to mean a hired bodyguard, usually employed by criminal groups or antisocial forces. The word became popular in western media with the movie of the same name by Akira Kurosawa, who was influenced by Western filmmakers like John Ford and others.

## YOKAI (妖怪)

Yōkai – [YAW-ky]  
妖怪 – [YAW-ky]

From 妖 (“bewitching”, “strange”, “mysterious”, or “uncanny”) and 怪 (“dubious”, “suspicious”, “strange”, “secret”, or “wonder”). Yōkai is a catch-all word that describes any mysterious being that confounds the senses.

Both 妖 and 怪 means “strange,” but the former has the connotation of something attractive, while the other is more threatening. Synonyms to yōkai includes 妖 (Ayakashi) and 物怪 (Mononoke) — both synonyms share a kanji character with 妖怪 (Yokai), but the former is more alluring and the latter is more terrifying. 魑魅魍魎 (Chimimōryō) can also mean something similar to yōkai, but more in the sense of phantoms and evil spirits for which the part of Yokai is commonly recognized.

## FAMILIARS 品

### BANCHOGAMA (番長蝦蟇)

Banchogama – [bahn-CHOH-gah-mah]  
番長蝦蟇 – [BAHN-CHOH-gah-mah]

From 番長 (“leader of juvenile delinquents”) and 蝦蟇 (“toad”). The familiar appears much like a delinquent.

### BETOBETO-KUN (ベトベトくん)

Betobeto-kun – [beh-toh-BEH-toh-koon]  
ベトベトくん – [beh-TOH-BEH-toh-koon]

From べとべと (“sticky”) and くん, a Japanese term of endearment for a young boy.

### KO-INARI (小稲荷)

Ko-Inari – [koh-EE-nah-ree]  
小稲荷 – [koh-EE-nah-ree]

From 小 (“small”) and 稲荷, a fox goddess of harvest worshipped throughout Japan. 稲荷 is also a fried tofu skin used to wrap sweetened sushi rice, which foxes and kids are said to love.

### KAWAWAPPA (川童)

Kawawappa – [kah-wah-WAHP-pah]  
川童 – [kah-WAH-WAHP-pah]

From 川 (“small river”) and 童 (“children”). Because the kawawappa is a smaller, juvenile version of the kappa (河童), its kanji and reading uses those connotations.

### SENRYŌKA (戦漁火)

Senryōka – [SEN-ryoh-kah]  
戦漁火 – [SEN-RYOH-kah]

From 戦 (“war”), 漁る (“to scavenge” or “hunt” in this context), and 火 (“fire”). Collectively, “senryōka” means a fire that prowls around the war ground for fallen goods.

## ITEMS 品

### DEMONHUNTER KIMONO (退魔の着物)

Demonhunter Kimono – [DEE-mon HUN-ter kee-MOH-noh]  
退魔の着物 – Taima-no-Kimono – [TY-mah noh kee-MOH-NOH]

From 退魔 (*taima*, meaning “eradication of evil spirits” or “repelling monsters”) and 着物 (*kimono*, or “thing to wear”).

### GODSPEAKER KIMONO (神騙の着物)

Godspeaker Kimono – [GOD-spee-ker kee-MOH-noh]  
神騙の着物 – Kamikatari-no-Kimono – [kah-MEE-KAH-TAH-REE no kee-MOH-NOH]

From 神 (“gods”), 騙 (“to deceive” or “to purport”), and 着物 (*kimono*, or “thing to wear”).

## GOFU [HAT] (護符)

Gofu – [goh-HOO]  
護符 – [goh-HOO]

護符 means a protective charm, amulet, or talisman made of paper.

## HAKUJA-TŌ (白蛇刀)

Hakuja-tō – [hah-KOO-jah-toh]  
白蛇刀 – [hah-KOO-JAH-TOH]

From 白蛇 (“white serpent”) and 刀 (“katana” or “blade”). The white serpent was thought to be a divine emissary.

## [IRON] KASA (傘)

Kasa – [KAH-sah]  
傘 – [KAH-sah]

傘 means “umbrella”.

## JISHIN [EARTH RENDER] (地辰)

Jishin – [JIH-sheen]  
地辰 – [JIH-sheen]

From 地 (“earth”) and 辰 (“dragon” as in “years of”). 辰 also indicates an east-southeasterly direction.

## KAGEBOSHI (影星)

Kageboshi – [kah-GEH-boh-shih]  
影星 – [kah-GEH-boh-shih]

From 影 (“shadow”) and 星 (“star”).

## [NEEDLE SPITTER] KARAKASA (唐傘)

Karakasa – [kah-RAH-kah-sah]  
唐傘 – [kah-RAH-kah-sah]

From 唐 (“Chinese”, specifically the Tang Dynasty) and 傘 (“umbrella”). Together, the name means a “Chinese-style umbrella.”

## NEKOMATA SHAMISEN (猫又三味線)

Nekomata Shamisen – [neh-koh-MAH-tah SHAH-mee-sen]  
猫又三味線 – [neh-KOH-MAH-TAH SHAH-mee-sen]

猫又 is a cat yokai with two tails and literally means “cat split (two)”. 三味線 (Shamisen) is a three-stringed Japanese lute, which is said to have been made with cat’s hide.

## ONIKIRI [DEMON CUTTER] (鬼斬)

Onikiri – [oh-NEE-KEE-ree]  
鬼斬 – [oh-NEE-KEE-REE]

From 鬼 (*oni*, meaning “demon” or “ghost”) and 斬 (“to cut” or “to slice”).

## SHISUI [WATER SLASHER] (司水)

Shisui – [SHIH-suee]  
司水 – [SHIH-suee]

From 司 (“control” or “to command”) and 水 (“water”).

## TANUKI-ZAKE (狸酒)

Tanuki-zake – [tah-NOO-kee zah-KEH]  
狸酒 – [tah-NOO-KEE zah-KEH]

From 狸 (*tanuki*, or a “raccoon dog”) and 酒 (*sake*, or “alcohol”). The tanuki was a creature known to change shape and trick people, just as the kitsune foxes have.

## NPCs

### BOMBUKU “TEAPOT” MINIMOTO

#### (壬丹元『茶釜』梵福)

Bombuku “Teapot” Minimoto – [BOM-boo-koo TEE-pot mee-NEE-moh-toh]  
壬丹元『茶釜』梵福 – [mee-NEE-moh-toh cha-GAH-MAH BON-boo-koo]

From 壬丹元 (“Yang water pill source”), which is a reference to 御木本 (“Mikimoto”), the Japanese inventor known for pearls, and 梵福 (“Fortune of Universal Foundational Principle”), which is a play on 分福 (“Bunbuku”), a famous yokai tanuki that turned himself into a teapot.

### CHŪJI “FIRESTARTER” KAGARI

#### (加々利『火付屋』忠次)

Chūji “Firestarter” Kagari – [CHOO-jee FY-ur-star-tur KAH-gah-ree]  
加々利『火付屋』忠次 – [KAH-gah-ree hee-ts-KAY-YAH CHOO-jee]

From 加々利 (*kagari*, meaning “signal fire” or “beacon rocket”) and 火付屋 (“firestarter” or “instigator”). 忠次 (“Chūji”) is borrowed from 国定忠治 (“Kunisada Chūji”), a well-known Yakuza gambler and popular robin hood-type figure.

### RYOKO (魷呼)

Ryōko – [RYAW-koh]  
魷呼 – [RYAW-koh]

From 魷 (“spirit”) and 呼 (“to call”). Together, her name means “Spirit Caller”.

### SEIGYŌ TOTSUKA (十束星暁)

Seigyō Totsuka – [SAY-gyaw TOH-tsoo-kah]  
十束星暁 – [TOH-tsoo-kah SAY-gyaw]

十束 (“Totsuka”) is borrowed from 十束劍 (“Totsuka-no-Tsurugi”), a type of large divine sword that often appears in Shinto myths. 星暁 (“Seigyō”) means “starry dawn” and sounds like a name with the feel of a Buddhist monk or Shinto priest.

## TAKAOMI NISHIKIBE (錦部隆臣)

Takaomi Nishikibe – [tah-KAH-oh-mee nee-SHEE-KEE-BEH]  
錦部隆臣 – [nee-SHEE-KEE-BEH tah-KAH-oh-mee]

From 錦 (“brocade”, a fabric with colourful weaves and threads, which is also a term for anything that is fancy and beautiful), 部 (“club” or “group”), 隆 (taka, meaning “high”, “thriving”, or “prosperous”), and 臣 (omi, meaning “retainer”). Together it is a very noble name.

## RACES

### ENKOH (猿候)

Enkoh – [EN-koh]  
猿候 – [EN-koh]

From 猿 (“monkey” or “ape”) and 候 (“noble”). 候 is closer to another kanji term for monkey (猴). The term 猿公 (“Enko”) is also a derogatory term used by humans to describe monkeys, and 猿候 represents them taking it back.

### FUYŌREN (芙蓉蓮)

Fuyōren – [hoo-YOH-ren]  
芙蓉蓮 – [hoo-YOH-ren]

From 芙蓉 (“lotus”) and 蓮 (also “lotus”). The term 芙蕖 (“Fuyō”) is an older word, also meaning “big and beautiful.” 蓮 (usually read as “Hasu”) is a more modern term for lotus.

### HANAMORI (花護)

Hanamori – [hah-nah-MAW-ri]  
花護 – [hah-NAH-MAW-ri]

From 花 (“flower”) and 護 (“to guard or protect”, or “amulet” in certain contexts).

### HANATAKA (鼻高)

Hanataka – [hah-nah-TAH-kah]  
鼻高 – [hah-NAH-TAH-KAH]

From 鼻 (“nose”) and 高 (“high”), meaning high-nosed. This subrace is a type of tengu with a long nose and a red face. Also called Dai-Tengu (“Great Tengu”).

### HANIWA (埴輪)

Haniwa – [hah-nee-WAH]  
埴輪 – [hah-NEE-WAH]

From 埴 (“red clay”) for the material used to create this race, and 輪 (“cycle” or “ring”) for their appearance as hollow relics and stacked clay rings.

## KARASU (鴉)

Karasu – [kah-RAH-soo]  
鴉 – [KAH-RAH-soo]

From 鴉 (“crow” or “raven”). This subrace is a type of tengu with crow-like faces.

## ISETSU (威勢津)

Isetsu – [ee-SEH-tsoo]  
威勢津 – [ee-SEH-tsoo]

From 威 (“might” or “authority”), 勢 (“energy” or “vigor”), and 津 (“port”, and also an adjective in old Japanese meaning “of the clan”). The name is also borrowed from the God of the Ise region, Isetsu-Hiko.

## KITSUNE (狐)

Kitsune – [kee-TSOO-neh]  
狐 – [kee-TSOO-NEH]

From 狐 (“fox”).

## NISHIKIN (錦奴)

Nishikin – [NEE-shee-kin]  
錦奴 – Nishikiyakko – [nee-SHEE-KEE-YAHK-koh]

From 錦 (“brocade”, a fabric with colourful weaves and threads, which is also a term for anything that is fancy and beautiful) and 奴 (“fellow” or “chap”). 錦鯉 (Nishiki-go) are names given to 鯉, a type of koi fish that live in ponds and are admired for their beauty and elegance.

## ONIBORNE (鬼縁)

Oniborne – [OH-nee-born]  
鬼縁 – Onienishi – [oh-NEE-EH-nee-shee]

From 鬼 (“oni”) and 縁 (“bond” or “related”, often by blood or fate). An oni is a type of monster based on Chinese ghosts which became associated with invisible people or wardens of hell when Buddhism spread to Japan.

## RYOKIDO (鬘亀人)

Ryokido – [ryoh-KEE-doh]  
鬘亀人 – [ryoh-KEE-doh]

From 鬘 (“mane”), 亀 (“turtle”), and 人 (“people”). This turtle Humanoid race has moss-like manes or beards that make them look like a symbol of longevity in Asian myths.

## RYŪJIN (龍人)

Ryūjin – [RYEW-jeen]  
龍人 – [RYEW-jeen]

From 龍 (“dragon”) and 人 (“people”).

## TATSUMI (辰魅)

*Tatsumi* – [tah-tsoo-MEE]

辰魅 – [tah-tsoo-MEE]

From 辰 (tatsu, meaning “dragon” in the context of the Chinese zodiac) and 魅 (mi, meaning something that is “alluring” or “bewitching”). 辰 also means “season” or a “lucky or unlucky aspect of a given day”, and also signifies celestial bodies (“sun”, “moon”, and “stars”), which is fitting for the ascending sense of this race. 魅 also means the spirits of mountains, forests, woods, and stones. Tatsumi is what Ryujin was originally called.

## TENGU (天狗)

*Tengu* – [TEN-guh]

天狗 – [TEN-guh]

天狗 are Japanese winged creatures from the mountains with magical powers associated with the mountain monks 山伏 (Yamabushi). From 天 (“heaven”) and 狗 (“dog” or “hound”).

## YOKAI

### ASHURA (阿修羅)

*Ashura* – [AH-shoo-rah]

阿修羅 – [AH-shoo-rah]

阿修羅 is the Japanese transliteration of the Hindi Buddhist creature, Asura. As Asura are always in conflict with Devas, 修羅 can be taken to mean “strife” or “change”.

### BAKEZŌRI (化草履)

*Bakezōri* – [bah-keh-ZAW-ree]

化草履 – [bah-KEH-ZAW-ree]

From 化 (“turned” or “tricky”) and 草履 (“straw sandals”). Old items or long-lived animals are said to turn into yokai that play tricks on people.

### BETOBETO-SAN (ベトベトさん)

*Betobeto-san* – [beh-toh-BEH-toh-sahn]

ベトベトさん – [beh-TOH-BEH-toh-sahn]

From べとべと, a Japanese word that indicates something is sticky, and さん, the Japanese honorific equivalent of “Mister” or “Miss.” Taken together, it literally means Mr. Sticky.

### DOROTABŌ (泥田坊)

*Dorotabō* – [doh-roh-TAH-baw]

泥田坊 – [doh-ROH-TAH-baw]

From 泥 (“mud”), 田 (“rice paddy”), and 坊 (“kid” or “monk”).

## EBI'ISHI (江毘威使)

*Ebi'ishi* – [eh-bee-EE-shi]

江毘威使 – [eh-BEE-EE-shi]

From 江 (“inlet”), 毘 (a symbol of the war god Bishamon), 威 (“force”), and 使 (“envoy”). This is a play on words with 檢非違使 (“Kebiishi”), the Heian Era police force, combined with 海老 (Ebi, meaning “shrimp”).

## HONE KARAKASA (骨傘)

*Hone Karakasa* – [HOH-neh kah-rah-KAH-sah]

骨傘 – [hoh-NEH KAH-rah-kah-sah]

From 骨 (“bones” or “skeleton”) and 傘 (“umbrella”).

## JORŌGUMO (女郎蜘蛛)

*Jorōgumo* – [joh-RAW-goo-moh]

女郎蜘蛛 – [joh-RAW-goo-moh]

From 女郎 (*jorō*, meaning “lady”, usually of a lower class implied to be a lady of the night) and 蜘蛛 (*kumo*, meaning “spider”).

## KANIBŌZU (蟹坊主)

*Kanibōzu* – [kah-nee-BAW-zoo]

蟹坊主 – [kah-NEE-BAW-zoo]

From 蟹 (“crab”) and 坊主 (“Buddhist priest”, in a casual sense). 坊主 can also mean “boy” or “kid monk.”

## KAPPA (河童)

*Kappa* – [kahp-PAH]

河童 – [kahp-PAH]

From 河 (“big river”) and 童 (“child”). Kappa are essentially water imps, but with more adult connotations distinct from the kawawappa familiar.

## KAMAITACHI (鎌鼬)

*Kamaitachi* – [kah-mah-EE-tah-chee]

鎌鼬 – [kah-MAH-EE-tah-chee]

From 鎌 (“scythe”) and 鼬 (“weasel”).

## KASHA (火車)

*Kasha* – [KAH-shah]

火車 – [KAH-shah]

From 火 (“fire”) and 車 (“vehicle”, or “cart” in this context).

## KOMAINU (狛犬)

*Komainu* – [koh-MAH-ee-noo]

狛犬 – [koh-MAH-ee-noo]

From 狛 (a legendary horned-wolf creature) and 犬 (“dog”). The komainu is a legendary creature, 狛 is also a different kanji character with the same sound as 高麗 (“Goryeo”), the old name for Korea.

## KORORI (虎狼狸)

Korori – [koh-ROH-ree]  
虎狼狸 – [KOH-roh-ree] or [koh-ROH-ree]

From 虎 (“tiger”), 狼 (“wolf”), and 狸 (“raccoon dog”). This yokai dates back to the spread of cholera in Japan and was attributed to the source of the disease. “Korori” is also a descriptive word used to indicate someone dropped dead.

## NARIGAMA (鳴釜)

Narigama – [nah-ree-GAH-mah]  
鳴釜 – [nah-REE-GAH-MAH]

From 鳴 (“sound”, or “to resonate” in this context) and 釜 (“cooking pot”).

## NUE (鵺)

Nue – [NOO-eh]  
鵺 – [NOO-eh]

The 鵺 is an iconic yokai with its own kanji character. When broken down, the character consists of 夜 (“night”) and 鳥 (“bird”), which speak to how Nue was originally thought of as a strange bird that cries at night.

## NUEKŌ (鵺鷄)

Nuekō – [NOO-eh-kaw]  
鵺鷄 – [NOO-eh-kaw]

From 鵺 (“Nue”, see above) and 鷄. 鷄 (Ko) is another kanji character for the Nue, but also for a smaller bird yokai that is the origin of Nue. When broken down, the character consists of 空 (“sky”) and 鳥 (“bird”).

## ONRYŌ (怨靈)

Onryō – [on-RYAW]  
怨靈 – [ON-RYAW]

From 怨 (“grudge”) and 靈 (“ghost or spirit”).

## RYŪME (龍馬)

Ryūme – [RYEW-meh]  
龍馬 – [RYEW-meh]

From 龍 (“dragon”) and 馬 (“horse”).

## RYŪTŌ (龍燈)

Ryūtō – [RYEW-taw]  
龍燈 – [RYEW-taw]

From 龍 (“dragon”) and 燈 (“lamp” or “light”, typically as a lantern).

## TAKI REIŌ (瀧靈王)

Taki Reiō – [tah-KEE RAY-aw]  
瀧靈王 – [tah-KEE RAY-aw]

From 瀧 (“waterfall”), 靈 (“spirit” or “ghost”), and 王 (“king”).

## TSUKUMOGAMI (九十九神)

Tsukumogami – [tsoo-koo-moh-GAH-mee]  
九十九神 – [tsoo-KOO-MOH-gah-MEE]

From 九十九 (“ninety-nine”) and 神 (“god”, but more accurately “spirits” in this context). Ninety-nine is a number that symbolises long years and experience, and the numerous varieties of things.

## USHI-ONI (牛鬼)

Ushi-Oni – [oo-shee-OH-nee]  
牛鬼 – [oo-SHEE-OH-NEE]

From 牛 (“ox” or “cow”) and 鬼 (*oni*, meaning “demon” in this context).

## WANYŪDŌ (輪入道)

Wanyūdō – [wah-NYEW-daw]  
輪入道 – [wah-NYEW-daw]

From 輪 (“wheel”) and 入道 (“lay monk” or “tonsured giant”).

## YUKI NO KO (雪子)

Yuki no Ko – [yoo-kee noh KOH]  
雪子 – [yoo-KEE NOH KOH]

From 雪 (“snow”) and 子 (“child” or “offspring”).

## YUKI ONNA (雪女)

Yuki Onna – [yoo-KEE ON-nah]  
雪女 – [yoo-KEE ON-nah]

From 雪 (“snow”) and 女 (“woman”).

## ZUWAI (楚)

Zuwai – [zoo-WY]  
楚 – [zoo-WY]

From 楚 (“switch stick”). The character is also taken from 楚蟹 (Zuwaigani), which is Japanese for snow crab and is also considered to be a queen of crabs.

# SAFETY

Care should always be taken to ensure all players have an enjoyable experience while feeling fundamentally supported. Meeting interesting characters and encountering real-world issues can be fascinating and fun, but when the content of the game crosses a player's boundary, it stops being fun. The following information can help you keep your table safe and fun for everyone involved.

**Triggers.** As a group, agree on a way to handle unexpected issues as they arise, and let your players know that you are there to support them and that they can talk to you about it. Sometimes a campaign just isn't a good fit for a player. A person may decide there are too many themes they are uncomfortable with and choose not to play this game, a decision that should be respected.

## SAFETY TOOL

A tabletop roleplaying game should be a fun and welcoming experience for everyone. Clearly communicating the themes to your players at the beginning of the campaign is not a spoiler; rather, it ensures that everyone goes into this campaign with a clear understanding of the story you're about to tell together. It is important to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a player has traumatophobia, you could describe skeletal blade fighters as shapeshifters that summon magical weapons rather than manipulating exposed bone. Be mindful of not attacking the player behind the character, especially with hostile NPCs.

**Safety Tools.** Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

**The TTRPG Safety Toolkit.** The TTRPG (Table Top Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at:



[HELIANA.LT/SAFETY](https://heliana.lt/safety)

Familiarise yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. Players can anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

## SESSION ZERO

Think of session zero as the preparation session before the first session of your game. It can be a time to build characters together, establish relationships, and set expectations. Consider questions like these during your session zero:

- What tone would you and your players like the game to have?
- What is everyone excited about?
- How do you want to handle the possibility of character deaths?
- What will the group do if one or more players can't attend a session?
- Which safety tools will you use?
- Which character creation options are allowed or not allowed.
- The major themes of *Ryoko's Guide*.

## THEMES AND SUBJECTS

There is a possibility that not all players will enjoy some of the themes and subject matter in the campaign. In this case, adjust the theme or subject matter according to your players' needs. *Ryoko's Guide* contains the following themes and subject matter, though this list is not exhaustive.

- Body Horror (Dodomeki, including visuals)
- Death (referenced throughout)
- Dissection (Harvesting; Crafting)
- Drowning (Bakuryo; Kappa; Zuwai)
- Insects (Ōmukade, including visuals)
- Massive terror creatures (Kaiju)
- Physical Disability (Prostheses; referenced throughout)
- Spiders (Jorōgumo, including visuals)
- Visible Bodily Trauma (Skeletal Blade Fighter)

# COMPONENT INDEX

This component index shows only the components used in the crafting of the items in *Ryoko's Guide*. There are many more harvestable components that aren't shown here which are used to craft items in other books that also use the Heliana Crafting system. This information is organised alphabetically by creature type, and then alphabetically by component type.

If a component has a superscript "B" (<sup>B</sup>), that indicates it is unique to a boss monster and is not found in the normal harvest tables. If an item has a superscript "W" (<sup>W</sup>), that indicates it can be found in the *Wrath of the Kaiju* adventure book. If an item is **bolded**, that means the item is crafted from a boss monster of a hunt. In these cases, a GM may choose to restrict the crafting of that item to components from that boss monster for narrative purposes.

## ABERRATION

### Eye

*Mindcutter*, 260

### Phial of blood

*Psifan*<sup>W</sup>

### Tentacle

*Helping Hand*, 253

## BEAST

### Bone

*Tideturner*<sup>W</sup>

### Phial of mucus<sup>1</sup>

*Psionic Slime*<sup>W</sup>

### Stinger

*Scorpion's Wartail*, 264

## CELESTIAL

### Phial of blood

*Gofu Hat*, 250

### Skin

*God Speaker Kimono*, 250

## CONSTRUCT

### Gears

*Earthpiercer*, 247

### Lifespark

*Staff of the Jade Guardian*, 266

### Plating

*Iron Kasa*, 254

## DRAGON

### Breath sac

*Draakannon*, 247

*Wyrm's Breath Grenade*, 270

### Horn

*Glaive of the Green Tyrant*, 249

***Ryūkakukan***<sup>W</sup>

### Pouch of claws

***Talons of Bakuryō***<sup>W</sup>

### Pouch of scales

***Ascendant Dragon Armour***<sup>W</sup>

*Bombuku's Basalt Bottle*<sup>W</sup>

*Bombuku's Bronze Bottle*<sup>W</sup>

*Hakuja-tō*, 251

## ELEMENTAL

### Core of air

*Windweaver*, 268

### Core of earth

*Jishin, Earth Render*, 255

### Galvanic Claw<sup>B</sup>

***Kanabolt***<sup>W</sup>

### Orb Fragments<sup>B</sup>

***Robes of the Raijū***<sup>W</sup>

### Volatile mote of air

*Bonze's Bokken, Wind Ripper*,

245

*Thunderarrow*<sup>W</sup>

***Thunderous Taiko***<sup>W</sup>

### Volatile mote of fire

*Hanabi Kicker*, 252

### Volatile mote of water

*Shisui, Water Slasher*, 265

## FEY

### Beak

*Kappa's Aquatic Visage*, 257

### Fat

*Ryūtō Nunchaku*, 264

Loot Tavern Publishing is building a webtool to centralise all of the magic items that use the Heliana Crafting system. With this tool, you'll be able to generate a list of magic items you can craft with your current monster components. Click or scan the QR code, or type in the URL, to visit the tool.



HELIANA.LT/CRAFTINGLIBRARY

### Hair

*Nekomata Shamisen*, 261

### Heart

*Courtesan's War Fan*, 246

### Psyche

*Kitsune Mask*, 258

## FIEND

### Bone

*All-Terrain Leg*, 243

*Armour of the Oni King*, 244

*Kageboshi*, 256

*Kanaboom Stick*, 257

### Phial of blood

*Onikiri, Demon Cutter*, 262

### Skin

*Demonhunter Kimono*, 246

*Needlespitter Karakasa*, 260

### Soul

*Wanyūdō's Burden*, 267

## GIANT

### Heart

*Mask of the Oni*, 258

## HUMANOID

### Bone

*Ring of Embiggening*<sup>W</sup>

### Liver

*Tanuki-Zake*, 266

### Skin

*Mask of the Tengu*, 259

## MONSTROSITY

### Acid Gland<sup>B</sup>

***Acrid Sting***<sup>W</sup>

### Bone

*Reaper's Kama*, 263

*Tsukisalt*<sup>W</sup>

### Chitin

*Titan's Plate*<sup>W</sup>

### Pelt

*Mistchest*<sup>W</sup>

### Pouch of claws

***Kaijurigama***<sup>W</sup>

## PLANT

### Bark

***Saifuku of Pacification***<sup>W</sup>

### Bundle of roots

*G.R.A.P.P.L.E.R.*, 248

*Xyxlwood Bonsai*, 270

### Poison gland

*Blo Staff*, 245

### Pouch of leaves

***Last Breath***<sup>W</sup>

### Pouch of seeds

*Roaring Thunder*<sup>W</sup>

### Spirit Lantern

***Light of Magatsuchi***<sup>W</sup>

## UNDEAD

### Bone

***Spectral Heartcage***<sup>W</sup>

### Ethereal ichor

***Kasa of the Deep***<sup>W</sup>

*Wraithclaw*, 269

*Yukimono*, 271

### Undying heart

***Bakekujira's Gift***<sup>W</sup>

1. This item is not found in normal harvest tables.

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# PLAYTESTERS

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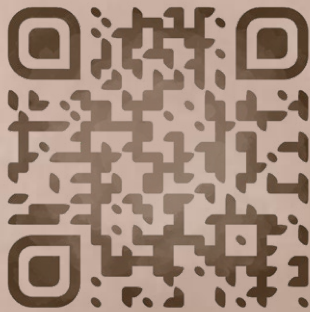
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