

HONOR & DEVOTIONS

TRADITIONS AND LEGENDS OF THE FAR EAST



BY DAVID ADAMS & OUTLANDISH ADVENTURE PRODUCTIONS

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INDIVIDUAL WORKS

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INTRODUCTION

HONOR & DEVOTIONS IS AN unprecedented scholarly work outlining the diverse traditions of Kara-Tur. The work, written in Kao te Shou and often called by the title *Meiyo to Kenshin*, is suspected to have originated with an Imskari scholar shortly before the plagues of -4370DR. Surviving copies have been heavily edited and expanded by numerous other authors over the intervening years; it serves as one of the most common sources of inspiration motivating the peoples of Faerun to venture east along the Golden Way and into the lands of Kara-Tur. It is even speculated that some of the passages pertaining to the less savory traditions found in the work originate with none other than Volothamp Geddarm, containing some of the first lore the illustrious bard ever penned.

The veracity of Honor & Devotions is difficult to ascertain. Some of the information in the work is speculative in nature based on minimal observation. Other portions are old enough that time has managed to erase any supporting evidence that would have substantiated claims made within the tome. There does not appear to be any significant portions of the text that are outright fabrications, though the nature of the spiritual realms that influence the nation of Kara-Tur is so utterly unfamiliar to most Faerunian readers that many are dismissive of the work in its entirety.

Still, the text is truly magical for many young explorers and adventurers who encounter it for the first time. Some of the most important scholarly works of the last century found their inspiration in the tales related in one or another translation of Honor & Devotions. Eager to expand upon the contents of this manuscript, expeditions continue to venture into Kara-Tur. Perhaps even you, dear reader, will attempt to brave such a journey. Take care to pay close attention to what you find within this book - it may make all the difference in your adventures.

NOTE FROM THE AUTHORS

Honor & Devotions was created using multiple sources of inspiration: films, novels, anime, past editions of Dungeons & Dragons, and, most importantly, the real traditions and legends of China, India, Japan, and the rest of the real-world Eastern Continent. Our goal was to show the utmost respect and enthusiasm for all of these sources through our adaptations, and we hope it shows in the lore, features, and mechanics of the options contained herein. Please enjoy your time, as we have, exploring our take on Kara-Tur player options for Dungeons & Dragons 5th Edition!

- David Adams, Ross Leiser, & the rest of the Outlandish Adventure Productions team



CHAPTER 1: THE RACES OF KARA-TUR

MANY RACES COMMON TO THE Sword Coast can also be found living within the borders of Kara-Tur. There are, however, several peoples and cultures that call only Kara-Tur home, many of which can be a fascinating and often confusing sight to outsiders.

DWARF SUBRACE:

KOROBOKURU

The noble dwarven clans of Kara-Tur are reluctant to claim kinship with the korobokuru, viewing them as uncultured and uncivilized. Korobokuru have a slightly more compact, nimble body than that of other dwarves, and their coarse hair does not grow quite as thick. It is not uncommon for them to be mistaken for halflings, though they are almost undoubtedly taller. The korobokuru keep their communities hidden in the deep swamps and wetlands that are scattered across Kara-Tur, and are known for their distrust of outsiders and their violent outbursts when frightened.

KOROBOKURU NAMES

A korobokuru is named by their eldest living relative, taking his or her clan name from this family member. Some also bear an honorific title based on remarkable deeds that benefited their family or community.

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

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

Clan Names: Kuo-ban, Gia-mun, Hua-kag, Jun-tua, Ten-min, Yak-rui.

KOROBOKURU TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Frightened Rampage. While you're frightened by a hostile creature, you don't suffer disadvantage on your attack rolls due to the condition, and you gain a +2 bonus to the damage rolls of your melee weapon attacks.

Hold Breath. You can hold your breath for a number of minutes equal to your Constitution score.

HENGEYOKAI

INCONSPICUOUS SPIRITS

The Hengeyokai of Kara-Tur are a rare and wondrous race. Few ever encounter these creatures, and those that have are often unaware of the meeting. Most appear no different than the countless other humans residing across the continent. Often, it is only through their remarkable deeds that the true nature of a hengeyokai becomes known. The Hero of Qihar, a small city on the western edge of the Quoya Desert, was the inugami Xax Chung. He perished defending his adopted hometown from a jorogumo that had stolen several children; until his death, few suspected that the elderly warrior was anything other than human.

A FACE LIKE ANY OTHER

Hengeyokai are exceptionally rare creatures; their kinship with the spirit world is both a blessing and a curse they carry, forever isolating them from both worlds. They are born into the world as an animal, but the influence of the spirits that reside in the Celestial Heavens prolongs their life, and after spending almost a century living as an animal, they awaken as an adult humanoid with no memories of their past life. In this new form, hengeyokai are indistinguishable from those living in the lands in which they were born. On average they are shorter and slighter than their human neighbors. Some hengeyokai may also display some animalistic features in their humanoid form - a crane hengeyokai might have a sharp, beak-like nose; a crab hengeyokai, larger-than-normal hands; and a rat hengeyokai, beady eyes or a long, thin mustache.

WANDERING BETWEEN WORLDS

Hengeyokai live throughout Kara-Tur on the fringes of human society. They are secretive creatures that fastidiously attempt to avoid prolonged contact with others. Hengeyokai occupy much of their time wandering within or between the many spiritual landmarks where the veil between the Celestial Heavens and the realm of mortals is thinnest. Despite this preference for seclusion, some good-natured hengeyokai are drawn to becoming protectors of nearby communities or individual families, though others still may find comfort in traveling with a party of adventurers. Sages attribute this conflicting behavior to the hengeyokai's supernatural heritage, since so many spirits are protective by nature. Those that receive the benefits of a hengeyokai's service often leave offerings of food, gifts, and services in return for their efforts, even though the true nature of their guardian is never revealed.

HENGEYOKAI NAMES

Hengeyokai typically adopt names from the regions in which they live. Those that wander far from their homeland sometimes take a new name in each place they visit, always looking to remain anonymous.



HENGEYOKAI TRAITS

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score (your choice) increases by 1.

Age. Hengeyokai are exceptionally long-lived, with an unusual life cycle. Hengeyokai can live for over 200 years, but for the first century exist only as animals and cannot assume another form. Except for their extended life span and above-average intelligence, immature hengeyokai differ little from mundane animals. Once they reach 100 years of age, they can assume hybrid and human forms. At this point, they are the equivalent of human adolescents, but any memories of their previous existence are hazy and indistinct.

Alignment. Nearly all Hengeyokai are chaotic. Like the spirits they share kinship with, their moods and actions are often unpredictable. Evil hengeyokai are notably rare.

Size. Hengeyokai vary in height and weight similar to humans, though they are often a few inches shorter than average for the region they are born in. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Gift of the Kami. While you aren't in an area of bright light, you can use your action to adopt one of the following shapes: your humanoid form, your animal form, or a hybrid form. You remain in the chosen form until you use your action this way again.

The properties of your animal and hybrid forms are determined by your subrace. While in your hybrid form, you retain your statistics and traits, but while in your animal form, the following rules apply:

- Your statistics are replaced by those of the beast, though you retain your personality, hit points, and hit dice, as well as your Intelligence, Wisdom, and Charisma scores. You also retain your skill and saving throw proficiencies, though you don't gain those of the creature, if it has any.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your animal form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *hunter's mark*, that you've already cast.
- You retain the benefit of any features from your race, and can use them if your animal form is physically capable of doing so, but you don't retain the benefits of features from your class or other sources.
- Your equipment doesn't merge into your new form, nor does it resize to accommodate it.

No matter what form you're in, you count as a shapechanger for the purpose of spells and abilities, such as *moonbeam*, and your original form is your animal form for the purpose of those spells. Additionally, a creature can attempt to discern your true nature by making a Wisdom (Insight) check contested by your Charisma (Deception) check. You have disadvantage on the check if the creature witnessed your transformation.

Jade Sensitivity. Due to your yokai heritage, you have vulnerability to damage from weapons at least partially made of jade. While you're holding an item at least partially made of jade, you suffer the effects of the poisoned condition.

Languages. You speak, read, and write Common and Sylvan. Additionally, you can speak with animals of the same type as your animal form, or an animal closely associated with it at the DM's discretion, as though you

were under the effects of the *speak with animals* spell, even while in your animal form.

Subrace. Hengeyokai are as varied as the animals of the natural world, but twelve animal types are far more common than the others: bakeneko (cat), hebi (snake), heikegani (crab), inugami (dog), kistune (fox), koi (fish), mujina (badger), nezumi (rat), tanuki (raccoon), tsuru (crane), usagi (rabbit), and vanara (monkey). Choose one of these subraces.

BAKENEKO

Bakeneko hengeyokai are quiet and aloof, preferring to work independently and pursuing any distractions they can find.

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

Animal Form. Your animal form has the statistics of a cat (page 305 of the *Player's Handbook* or page 320 of the *Monster Manual*).

Hybrid Form. While in your hybrid form, whenever you would take falling damage, you can use your reaction to take only half of the damage and land on your feet instead of falling prone.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Silent Steps. You have proficiency in the Stealth skill.

HEBI

Hebi hengeyokai are vicious manipulators of others, thinking little of placing others in danger for their own benefit. Most, though, are unaware that this behavior would be considered heinous by others.

Ability Score Increase. Your Intelligence and Charisma scores both increase by 1.

Animal Form. Your animal form has the statistics of a poisonous snake (page 308 of the *Player's Handbook* or page 334 of the *Monster Manual*), though your animal form's bite attack only deals 1 piercing damage, without the additional poison damage.

Hybrid Form. While in your hybrid form, your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal poison damage equal to 1 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike, and the target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the end of its next turn.

Swift Striker. You make opportunity attacks with advantage.

HEIKEGANI

Heikegani hengeyokai often possess gruff and stern demeanors, but tend to enjoy walking alongside others. They also have a strong compulsion to collect a variety of odd objects.

Ability Score Increase. Your Strength score increases by 2.

Animal Form. Your animal form has the statistics of a crab (page 320 of the *Monster Manual*).

Hybrid Form. While in your hybrid form, you don't suffer disadvantage on attack rolls and ability checks due to being underwater.

Amphibious. You can breathe in both air and water.

Crushing Grasp. When you successfully grapple a creature, or as an action on each of your turns while you have a creature grappled, you can deal bludgeoning damage equal to your Strength modifier (minimum 1) to the creature.

INUGAMI

As an inugami hengeyokai, you find it hard to let go of unfinished tasks, are easily overwhelmed by your keen sense of smell, and are abundantly courageous. You make friends readily and are always interested in establishing your place within a group or other hierarchy, even if that place is subservient.

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

Animal Form. Your animal form has the statistics of a jackal (page 331 of the *Monster Manual*), though its appearance is that of a type of dog, and its size is either Small or Medium, both chosen when you gain this trait.

Hybrid Form. While in your hybrid form, you have advantage on Wisdom (Perception) checks you make using hearing or smell.

Bloodhound. You have an incredible memory for scents, especially for the unique fragrance of each individual creature. Whenever you succeed on a Wisdom (Perception or Survival) check using smell, you know if you've scented that creature before, and can accurately place the scent to a creature you know if you've smelled it within the past year. This trait has no effect on a creature if it is transformed into a form you don't recognize, or if the creature is obscured or immune to divination magic, such as by the *nondetection* spell.

Keen Senses. You have proficiency in the Perception skill.

KITSUNE

Duplicity and subterfuge are a kitsune's true passions. They are well-known for telling bald-faced, often outrageous lies, in such a way that one could be forgiven for thinking the kitsune truly believed the fanciful story they were weaving.

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

Animal Form. Your animal form has the statistics of a jackal (page 331 of the *Monster Manual*), though its appearance is that of a fox.

Hybrid Form. While in your hybrid form, you are immune to spells and effects that would force you to tell the truth or prevent you from telling lies, such as the *zone of truth* spell, and creatures have disadvantage on Wisdom (Insight) checks they make to determine if you're being truthful.

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 color in darkness, only shades of gray.

Mischievous. You have proficiency in the Deception skill.

KOI

As a koi hengeyokai, you have an air of distinguished politeness and an affinity for the water. Legends tell that the oldest and most enlightened Koi are reborn as wise dragons. This kind of legacy is always on your mind, driving you to acts of heroism.

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

Animal Form. Your animal form has the statistics of a quipper (page 335 of the *Monster Manual*), though its appearance is that of a koi fish.

Hybrid Form. While in your hybrid form, you have a swimming speed of 40 feet.

Amphibious. You can breathe in both air and water.

Dragonkin. You can speak, read, and write Draconic. Additionally, you have advantage on Charisma (Persuasion) checks you make when interacting with dragons.

MUJINA

As a mujina hengeyokai, you have a short temper that tends to inflate from even small slights against you.

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

Animal Form. Your animal form has the statistics of a badger (page 318 of the *Monster Manual*).

Hybrid Form. While in your hybrid form, when you take the Attack action, you can choose to make each of your attacks this turn with disadvantage. If you do, you can make a melee weapon attack as a bonus action this turn.

Stubborn. You make death saving throws with advantage. Additionally, whenever you finish a long rest, you regain an additional expended hit die.

NEZUMI

As a nezumi hengeyokai, you prefer to remain quietly out of the spotlight. You are adroit at hatching schemes, especially ones that place you in charge or comfortably out of harm's way.

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

Animal Form. Your animal form has the statistics of a rat (page 309 of the *Player's Handbook* or page 335 of the *Monster Manual*), and you don't provoke opportunity attacks when you move out of a creature's reach in animal form.

Hybrid Form. While in your hybrid form, you have advantage on saving throws against disease and poison.

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 color in darkness, only shades of gray.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is your size or larger.

TANUKI

As a tanuki hengeyokai, you enjoy pranks, jokes, and every sort of merry mischief you can dream up. You are constantly on the move, rarely staying focused on any one task for very long.

Ability Score Increase. Your Constitution and Intelligence scores both increase by 1.

Animal Form. Your animal form has the statistics of a cat (page 305 of the *Player's Handbook* or page 320 of the *Monster Manual*), though its appearance is that of a raccoon, its base walking speed is only 30 feet, and its size is Small.

Hybrid Form. While in your hybrid form, you have a climbing speed of 30 feet.

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 color in darkness, only shades of gray.



Master of Shapes. As an action, you can magically transform into a Medium or Small mundane object, which looks old and weatherworn, but is otherwise functional. While transformed this way, you are considered to be prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to transform into your humanoid, hybrid, or animal form.

While you're transformed this way, a creature can attempt to determine your true nature by making a Wisdom (Insight) check contested by your Charisma (Performance) check. A creature that is physically interacting with you has advantage on the ability check.

TSURU

As a tsuru hengeyokai, you comport yourself with a dignified air of grace and otherworldly beauty. You keep your emotions to yourself, but eagerly help others when the need arises.

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

Animal Form. Your animal form has the statistics of a vulture (page 339 of the *Monster Manual*), though its appearance is that of a crane, it loses its Pack Tactics trait, and its flying speed is reduced to 30 feet.

Hybrid Form. While in hybrid form, opportunity attacks made against you are made with disadvantage.

Graceful. You have proficiency in the Acrobatics skill.

Youthful. Once you reach maturity, your body no longer shows the effects of aging, like wrinkles or calloused skin. Additionally, you are much longer-lived than other hengeyokai, able to live to more than 500 years of age.

USAGI

As an usagi hengeyokai, you are quick to act and constantly on alert for even the subtlest threat. You prefer quick, decisive action over deliberation, but devote your full patient attention to matters of safety.

Ability Score Increase. Your Dexterity score increases by 2.

Animal Form. Your animal form has the statistics of a weasel (page 340 of the *Monster Manual*), though its appearance is that of a rabbit, and its base movement speed increases to 40 feet.

Hybrid Form. While in your hybrid form, your base walking speed increases by 5 feet, and you can make a long jump without a running start, covering a distance 10 feet farther than your Strength score would normally allow.

Skittish. You add your proficiency bonus to your initiative rolls. Additionally, if you aren't proficient in the Perception skill, you add your proficiency bonus to your passive Wisdom (Perception) score.

VANARA

As a vanara hengeyokai, you are an enigma. Rarely do you say precisely what is on your mind, instead employing wild circumlocution and speaking in needlessly complex riddles. Your disposition is upbeat and friendly, however, and you enjoy plunging headlong into thrills.

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

Animal Form. Your animal form has the statistics of a baboon (page 318 of the *Monster Manual*), though its appearance is that of a type of primate, and its size is either Small or Medium, both chosen when you gain this trait.

Hybrid Form. While in your hybrid form, you have a climbing speed of 30 feet, and you can interact with an additional object each turn.

Adaptable. Whenever you finish a long rest, choose a skill or tool in which you don't have proficiency. Until you finish your next long rest, you have proficiency in that skill or tool. You can't choose the skill or tool you chose at the end of your previous long rest.

Extra Language. You can speak, read, and write one extra language of your choice.

KUO-TOA

SLIPPERY WHEN WET

Like fish, kuo-toa skin is slippery and cold to the touch. Most have skin ranging in hue from a pale gray to dark purple, though other colors and combinations of colors will occasionally appear. Because they evolved from fish, some kuo-toa are born with unique physical features, such as vestigial fins or barbel whiskers. You can use the Kuo-Toa Variations table to determine a physical variation for your character.

KUO-TOA VARIATIONS

d6 Variation

- 1 You have vestigial fins that stick out at odd angles on your head.
- 2 Your skin is colorful and patterned like a tropical fish.
- 3 You have a small angler fish antenna that grows from your forehead. It lights up when you have an idea.
- 4 You have rows of sharp teeth like a shark. These teeth have a tendency to fall out randomly during conversation.
- 5 You have long, barbel whiskers like those of a catfish.
- 6 You have bulbous eyes and sockets that protrude from your head.

Kuo-Toa have heavy webbing on their feet, and less prominent webbing on their hands. This webbing, combined with their somewhat unconventional shape, makes them equally mobile on land and underwater. Furthermore, kuo-toa also have gills in addition to lungs, and can breathe both air and water.

Most kuo-toa dress in primitive loincloths or animal skins, but these are richly adorned with whatever eye-catching baubles or trinkets they can find. These can range from a strangely shaped rock found in a stream to a valuable coin or gem dropped by an adventurer. For kuo-toa, it isn't the conventional societal value but the aesthetic appeal that draws them to an object, and it would not be an uncommon to see a kuo-toa wearing bits of colorful chitin and bone next to priceless pearls.

THE MAD GOD MAKERS

In sharp contrast to their clammy skin and dead fish stare, the mind of every kuo-toa burns with a fiery, unquenchable zeal. Most historians attribute the insanity of Kara-Tur's kuo-toa to contact with demonic yokai, much like what the illithids did to the kuo-toa of Faerun. These trickster spirits tortured and warped the minds of the simple kuo-toa for centuries. In response to this prolonged, intense psychic pressure, the kuo-toa evolved an uncanny power of will, one which allows them to physically manifest the gods they believe in. These gods often take on absurd and unintelligible forms in accordance with the madness of the kuo-toa's mind.

Kuo-Toa are not choosy in what they worship, and nearly any object can spark their radical god-making devotion. Anything - an interesting geographical formation, the ruins of an ancient race, a book, an instrument, even a thimble or a fork - can inspire a fervor in the mind of a kuo-toa strong enough to will gods into being. These gods are usually demigods or lesser deities, depending on how many kuo-toa believe in it, and they live and walk freely among their followers. It is not uncommon for adventurers to be flabbergasted or frustrated when approaching a kuo-toa settlement, as any spells meant to identify divinity will reveal dozens, if not hundreds, of celestials wandering freely.

RELIGIOUS RULE

Some kuo-toa manage to gather large followings of believers to their deity. When a kuo-toa wields this type of influence, they gain the mantle of archpriest. Archpriests are the pinnacle of kuo-toa religious fervor, and their connection with their deity grants them the abilities of a powerful cleric. These archpriests rule by inspiring fear or loving devotion, but in either case, they are the true governing force among the kuo-toa. Without their leadership, kuo-toa society would amount to little more than an unintelligible mass of dissonant psychic murmurs. However, with the unifying power of an archpriest's leadership, a kuo-toa religion has the ability to alter the shape of reality.

Archpriests usually bestow their children with some of their magical ability. These children are called whips, and when an archpriest dies or grows too old, whips are expected to take on the mantle of archpriest. When this shift occurs, the deity worshiped by the religion often changes in accordance with the new archpriest's variation in belief. Most often they are only minor changes to the deity's appearance, but they are sometimes more drastic alterations. For example, a deity previously accepting of believers of other races may become hostile to non-kuo-toas if the new archpriest wills it to be true. As a result, the belief in kuo-toa deities can be risky for other races.

KUO-TOA NAMES

Much like the names of their gods, kuo-toa names are heavily influenced by their madness. These names often manifest themselves as a collection of random syllables.

Kuo-Toa Names: Shardiblorp, Kldungirdar, Bloopliderp, Grrflumphic, Shurglood, Umflirbkupl, Kidsadhof, Hoobipjard, Yultcerfigak, Shmirblfut, Uybhirthoonj, Fedtefumgr, Blesyllak, Achubleshoo.

KUO-TOA TRAITS

Ability Score Increase. Your Strength or Dexterity score (your choice) increases by 1, and your Wisdom score increases by 2.

Age. Kuo-Toa age at the same rate as humans, but often aren't considered full adults of society until they are at least 40 years old. On average, they live 300 to 400 years.

Alignment. Kuo-Toa madness is counterbalanced by the order imposed by their archpriest, and they tend, unlike their Faerunian counterparts, not to go out of their way to either help or hurt others unless demanded by an archpriest, making most of Kara-Tur's kuo-toa true neutral.

Size. Kuo-Toa are only slightly shorter than most humans, ranging from just under 5 feet to somewhere in between 5 and 6 feet. They tend to weigh about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Otherworldly Perception. As a bonus action, you magically enhance your senses, allowing you to see any creature within 30 feet of you that is invisible or on the Ethereal Plane until the end of your next turn. Once you use this trait, you must finish a short or long rest before you can do so again.

Slippery. You have advantage on ability checks you make to escape a grapple, and on saving throws you make against being restrained.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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



PANDAREN

FORMIDABLE FURBALLS

Pandaren are humanoid pandas that inhabit the nearly impenetrable wilderness of Malatra. They stand about as tall as humans and are covered in fur from head to toe, tending to be heavy and broad in stature. As with humans, most pandaren tend to gain weight as they age, growing increasingly rotund. The sight of a slim elder pandaren is unnatural and greeted with caution, as they are most often sickly or cursed. It is not uncommon, however, for a young pandaren to be quite round as well.

Surprisingly, their size does not impede their movement. Pandaren are mobile and agile, born with an innate ability to use their girth to their advantage. They are masterful tumblers and rollers, using the weight of their bulk in creative ways to dodge threats and move quickly. Contrary to their non-threatening appearance, their size grants them formidable strength, and a pandaren moved to anger is a force to be reckoned with.

Most pandaren wear simple, functional clothing that allows for easy movement and comfortability. They have little desire for finery or expensive jewelry.

ORDER AND REVELRY

Pandaren live according to strict customs and behavioral mores. Malatra is an untamed land full of danger, and their carefully ordered society maintains the enchanted forests that keep them safe and secreted away from the world. Most live in or near monasteries at the top of mist-obscured mountains, places where the natural wild magics of Malatra keep away outsiders.

From an early age, every member of a pandaren community is assigned specific duties and responsibilities. Pandaren have an innate sense of personal duty and a strong lawful inclination. They revere their elders and the time-honored traditions that are passed from generation to generation. They have neither clans nor strong ties to biological kin, but rather consider their monastic order to be their family. The young, called cubs, are raised collectively by the adults of the order.

While pandaren have a strong sense of duty, they also love to have fun. Perhaps because of their highly structured lives, pandaren enjoy celebration and find many reasons - or excuses - to throw great feasts and parties. They are master brewers, and their skill in the craft is only matched by their skill in drinking the finished product. They are particularly fond of earthy ales and plum sake, but tend not to brew or drink many harder liquors, as they do not wish to lose control completely and risk shirking their duties.

HEARTY HOSPITALITY

Despite the isolation of their hidden homes, pandaren are courteous and welcoming of travelers and visitors who happen upon their monasteries, regardless of race. Adventurers who find themselves at a pandaren monastery know that the worries of the road will soon melt away, as they sit before a warm fire with a hot meal and a stout ale; pandaren are generous and eager to host these visitors because they crave news from the outside world and new tales to tell. Cubs will often crowd around a visitor and ask to hear stories of their adventures until they are shooed off by their elders.

Pandaren are sincere in their generosity, but they also know the value of treating visitors well; because pandaren monasteries are generally isolated from other settlements and races, information from the outside world is invaluable to safety and security. A well-fed and slightly inebriated traveler is more talkative, and has less reason - and capacity - to lie.

EXILE OR WANDERLUST

Most pandaren are content to stay within the monastery, willing to live out their lives of routine and order in seclusion. However, some pandaren choose to take up the adventuring life. Perhaps such a pandaren has a desire to see more of the world it heard about as a cub, or perhaps it feels like its monastery is not where it belongs. In either case, a pandaren who leaves its monastery of its own free will has abandoned its duties, and is no longer welcome to return as a permanent member of the community: they may visit, but they cannot live there. If a pandaren leaves its monastery, it is always for a compelling reason.

In rare circumstances, a pandaren may be exiled from its monastery. Most often, it is because it fails to fulfill its duties, and other members of the monastery come to severe harm or death as a result. When this happens, the entire community is shaken. Exiled pandaren leave their monasteries with nothing but the clothes on their backs, taking up the adventuring life as a way to atone for their wrongdoings.

In either case, a pandaren requires community and structure to feel safe, so he or she will seek out a new group to join. Pandaren are often loyal members of adventuring groups, going to great lengths to ensure the safety and well-being of their companions.



PANDAREN NAMES

Pandaren naming practices are similar to those of humans: each pandaren has a given name and a surname.

Male Pandaren Names: Chen, Jinto, Kesha, Masha, Mushi, Polo, Sinjo

Female Pandaren Names: Huan, Jiang, Lian, Mei, Ping, Shui, Zi

Pandaren Surnames: Earthsong, Greentouch, Honeybrew, Lightgrace, Reedwine, Sweetbarrow, Swiftpaw

PANDAREN TRAITS

Ability Score Increase. Your Strength or Dexterity score (your choice) increases by 1, and your Charisma score increases by 2.

Age. Pandaren reach maturity at the age of 18, and don't tend to live much longer than 100 years.

Alignment. Pandaren live a structured life of tradition and respect. They tend not to explore the outside world, creating a rather isolationist culture, though they are known for their welcoming nature and joyful generosity. Most pandaren, for these reasons, tend toward a lawful neutral or lawful good alignment.

Size. Pandaren tend to grow to between 5 and 6 feet tall, and can weigh anywhere between 150 and 400 pounds, depending on how rotund they are. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Lorewalker. You have proficiency in your choice of either the History or Performance skill.

Mistvision. Due to growing up in the misty mountaintop forests of Malatra, your vision has adapted to be able to pierce the mists. You can see in heavily obscured environments within 60 feet of you as if they were lightly obscured, and in lightly obscured environments as if they weren't obscured at all. You can't discern color in heavily obscured environments, only shades of gray.

Panda Roll. As a bonus action on your turn, you can curl into a ball and begin rolling. Until the end of your turn, your walking speed increases by 10 feet, and opportunity attacks made against you are made with disadvantage. Your roll ends early and you lose these benefits if you attack, cast a spell, or force a creature to make an ability check or saving throw.

Tool Proficiency. You have proficiency with the artisan's tools of your choice: brewer's supplies, calligrapher's supplies, or cook's utensils.

Languages. You can speak, read, and write Common and Pandaren. Pandaren is a mellifluous language that is designed to be comprehensible even when their speech has been slurred by drink, and it sounds musical to outsiders' ears. Due to pandaren isolationism, few non-pandaren know the language, though most pandaren will happily teach it to their companions.

SPIRIT FOLK

BRIDGE BETWEEN WORLDS

The birth of a child marked by the yokai of the forests and waters of Kara-Tur is viewed by many as a sacred blessing of the Celestial Heavens. Villages celebrate with the family and honor the child as a special member of the community. The child grows up knowing their heritage and enjoying the privileges it can bring - access to spiritual tutors, economic opportunities, or the ability to circumvent cultural taboos. The spirits connected to this heritage also acknowledge the spirit folk as kin, enabling them to visit sacred sites and sharing lost knowledge with them.

DEFERENTIAL TREATMENT

Many rural communities hold varying superstitions regarding the spirit folk. They are nearly universally acknowledged as emissaries of the spirits, so local folklore often dictates that spirit folk receive the same respect accorded the spirits of the Celestial Heavens. In most communities within Kara-Tur, this means that spirit folk enjoy an elevated status. They are given access to the best tutors and receive extensive religious education, though this is not always possible in every community. Most villagers make sure that the spirit folk and their families are well taken care of.

Some families exploit this special status, manipulating spirit folk children into making excessive demands in order to pass on material benefits to the parents or siblings. There are also many places where the spirits are not locally well regarded. Parents of spirit folk in these communities will either go to extraordinary lengths to hide the true nature of their children from the community, or will quickly abandon them in the wilds. Spirits that come upon such a neglected child will often raise them, plotting elaborate schemes that eventually see the forgotten children return to their place of birth to visit misfortune upon it.

MYSTERIOUS ORIGINS

The appearance of the spirit folk often undeniably mark them as a member of their kind - they will have patches of bark-like growth on their skin, blossoming flowers in their hair, thick veins filled with dark sap, or some other distinguishing feature that speaks to the nature of their heritage. As children, some spend their days speaking with animals or foretelling the weather. The influence of the spirits is obvious, for they possess powers commonly attributed to the mythic denizens of the Celestial Heavens, creatures such as the kappa and dryads. None appear to know how these beings might influence the Material Plane to give rise to the spirit folk. Parents never know before their birth that a child will be born as a spirit folk, and these special children are only born to human parents. When the spirit folk have their own children, most are human, or possibly half-elfen if the other parent is an elf. How the spirit folk continue to be born into the world is an enduring mystery.

SPIRIT FOLK NAMES

Spirit folk typically have human names, though their given names often reflect their spirit ancestry.

SPIRIT FOLK TRAITS

Ability Score Increase. Your Wisdom score and another ability score of your choice both increase by 1.

Age. Spirit folk mature at around the same time as humans, but live much longer due to their yokai heritage, usually for several hundred years.

Alignment. Due to their ancestral ties to the natural world, spirit folk tend to seek balance between extremes, causing most to be neutral.

Size. Spirit folk tend to be of the same height and weight as humans. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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 color in darkness, only shades of gray.

Languages. You can speak, read, and write Common, as well as your choice of Primordial or Sylvan.

Subrace. Spirit folk have three distinct subraces, depending on the original biome of their yokai ancestor: Bamboo, River, and Sea.

BAMBOO SPIRIT FOLK

As a bamboo spirit folk, you have a deep affinity with the forests and those creatures that dwell there. You can count among your spiritual peers the dryads and treants that protect these woodlands spaces. Additionally, you share with other bamboo spirit folk a stoic disposition and desire to protect your allies.

Ability Score increase. Your Dexterity score increases by 1.

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

Speak with Beasts. You can cast the *Speak with animals* spell as a ritual. Wisdom is your spellcasting ability for the spell.

Wilderness Lore. You have proficiency in the Nature skill.

RIVER SPIRIT FOLK

As a river spirit folk, you share a special connection to the waters guarded by mythic beings like nymphs and the territorial kapa. You have a carefree attitude that weathers adversity well and an affinity for aquatic environmental that you share with other river spirit folk.

Ability Score Increase. Your Wisdom score increases by an additional 1, and your Charisma score increases by 1.

Amphibious. You can breathe both air and water. Additionally, you have a swimming speed of 30 feet.

Speak with Fish. You can cast the *Speak with animals* spell as a ritual. Wisdom is your spellcasting ability for the spell. When you cast the spell using this trait, it only grants you the ability to comprehend and verbally communicate with fish.

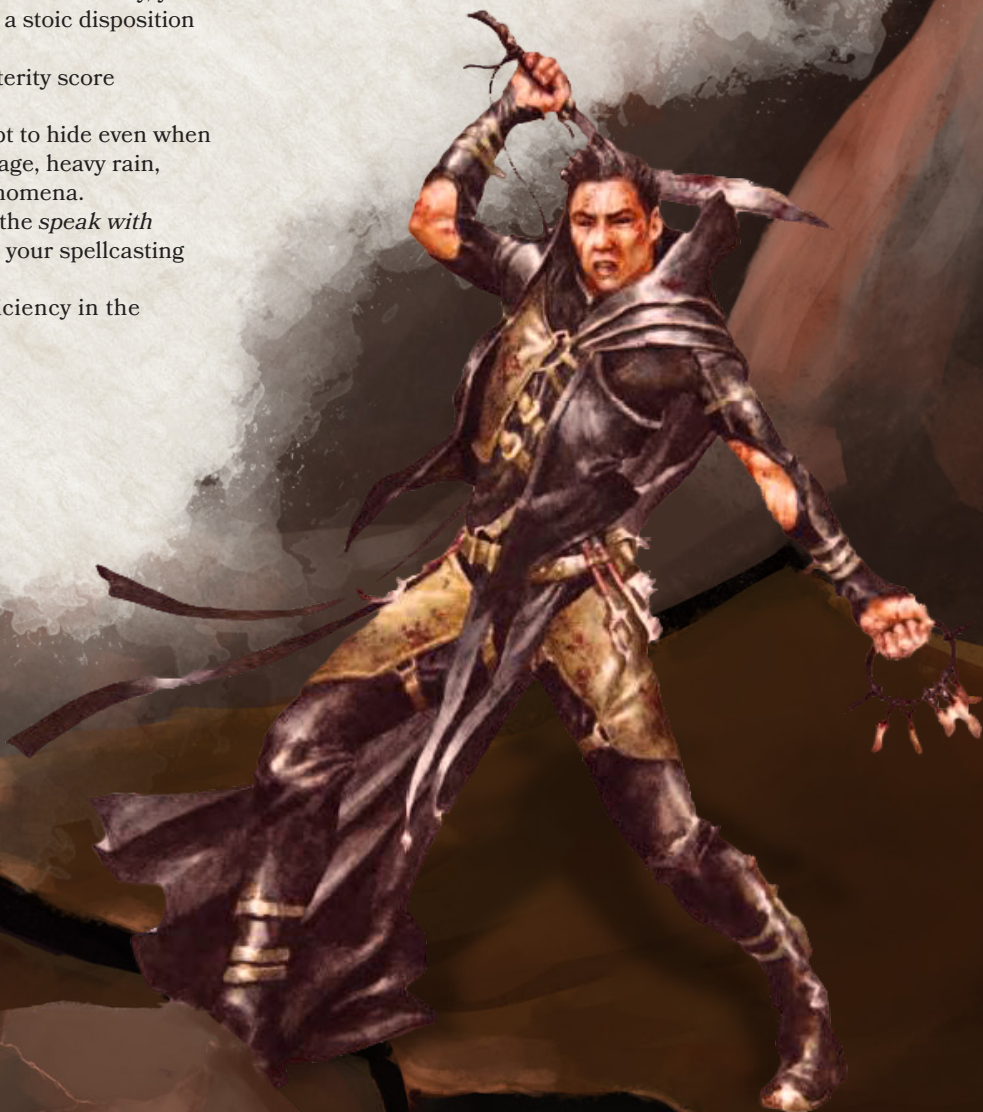
SEA SPIRIT FOLK

As a sea spirit folk, your moods ebb and flow as often as the tides. You have a profound wanderlust you share with others of your kind and a bond with creatures like the nereid, sea elves, merrow, and sahaugain. Only upon the open waves are you ever truly comfortable.

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

Amphibious. You can breathe both air and water. Additionally, you have a swimming speed of 30 feet.

Weather Attunement. You have a supernatural ability to predict the weather. You always know if the weather of your surrounding environment will change within the next hour, and what the change will be.



CHAPTER 2: ARCHETYPES OF KARA-TUR

PERHAPS OF THE MOST INTEREST TO THE populace of Faerun is how the common adventuring “classes” differ in Kara-Tur. From an objective standpoint, these classes remain much the same, though there are certain traditions and legends in Kara-Tur that, inexorably, influenced certain adventurers.

Contained within this chapter are a few favorites.

BARBARIAN: PATH OF SUMO

Many recognize sumo from the highly competitive, stylized, full-contact wrestling bouts that see wrestlers attempt to force each other out of dohyo or into touching the ground with anything other than the soles of their feet. Widespread in Kara-Tur, the sport is perhaps even more popular outside the region in places like Telflamm, where the Nine Golden Swords sponsor flamboyant matches that pit talented wrestlers against each other. Barbarians of the Path of Sumo work tirelessly to perfect an inner power that they summon to force a quick end to any match. As one of these barbarians, your entire way of life revolves around mastering this path, training mind and body to push past obstacles larger or stronger than you and diverting the might of your foe without the use of weapons or armor.

RIKISHI

When you adopt this path at 3rd level, you commit yourself entirely to the art of sumo. You gain the following benefits while you are unarmed and you aren't wearing armor or wielding a shield:

- When you make an unarmed strike using Strength, you can roll a d6 in place of the normal damage of your unarmed strike. The damage of your unarmed strike increases as you gain levels in this class: it becomes a d8 at 5th level, a d10 at 11th level, and a d12 at 17th level.
- You count as one size larger for the purpose of grappling and shoving, and when determining the weight you can push or drag.
- While raging, you can attempt to grapple or shove a creature as a bonus action during each of your turns.

SEKITORI

At 6th level, your strength and skill puts you in the upper echelon of rikishi. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, you add your proficiency bonus to ability checks and saving throws you make to avoid being knocked prone, pushed, or restrained, even if you are already proficient in the ability check or saving throw.

MAKUUCHI

By 10th level, you have distinguished yourself as one of the great rikishi of your era through your incredible resilience. While you aren't wearing armor or wielding a shield, you can use your reaction when you take damage to gain resistance to one type of damage you took from the triggering effect. This resistance doesn't apply to the damage of the triggering effect. You retain this resistance until you use this feature again.

YOKOZUNA

At 14th level, your power and ability make you worthy of the title of Grand Champion. While you're raging and aren't wearing armor or wielding a shield, you count as an additional size larger for the purpose of grappling and shoving, and when determining the weight you can push or drag. For example, if you are a Medium creature, you would count as being Huge for these purposes while raging.

Additionally, when you take the Attack action, you can forgo one of your attacks to throw a creature you have grappled. You push the creature up to 30 feet in a straight line away from you. If the creature impacts an object or creature at any point during this push, it stops and is shunted to the nearest unoccupied space. It and the target it impacted take 3d12 bludgeoning damage, and must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone.



BARD: COLLEGE OF HEIKYOKU

Bards of the College of Heikyoku preserve an ancient tradition of folk performance that originated on the island nation of Kozakura. The performances of these bards are profoundly spiritual in nature. Their songs, prose, and haunting melodies invoke a sense of communion with the divine. They are beloved by commoners and nobles alike across the whole of Kara-Tur, but the cost of admission into this college is high; prospective members must willingly give up their eyesight at the end of an elaborate induction ceremony.

This blindness allows them to focus on their performance and invites a sense of connection to the spiritual realms, causing the rest of the world to view them as more harmless than they truly are. Armed with this tradition of spiritual power, the bards of the College of Heikyoku are often called upon to aid noble houses with curses, exorcise troublesome spirits, and perform during rites and ceremonies. In return, these bards find hospitality in abundance wherever they travel.

RELINQUISH SIGHT

When you join the College of Heikyoku at 3rd level, you surrender your sight in search of a more perfect way to experience harmony with the multiverse. You are permanently afflicted with the blinded condition, and can't be cured of it. As long as you aren't deafened, you have advantage on Wisdom (Perception) checks that rely on hearing, and can take the Search action as a bonus action on your turn. If you can hear a creature, you are able to target it with your bard spells as though you can see it, and can make attacks against it without disadvantage.

SPIRITUAL PERFORMANCE

Also at 3rd level, you learn how to harness the ecstasy of your performances to awaken your transcendent spiritual senses. As a bonus action, you can begin a spiritual performance, which lasts for a number of hours equal to your bard level divided by three. For the duration of this performance, you play an instrument, chant, sing, or recite prose or poetry audible out to 30 feet. Your performance ends early if you become unconscious or die, if you enter an area of magical silence such as one created by the *silence* spell, or if you choose to end it (no action required by you).

While engaged in a spiritual performance, you gain blindsight to a range of 30 feet, and are considered to be under the effects of the *detect evil and good* spell.

Once you use this feature, you must finish a short or long rest before you can do so again. Once you reach 14th level in this class, you can use this feature twice, regaining any expended uses when you finish a short or long rest.

SEGAKI

Beginning at 6th level, your connection to the divine imbues your magic and performance with greater potency against evil. While engaged in a spiritual performance, the ranges of your blindsight, *detect evil and good*, and audible performance each increase to 60 feet. Additionally, you're aware if any of the creatures you detect are using magic to alter or disguise their true form, and you can use your bonus action to attempt to expose the creature's true form. The target must succeed on a Wisdom saving throw against your spell save DC or revert to its true form and lose any spell, trait, or effect that would disguise its true nature for 1 minute, or until your performance ends.

You can attempt to expose a creature this way once. You regain the use of the ability when you use your Spiritual Performance again.

Additionally, when a creature with one of your Bardic Inspiration dice adds it to an attack roll against an aberration, celestial, elemental, fey, fiend, or undead, it also adds the result to the damage roll of the attack.

DIVINE AWARENESS

At 14th level, your spiritual performance allows you to view the world with absolute clarity. While engaged in your Spiritual Performance, the ranges of your blindsight, *detect evil and good*, and audible performance each increase to 120 feet, and you gain truesight to a range of 120 feet.

Additionally, while engaged in a spiritual performance, you can cast the *banishment* spell once without expending a spell slot. You regain the ability to do so when you use your Spiritual Performance again.

CLERIC: GODAI DOMAIN

Gods of balance and order - including Beory, Helm, Kelemvor, Majere, Rao, and Tyr - understand the need for balance in the multiverse, not just in the forces of good and evil, but also in the elemental forces pervading everything. According to the Godai domain, there are five Prime Elements: Aether, Air, Earth, Fire and Water. Clerics of the this domain become conduits of the balance between these forces, attuning to and siphoning elemental energies to prevent any from overwhelming and subsuming the others.

Within Kara-Tur, most Godai clerics partake in the traditions of the Eight Million Gods. While not a formal religion, the traditions are suffused with local legends. Shrines of the Eight Million Gods honor the religious practices that existed before Kara-Tur came to control the continent. The Path of Enlightenment has largely displaced the practices of the Godai in Shou Lung, but, on the island nations of Wa and Kozakura, the traditions live on. The majority of the folkloric beliefs of the Eight Million Gods are intended to harmonize the lives of mortals with those of the lands, spirits, and elemental forces around them - an objective that many of the Godai share and have an interest in protecting.

ELEMENTAL BALANCE

When you choose this domain at 1st level, you become a conduit of universal balance, able to attune to the five Prime Elements. Choose a Prime Element: Aether, Air, Earth, Fire, or Water. Your choice grants you a feature, as well as a list of domain spells, when you choose it. Cantrips you learn from this feature are considered cleric cantrips for you.



Whenever you finish a long rest, you can choose a new Prime Element, losing the feature and domain spells of your previous Prime Element, and gaining those of your new one.

AETHER

The Prime Element Aether represents the creativity of mortals and the connections between all things, and lies in the Transitory Planes. Attuning to this force allows a Godai cleric to touch and influence the minds of others.

AETHER GODAI DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages</i>
3rd	<i>detect thoughts</i>
5th	<i>sending</i>
7th	<i>confusion</i>
9th	<i>dream</i>

Aether Attuned. You learn the *mage hand* and *message* cantrips. You also gain resistance to psychic damage.

AIR

The Prime Element Air comes from the Plane of Elemental Air, and represents the fickle nature of the winds, at times calm and comforting, and at other times raging and devoid of mercy. Attuning to this force allows a Godai cleric limited control over the winds and weather.

AIR GODAI DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall</i>
3rd	<i>levitate</i>
5th	<i>wind wall</i>
7th	<i>storm sphere</i> ^{XGTE}
9th	<i>control winds</i> ^{XGTE}

Air Attuned. You learn the *gust* ^{XGTE} and *thunderclap* ^{XGTE} cantrips. You also gain resistance to thunder damage.

EARTH

The Prime Element Earth comes from the Plane of Elemental Earth, and represents the stubborn unwillingness to change, bursting with primordial fury when forced to do so. Attuning to this force allows a Godai cleric to coax change from this willful element, and utilize some of its destructive power.

EARTH GODAI DOMAIN SPELLS

Cleric Level	Spells
1st	<i>earth tremor</i> ^{XGTE}
3rd	<i>Maximilian's earthen grasp</i> ^{XGTE}
5th	<i>erupting earth</i> ^{XGTE}
7th	<i>stone shape</i>
9th	<i>wall of stone</i>

Earth Attuned. You learn the *magic stone* ^{XGTE} and *mold earth* ^{XGTE} cantrips. You also gain resistance to force damage.

FIRE

The Prime Element Fire comes from the Plane of Elemental Fire, and represents the chaotic hunger and destructive urges of flame. Attuning to this force allows a Godai cleric to unleash an inferno, and have limited control of its gluttony.

FIRE GODAI DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands</i>
3rd	<i>flaming sphere</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>immolation</i> ^{XGTE}

Fire Attuned. You learn the *control flames* ^{XGTE} and *produce flame* cantrips. You also gain resistance to fire damage.

WATER

The Prime Element Water comes from the Plane of Elemental Water, and represents the constant change and flow of the multiverse, that nothing ever remains static. Attuning to this force allows a Godai cleric to change the state of water in all things and gain limited control over its flow.

WATER GODAI DOMAIN SPELLS

Cleric Level	Spells
1st	<i>ice knife</i> ^{XGTE}
3rd	<i>blur</i>
5th	<i>tidal wave</i> ^{XGTE}
7th	<i>control water</i>
9th	<i>maelstrom</i> ^{XGTE}

Water Attuned. You learn the *frostbite* ^{XGTE} and *shape water* ^{XGTE} cantrips. You also gain resistance to cold damage.



CHANNEL DIVINITY: TIP THE SCALES

Starting at 2nd level, you can use your Channel Divinity to quickly attune to another element, briefly tipping the scales of elemental balance.

As an action, you present your holy symbol and choose a new Prime Element, losing the feature and domain spells of your previous Prime Element, and gaining those of your new one.

EXPLOSIVE ATTUNEMENT

Beginning at 6th level, you can use your Tip the Scales as a bonus action on your turn. Additionally, when you use your Tip the Scales, you can choose to create an elemental explosion around yourself. If you do, each creature within 10 feet of you must make a Constitution saving throw, taking 2d8 damage of the type to which your new Prime Elements grants resistance on a failure, or half as much damage on a successful save. When you do, choose a number of creatures you can see up to your Wisdom modifier (minimum up to 1). The chosen creatures take no damage from the explosion.

The damage and area of the explosion increases when you reach certain levels in this class: to 3d8 damage to creatures within 20 feet of you once you reach 14th level, and to 4d8 damage to creatures within 30 feet of you once you reach 20th level in this class.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

CONDUIT OF BALANCE

At 17th level, choose a second Prime Element, gaining its feature and domain spells, in addition to those of your normal Prime Element. Whenever you choose a new Prime Element using your Tip the Scales or at the end of a long rest, you can replace one or both of your Prime Elements, losing any features and domain spells of your previous Prime Elements, and gaining those of your new ones.

If you use your Explosive Attunement when replacing both Prime Elements, you choose the damage resistance granted by only one of your new Prime Elements for the damage type of the explosion.

DRACOKNIGHT: BOND OF THE SPIRIT

Some dragons are born with a greater inclination towards contemplation and meditative discipline than others of their kin, often dwelling in remote holy sites in distant Kara-Tur. When a dracoknight gains the companionship of one of these enlightened creatures, their spiritual nature leads to a bond between dragon and knight that binds the souls of both and awakens a shared reservoir of inner power.

Dracospirits and their draconic companions travel together on a path towards enlightenment. They openly share their insights with one another, meditating and training as one mind, seeking to deepen their bond and refine their tactics and understanding of the world.

SHINRYU

When you choose this bond at 3rd level, your dragon companion becomes a spirit dragon, gaining resistance to thunder damage.

Additionally, whenever your companion would deal damage of the type associated with its original dragon color, such as with its breath weapon, you can choose for it to deal thunder damage instead.

KI

Also at 3rd level, your bond awakens a spiritual power that you share with your dragon companion, which is represented by ki points. You have 2 ki points. You gain an additional ki point when you reach certain levels in this class: at 5th (3 points), 7th (4 points), 9th (5 points), 11th (6 points), 13th (7 points), 15th (8 points), 17th (9 points), and 19th (10 points) level.

You and your dragon companion can spend these points to fuel various ki features. You learn three such features: Bolstering Presence, Dragon Dance, and Return the Strike. You learn more ki features as you gain levels in this class.

When you or your dragon companion spend a ki point, it is unavailable until you finish a short or long rest, at the end of which your meditations renew all of your expended ki. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

Bolstering Presence. You or your dragon companion can spend 2 ki points to cast the *bless* spell as an action on your respective turn without requiring material components.



Dragon Dance. You or your dragon companion can spend 1 ki point to move up to 15 feet as a bonus action on your respective turn. When one of you does so, the other can use its reaction to move up to 15 feet.

Return the Strike. Immediately after you or your dragon companion are hit by a melee attack, you or your dragon can spend 1 ki point to make a melee attack against the triggering creature as a reaction if it is within your reach.

DRAGON FIST

At 5th level, when you use the Attack action on your turn, if your dragon companion can see you, it can use its reaction to make a bite or claw attack.

If you and your dragon companion hit the same target with an attack during any single turn, you can spend 1 ki point to attempt to disrupt the target's vital energy and incapacitate it momentarily. The target must succeed on a Constitution saving throw or be incapacitated until the end of your next turn.

TRIUMPH BEFORE BATTLE

Starting at 11th level, your experience in battle awakens a mystical intuition that you share with your dragon. During the first round of a combat, melee weapon attacks that you and your dragon companion make deal an extra 1d10 damage.

Additionally, you learn the *true strike* cantrip, and you can cast it as a bonus action on your turn. When you cast the spell, your dragon companion also gains advantage on the first attack it makes against the target during its next turn.

STRIKE INTO NOTHING

Beginning at 17th level, you and your dragon companion learn to use your ki to strike enemies far beyond your reach. You or your dragon companion can spend 5 ki points to cast *steel wind strike*^{XGTE}. Your dragon companion can use its bite or its claws as the material component for the spell, and you and your dragon companion use your Wisdom as the spellcasting ability for the spell.

SPIRIT ASPECT

At 20th level, you gain the ability to fully open your bond with your dragon companion, temporarily acting as one being of singular purpose: to act as one mind, fighting as a terrifying unit on the field of battle. Using your action, you open your bond, gaining the following benefits for 1 minute:

- If you or your dragon companion start your respective turn while you have no ki points remaining, you regain 1 ki point.
- You and your dragon companion have advantage on saving throws.
- If you or your dragon companion can see a creature, that creature has disadvantage on the first attack roll it makes against you or your dragon each turn.
- When your dragon companion hits a creature with a bite or claw attack on its turn, you can make a melee attack against the creature if it's within your reach, no action required by you.

Once you open your bond, you must finish a long rest before you can do so again.

DRUID: CIRCLE OF ONMYOJI

Inhabitants of the spirit realms secret away vast amounts of knowledge concerning the world of mortals. Few know that these troves of wisdom exist and far fewer are able to gain any access to the information that lies within these hidden hoards. There are, however, members of a little known circle of druids that have gained influence among the kami of the spirit world, gathering in places in Kara-Tur where the veil between worlds is thinnest. With the aid of friendly spirits that owe no allegiance to the Celestial Empire, these druids can tap into otherworldly knowledge and experience far beyond their ken and, with it, aid the realms of men. As one of these powerful Onmyoji, you have gained the loyal service of a spirit companion that brings whispers of untold mysteries to you. From this fragmentary lore, you have learned a great many powerful abilities with which you will purge the taint of vengeful spirits, heal the sick and injured, and use your bond with kami to animate the forces of nature.

SUMMON SHIKIGAMI

When you choose this circle at 2nd level, you learn how to summon a special type of kami spirit known as a shikigami. You always have the *find familiar* spell prepared. It counts as a druid spell for you, and doesn't count against the number of spells you can prepare each day.

When you cast the spell, you summon one of the following creatures instead of the normal options for the spell: a baboon, cat, crab, goat, lizard, owl, or scorpion. A familiar summoned using this feature is a shikigami, and its creature type must be fey. Your shikigami knows the *guidance* cantrip, which you can have it cast during its turn.



JUKONDO HEALING

Also starting at 2nd level, the spirits have provided you with an expanded familiarity of mortal flora, and you can supplement your mundane healing with this knowledge and the power of your magic. You gain proficiency with herbalism kits, and can use them as you would healer's kits. You can spend one hour gathering natural ingredients to regain one use of your herbalism kit as a healer's kit. When you use your herbalism kit to stabilize a creature that has 0 hit points, you can expend a spell slot to also restore 1d6 hit points per level of the expended spell slot to the target creature.

SUKUYODO'S REQUEST

Your mystical connection to the shikigami you summon allows you to connect your awareness to the spirit world to recover answers to some of your questions, or to spy on a distant location. At 3rd, 5th, 7th, and 9th level, you gain access to additional divination spells. Once you gain access to one of these divination 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.

DIVINATION SPELLS

Druid Level	Spells
3rd	<i>locate object</i>
5th	<i>clairvoyance</i>
7th	<i>locate creature</i>
9th	<i>contact other plane</i>

GORYO SHINKO

Starting at 6th level, you can bind the vengeful spirits of your foes. As an action, you can force a creature you can see within 30 feet of you to make a Wisdom saving throw against your spell save DC. The target has disadvantage on the saving throw if it is within 5 feet of your shikigami. On a failed save, the creature is restrained for 1 minute, or until it takes damage or you use this feature again.

If the target is an undead, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Goryo Shinko table.

Once you use this feature, you must finish a long rest before you can do so again. Alternatively, you can use this feature again by expending a use of your Wild Shape to do so.

GORYO SHINKO

Druid Level	Destroys Undead of CR...
6th	1/2 or lower
9th	1 or lower
12th	2 or lower
15th	3 or lower
18th	4 or lower

SHIKIGAMI'S COUNSEL

By 10th level, you develop a deep, spiritual bond with your shikigami that drives it to do its utmost to aid you at every turn. Your shikigami can cast *guidance* targeting you as a bonus action on its turn. Additionally, if your shikigami uses the Help action to aid you in attacking a creature within 5 feet of it, your next attack that hits the target before the beginning of your shikigami's next turn deals additional force damage equal to half your druid level.

RITUAL KANJO

When you reach 14th level, you can use the spiritual energy of your shikigami to call forth a pair of komainu to guard you and your allies. As an action, you summon two komainu, each in an unoccupied space of your choice within 30 feet. Each komainu's hit point maximum is increased by your druid level + your proficiency bonus. A komainu lasts for 1 hour, or until it is reduced to 0 hit points, you use your bonus action to dismiss any remaining komainu, or you use this feature again.

The komainu act on your turn and follow your telepathic instructions. When you move, you can have each komainu move up to its speed. You can use your action to direct both komainu to make either a bite or claw attack, choosing for each komainu. The komainu can't otherwise attack unless they use their Pounce trait.

As a bonus action on your turn, you can expend a spell slot to restore a number of hit points to your komainu equal to 1d6 per level of the expended spell slot, which you divide as you choose between your two komainu. If this would heal a komainu above its hit point maximum, it gains temporary hit points equal to the difference.

Once you summon komainu, you can't do so again until you finish a long rest. Alternatively, you can summon komainu with this feature again by expending two uses of your Wild Shape to do so.

KOMAINU

Many sacred sites and temples dedicated to the gods feature ornately crafted stone guardians, but the mighty komainu are actually empowered to actively take up the defense of the locations they guard. Animated by the spirits of nature, these statues are often sculpted in the likeness of fierce lions or noble foxes. Often, these creatures begin their existence simply as decor placed outside the entrance of a holy place and only later, through the rituals of bunrei, are they brought to life by the animus of a powerful kami.

Sacred Guardians

The rituals necessary to invest a mundane statue with the life force of a kami is a closely guarded secret. The gods rarely give this knowledge freely, and the prestige and power associated with controlling a place of worship that is safeguarded by a komainu is enough to ensure that the priesthood never discloses the extent of their knowledge.

Loyal Protectors

Few komainu leave the locations they are meant to keep watch over, though none can say if this is simply out of devotion to the sacred duty of their vigil or the result of some limitation in the divine power that creates them. On occasion, powerful onmyoji or priests have been seen traveling with one or more komainu at their side. These komainu zealously watch over their traveling companions, keeping close and viciously interceding when their creator is threatened.



KOMAINU

Medium elemental, lawful good

Armor Class 14 (natural armor)

Hit Points 61 (8d10 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	13 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses Tremorsense 30 feet

Languages understands Common and Sylvan, but can't speak

Challenge 4 (1,100 XP)

Faithful Protector. When an allied creature within 5 feet of the komainu is hit by an attack, the komainu can use its reaction to take the damage instead.

False Appearance. While the komainu remains motionless, it is indistinguishable from an inanimate statue.

Guardian Aura. The komainu radiates an aura of powerful protective magic. Allied creatures within 5 feet of the komainu gain the benefits of its Magic Resistance trait.

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

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

ACTIONS

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

Hit: 13 (2d8 + 4) piercing damage.

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

Hit: 15 (2d10 + 4) slashing damage.

FIGHTER: URUWASHII

Uruwashii combine the martial prowess of other fighters with the intellectual art of tactics. An uruwashii is a frontline commander trained in teamwork and navigation, who considers the battlefield from a bird's eye view and may eschew attacking in favor of giving orders and advice to their allies. These brilliant tacticians were instrumental in repelling the Tugian Horde when they invaded Shou Lung. As word of their victories spread, more schools began to adapt and teach their approach to combat. One of these renowned warriors, you view combat as a competitive game - you and your companions are pieces in this game, and you study every engagement in order to best deploy your forces and achieve victory.

TACTICAL METHOD

When you choose this archetype at 3rd level, you realize that, at times, it is more efficacious to allow your allies to do the attacking. When you take the Attack action, you can choose to forgo any number of your attacks to shout tactical maneuvers to your allies. For each attack you forgo this way, choose a willing creature within 60

feet of you that can hear you. That creature can use its reaction to make a weapon attack.

Additionally, when you forgo at least one of your attacks this way, you can use your bonus action this turn to make a weapon attack. You can use your bonus action this way twice, and you regain all of your expended uses when you finish a short or long rest.

STRATEGIC DISCIPLINE

Also at 3rd level, you gain proficiency in your choice of cartographer's tools or navigator's tools. While you're in possession of the tool set you chose and you're traveling for an hour or more, difficult terrain doesn't slow your group's travel, and you can't become lost except by magical means.

Additionally, you gain proficiency in dragonchess sets. If you already have proficiency in them, you instead add double your proficiency bonus to ability checks you make using dragonchess sets.

HEAVEN'S PERSPECTIVE

At 7th level, you learn to consider the entire battlefield from above, as though engaging in a game of shogi. Once during each of your turns when you choose a creature with your Tactical Method, you can allow it to move up to half its speed. It can do so before or after it uses its reaction, and can do so even if it doesn't choose to use its reaction.

EARTH'S WISDOM

At 10th level, you become wise enough to realize that attacking is not the only way to gain tactical advantage. When you choose a creature with your Tactical Method, it can use its reaction to take the Disengage, Hide, or Search action, instead of making a weapon attack.

Additionally, when you forgo at least one of your attacks with your Tactical Method, you can use your bonus action this turn to take the Help action.

COMMANDER'S GAMBIT

At 15th level, your command experience allows you to engage in even greater tactical gambits. When you choose a creature with your Tactical Method, it can use its reaction to take the Dodge action or cast a cantrip it knows with a casting time of 1 action, instead of making a weapon attack.

Additionally, when a creature uses the movement you granted it with your Heaven's Perspective, that movement doesn't cause the creature to provoke opportunity attacks when it leaves an enemy's reach.



MORAL LAW

At 18th level, you become such an inspiring leader that all those in your command follow your example. When you use your Action Surge, you can also inspire up to 5 creatures of your choice within 60 feet of you that can see or hear you. During a chosen creature's next turn, it can take one additional action on top of its regular action and a possible bonus action.

Once you use this feature, you must finish a long rest before you can do so again.

MONK: WAY OF THE SOHEI

Monks of the Way of the Sohei follow a militaristic tradition of martial arts that is heavily influenced by battlefield tactics, and has a strong focus on mastering mounted combat. Monasteries that teach this tradition, like the Xiang Temple and those in Tabot, follow a highly codified, hierarchical progression. Upwardly mobile progress in this discipline is earned through mastery of the monastery's sacred kata and by demonstrating remarkable feats of skill on the battlefield. As one such adherent, uniformity and collaboration are law. You are dedicated utterly to this ancient and honorable tradition, and can be relied upon to serve as a skillful soldier should you be summoned for such prestigious service. With each new rank you attain within your order, you learn new techniques to channel your ki through the mounts that serve you, mastering the ability to call upon celestial steeds when the mundane are unavailable, and eventually studying esoteric methods of wounding your enemies by striking their spiritual energies with your own.

HEISHI

When you choose this tradition at 3rd level, you master the fundamental skills of your militant monastery's mounted arts, allowing you to use your ki points for a variety of effects:

- As a bonus action on your turn, you can spend 1 ki point to grant your mount temporary hit points equal to twice your monk level.
- Immediately after you take the Attack action on your turn while you're mounted, you can use your bonus action and spend 1 ki point to have your mount make an attack. The attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- When you make an ability check to influence or control a creature you're riding, you can spend 1 ki point to roll a d4 and add the result to the check. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- If either you or a creature you're mounted on is hit by an attack, you can use your reaction and spend 1 ki point to roll a d4 and add the result to you or your mount's AC until the end of the turn, potentially causing the attack to miss. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

CHUI

At 6th level, your rising rank affords you the privilege of learning additional techniques that heighten your mounted prowess, and ensure that you are never without a mount. Martial weapons with both the *two-handed* and *reach* properties count as monk weapons for you.

Additionally, you can spend 3 ki points to cast the *find steed* spell. Once you reach 17th level in this class, you can spend 5 ki points to cast the *find greater steed* spell. When you cast either of the spells using this feature, the creature's type is celestial, and Wisdom is your spellcasting ability for the spell.

Whenever you use your ki points for an effect that benefits only you, you can extend the benefits of the effect to the mount you summoned. For example, if you use your Patient Defense while you're mounted, both you and your mount gain the benefits of the Dodge action.

TAISA

Starting at 11th level, you attain a rank within your order that allows you to hone your defensive maneuvers and draw greater potential from any steed. You don't provoke opportunity attacks when you move out of an enemy's reach. While you're mounted, this benefit extends to your mount.

Additionally, your mount gains the benefits of your Unarmored Movement and Slow Fall features.



RIKUSHO

At 17th level, you are initiated into the highest military ranks and allowed to study the ultimate technique of your monastery, learning to strike at the spirit of your enemies as you charge across the battlefield as a spectral warrior. As an action, you can spend 5 ki points to flood yourself with spiritual energy and move up to your speed. During this movement, you can pass through creatures and objects as if they weren't there. At the end of the movement, each creature you passed through must make a Constitution saving throw, taking 5d10 force damage on a failed save, or half as much damage on a successful one. If you end this movement inside an object or occupied space, you take 5d10 force damage and are knocked prone in the nearest unoccupied space.

If you use this feature while you're mounted, you can use your mount's speed instead of your own, and it moves with you, also passing through creatures and objects as if they weren't there. It also takes 5d10 force damage if the movement ends inside an object or occupied space.

PALADIN: OATH OF THE MOUNTAIN

The Oath of the Mountain has existed for as long as mortals have climbed the towering peaks in search of peace and enlightenment. Most often called yamabushi, the paladins that swear this oath devote themselves to resolute endurance of the many hardships in life and frequently spend much of their free time traveling grueling distances to seek solitary communion with nature and with their own thoughts. Many train among the mountains of the Northern Wastes along the border of Shou Lung, climbing these bitterly cold mountain peaks as part of their training. They generally prefer unadorned garments, eschewing possessions that would appear to indicate affluence or high social status, and are steadfast protectors of those that are faced with oppression and seemingly unrelenting misfortune.

TENETS OF THE MOUNTAIN

The tenets of the Oath of the Mountain can vary from monastery to monastery, but all the tenets are concerned about inward contemplation and self-mastery as a foundation for subduing the suffering of the world. Paladins that uphold these tenets are willing to stand fast against danger, thinking not of their own suffering as they attempt to improve the world.

Everything is a Journey. No endeavor undertaken is complete before it begins. You must be willing to travel down the path to reach your goals and to endure these sojourns for as long as it takes to complete them.

Suffering is Temporary. Pain and anguish are only a part of the path you trod. Finding the resolve to continue in spite of them is paramount to continuing your journeys through life.

The Mountain Does Not Move. Though it may stand alone, the mountain endures all things without changing. Be like the mountain, do not let the forces arrayed against you wear you down or move you off of your path.

The Earth Needs No Eyes. Sight is but one limited sense among many others and relying upon it leaves you blind to spiritual truths that the eye cannot see. Solitary meditation helps you transcend your mortal senses and experience the world as it truly is.

OATH SPELLS

You gain oath spells at the paladin levels listed

OATH OF THE MOUNTAIN SPELLS

Paladin Level	Spells
3rd	<i>earth tremor</i> ^{XGTE} , <i>heroism</i>
5th	<i>calm emotions</i> , <i>earthbind</i> ^{XGTE}
9th	<i>erupting earth</i> ^{XGTE} , <i>meld into stone</i>
13th	<i>stone shape</i> , <i>stoneskin</i>
17th	<i>commune with nature</i> , <i>transmute rock</i> ^{XGTE}

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Defiance of Stone. You can use your Channel Divinity to invoke the enduring spirit of the mountains to hold an ally steadfast against an oppressive force. When you or a willing ally within 30 feet of you that you can see would be moved or pushed by an effect, you can use your reaction to prevent the target from being moved by the effect. When you do, the target gains a bonus to its Strength and Constitution ability checks and saving throws equal to your Charisma modifier (minimum 1) until the start of its next turn.

Sendatsu. You can use your Channel Divinity to guide the minds of others, helping coax them out of effects that cloud their mind. As an action, you present your holy symbol and choose a number of creatures equal to your Charisma modifier (minimum 1) within 30 feet of you that can see and hear you. If a chosen creature is under a persistent effect causing it to be charmed or frightened, or under the effects of an enchantment or illusion spell, the target can repeat the initial saving throw against the effect with advantage, ending the effects on a successful saving throw.



BLESSING OF ENDURANCE

Starting at 7th level, your prayers can help bolster the resilience of your allies. As an action, you choose a willing creature within 30 feet of you that can hear you. That creature gains temporary hit points equal to $2d8 +$ your paladin level, and is immune to being knocked prone as long as the temporary hit points persist. If any of these temporary hit points remain after 1 minute has passed, they are lost.

Once you use this feature, you must finish a short or long rest before you can use it again.

At 18th level, the target gains temporary hit points equal to $4d8 +$ twice your paladin level, and you can use this feature twice between rests. You regain all of your expended uses when you finish a short or long rest.

INEXHAUSTIBLE SPIRIT

Beginning at 15th level, as an action, you can expend 10 hit points from your Lay on Hands pool to remove one level of exhaustion from a creature other than you that you touch.

Additionally, until you reach six levels of exhaustion, you ignore the effects of exhaustion.

ONE WITH THE EARTH

At 20th level, you can awaken a spiritual connection to the earth, taking on a rocky appearance and dominion over all beneath your feet.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You have tremorsense to a range of 30 feet.
- You can cast *earth tremor* as a bonus action without expending a spell slot.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: ASHIGARU

T'u Lung is far removed for the urban schools that train talented yojimbo, and its rampant corruption leaves communities vulnerable to exploitation by malicious forces. Often, the defense of a community falls to the strength of local rangers. For some brave men and women, the noble code of the samurai inspires their dedication to service. Lacking the resources for formal education, these ashigaru discard traditional notions about the impropriety of modern weapons and invest themselves in mastering the firearm.

This Ranger Archetype is designed to make use of the firearms described and listed on pages 267-8 of the *Dungeon Master's Guide*, but will also work perfectly well with more traditional ranged weapons like bows and crossbows.

GUN KATA

At 3rd level, you master the basic techniques of utilizing firearms in close combat, in addition to their intended long-range applications. You gain the following benefits:

- You gain proficiency with all firearms and improvised weapons.
- When you make a ranged weapon attack against creature within 20 feet of you, a hostile creature being

within 5 feet of you doesn't impose disadvantage on the attack roll.

- You can use Dexterity, instead of Strength, for the attack and damage rolls of your improvised weapon attacks and unarmed strikes, and you can roll a d4 in place of their normal damage. This die becomes a d6 when you reach 7th level in this class, and a d8 when you reach 15th level in this class.
- When you take the Attack action with an unarmed strike, improvised weapon, or ranged weapon on your turn, you can make an unarmed strike against the same target as a bonus action this turn.

BULLET TIME

By 7th level, your continued training in close-quarters combat has greatly honed your reaction time, allowing you to dodge assaults at the last possible second. When a creature you can see hits you with an attack, you can use your reaction to add your Wisdom modifier (minimum of 1) to your AC against the attack, potentially causing the attack to miss.

Additionally, when a creature you can see attempts to grapple you and succeeds, you can use your reaction to add your Wisdom modifier (minimum of 1) to the ability check you made to resist the grapple, potentially causing the creature's attempt to fail.

COUNTERSHOT

Starting at 11th level, when you cause an attack to miss or a grapple attempt to fail with your Bullet Time, you can make a weapon attack or unarmed strike as part of the same reaction.

Once you use this feature, you can't do so again until the start of your next turn.



ARMY OF ONE

At 15th level, your mastery of close combat has honed your battlefield awareness to incredible levels, allowing you to hold your own against large groups of foes. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use your *Bullet Time*, and you can't use it on the same turn that you take your normal reaction.

THE UA RANGER

If you're playtesting the *Unearthed Arcana* ranger, you can use this subclass with it if you make one addition: give it the *Extra Attack* feature.

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

ROGUE: SHINOBI

While many rogues have a reputation for self-interest, the shinobi does not aspire to material gain for its own sake. Instead, these insular zealots look to liberate the populace from the oppression of evil. They borrow religious knowledge from the traditions common throughout Kara-Tur to assemble piecemeal mystical practices that they pass from generation to generation within their secretive clans. Much of their ritual symbolizes the fundamental truth that all the forces of the universe are united against evil, and their fight against this evil often draws them far from their homelands and into the wider lands of Faerun.

As a shinobi, you are ever looking inward in an attempt to purify your heart and build a divine spark within you. You are comfortable striking out at evil from the shadows, for you know that it will not rest and it will not respect the dictates and laws of civilized society. Ultimately, you are willing to sacrifice yourself to advance the cause of your kin and clan as you look to purge evil wherever it may take root.



NINJA JUHAKKEI

When you choose this archetype at 3rd level, you learn the foundational arts of the shinobi, including specialized fighting techniques and unique skills. Your long and high jump distances are doubled, and you can hold your breath for a number of minutes equal to your Constitution score. You also learn the *control flame* cantrip. Charisma is your spellcasting ability for the spell.

Additionally, the dagger, handaxe, javelin, quarterstaff, sickle, spear, and longsword are considered ninjutsu weapons for you. You are proficient with ninjutsu weapons, and have advantage on ability checks you make to disguise or conceal them. While you wield a ninjutsu weapon in only one hand, its damage die becomes 1d6 (unless its normal damage die is higher), and you treat the weapon as though it has the finesse property. If you make a ranged weapon attack with a ninjutsu weapon that has the thrown property, it retains these benefits for the duration of the attack.

KUJI-IN

Also at 3rd level, you begin learning the sacred seals of the shinobi, combinations of quick prayers and deft hand gestures that unlock mystical power. You learn *Seal of the Oni's Mask*.

You learn additional seals when you reach certain levels in this class: *Seal of the Empty Vessel* at 7th level, *Seal of the Hidden Kingdom* at 13th level, and *Seal of the Rabbit Prince* at 19th level.

Spells you cast using your seals have a spell save DC equal to 8 + your proficiency bonus + your Charisma modifier, and don't require material components. Once you use one of your seals, you must finish a long rest before you can use that seal again.

Seal of the Oni's Mask. As a bonus action, you cast the *disguise self* spell. For the duration of the spell, you can change your appearance again using your action or bonus action.

Seal of the Empty Vessel. As an action, you cast the *spider climb* spell, targeting yourself. For the duration of the spell, your base walking speed increases by 10 feet.

Seal of the Hidden Kingdom. As an action, you cast the *invisibility* spell, targeting yourself. For 1 hour, you can cast the spell again, targeting yourself, as an action during each of your turns. If the spell is active at the end of the hour, the spell ends.

Seal of the Rabbit Prince. As a bonus action, you cast the *freedom of movement* spell, targeting yourself. For the duration of the spell, you can teleport up to 20 feet to an unoccupied space you can see as a bonus action during each of your turns.

RITUAL OFUDA

Starting at 9th level, your growing harmony with the universal forces of nature allows you to perform ancient shinobi rituals. You can cast the *animal messenger* and *water walk* spells as rituals. Charisma is your spellcasting ability for the spells.

Additionally, you can use a spell scroll if the spell it contains has the ritual tag, is on the cleric or druid spell list, and is of a level no greater than your rogue level divided by four. You can use the scroll only by casting its spell as a ritual, after which the spell scroll is destroyed.

ENDLESS FORMS

At 13th level, you can use your mystic insight to garb yourself in ever more elaborate illusions. When you use your *Seal of the Oni's Mask*, creatures have disadvantage on Intelligence (Investigation) checks they

make to discern that you are disguised, and you can use the spell to disguise yourself as a bird, squirrel, or other Tiny beast.

Additionally, you regain your use of Seal of the Oni's Mask when you finish a short or long rest.

SEISHINTEKI KYOYO

Starting at 17th level, you can tap into your profound spiritual awareness to momentarily transcend the limitations of reality. As an action, you pull shadow material from the outer realms, shaping it into two shadow clones of yourself, which appear in separate unoccupied spaces of your choice within 15 feet of you. The following rules apply to each of your shadow clones:

- It uses your statistics, but it has only 1 hit point and a hit point maximum of 1. It has the same equipment as you, though it has only mundane versions of any magic items and weapons you have in your possession.
- When it appears, you roll initiative for it, and it acts during its own turn.
- It acts according to your thoughts and intentions when it was created, following your alignment, though you can verbally instruct it to perform different tasks.
- It can use your racial traits and class features. If it uses such an ability that has a limited number of uses, the use of that trait or feature counts against your total uses of the ability.
- You can use your action to see through its eyes and hear what it hears until the beginning of your next turn. During this time, you are deaf and blind with regard to your own senses.
- When a creature you can see makes an attack roll against you or it, you can use your reaction to switch places with it, also switching the target of the attack. You must use your reaction this way before the DM declares whether the attack hits or misses.

Your shadow clones persist for 1 hour. A clone disappears early if it drops to 0 hit points, you use an action on your turn to dismiss your remaining shadow clones, or you become unconscious or die.

Once you use feature, you must finish a long rest before you can use it again.

SORCERER: KITSUNETSUKI

The reclusive and mischievous kitsune are the erstwhile servants of some divine powers, but most mortals see them as barely contained agents of terrible whimsy. Some mortals tempt fate, trying to curry the favor of these unpredictable creatures. On the island of Wa, the populace has an uncommonly close relationship with the spirits and will frequently attempt to gain power over a local kitsune. Usually the effort fails, but, when it succeeds, the kitsune is often obsessed with those that gain its attention.

Either you or someone in your family attempted to bargain with a kitsune. That spirit now attempts to aid those of your family lineage, but not always in expected ways. You show a particular affinity with this fox spirit, drawing magic from it as it forms an ever-deepening bond with your soul. As you grow in power, the line between you and the kitsune begins to blur. You pick up odd behaviors and superstitions, reminiscent of the quirks many associate with the kitsune. You might cover your head with a broad leaf or bundle of reeds before you use magic, or collect the skulls of dead creatures

you encounter and fashion them into masks that you wear beneath any illusions you weave. Legends say that those unfortunate souls so possessed eventually become indistinguishable from the legendary creatures that haunt them.

KITSUNEMOCHI

Starting at 1st level, the fox spirit that has focused its attention upon you enjoys playfully leaving odd gifts among your belongings. This spirit brings you two minor trinkets at the end of each long rest you take. Roll twice on the Trinkets table on page 160 of the *Player's Handbook* to determine these trinkets, which are left either among your possessions or in a small pile on the floor or ground nearby. Neither you nor your companions ever catch sight of the spirit when it brings these gifts to you, and you do not know how the kitsune obtained them; they may be items that the kitsune has had in its possession for decades, or they could be stolen from somewhere nearby. Each time the spirit brings new items, it takes back the ones it had left with you before.

KITSUNE-GAO

Also at 1st level, your features take on a subtly fox-like appearance, and you can use your action to magically assume the shape of a fox, or to transform from your fox shape back to your normal humanoid form. When you transform into a fox, your size becomes Small, but your other statistics remain unchanged. While in your fox shape, you have advantage on Dexterity (Stealth) checks, and you are proficient in your bite, which is a melee weapon that deals 1d4 piercing damage.

You are limited in the actions you can perform by the nature of your fox shape, and you can't speak. Once you reach 3rd level in this class, you have the Subtle Metamagic option while in your fox shape, even if you didn't gain it normally. You can cast spells in your fox shape, but only if you use Subtle Spell as part of casting them.

If you become unconscious or die while in your fox shape, you revert to your normal form.



KYŪBI NO KITSUNE

At 6th level, your fox shape gains four additional tails that are indicative of your growing power. You can cast *disguise self* at will, without expending a spell slot. When you do, you can make yourself appear as a creature of up to one size larger or smaller than you.

Additionally, you learn the *clairvoyance* and *detect thoughts* spells. Once you reach 9th level in this class, you also learn the *scrying* spell. Each of these spells counts as a sorcerer spell for you, and doesn't count against the number of sorcerer spells you know.

KITSUNEBI

At 14th level, your fox shape gains two more tails, and you become able to summon a kitsunebi, a yokai of oddly colored fire known for beguiling the unwary. You learn the *find familiar* spell. It counts as a sorcerer spell for you, and doesn't count against the number of sorcerer spells you know. When you cast it, you conjure a will-o'-wisp, instead of one of the normal forms for your familiar.

While your will-o'-wisp is within 5 feet of a creature, you can cast *charm person* targeting that creature at will without expending a spell slot, and you can cast *dominate person* targeting that creature without expending a spell slot.

Once you cast *dominate person* using this feature, you must finish a long rest before you can do so again.

TENKO

At 18th level, your fox shape gains two more tails, to a total of nine, and your awareness is imbued with a small measure of the omniscient knowledge of the kitsune. You gain truesight to a range of 120 feet.

WARLOCK: THE JOROGUMO QUEEN

Your patron is the matriarch or mother of a clutch of jorogumo, spider-like yokai that can take the form of beautiful women to ensnare and consume mortal prey. Stories of these beasts are abundant among the populace of Kara-Tur, though it is unclear whether they are entirely true or intended more as stories to prevent children from wandering away from their homes at night. It appears that these creatures do exist, despite the lack of certainty regarding the veracity of these tales, and when these queens are entreated by aspiring warlocks, they usually feast upon their supplicants. However, they may grant their boon when feeling particularly satiated, or on a whim to an especially hideous petitioner who would be eternally grateful and loyal, who would seek out exotic meals for the queen to enjoy. When warlocks make a pact with a jorogumo queen, they are imbued with the abilities and unnatural beauty of the jorogumo, leading many to make the mistake of thinking the dangers worth the risk. Due to the unpredictable nature of jorogumo queen pacts, though, they are far rarer than those of patrons that actively seek servants, but tend to be more intimate in nature.

Most jorogumo keep their true identities hidden behind the beautiful faces they wear to ensnare their victims, but there is one whose name appears many times throughout history - Lolth, she who rose to be the goddess of spiders and of the dark elves. She enters into pacts only with drow, and instead of eating those who displease her or break her trust, she transforms them into driders, hideous monstrosities that will mindlessly carry out her will.

EXPANDED SPELL LIST

The Jorogumo Queen 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.

JOROGUMO QUEEN EXPANDED SPELLS

Spell Level	Spells
1st	<i>command</i> , <i>ray of sickness</i>
2nd	<i>Nystul's magic aura</i> , <i>web</i>
3rd	<i>bestow curse</i> , <i>nondetection</i>
4th	<i>compulsion</i> , <i>staggering smite</i>
5th	<i>dominate person</i> , <i>geas</i>

SPIDER QUEEN'S SERVITOR

At 1st level, your patron grants you the monstrous transformation of the jorogumo. As an action, your legs magically transform into the body and eight spindly legs of a giant spider; your teeth become venomous fangs, and you gain the following benefits:

- Your AC can't be less than 11 + your Charisma modifier, regardless of what kind of armor, if any, you're wearing.
- You have a climbing speed equal to your base walking speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You ignore movement restrictions caused by webbing. While you are in contact with a web, you know the exact location of any other creature in contact with the same web.



- You can use your action to make a special bite attack. You are proficient with your bite, which counts as a magical melee weapon that deals 1d6 piercing damage, and you use your choice of Strength or Dexterity for its attack and damage rolls. When you hit a creature with this bite, it must succeed on a Constitution saving throw against your spell save DC or take 1d6 poison damage. Both damage rolls increase by 1d6 when you reach certain levels in this class: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

You can revert to your normal form by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

VENOMOUS SEDUCTION

At 6th level, your patron teaches you how to manifest the seductive magics of the jorogumo, allowing you to enthrall creatures with your beauty. As an action, choose a creature within 30 feet of you that you can see and that can see you. That creature must succeed on a Wisdom saving throw or become charmed by you for 1 minute. While charmed this way, it gains vulnerability to poison and psychic damage, unless it is immune to the damage type. The condition ends on the creature if it takes damage from you or your allies, or if you use this feature again.

Once you target a creature with this feature, you can't do so again until you finish a long rest.

ARACHNOID FORTITUDE

At 10th level, you become immune to poison damage and the poisoned condition.

Additionally, your jorogumo form develops iron-hard chitin on its legs and thorax. While in your jorogumo form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

KISS OF DEATH

Starting at 14th level, you can channel a jorogumo's malevolent and seductive magics into a lethal kiss. As an action, you touch a creature within your reach. The target must make a Constitution saving throw against your spell save DC. A creature charmed by you has disadvantage on this saving throw. The creature takes 12d10 poison or psychic damage (your choice each time you use this feature) on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, you feast on the target's life force, regaining hit points equal to half the damage dealt.

Once you use this feature, you must finish a long rest before you can do so again.

WIZARD: BRAHMIN

For most wizards, their arcane pursuits are a means to their own power. Brahmin forsake this selfish ideology and instead view their mastery of esoteric arts as a pursuit of enlightenment that will be available to all once they have perfected their craft and honed their knowledge. The tradition was once spread across the whole of Shou Lung, but when the Path of Enlightenment was declared to be the only official religion of the nation, these wizards fled to the mountainous lands that would become the nation of Tabot. As one of these legendary teachers, you take great pleasure in demonstrating your accumulated knowledge to others. You surround yourself with pupils, whether your students realize it or not, and you attempt to work

with them to align their perspective with your own - knowing that the universe will free you from its shackles.

CHRONICLE OF KNOWLEDGE

Starting when you choose this tradition at 2nd level, you learn to use the tools of writing and language to transmit and preserve your arcane knowledge. You gain proficiency with calligrapher's supplies.

You can use calligrapher's supplies to create spell scrolls. At the end of a short or long rest, you can spend 10 minutes and expend 10 gp worth of parchment, quill, and ink to create a spell scroll containing one spell you choose from your spellbook. You then expend a spell slot equal to the spell's level to imbue the scroll with the spell's magic. Until the scroll is destroyed, you can't regain the spell slot that was used to create it. A spell scroll you create uses the spell save DC and spell attack bonus for its level as listed in the Spell Scroll table (see page 200 of the *Dungeon Master's Guide*).

Additionally, you can cast a spell from a spell scroll as though it is a wizard spell you have prepared, even if it isn't on the wizard spell list. To do so, you expend a spell slot, as normal. When you cast the spell this way, the scroll isn't destroyed after the spell is cast.

Once you reach 10th level in this class, you can use your spell attack modifier and spell save DC in place of those normally used for a spell scroll you use.

MYSTIC GURU

Also beginning at 2nd level, you can annotate spell scrolls with short aphorisms, parables, or diagrams and use these to teach others how to cast written spells. Over the course of 1 hour, you can teach a creature of your choice the techniques required to use one specific spell scroll that contains a spell on the wizard spell list. A creature can't learn to use a scroll that contains a spell of a level greater than half its level. Teaching a creature this way counts as light activity.

While a creature is in possession of a scroll you've taught it to use, it can use its action to use the scroll, casting the scroll's spell without providing any of the spell's components or making a spellcasting ability check, even if the spell isn't on the creature's class spell list or the spell is of a higher level than the creature can normally cast.

A creature can only be taught how to use one spell scroll at a time. Once you teach a creature this way, you must finish a short or long rest before you can teach another creature.

OPPORTUNISTIC TUTOR

Beginning at 6th level, you learn to quickly instruct even novices in the esoteric art of casting spells that you know. As an action, choose a friendly creature within 60 feet of you that you can see and that can hear you. If that creature uses its reaction to channel your arcane energy, you cast a spell you have prepared with a casting time of 1 action from the creature's space.

If the spell has somatic or verbal components, both you and the chosen creature must be physically capable of performing them. If the spell you cast this way requires concentration, the chosen creature maintains concentration on the spell as though it had cast it, and uses your spell attack bonus and spell save DC for the for any action or saving throw required for the spell for its duration.

Once you use this feature, you must finish a short or long rest before you can use it again.

LEARN FROM FAILURE

Starting at 10th level, you can use failure as a teachable moment. When you or an ally you can see misses with an attack roll or fails a saving throw or ability check, you can use your reaction to grant the target a +10 bonus to their next roll of the same type within the next 24 hours. For example, if the creature failed a saving throw, it gains the bonus to the next saving throw it makes.

Once you use this feature on a creature, that creature can't benefit from it again until it finishes a long rest, which it uses to reflect on the lesson.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), and regain all of your expended uses when you finish a long rest.

FINAL LESSON

When you reach 14th level, you learn how to demonstrate that death is not the end of existence. When a creature within 60 feet of you that you can see is reduced to 0 hit points, you can use your reaction to transform the target into a being of spirit energy. The creature does not fall unconscious, and can continue fighting. While transformed, the creature gains the following traits:

- It can't regain hit points or gain temporary hit points.
- It can move through objects and other creatures as if they were difficult terrain. It automatically fails a death saving throw if it ends its turn inside an object. It otherwise doesn't make death saving throws at the start of each of its turns.
- The creature can see 60 feet into the Ethereal Plane.
- The creature is immune to all damage. Whenever this immunity prevents damage, you must make a Constitution saving throw to maintain your concentration, as though you had taken the damage.

The transformation lasts for 1 minute, or until you lose concentration (as though concentrating on a spell). When the transformation ends, the creature reverts to its normal form and falls unconscious in its current space, continuing to make death saving throws, as normal. Once you use this feature, you can't do so again until you finish a long rest.



CHAPTER 3: THE YOJIMBO CLASS

WHILE MANY OF KARA-TUR'S NATIVE adventurers practice skills and spellcasting in a fundamentally similar way to those of Faerun, there exists a class of adventurers in Kara-Tur that engages in an entirely different tradition: the yojimbo. These wandering warriors, famed for their dynamic martial style and their ability to control their inner spiritual balance, have become a cultural touchstone of the region, and the source of much of Kara-Tur's acclaim.

YOJIMBO

A half-elf stands in her standard fighting stance, katana wielded in both hands, staring down a charging centaur, his lance aimed straight for her heart. She widens her stance and raises her katana above her head, stilling her breathing, waiting for her opportunity. With an expelled breath, she parries the lance and knocks the centaur from his feet in one fluid motion of her blade.

A dragonborn and his adventuring party stare into the sky at the enormous roc that could plunge down on them at any moment. The dragonborn channels his energy, a white glow suffusing him and his allies, granting each of them just enough speed to avoid the roc's first plunge. With an indrawn breath, the dragonborn redirects his energy to his naginata, enshrouding the blade in a black aura. He expels his breath with a mighty slash, launching an arc of the violent energy at the roc, causing it to come crashing to the ground.

An enormous boulder comes crashing down the tunnel at a human. She plants her feet, yelling at her wards to get behind her. Just as the boulder is about to hit her, she strikes her hands forward, cancelling the boulder's momentum and bringing it to a harmless stop.

Each of these heroes exemplifies a yojimbo, a heavily armored, heavily trained warrior practiced in many fighting stances and spiritual energy, keeping balance in themselves so that they may access the powers of both harmony and violence. Yojimbo have a stance for nearly every combat situation, and will bring all of them to bear if their wards are threatened.

HONOR & SERVICE

The culture of the yojimbo is deeply linked to the ideals of honor and service. If they do not serve a master or lord, a yojimbo is often a wandering servant of the people - a protector, mediator, and guide. For this reason, most yojimbo tend to be good-aligned, if not also lawful. Each yojimbo tends to have their own code of honor that they swear never to break, a code that serves to benefit the many over the few.

However, some yojimbo decide to cast off these archaic traditions, instead adventuring to gain fame and power for themselves and their masters. These yojimbo tend to challenge other warriors on sight, aiming to slay these opponents to spread word of their deadly skills. These yojimbo tend to laugh in the face of honor, and the idea of sacrificing one's own well-being for that of others.





BALANCING ACT

All yojimbo, no matter their origins or ideals, master the ability to control their spiritual balance. For most creatures, spiritual balance is a never-ending struggle between the forces of harmony and violence, mercy and wrath, life and death, positive and negative. Yojimbo, through meditation, learn to control their spiritual energies, and can use them to exert their will on aspects of the physical world. To best harness their spiritual power, yojimbo master martial stances that allow for the channeling of this energy for specific effects.

CREATING A YOJIMBO

As you build your yojimbo, it's important to consider who you serve. Are you a member of a lord's army or personal guard? Do you serve an ancient master like a dragon or ki-rin? Do you feel your services belong to a single individual, or to all of the people of the land? Or do you choose to serve no master, a ronin whose only responsibility is to yourself?

Once you decide who you serve, if anyone, think about how you came to be in that position. Did you impress one of the lords of Shou Lung with your valor and heroism when he was attacked while visiting your village? Did you grow up in a family that has served one of the feudal lords of T'u Lung for a hundred generations? Did you brave the dangers of Malatra hoping to seek out a ki-rin and learn its mystical ways? If you are a ronin, what drove you to the decision that you would serve no master save for yourself?

THE YOJIMBO

Level	Proficiency Bonus	Stances Known	Balance Points	Features
1st	+2	2	—	Kamae, Heiho
2nd	+2	2	2	Seishen, Fighting Style
3rd	+2	3	2	Bushido Code
4th	+2	3	3	Ability Score Improvement
5th	+3	3	3	Extra Attack, Torekka
6th	+3	4	4	Junbi
7th	+3	4	4	Bushido Code Feature
8th	+3	4	5	Ability Score Improvement
9th	+4	4	5	Hansha
10th	+4	5	6	—
11th	+4	5	6	Kinben, Junbi (two uses)
12th	+4	5	7	Ability Score Improvement
13th	+5	5	7	Bushido Code Feature
14th	+5	6	8	Kamae Kodona
15th	+5	6	8	Extra Attack (2)
16th	+5	6	8	Ability Score Improvement
17th	+6	6	9	Junbi (three uses)
18th	+6	7	9	Bushido Code Feature, Ishiki
19th	+6	7	9	Ability Score Improvement
20th	+6	7	10	Kanpeki

QUICK BUILD

You can make a yojimbo quickly by following these suggestions. First, make Strength your highest ability score, followed by Wisdom and then by Constitution. Second, choose the knight (variant of noble) or soldier background. Third, choose *Arashi Stance* and *Sukochi Stance* as your first two stances, or choose *Nitoryu Stance* instead of *Sukochi Stance* if you plan to dual wield.

CLASS FEATURES

As a yojimbo, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per yojimbo level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per yojimbo level after 1st

PROFICIENCIES

Armor: All armor

Weapons: Simple weapons, martial weapons

Tools: Calligrapher's supplies

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Persuasion, and Survival

EQUIPMENT

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

- (a) chain mail or (b) scale mail
- (a) four javelins or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Calligrapher's supplies and two martial weapons of your choice

KAMAE

As a yojimbo, you've learned battle stances you deftly switch between to combat a great range of situations and foes. You learn two basic stances of your choice, detailed at the end of the class description. You can enter a stance as a bonus action. If you do, you gain the effects of that stance until the beginning of your next turn.

Some of your stances require your target to make a saving throw to resist the stance's effects. The saving throw DC is calculated as follows:

$$\text{Stance save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

When you gain certain yojimbo levels, you learn additional basic stances of your choice, as shown in the Stances Known column of the Yojimbo table. Additionally, when you learn a new stance, you can replace one of the stances you know with a different basic stance.

HEIHO

You know Heiho, a secret method of communication used by yojimbo. In it, you hide messages in detailed paintings, which you can paint using calligrapher's supplies. You and others who know Heiho automatically spot such messages. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

SEISHEN

At 2nd level, you learn to control and utilize your spiritual balance, attuning yourself to the forces of life and death, harmony and violence, positive and negative, yang and yin. This attunement presents itself as balance points. You gain 2 balance points, which come in two forms: positive and negative. Positive balance points represent the powers of health and tranquility, while negative balance points represent the powers of death and violence. When you gain this feature, and whenever you finish a short or long rest, you choose how many of your available balance points are positive, and how many are negative.

You can use your balance points to empower your stances as described in each stance. When you enter a stance, you can choose to spend 1 positive balance point for its Positive Channel, 1 negative balance point for its Negative Channel, or both. You regain all of your expended balance points when you finish a short or long rest.

When you gain certain yojimbo levels, you gain additional balance points, as shown in the Balance Points column of the Yojimbo table. You can never have more balance points than is shown on the table for your level.

FIGHTING STYLE

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

DEFENSE

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

DUELING

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

GREAT WEAPON FIGHTING

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

TWO-WEAPON FIGHTING

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

BUSHIDO CODE

When you reach 3rd level, you make a lifelong commitment to follow a code: the Code of Kyudo, the Code of the Hebi, the Code of the Ki-rin, the Code of the Oni, the Code of the Ronin, the Code of Tosotsu, or the Code of Yosa, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 13th, and 18th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

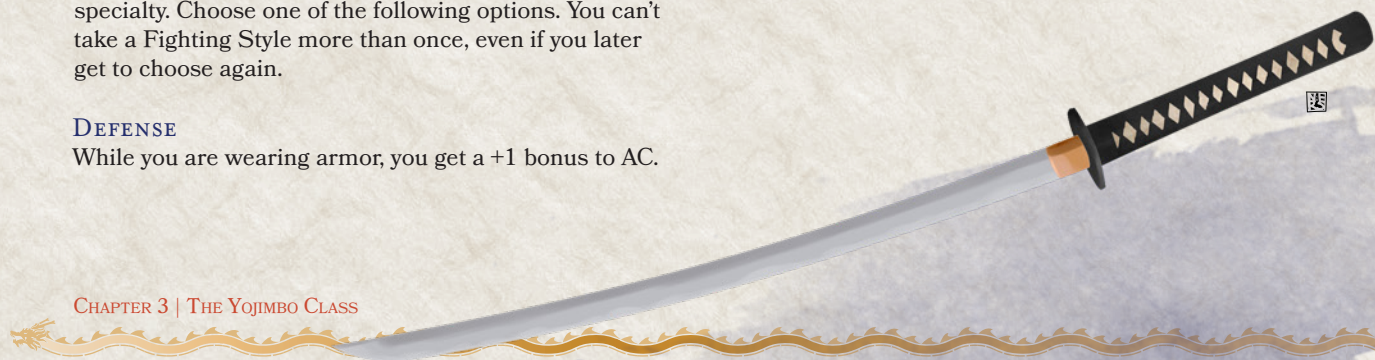
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 15th level in this class.

TOREKKA

By 5th level, your extensive traveling throughout many lands has taught you to use your balance points to connect with new lands and their peoples. You gain the following benefits:

- As an action, you can touch a willing creature and spend 1 balance point to learn to speak a language of your choice that creature speaks. You know this language until you use this ability again, or you become unconscious or die.
- As an action, you can spend 1 balance point to give yourself supernatural awareness of the surrounding landscape. For 1 hour, you can't become lost except by magical means, and difficult terrain doesn't slow your group's travel.



JUNBI

At 6th level, you learn to regain some of your balance points through brief meditation. At the start of your turn, you can choose to spend your turn in intense concentration. When you do, you can't move, speak, or take any actions or reactions until the start of your next turn, or until you lose concentration (as though concentrating on a spell). If you maintain concentration this way until the start of your next turn, you regain a number of your expended balance points, choosing how many are positive and how many are negative, equal to half your balance point maximum.

You can't use this feature if you're unconscious at the start of your turn.

Once you regain balance points this way, you must finish a long rest before you can use this feature again. You can regain balance points using this feature twice per day beginning at 11th level, and three times per day beginning at 17th level. When you finish a long rest, you regain all of your expended uses.

HANSHA

At 9th level, you gain proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

KINBEN

Starting at 11th level, you learn to focus your spiritual energies on singular enemies, heightening your awareness of the target and devastating it with repeated strikes. When you hit a creature with a melee weapon attack, you can spend 1 balance point to mark the target with spiritual energy until the end of your next turn. For the duration, you are able to perceive the target as if you had truesight to a range of 60 feet, it can't become hidden from you while within 60 feet of you, and your melee weapon attacks against it deal an additional 1d6 force damage.

KAMAE KODONA

By 14th level, you've gained enough spiritual power through your commitment to your code that you have mastered the ability to enter stances requiring extraordinary discipline and control. Whenever you would learn a new basic stance, you can instead learn an advanced stance of your choice, detailed at the end of the class description.

ISHIKI

Beginning at 18th level, while you maintain concentration on your Junbi, you have blindsight and truesight to a range of 60 feet. If you maintain concentration on it until the start of your next turn, you can choose any number of creatures within 60 feet of you, spending 1 balance point for each chosen creature. You gain the benefits of your Kinben against each of the chosen creatures for 1 minute.

KANPEKI

At 20th level, whenever you enter a basic stance, you can use either its Positive or Negative Channel without

spending a balance point. You can still use the other by spending a corresponding balance point, as normal.

BUSHIDO CODES

A yojimbo's Bushido Code literally represents their way of life. It affects how they interact with the world, both spiritually and in combat. The Bushido Codes affect the spiritual path a yojimbo ultimately follows, and thereby their destiny.

CODE OF KYUDO

Yojimbo that commit to the Code of Kyudo seek to become the ultimate immovable defenders of their allies and homes. They focus their martial and spiritual training on utilizing yumi, bows of enormous size and draw strength, to break sieges and cripple enemy forces with precise shots and devastating missile barrages.

YUMI

Yumi are a rare type of ranged weapon that are abnormally large, and require special training to use effectively due to their extraordinary draw strength. Each one is designed specially to match the height of its intended owner.

Cost: 100 gp

Damage: 1d10

Weight: 3 lb.

Properties: Ammunition (range 150/600), heavy, special, two-handed

Special Properties

Yumi. You use Strength, instead of Dexterity, for the attack and damage rolls of ranged weapon attacks using yumi. When you make a ranged weapon attack with a yumi, if you've already used any of your movement this turn, you make the attack roll with disadvantage.



KYUDO FLEXIBILITY

When you commit to this code at 3rd level, you gain the ability to use yumi (see the “Yumi” sidebar) as melee weapons with the heavy and two-handed properties. When you use it as a melee weapon, it deals 1d8 bludgeoning damage.

YUMI KAMAE

Also starting at 3rd level, ranged weapon attacks you make with a yumi count as melee weapon attacks for the purpose of your stances and yojimbo class features.

SPIRITUAL SNIPER

Starting at 7th level, you can use your spiritual power to help your arrows find their targets. When you make a ranged weapon attack with a yumi, you can spend 1 balance point to give yourself advantage on the attack roll.

COMPANY OF ONE

Beginning at 13th level, you can use your spiritual power to fire a large number of arrows simultaneously. As an action, you can cast *conjure barrage*. Wisdom is your spellcasting ability for the spell.

Once you cast the spell this way, you must finish a short or long rest before you can do so again. Alternatively, you can cast the spell this way again by spending 3 balance points.

STANCE OF THE ARCHER

When you reach 18th level, you gain the advanced stance *Ite Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Ite Stance. When you make a ranged weapon attack, it doesn't require ammunition, and the weapon's short range is doubled.

Additionally, as an action, you can spend 5 balance points to make a ranged weapon attack against any number of creatures you can see within the short range of a ranged weapon you're holding. Make a single attack roll, which is applied to each target. On a hit, a creature has disadvantage on the first attack roll it makes before the start of your next turn.

CODE OF THE HEBI

Yojimbo that commit to the Code of the Hebi choose to search for dragons in order to learn to better channel their negative energies. These yojimbo tend to actively seek combat to test their skills and power.

SERPENT'S TONGUE

At 3rd level, you learn to speak, read, and write Draconic. If you already know it, you instead learn another language of your choice.

NEGATIVE CONVERSION

Also when you commit to this code at 3rd level, you gain the ability to alter the spiritual energy of your balance points. Whenever a feature or Negative Channel would require you to spend a negative balance point, you can choose to spend a positive balance point instead.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all of your expended uses when you finish a long rest.

DRACONIC STRIKE

Starting at 7th level, when you hit a creature with a melee weapon attack, you can choose for the weapon to deal acid, cold, fire, lightning, or poison damage, instead of its normal damage type. When you do, you can spend any number of your remaining negative balance points to cause the attack to deal an extra 1d6 damage of the same type per expended balance point.

EXPOSE WEAKNESS

Beginning at 13th level, your negative spirituality allows you to create weaknesses in your enemies using your draconic power. As a bonus action on your turn, you can cast *elemental bane* ^{XGTE}. Wisdom is your spellcasting ability for the spell. When you cast the spell this way, you can choose poison, in addition to the other damage types the spell allows you to choose.

Once you cast the spell this way, you must finish a long rest before you can do so again.

STANCE OF THE DRAGON

When you reach 18th level, you gain the advanced stance *Hiryō Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Hiryō Stance. When you would deal acid, cold, fire, lightning, or poison damage to a creature immune to one or more of those damage types, the creature instead takes half as much damage.

Additionally, as an action, you can spend 5 balance points to unleash a storm of draconic power. Each creature of your choice within 30 feet of you must make a Dexterity or Constitution saving throw, taking 8d6 acid, cold, fire, lightning, or poison damage on a failed save, or half as much on a successful one. You choose the saving throw and damage type each time you use this ability.



CODE OF THE KI-RIN

Yojimbo that commit to the Code of the Ki-rin seek to learn magic from one of the benevolent ki-rin. These large and gentle creatures gallop through the sky on the clouds, watching over innocents and granting boons to the kind and hardworking. However, they can be a terrible force to behold if angered, using fire, storms, and light itself to rain vengeance down upon evildoers.

KI-RIN'S TONGUE

At 3rd level, you learn to speak, read, and write Celestial. If you already know it, you instead learn another language of your choice.

DISCIPLE OF THE GREAT MASTER

Also when you commit to this code at 3rd level, you learn magical disciplines using powers granted by your ki-rin teacher. A discipline requires you to spend balance points each time you use it.

You know the Spiritual Attunement discipline and one other spiritual discipline of your choice, which are detailed in the “Spiritual Disciplines” section below. You learn an additional spiritual discipline of your choice at 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level.

Whenever you gain a level in this class, you can replace one spiritual discipline you know with a different discipline.

Casting Spiritual Spells. Some spiritual disciplines allow you to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Wisdom is your spellcasting ability for your spiritual discipline spells.

Once you reach 7th level in this class, you can spend additional balance points to increase the level of a spiritual discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *thunderwave* does. The spell's level increases by 1 for each additional balance point you spend. For example, if you are a 7th-level yojimbo and use Ki-rin's Roar to cast *thunderwave*, you can spend 3 balance points to cast it as a 2nd-level spell (the discipline's base cost of 2 balance points plus 1).

The maximum number of balance points you can spend to cast a spell this way (including its base balance point cost and any additional balance points you spend to increase its level) is determined by your yojimbo level, as shown in the Spells and Balance Points table.

SPELLS AND BALANCE POINTS

Yojimbo Levels	Maximum Balance Points for a Spell
7th-12th	3
13th-18th	4
19th-20th	5

CELESTIAL EMISSARY

Starting at 7th level, whenever you make a Charisma check when interacting with celestials, you can add half your proficiency bonus to the ability check if it doesn't already include your proficiency bonus, or your proficiency bonus is doubled if it applies to the check.

SIGNATURE DISCIPLINE

At 13th level, choose one of the disciplines you know. It costs you 1 fewer balance point to use that discipline. You can't replace the chosen discipline with a new discipline when you gain a level in this class.

STANCE OF THE MYTHIC

When you reach 18th level, you gain the advanced stance *Majutsu Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Majutsu Stance. You gain a +1 bonus to the attack and damage rolls, as well as to the spell save DC, of your discipline spells.

Additionally, as an action, you can spend 5 balance points to immediately use up to three different spiritual disciplines you know with a combined cost no greater than 6. This total cost includes spending additional balance points to increase the level of spiritual discipline spells, and you ignore the Maximum Balance Points for a Spell column of the Spells and Balance Points table when casting a discipline spell this way. If you cast only a single discipline spell when you use your action this way, the spell lasts its full duration without requiring you to maintain concentration, and you can't enter this stance again until the spell ends. You also can't cast that spiritual discipline spell again until you finish a long rest.

SPIRITUAL DISCIPLINES

The spiritual disciplines are presented in the order of level requirement, and in alphabetical order within those categories. If a discipline requires a level, you must be at least that level in this class to learn the discipline.

Avenging Flame. You can spend 1 balance point to cast *green flame blade* ^{SCAG}.

Energy Redirection. You can spend 2 balance points to cast *absorb elements* ^{XGTE}.

Guiding Light. You can spend 2 balance points to cast *faerie fire*.

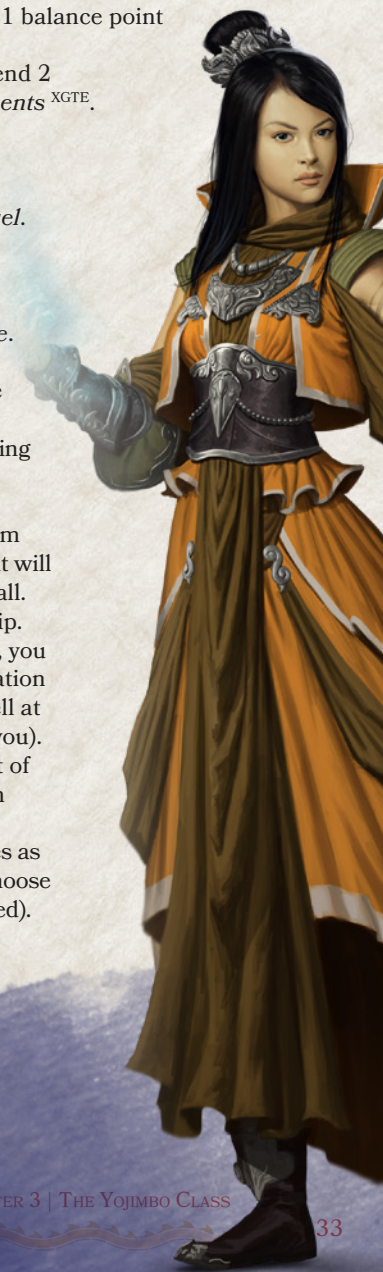
Honor Binding. You can spend 1 balance point to cast *compelled duel*.

Ki-rin's Favor. You can spend 2 balance points to cast *sanctuary*.

Ki-rin's Roar. You can spend 2 balance points to cast *thunderwave*.

Spiritual Attunement. You can use your action to briefly control the elements over which a ki-rin has dominion, causing one of the following effects of your choice:

- You summon a small thunderstorm directly overhead. If you choose, it will rain lightly, but no lightning will fall.
- You cast the *dancing lights* cantrip. When you cast the spell this way, you don't need to maintain concentration on the spell. You can end the spell at any time (no action required by you).
- You can cause smoke to filter out of your nostrils and mouth, through which you can breathe normally.
- Your voice booms up to three times as loudly for one hour, or until you choose to end the effect (no action required).



Thunderous Strike. You can spend 1 balance point to cast *booming blade* ^{SCAG}.

Blessed Weapon (7th Level Required). You can spend 3 balance points to cast *magic weapon*.

Celestial Steed (7th Level Required). You can spend 2 balance points to cast *find steed*. Its type is celestial.

Cloud Calligraphy (7th Level Required). You can spend 3 balance points to cast *skywrite* ^{XGTE}.

Revealing Strike (7th Level Required). You can spend 3 balance point to cast *branding smite*.

Second Sun (7th Level Required). You can spend 3 balance points to cast *flaming sphere*.

Undying Flame (7th Level Required). You can spend 2 balance points to cast *continual flame*.

Cloudwalk (13th Level Required). You can spend 4 balance points to cast *fly*.

Imbued Weapon (13th Level Required). You can spend 4 balance points to cast *elemental weapon*. When you do, you choose from the following damage types: fire, lightning, radiant, or thunder.

Ki-rin's Fury (13th Level Required). You can spend 4 balance points to cast *lightning bolt*.

Rising Sun (13th Level Required). You can spend 3 balance points to cast *daylight*.

Thunderous Advance (13th Level Required). You can spend 4 balance points to cast *thunder step* ^{XGTE}.

Ki-rin's Aegis (19th Level Required). You can spend 5 balance points to cast *fire shield*.

Ki-rin's Judgment (19th Level Required). You can spend 5 balance points to cast *elemental bane* ^{XGTE}. When you do, you choose from the following damage types: fire, lightning, radiant, or thunder.

Ki-rin Steed (19th Level Required). You can spend 5 balance points to cast *find greater steed* ^{XGTE}. Its type is celestial.

Ki-rin's Vengeance (19th Level Required). You can spend 5 balance points to cast *storm sphere* ^{XGTE}.

CODE OF THE ONI

Yojimbo that commit to the Code of the Oni choose to have a fiend sealed inside of their souls. Some yojimbo choose to become a demon's prison, preventing it from unleashing destruction and mayhem. Others just want to be able to tap into a devil's power to fuel their own dark ambitions. Either way, the yojimbo who commit to this path can draw strength from and use some of the fiend's dark magic.

ONI'S TONGUE

At 3rd level, you learn to speak, read, and write either Abyssal or Infernal, your choice. If you already know both languages, you instead learn another language of your choice.

DEMONIC WEAPON

Also starting when you commit to this code at 3rd level, you can bind your inner demon's power to weapons. You can perform a ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and bind it to your soul, as well as the demon inside it, forging a pathway through which you can access the demon's power.

Once you have bonded a weapon to yourself, it takes on fiendish physical attributes, and may partly fuse to your hand when you wield it. Your demonic weapon is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks

and damage. You can't be disarmed of it unless you are incapacitated. If the weapon is ever farther than 20 feet from you, it magically teleports into your space, provided it is on the same plane of existence as you.

You can have only one demonic weapon. If you attempt to perform the ritual to make another weapon your demonic weapon, you must break your bond with your previous demonic weapon, destroying it if its original form was nonmagical.



INFERNAL TRANSFORMATION

At 7th level, you gain the ability to draw deeply from your inner demon's power, so deeply that your body begins taking on aspects of the demon's physical form. As a bonus action while you're holding your demonic weapon, you can spend 3 negative balance points to draw on the demon's power and transform into this hybrid state. While transformed this way, you gain the following traits and benefits:

- You count as a fiend, in addition to your other creature types.
- You gain darkvision to a range of 60 feet. Magical darkness doesn't impede your darkvision.
- At the start of each of your turns, you gain temporary hit points equal to half your yojimbo level. You lose any remaining temporary hit points when your transformation expires.
- When you enter a stance, you can use its Negative Channel without spending a negative balance point.
- Your demonic weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. This bonus increases to +2 at 13th level, and to +3 at 18th level. If this ability grants a bonus higher than that of a magical demonic weapon, you can use this bonus instead.
- At the start of each of your turns, if you took damage to your hit points (not temporary hit points) since the beginning of your last turn, you must succeed on a DC 10 Wisdom saving throw or temporarily lose yourself to your inner demon's rage. On a failure, you spend your turn moving toward the nearest creature to you and taking the Attack action with your demonic weapon against it if it's within range, and then immediately end your turn. Each time you succeed on this saving throw, its DC increases by 5. The DC resets to 10 if you fail the saving throw, if the transformation ends, or if you reduce a hostile creature to 0 hit points.

The transformation lasts 1 minute. It ends early if you are knocked unconscious, if your demonic weapon leaves your hand, or if your turn ends and you haven't attacked a creature since your last turn or taken damage since then. You can also end the transformation on your turn as a bonus action.

DREAD SUMMONING

Starting at 13th level, your access to demonic power allows you to call fiends to your side in battle. As an action, you can cast *summon greater demon* ^{XGTE}. Wisdom is your spellcasting ability for the spell. While in your Infernal Transformation, the demon automatically fails Charisma saving throws it makes to escape your control.

Once you cast the spell this way, you must finish a long rest before you can do so again.

STANCE OF THE DEMON

When you reach 18th level, you gain the advanced stance *Akuma Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Akuma Stance. Bludgeoning, piercing, and slashing damage you take from nonmagical weapons that aren't silvered is reduced by your Wisdom modifier (minimum 1).

Additionally, when you enter this stance, you can spend 5 balance points to transform into a fully demonic form, taking on the full appearance of your inner demon,

though at your normal size. While in this form, you gain all of the traits and benefits of being in your Infernal Transformation, with the following additional benefits:

- You have resistance to cold, fire, necrotic, and poison damage.
- You can choose to automatically succeed on one Wisdom saving throw you make to avoid losing yourself to your inner demon's anger. You can choose to do so before or after you roll.
- When you reduce a creature to 0 hit points with your demonic weapon, you regain 1 negative balance point.

The transformation lasts 1 minute. It ends early if you are knocked unconscious or die, or if you choose to end it as an action on your turn.

CODE OF THE RONIN

Yojimbo that commit to the Code of the Ronin choose a life of solitude and self-reliance over committing to serve a group of people or a ruler. These yojimbo spend their solitude training not their spirituality, but their bodies and martial techniques.

SOLITUDE TRAINING

At 3rd level, you gain proficiency in the Perception or Survival skill, your choice. If you are already proficient in both skills, you instead learn a language of your choice.

HONED EDGE

Also starting when you commit to this code at 3rd level, your melee weapon attacks score a critical hit on a roll of 19 or 20.

STRENGTH OF WILL

Beginning at 7th level, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



Additionally, when you make a saving throw or ability check to resist or escape being grappled or restrained, you can use your reaction and spend 2 balance points to gain advantage on the roll.

SELF RELIANCE

Starting at 13th level, you can use your spiritual power to greatly improve your physical and mental abilities. As an action, you can cast *enhance ability*, targeting yourself. Wisdom is your spellcasting ability for the spell.

You can cast the spell this way a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses when you finish a long rest.

STANCE OF THE ASCETIC

When you reach 18th level, you gain the advanced stance *Anju Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Anju Stance. Your melee weapon attacks score a critical hit on a roll of 18-20.

Additionally, when you enter this stance, you can spend 5 balance points to make a melee weapon attack against any number of creatures within 10 feet of you as part of the bonus action, with a separate attack roll for each target.

CODE OF TOSOTSU

Most yojimbo commit to the Code of Tosotsu, a dedication to being a leader of the people. These yojimbo maintain spiritual balance in themselves so they can best maintain it in others, and, through their belief in structure, often pledge themselves to the ruler of their land. Fiercely loyal and trained to lead armies, yojimbo of this code follow the ideal of “Many blades, one will.”

LEADERSHIP TRAINING

At 3rd level, you gain proficiency in the History or Persuasion skill, your choice. If you are already proficient in both skills, you instead learn a language of your choice.

BALANCING BREATH

Also starting when you commit to this code at 3rd level, you can change your spiritual balance through brief breathing exercises. As an action, you can rebalance your spirituality. Your positive balance points become negative balance points, and your negative balance points become positive balance points.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all of your expended uses when you finish a long rest.

COMMANDING WILL

Beginning at 7th level, you can cow your enemies with your spiritual power. As an action, you can spend 1 positive balance point and 1 negative balance point to focus your will on your enemies. All enemies in a 30-foot cone in front of you that can see or hear you must succeed on a Wisdom saving throw against your stance save DC or become frightened of you until the start of your next turn.

SERENITY IN STORM

Starting at 13th level, your strength in balanced spirituality allows you to smother extreme emotions in yourself and others. As an action, you can cast *calm emotions*. Wisdom is your spellcasting ability for the spell.

You can cast the spell this way a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

STANCE OF LEADERSHIP

When you reach 18th level, you gain the advanced stance *Daimyo Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.



Daimyo Stance. When you enter this stance, you can cast the *command* spell as part of the bonus action. Wisdom is your spellcasting ability for the spell.

Additionally, as an action, you can spend 5 balance points to inspire your allies with your spiritual power. Each creature of your choice that can see or hear you gains advantage on attack rolls and saving throws until the start of your next turn. During this time, when a chosen creature is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

CODE OF YOSA

Yojimbo that commit to the Code of Yosa swear to spread life and healing, utilizing death and destruction as only a last resort. To do so, they dedicate their spiritual practice to enhancing their grasp of positive energies.

VIRTUOUS TRAINING

At 3rd level, you gain proficiency in the Medicine or Religion skill, your choice. If you are already proficient in both skills, you instead learn a language of your choice.

POSITIVE CONVERSION

Also when you commit to this code at 3rd level, you gain the ability to alter the spiritual energy of your balance points. Whenever a feature or Positive Channel would require you to spend a positive balance point, you can choose to spend a negative balance point instead.

You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all of your expended uses when you finish a long rest.

SPIRITUAL HEALING

Starting at 7th level, you can send your positive spiritual energies out into the world, allowing you to reknit the wounds of those around you. As an action, you can choose a willing creature you can see within 30 feet of you and spend any number of your remaining positive balance points. That creature regains 1d6 hit points per expended balance point. If this would heal the target above its hit point maximum, it gains temporary hit points equal to the difference.

This feature has no effect on undead or constructs.

REBUFF THE VOID

Beginning at 13th level, your positive spirituality allows you to bring creatures back from the brink of death. As an action, you can cast *revivify*. Wisdom is your spellcasting ability for the spell.

Once you cast the spell this way, you must finish a short or long rest before you can do so again. Alternatively, you can cast the spell this way again by spending 3 positive balance points.

STANCE OF THE PARAGON

When you reach 18th level, you gain the advanced stance *Kagami Stance* (detailed below). This stance is included in the Stances Known column of the Yojimbo table.

Kagami Stance. When you or another creature would normally roll one or more dice to restore hit points to only you, it instead uses the highest number possible for each die.

Additionally, as an action, you can spend 5 balance points to create a zone of health and prosperity around yourself. Roll 10d6. You restore up to that number of hit points, divided as you choose among any number of creatures that you can see within 30 feet of you. A creature that regains hit points this way is cured of all diseases and poisons affecting it.

STANCES

Basic Stances. The basic stances are presented in alphabetical order.

ARASHI STANCE

Melee weapon attacks you make can be made as though the weapon had the thrown (range 20/60) property. When you make an attack this way, your weapon doesn't leave your hand; instead, the attack creates a gust of cutting wind.

Positive Channel. When a creature makes a ranged weapon attack against you, it does so with disadvantage.

Negative Channel. The first creature you hit with a melee weapon attack is pulled 10 feet toward you if it is Large or smaller.

ATSURYOKU STANCE

The first creature you hit with a melee weapon attack this turn must succeed on a Strength saving throw or be knocked prone.

Positive Channel. You gain a bonus equal to your Wisdom modifier (minimum 1) to the attack roll of the first melee weapon attack you make this turn.

Negative Channel. Each enemy creature within 10 feet of you must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn, or until it takes damage. A creature charmed this way must move as close to you as possible on its turn.

EIEN STANCE

You gain a +5 bonus to your initiative, potentially changing your position in the initiative order next round. After the end of your next turn, you return to your previous spot in the initiative order. You can't gain multiple turns in a single round this way.

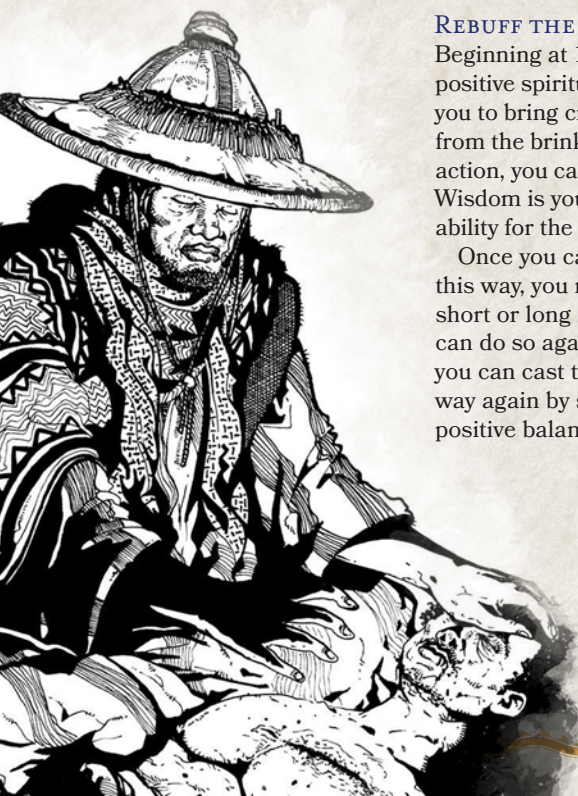
Positive Channel. You gain a bonus to the attack and damage rolls of your first melee weapon attack this turn equal to your yojimbo level divided by six (minimum 1).

Negative Channel. The first creature you hit with a melee weapon attack this turn has its AC decreased by an amount equal to your yojimbo level divided by six (minimum 1) until the start of your next turn.

JINSOKU STANCE

Melee weapon attacks you make have an additional 5 feet of reach.

Positive Channel. You and each creature you choose within 30 feet of you gains an increase to its speed of 10 feet until the start of your next turn.



Negative Channel. The first creature you hit with a melee weapon attack this turn is pushed 10 feet away from you.

KAMINARI STANCE

As an action, you can make a melee weapon attack as though the weapon had the thrown (range 80/320) property. When you make an attack this way, your weapon doesn't leave your hand; instead, the attack creates a gust of battering wind.

Positive Channel. The next melee weapon attack you make is made with advantage.

Negative Channel. The first flying creature you hit with a melee weapon attack this turn must succeed on a Constitution saving throw or be knocked prone and plummet.

KURENJINGU STANCE

You emit bright light for 10 feet and dim light for an additional 10 feet.

Positive Channel. A creature of your choice within 10 feet of you regains 1d4 hit points. This ability has no effect on undead or constructs.

Negative Channel. The first creature you hit with a melee weapon attack this turn suffers disadvantage on the first Wisdom saving throw it makes before the start of your next turn.

KYORI STANCE

When you hit a creature with a melee weapon attack, you regain 1d4 hit points.

Positive Channel. You and allied creatures within 30 feet of you are unaffected by difficult terrain.

Negative Channel. The first creature you hit with an attack this turn must succeed on a Wisdom saving throw or suffer disadvantage on the first attack roll it makes before the start of your next turn.

NITORYU STANCE

While you're wielding a separate melee weapon in each hand, you gain a +1 bonus to AC.

Positive Channel. While you're wielding a separate melee weapon in each hand, when a creature attacks a target other than you within 5 feet of you, the attack is made with disadvantage.

Negative Channel. When you hit a creature with an attack using a melee weapon you're holding in one hand this turn, the attack deals additional damage of the type dealt by a different one-handed melee weapon you're holding in the other hand. The bonus damage is equal to the other weapon's damage die.

SUKOCHI STANCE

The first time you hit with a melee weapon attack before the start of your next turn, it gains a bonus to its damage roll equal to your Wisdom modifier (minimum 1).

Positive Channel. You are immune to fire damage.

Negative Channel. Instead, each of your melee weapon attacks deals additional fire damage equal to your Wisdom modifier (a minimum bonus of +1).

YAMASHIRO STANCE

You gain a bonus to Strength ability checks and saving throws equal to your proficiency bonus, even if you are already proficient in the check or saving throw.

Positive Channel. You and allied creatures within 5 feet of you gain a +2 bonus to AC.

Negative Channel. Enemy creatures hit by your melee weapon attacks have their speed reduced by 10

feet until the end of their next turn. If you hit a single creature multiple times this way, its speed is reduced for each attack that hits.

Advanced Stances. The advanced stances are presented in alphabetical order.

HANSHA STANCE

When a creature hits you with an attack, you can use your reaction to make a melee weapon attack against the creature if it's within range.

Additionally, when you enter this stance, you can spend 5 balance points to trace your next movement with spiritual energy. If you do, when you make your first melee weapon attack against a creature this turn, you can teleport up to 30 feet. If you do, you leave a spiritual image of yourself in the space you teleported from. Whenever you make a melee weapon attack against a creature, your spiritual image also attacks the target of your first attack this turn. The spiritual image has your statistics and uses the weapon you used when it was created. The spiritual image fades at the end of your turn.

KETSUEKI STANCE

You are immune to nonmagical diseases and poisons. If you're affected by any such disease or poison when you enter this stance, you are cured of it.

As an action, you can spend 5 balance points. If you do, you resist all damage, are immune to enemy spells, and have advantage on all saving throws. Additionally, enemy creatures within 60 feet of you that can see you must make a Wisdom saving throw. On a failed save, the target can use its actions only to attack you until the start of your next turn. A creature automatically succeeds on the saving throw if it's immune to being charmed.

NINCHI-DO STANCE

You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

Additionally, as an action, you can spend 5 balance points create a wave of spiritual power that rushes out in front of you. All enemies in a 30 foot cone in front of you must succeed on a Wisdom saving throw or become paralyzed until the end of your next turn.

YOJIMBO MULTICLASSING

Yojimbo follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Yojimbo	Strength 13 and Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Yojimbo	Light armor, medium armor, simple weapons, martial melee weapons, calligrapher's supplies

CHAPTER 4: THE FEATS OF KARA-TUR

THERE ARE A NUMBER OF SPECIAL SKILLS and talents practiced by the peoples of Kara-Tur. While many of them might be nothing more than folklore, such tales are what inspire the ambitious, inquisitive, and experimental to attempt such feats in the first place. The following are the most reputable by virtue of being widely reported in various regions.

ANTHROPOMORPHIC

Prerequisite: Hengeyokai

You attain greater mastery over your animal form. While in that form, you gain the following benefits:

- You retain your Strength, Dexterity, and Constitution scores, unless your animal form's are higher.
- You are able to cast spells, and can speak normally.
- You retain the benefits and features of your class.
- When you transform into your animal form, you can choose for your equipment to merge into it, having no effect until you leave the form, or to magically resize and mold the equipment to be usable by it.
- Your animal form's natural weapons are treated as though they have the finesse property, and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BAMBOO SPIRIT FOLK MAGIC

Prerequisite: Spirit folk (bamboo)

You learn the magic of your yokai ancestors, the nature spirits of Kara-Tur. You learn the *druidcraft* and *shillelagh* cantrips. You also learn the *entangle* and *pass without trace* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells this way when you finish a long rest. Wisdom is your spellcasting ability for all four spells.

BREWMASTER

Prerequisite: Pandaren

You have trained your palate and skills to make the finest of alcoholic beverages, primarily by consuming a great number of them and building a hardy tolerance. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with brewer's supplies. If you are already proficient with them, you instead add double your proficiency bonus to ability checks you make using brewer's supplies.
- You gain resistance to poison damage, and you have advantage on saving throws you make against being poisoned.

ETHEREAL PERCEPTION

Prerequisite: Kuo-Toa

Whether you consider it a blessing or a curse, you are always able to see into the Ethereal Plane. You gain the following benefits:

- You can see any creature within 30 feet of you that is invisible or on the Ethereal Plane.
- As a bonus action, you gain truesight to a range of 30 feet until the end of your next turn. Once you use this ability, you must finish a short or long rest before you can do so again.

KAMAE DESHI

You have spiritual and martial training in the style of a yojimbo that allows you to perform their special stances. You gain the following benefits:

- You learn two basic stances of your choice from among those available to the Yojimbo class. You can enter a stance as a bonus action. If you do, you gain the effects of that stance until the beginning of your next turn. If a stance you enter requires your target to make a saving throw to resist the stance's effects, the saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier.
- If you already have balance points, you gain one more, which can be used like your other balance points as described in the Seishen feature of the Yojimbo class; otherwise, you gain 1 balance point, choosing whether it is positive or negative when you gain this ability. When you enter one of your stances, you can spend this balance point for the stance's Positive or Negative Channel, whichever corresponds with the type of balance point you chose. You regain your expended balance point when you finish a short or long rest.

KUO-TOA ZEALOTRY

Prerequisite: Kuo-Toa

Your fiery, unquenchable zeal gives birth to a minor god, from whom you can channel divine magic. You learn one cleric cantrip of your choice. You also learn the *shield of faith* and *spiritual weapon* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

MASTER CHEF

Though pioneered by the pandaren, any creature, with sufficient training, can master the simultaneously medicinal and unbelievably delicious culinary arts of a pandaren master chef. You have undergone this training, gaining the following benefits:

- You gain proficiency with cook's utensils. If you are already proficient with them, you instead add double your proficiency bonus to ability checks you make using cook's utensils.
- Whenever you finish a short or long rest, you can create a number of morsels up to your proficiency bonus, which expire when you finish your next short or long rest. A creature can use its action to consume

an unexpired morsel or feed it to another willing or unconscious creature, choosing one of the following effects: immediately neutralize one poison affecting the consumer, cause the consumer to regain 1d6 hit points, or cause the consumer to gain 1d6 temporary hit points.

MONITOR TRAINING

Prerequisite: Kuo-Toa

Some kuo-toa undergo intense physical and mental training to allow them to channel their divine zealotry inward, allowing them to better protect their society from the yokai that plague them. As one of these kuo-toa, you gain the following benefits:

- While you're wearing light, medium, or no armor, you can use your Wisdom modifier, instead of your Dexterity modifier, to determine your Armor Class. Your Wisdom modifier is otherwise treated as though it were your Dexterity modifier for the purpose of determining your AC this way.
- You can roll a d4 in place of the normal damage of your unarmed strike. You can use Dexterity, instead of Strength, for the attack and damage rolls of your unarmed strikes.
- When you use the Attack action with an unarmed strike, you can make one unarmed strike as a bonus action this turn.
- Once during each of your turns when you hit a creature with an unarmed strike, you can cause the attack to deal an extra 1d6 lightning damage to the target. When you do, the creature can't take reactions until the end of your next turn.

ORIGAMI MASTER

You are a master of the ancient art of origami, folding paper into intricate sculptures. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You can spend 10 minute studying a work of origami to learn to craft it yourself.
- As long as you have paper or parchment on hand, you can fold it into a variety of different shapes, each of which has its own function. You can fold for 1 hour, which counts as light activity. At the end of the hour, you can choose a number of origami constructs up to your proficiency bonus, and craft them. Each of these constructs has an AC of 5 and 1 hit point. When you spend an hour folding this way, you can choose the same option(s) multiple times, or different ones.

Bird. You create a Tiny paper bird that flies for short distances, performing twirls and flips, when thrown.

Caltrops. You create a set of paper caltrops, which can be used as a bag of caltrops as described on page 151 of the *Player's Handbook*.

Shuriken. You create five paper shurikens, each of which has the statistics of a dagger. Immediately after one of these shurikens is used to make an attack, it is destroyed. A creature has advantage on ability checks it makes to conceal a paper shuriken.

Trinket. Choose a trinket, or roll for one, on page 160-1 of the *Player's Handbook*, or choose some creature or simple object. You create a paper version of the trinket or object that is no more than half a foot in any dimension. It has no function, though some small movement can be incorporated into the design.

RIVER SPIRIT FOLK MAGIC

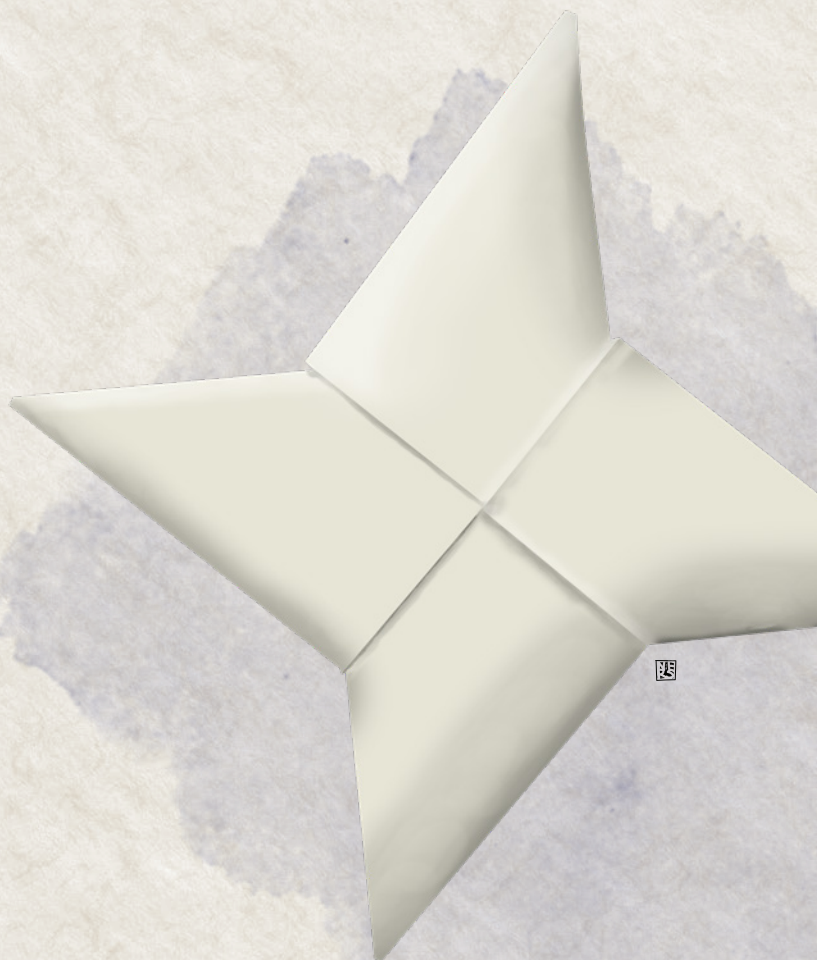
Prerequisite: Spirit folk (river)

You learn the magic of your yokai ancestors, the nature spirits of Kara-Tur. You learn the *shape water* cantrip. You also learn the *create or destroy water* and *wall of water* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

SEA SPIRIT FOLK MAGIC

Prerequisite: Spirit folk (sea)

You learn the magic of your yokai ancestors, the nature spirits of Kara-Tur. You learn the *resistance* and *thunderclap* cantrips. You also learn the *fog cloud* and *gust of wind* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells this way when you finish a long rest. Wisdom is your spellcasting ability for all four spells.



CHAPTER 5: THE TREASURES OF KARA-TUR

THE REGIONS OF KARA-TUR HAVE BEEN inhabited for countless generations and been witness to the rise and fall of many nations and ruling powers. Kara-Tur is much like the neighboring lands of Faerun in this way - it's terrain is littered with history. Ruins from bygone eras dot the countryside and inspire half-remembered tales about what once was. Many of these stories focus on powerful relics, weapons made by the gods, or magical tools created by the sages of a forgotten people.

MAGIC ITEMS

BLACK KUMADE

Weapon (javelin), legendary

Notoriously wielded by Lin Goh, clan-master of the Panthers of Xi, a shinobi clan from Koryo, this slender javelin is carved from a single piece of nearly transparent obsidian. Though its current whereabouts are unknown, it remains a symbol that the Panthers still emblazon upon their heraldry to this day.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Immediately after you make a ranged weapon attack with the weapon, it flies back to your hand.

Arrow Deflection (Requires Attunement). Ranged weapon attacks made against you have disadvantage. Additionally, when you are hit by a ranged weapon attack, you can use your reaction to deflect and destroy the missile, reducing the damage you take from the attack to 0.

BLADE OF THE ELEMENTS

Weapon (longsword), very rare (requires attunement)

Crafted to thwart the efforts of evil wu-jen that assailed one of the central territories in ancient Kara-Tur in a conflict long lost to history, these simple swords are traditionally carried with the blade wrapped in common brown linen. This covering is often tied to the hilt with red threads in such a manner so that, when unsheathed, only the top half of the blade is revealed. It is said that these swords can slay elemental creatures with a single blow.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an elemental with this weapon, it must make a DC 17 Constitution saving throw. The target takes an additional 3d10 slashing damage and is stunned until the end of its next turn on a failed save, or takes half as much damage and isn't stunned on a successful one.

An elemental slain by this blade while on the Material Plane cannot return for 100 years.

COILED DRAGON

Wondrous item, legendary

The ancient Han people of Koryo reputedly created a vast array of powerful magical items and artifacts. This chalice may be among the oldest such items created. The basin of this chalice is rimmed by ornate spirit dragon and koi reliefs covered in gold, and is much larger than an ordinary chalice. It is unusually wide and shallow, its interior resembling a bowl more than an ordinary drinking vessel.

The interior of this chalice is filled with swirling, luminously silver mercury that forms a mirrored surface when looked down upon, making it an ideal vessel for scrying. The alchemical substance inside cannot be spilled; it splashes and flows as the cup is moved, but never passes beyond the rim of the cup. Anyone that adds a drop of blood to the chalice becomes attuned to the cup for the next 24 hours and gains knowledge of how to use it.

As an action while you're attuned to and touching the chalice, you can cast the *scrying* spell without needing any components. When you cast the spell this way, you can maintain concentration on it for up to 8 hours, but you can target only a location with the spell. Used in this way, you can cause the sensor of the spell to appear only at any point above the lands of Kara-Tur. This point must be at least a mile above the landscape, but the sensor can move with a speed of 30 feet and can ascend no higher than 10 miles above the lands of Kara-Tur.

HU'I WING

Wondrous item, legendary

A brazier adorned with what is said to be phoenix feathers, the Hu'i Wing is known only in legends told by the Han of Koryo, stolen from its original temple and built as a fixture within a fortress beneath Karak.

While a fire burns in this golden brazier, you can use an action to speak the brazier's command word and gain the benefits of the *foresight* spell. When you do so, you also witness scenes from an event that will come to pass within one year. These visions unfold from the perspective of someone present at the event. Once used in this way, the brazier cannot be activated again for 72 hours.

Until the witnessed event comes to pass, each subsequent use of the brazier continues to reveal aspects of the same event, but each time from a different perspective.

OJY-DO

Weapon (dagger), uncommon

When you hit a creature with a ranged weapon attack using this magical shuriken, its speed is reduced to 0 feet until the start of your next turn, and the shuriken is destroyed.

BLACK KUMADE



SACRED OFUDA

SACRED OFUDA

Wondrous item, uncommon

These simple, short strips of parchment are covered in artful calligraphy that contain ritualistic prayers for warding against the living dead. The art of creating ofuda is said to have originated with the knowledge that the first circle of onmyoji gained from the kami of the spirit world.

While holding this item, you can use your action to attempt to grapple an undead creature within your reach. If you succeed, instead of grappling the creature, you affix the parchment strip to a portion of the forehead or face of the creature. The target is paralyzed as long this item remains in place. If a creature attacks the target, the ofuda falls off immediately after the attack. Moderate winds, either mundane or those caused by a spell like *gust of wind*, will also cause the parchment to come loose and fall off.

You can also place the sacred ofuda on a corpse, granting it the benefits of the *gentle repose* spell for as long as it remains attached to the head of the corpse.

STONE SWORD

Weapon (any sword), rare (requires attunement)

In Ra-Khati there are a series of six towers spaced at even distances from each other along the road below the Katakoro Shan mountains leading to the Rainbow Falls. Natives of the Hordelands call these towers the Rainbow Monastery, and the guardians of this place are said to protect a number of curious artifacts. Among them are the fabled stone swords, sharpened blades made entirely of seemingly ordinary stone that are held together by the ferocious anger of whatever long-forgotten craftsmen made them.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon deals an extra 1d4 bludgeoning damage when you hit a creature with it.

Curse. This sword is cursed, and becoming attuned to it extends that curse to you. As long as you remain cursed, you have disadvantage on attack rolls with weapons other than this one.

Whenever you speak a word of anger at or insult another creature, you are filled with an uncontrollable urge to fight it to the death, and must attack the creature until you drop to 0 hit points or it dies. If you can't reach the creature to make a melee attack against it, you must do everything you can to get within striking distance of the creature.



STONE SWORD

In addition to the normal methods of ending a curse, casting the *stone shape* spell targeting the sword destroys it and ends the curse.

YUMI OF THE CRESCENT MOON

Weapon (yumi), very rare

This enormous bow, made of white wood decorated with ornamental jade, is strung with a luminous wire that creates concentrated radiant energy when drawn, and appears to adjust itself to its wielder's height. These weapons were created in times long forgotten to slay hengeyokai and other nature spirits while the relationship between mortals and kami was hostile. Once harmony was achieved, most of the weapons were destroyed, but it is believed that the more pessimistic families kept them in preparation for when war struck once again.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Ranged attacks you make using it don't use ammunition, but count as being made of jade and deal radiant damage, instead of piercing damage.

When you hit a shapeshifter with an attack using this weapon, it takes an additional 2d10 radiant damage and must succeed on a DC 17 Constitution saving throw or instantly revert to its original form. If it fails, it also can't assume a different form for 1 minute. It can repeat the saving throw at the end of each of its turns, regaining the ability to change its form on a successful save.

THE NINE GOLDEN ARMAMENTS

Created by the first emperor of the Li Dynasty in Shou Lung, each of these weapons bears an ornate golden filigree in the royal style of the era. Each of the emperor's nine generals was given one of these armaments and instructed to go subdue the rest of the world and expand the kingdom. Though the weapons are lost to history, numerous fables tell that the one to reunite all nine weapons would gain the power to conquer the world.

CHU

Weapon (two shortswords), legendary (requires attunement)

A pair of twin wakizashi, Chu embodies the Bushido Code of Loyalty, the ideal of utilizing one's power for the sake of one's allies.

You gain a +3 bonus to attack and damage rolls made with these magic weapons, and you can draw or stow both weapons simultaneously when you would normally be able to draw or stow only one.



Gi
(NINE GOLDEN ARMEMENTS)

Whenever you hit a creature with an attack using one of these weapons, until the start of your next turn, the next attack made against the target by one of your allies is made with advantage.

Gi

Weapon (two scimitars), legendary (requires attunement)

A pair of twin kama, Gi embodies the Bushido Code Integrity, the ideal of keeping one's word and raising arms only against one's enemies.

You gain a +3 bonus to attack and damage rolls made with these magic weapons, and you can draw or stow both weapons simultaneously when you would normally be able to draw or stow only one.

While you wield this weapon, any creature who targets you with an attack or harmful spell must make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. If you attack a creature, cast a harmful spell targeting it, deal damage to it, or force it to make a saving throw by any means other than this effect, this effect doesn't work against that creature until the next day at dawn.

Jihi

Weapon (glaive), legendary (requires attunement)

A naginata of exceptional strength, Jihi embodies the Bushido Code of Mercy, the ideal of sparing one's enemies so that they can be turned to a better path.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and its damage die is 1d12, instead of the normal 1d10 for a glaive.

When you would reduce a creature to 0 hit points with a melee weapon attack using this weapon, you can choose to instead reduce the creature to 1 hit point. If

you do, the creature becomes charmed by you for 24 hours, or until you or your companions harm it, during which time it considers you an ally and a friend. At the end of the duration, the creature chooses whether to remain friendly to you based on how you treated it while it was charmed.

Once you charm a creature this way, you can't charm that creature this way again until a week has passed.

Jin

Weapon (pike), legendary (requires attunement)

A yari of extraordinary length, Jin embodies the Bushido Code of Compassion, the ideal of spreading more health than harm through genuine caring.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and you have an additional 5 feet of reach with it, on top of the range granted by its reach property.

When you hit a creature with a melee weapon attack using this weapon, instead of dealing damage, you can choose to roll damage for the attack and restore that many hit points to the target. Hit points a creature regains this way can't restore it to above half its hit point maximum.

Makoto

Weapon (maul), legendary (requires attunement)

A kanabo of infamous destructive power, Makoto embodies the Bushido Code of Sincerity, the ideal of speaking only truth and expecting the same of others.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and you ignore its heavy property if you are Small or smaller.

While you're attuned to this weapon, you automatically know whenever a creature you can hear is lying. If you hit a creature with a melee weapon attack with this weapon within 1 minute of hearing it lie, you can choose for the attack to deal no damage. If you do, the target must correct its lie by telling the truth.

If you lie or hide the truth while you're attuned to this weapon, you lose your attunement to it, and can't attune to it again until a week has passed.

Masayoshi

Weapon (greatsword), legendary (requires attunement)

An odachi known for punishing the unjust, Masayoshi embodies the Bushido Code of Justice, granting swift and fair punishment to those who are deserving.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and you ignore its heavy property if you are Small or smaller.

When you hit a creature with a melee weapon attack using this weapon, if that creature dealt damage to one or more of your allies since the end of your last turn, the attack deals an extra 3d6 damage.

Meiyo

Weapon (longsword), legendary (requires attunement)

A katana known for its inability to be scratched or otherwise marred, Meiyo embodies the Bushido Code of Honor, the ideal of following all of the tenets of the Bushido Code and reflecting well on the kingdom.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and its versatile damage die is 1d12, instead of the normal 1d10 for a longsword.



REI
(NINE GOLDEN ARMEMENTS)

While you wield this weapon, you can cast *compelled duel* at will, and you automatically succeed on saving throws you make to maintain concentration on the spell. For the duration of the spell, each time the target deals damage to a creature other than you or forces a creature other than you to make a saving throw, it takes 2d8 psychic damage.

While you're concentrating on *compelled duel*, if you make an attack roll or cast a spell targeting a creature other than the target of your *compelled duel*, you lose your attunement to this weapon, and can't attune to it again until a week has passed.

REI

Weapon (rapier), legendary (requires attunement)

A kogarasu-maru of breathtaking grace and beauty, Rei embodies the Bushido Code of Respect, the ideal of showing due deference to those of higher positions and experience levels.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and its damage die is 1d10, instead of the normal 1d8 for a rapier.

While you wield this weapon, you can cast the *command* spell at will, targeting a number of creatures you can see within range up to your proficiency bonus. If a target isn't hostile to you, it makes its saving throw against the spell with disadvantage. When you cast the spell this way, you can make a melee weapon attack with this weapon as a bonus action this turn.

YU

Weapon (battleaxe), legendary (requires attunement)

An ono of inspiring strength, Yu embodies the Bushido Code of Courage, the ideal of not allowing fear to dictate one's actions.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and its versatile damage die is 1d12, instead of the normal 1d10 for a battleaxe.

While you wield this weapon, each creature of your choice that can see you can't be charmed, frightened, or incapacitated, as long as it is conscious.



YU
(NINE GOLDEN ARMEMENTS)

ARTIFACT

NITOBE

Weapon (longsword), artifact (requires attunement)

The fabled katana of the first emperor of the Li Dynasty, *Nitobe* is believed to be the physical manifestation of the Bushido Code. The weapon can be created only by reuniting the *Nine Golden Armements*. Only a person who is truly worthy, who upholds each of the nine tenets of the Bushido code, can hope to bring them together.

Legends say that one such worthy individual must recite the entire Bushido Code, shedding their own blood on each of the nine armements. If their soul is true, the armements then come together, creating a katana which bears the royal filigree of the Li Dynasty. *Nitobe* is more beautiful than any other blade, a true paragon of sword craftsmanship.

Nitobe is a magic, sentient katana that grants a +3 bonus to attack and damage rolls made with it. It has the finesse property, a reach of up to 15 feet, and it scores a critical hit on a roll of 19 or 20 on the d20. When you hit with an attack using it, the target takes an extra 1d10 damage. When you take the Attack action on your turn with *Nitobe*, you can make an additional attack with it as a bonus action this turn. While you're attuned to *Nitobe*, you are considered proficient with it.

Random Properties. *Nitobe* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Compassion. When you hit a creature with a melee weapon attack using this weapon, instead of dealing damage, you can choose to roll damage for the attack and restore that many hit points to the target. Hit points a creature regains this way can't restore it to above half its hit point maximum.

Courage. While you wield this weapon, each creature of your choice that can see you can't be charmed, frightened, or incapacitated, as long as it is conscious.

Honor. While you wield this weapon, you can cast *compelled duel* at will, and you automatically succeed on saving throws you make to maintain concentration on the spell. For the duration of the spell, each time the target deals damage to a creature other than you or forces a creature other than you to make a saving throw, it takes 2d8 psychic damage.

Integrity. While you wield this weapon, any creature who targets you with an attack or harmful spell must make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. If you attack a creature, cast a harmful spell targeting it, deal damage to it, or force it to make a saving throw by any means other than this effect, this effect doesn't work against that creature until the next day at dawn.

Justice. When you hit a creature with a melee weapon attack using this weapon, if that creature dealt damage to one or more of your allies since the end of your last turn, the attack deals an extra 3d6 damage.

Loyalty. Whenever you hit a creature with an attack using this weapon, until the start of your next turn, the next attack made against the target by one of your allies is made with advantage.

Mercy. When you would reduce a creature to 0 hit points with a melee weapon attack using this weapon, you can choose to instead reduce the creature to 1 hit point. If you do, the creature becomes charmed by you for 24 hours, or until you or your companions harm it, during which time it considers you an ally and a friend. At the end of the duration, the creature chooses whether to remain friendly to you based on how you treated it while it was charmed.

Respect. While you wield this weapon, you can cast the *command* spell at will, targeting a number of creatures you can see within range up to your proficiency bonus. If a target isn't hostile to you, it makes its saving throw against the spell with disadvantage. When you cast the spell this way, you can make a melee weapon attack with this weapon as a bonus action this turn.

Sincerity. While you're attuned to this weapon, you automatically know whenever a creature you can hear is lying. If you hit a creature with a melee weapon attack with this weapon within 1 minute of hearing it lie, you can choose for the attack to deal no damage. If you do, the target must correct its lie by telling the truth.

Sentience. *Nitobe* is a sentient weapon of lawful neutral alignment, with an Intelligence of 14, a Wisdom of 20, and a Charisma of 18. It has hearing and truesight out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. While you are attuned to it, *Nitobe* also understands every language you know.

Personality. As the physical avatar of the Bushido Code, *Nitobe* desires the spread of the ideals of each of its nine tenets: compassion, courage, honor, integrity, justice, loyalty, mercy, respect, and sincerity. The weapon seeks to smite those who would violate these tenets and bring balance to the world. Conflict arises if its wielder acts counter to the Bushido code, though *Nitobe* is unable to end the wielder's attunement to it once the attunement has been established.

The katana has strong ties to the descendants of the Li Dynasty. Its greatest loyalty, however, is to those who practice the Bushido Code with passion and discipline, regardless of race, station, or place of birth.

Nitobe may embody the Bushido Code, but it is still a physical consciousness, feeling the weight and weariness of its long years of existence. As such, in spite of its great virtue, it harbors a secret desire, which it bears with great shame: to be buried with its creator, the first emperor of the Li Dynasty. As a vessel for the Bushido Code, however, *Nitobe* knows it cannot rest while there is still injustice in the world.

Destroying the Katana. *Nitobe* can only be separated back into the *Nine Golden Armaments* by the willing sacrifice of its attuned wielder's own life. Because the *Nitobe* embodies the soul of the Bushido code, a person who wishes undo the magic of its summoning must commit ritual suicide by seppuku, thrusting *Nitobe* into their own torso. The energy created by the the wielder's sacrifice separates the blade back into the *Nine Golden Armaments*.





CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD

AMULET

CLOAK

ARMOR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name

Name

Name

Name

Name