

Choe Pho

A new world of fantasy



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Choe Pho: A New World of Fantasy

The world of Choe Pho is young. The Council of Enlightenment came to Choe Pho seeking refuge from a terrible place known as the Fallen World. Carrying the soul energy, known as Marrow, of as many people as they could, the Council fled to a remote and hidden corner of the cosmos in the hopes of building a better world. Choe Pho would be a place where each soul would have the opportunity to refine itself, expand, grow, and attain enlightenment.

Crafting such a safe haven and securing it from the corrupt powers of the Fallen World proved to be a massive undertaking, even for beings of such great power and enlightenment as those on the Council. Much Marrow was expended in the process of fortifying the nascent realm from intrusion by the Karma Eaters, a race of malignant cosmic entities from the Fallen World who seek to devour the very Marrow of all living things. Once the realm was secured, the Council of Enlightenment created the Isle of Hope, which would be the birthplace of their new world.

The Isle of Hope was divided into four lands, each populated by one of the chosen races. To the north, the mountains and caverns that border the tamed lands of the Isle of Hope became home to the tsuchigumo, a race of arachnid humanoids who survive by trapping the various beasts of the region in their webs. The eastern forests served as the birthplace of the kitsune, a joyful celebrant race of humanoid canines. To the south, the warm grasslands of the Isle of Hope were designated as the hunting grounds of the feline nekomata. The deserts of the west were made home to the reptilian slytherine. Throughout all these lands, members of the human and tengu races were scattered to find their fortunes and pursue enlightenment.

Beyond the firmament of the Isle of Hope, the realm remained wild and untamed. The creation of the Isle and all the creatures upon it

had strained the buddhas of the Council to their limits. From the shores of the Isle of Hope to the fortifications at the edges of Choe Pho, reality was left wild, undefined, chaotic and unpredictable. In this region, now known as the Plains of Marrow, reality remains fluid and malleable, awaiting some adventurous soul to bring order through ritual Samādhi. The noble pursuit of bringing order to the Plains of Marrow is the principal motivation for many adventurers on Choe Pho.

At the center of the Isle of Hope sits Gosainthan, the mountain home of the Council of Enlightenment. At the southern base of the mountain, built on a massive marble plain, lies the city of Sakya, which is the largest settlement on the Isle of Hope, home to members of all races. Though various villages and towns dot the landscape of the Isle of Hope, Sakya is by far the most populous and cosmopolitan. Proximity to the Council of Enlightenment provides the temples and monasteries of Sakya with a greater degree of attention from the buddhas of the Council. Many adventurers hail from Sakya, hoping to bring the order and beauty of their city to the rest of Choe Pho. Adventurers from outside the city often make a pilgrimage to seek blessings and wisdom at the Council temples and monasteries of Sakya before venturing out into the Plains of Marrow.

Races Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Ability Score Increase

Every race increases one or more of a character's ability scores.

Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This

information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

Alignment

Some races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your kitsune is lawful, for example, in defiance of chaotic kitsune society can help you better define your character.

Size

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in "Equipment."

Speed

Your speed determines how far you can move when traveling ("Adventuring") and fighting ("Combat").

Languages

By virtue of your race, your character can speak, read, and write certain languages.

Subraces

Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. The *Choe Pho: A New World of Fantasy* core

setting does not present any subraces, but some may be introduced in future supplements.

Human

Humans are by far the most populous race on Choe Pho at this time. When the Council created Choe Pho, the soul-energy used in the process was predominantly human, and humans were, in the Fallen World, the strongest source of Marrow. As such they were the easiest beings to breathe life into, and the first created race.

Human settlements can be found in all environments on the Isle of Hope, and roving bands of human nomads frequently crisscross the land, acting as traders and merchants. Though humans claim no land as their home, they tend to be considered friends to all.

Humans who seek adventure do so for any number of reasons. Many are driven by a simple, personal goal, though others seek the betterment of their tribe or species. Some few human adventurers seek to establish a human homeland out in the wilderness of the Plains of Marrow.

Human Traits

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall.

Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Kitsune

Hailing from the eastern forests, kitsune are humanoid foxes who can change shape, mimicking the appearance of other humanoids. Kitsune are very social and celebrant in nature, pursuing a good time, often to the detriment of themselves and everyone in their presence. This leads some kitsune to spend the majority of their time enjoying intoxicated leisure.

Those kitsune who aspire to adventure are often motivated by intense curiosity. Many of these kitsune seek to discover the nature of Choe Pho and figure out what makes the realm function. Others simply seek out the new experiences and pleasures that the wild lands of the Plains of Marrow promise.

Kitsune Traits

Though kitsune are nothing if not individuals, your nature as a kitsune grants you the following traits, which are shared with all kitsune.

Ability Score Increase. Your Dexterity score increases by 1. Your Charisma score increases by 2.

Age. Kitsune reach adulthood in their late teens and can live for up to five centuries.

Alignment. Kitsune tend toward Chaotic alignments. The vast majority of kitsune display a strong leaning toward Good, though

many also prefer neutrality. Evil kitsune are incredibly rare.

Size. Most kitsune in their natural form are around 5 feet tall. Kitsune tend to be relatively thin and have red or brown fur with white patches and accents. Kitsune are born with a tail. Upon reaching 50 years old (and every century thereafter) the kitsune sprouts an additional tail. As a kitsune, your size is Medium.

Speed. Your base walking speed is 30 feet.

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



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.

Grand Deception. Beginning at 1st level, you can cast *disguise self* once with this trait. This functions exactly as the spell of the same name, but the effect persists until the following sunrise or sunset,

unless you elect to end it sooner. You regain the ability to use this trait upon completing a short or long rest.

Party Animal. You have advantage on all Constitution saving throws made to resist the effects of drugs, alcohol, or the poisoned condition.

Sly Talker. You have advantage on all Charisma (Deception) and Charisma (Persuasion) checks.

Nekomata

The nekomata are a race of catlike humanoids who thrive in the southern grasslands. Patient and swift, the nekomata are unparalleled hunters, feeding themselves off of the plentiful game creatures of the grasslands. Though quite capable killers, nekomata hunt only for food and are loath to use violence for any other means. Some nekomata hunters have been known to follow their prey for days, awaiting the perfect moment to strike with efficient mercy. The nekomata also employ various rituals to give thanks to the Marrow of the beasts they consume, believing that refusing to do so brings ill fortune upon the land.

Nekomata who take up the adventuring life tend to do so out of a desire to relieve the suffering and chaos in the Plains of Marrow. The nekomata believe that all souls in the Plains of Marrow are tormented so long as they remain in a state of chaos. Therefore, solidifying reality through Samādhi is the principal driving goal of adventurers among the Nekomata.

Nekomata Traits

Due to the feline aspects of your nature, your nekomata character has these traits.



Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Nekomata reach adulthood in their late teens and can live up to two centuries.

Alignment. The nekomata are pragmatic and thoughtful, tending to view each situation on its own merits. This tendency often manifests as a preference for Neutral alignments among the nekomata.

Size. Nekomata tend to be between 5 feet and 6 feet tall with lithe and wiry builds. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 40 feet.

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

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.

Feline Action. Your hunter's instinct and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Feline Movement. You have advantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Slytherine

The slytherine are a species of reptilian humanoids who live in the western deserts. The harsh, dry climate of the slytherine homelands has ensured that the species are hearty survivors who are capable of overcoming the most daunting challenges. Furthermore, as the desert is home to some of the most dangerous beasts on the Isle of Hope, the slytherine are adept not only at surviving the harsh wilderness, but at surviving in combat with frightening foes.



Most slytherine who take to the adventuring life do so to find new, more hospitable lands for themselves or their people. There is a certain amount of contempt for the Council of Enlightenment among the slytherine (which is fueled by the whispers of Baarirron and his servants) because the slytherine feel that they were unjustly placed in the desert.

Slytherine Traits

The following traits are common among the slytherine.

Ability Score Increase. Your Constitution, Dexterity, and Strength scores each increase by 1.

Age. Slytherine reach adulthood in their early teens and live less than a century.

Alignment. Slytherine, like humans, tend toward no particular alignment. The best and the worst are found among them.

Size. Slytherine tend to be very tall, and even the most corpulent are what other races would consider to be slender. Most slytherine are between 6 and 8 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Poisonous Bite. You may make a bite attack with your attack action. Your bite is a melee attack, which you are considered to be proficient with. Your bite is considered to be a finesse weapon, and deals 1d4 points of damage. Anyone damaged by your bite attack must make a Constitution save at a DC equal to 10 + your Strength modifier. If this save is failed, the creature is poisoned for 3d6 rounds.

Serpentine Movement. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.

Tengu

The tengu are the rarest and most unusual race on Choe Pho. Unlike the other humanoids of the realm, the tengu are not native to Choe Pho, but were brought from the Fallen World when the Council of Enlightenment created the realm. Though these tengu underwent massive disorientation and spiritual transformation as the world was being formed, many of them retain memories of the Fallen World. These memories tell of a place filled with wondrous technology, advanced civilizations, magical conveyances and cosmopolitan cultures. However, these memories also speak of a world torn asunder by war, ideological differences, power-hungry humanoids, and most frighteningly, the Karma Eaters. The tengu remember, though hazily, the terror and monstrosity of which the Karma Eaters are capable, and it is because of these memories that the tengu seek to protect Choe Pho from intrusion at all costs.

The tengu fancy themselves as spiritual guides and leaders. Many of them serve at temples and monasteries, spreading the teachings of their favored buddha. Those who shun the sedentary life instead attach themselves to bands of adventurers, offering to act as a guide and protector through the Plains of Marrow, a region the tengu see themselves as being uniquely gifted in navigating.

Tengu Traits

Tengu are fey creatures from another realm, which is reflected in the following traits.

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.

Age. Tengu reach adulthood in their late teens and can live up to 300 years.

Alignment. Tengu tend to prefer neutrality, striving for balance in the world.

Size. Tengu are shape changers and therefore can assume a number of forms. However, in their natural state, tengu are typically very slender and most stand about 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Change Shape. Starting at 1st level, you can magically polymorph into a humanoid or beast that has a challenge rating equal to or less than your own, or back into your true form. You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

In a new form, the you retain your game statistics and ability to speak, but your AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and you gain any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that you lack.

You may use this ability three times, and regain any expended uses of this ability when you complete a long rest.

Fey Ancestry. You have advantage on saving throws against being charmed.

Tsuchigumo

The tsuchigumo are an industrious species of cunning trappers. When making their homes in the caves of the northern mountain ranges, the tsuchigumo take full advantage of their ability to walk on walls and ceilings to construct homes and villages that creatures bound to

the ground find unnavigable and disorienting. Through the use of their webbing, tsuchigumo collect prey animals with ease from among the abundant wildlife of the mountains. With basic needs of food and shelter so easily met, the tsuchigumo often dedicate their abundant free time to pursuits such as art, engineering, and esoteric study. Those tsuchigumo whose yearning for knowledge or desire to express themselves cannot be satiated in their home



villages take up the adventurer's life with excitement and gusto.

Tsuchigumo Traits

Due to tsuchigumo heritage, your character is born with the following traits.

Ability Score Increase. Your Dexterity score increases by 1 and your Wisdom score increases by 2.

Age. Tsuchigumo reach adulthood around age five and live forty to fifty years.

Alignment. Tsuchigumo tend toward lawful alignment. Though most

tsuchigumo are exceptionally creative and insightful, their creativity stems from a firm base of beliefs and sets of practices deemed to be the correct way to do things. This leads some to view the tsuchigumo as stubborn and short-sighted.

Size. Tsuchigumo vary widely in height and build, from barely 5 feet to nearly 7 feet tall. Regardless of your position in that range, your size is Medium.

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

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

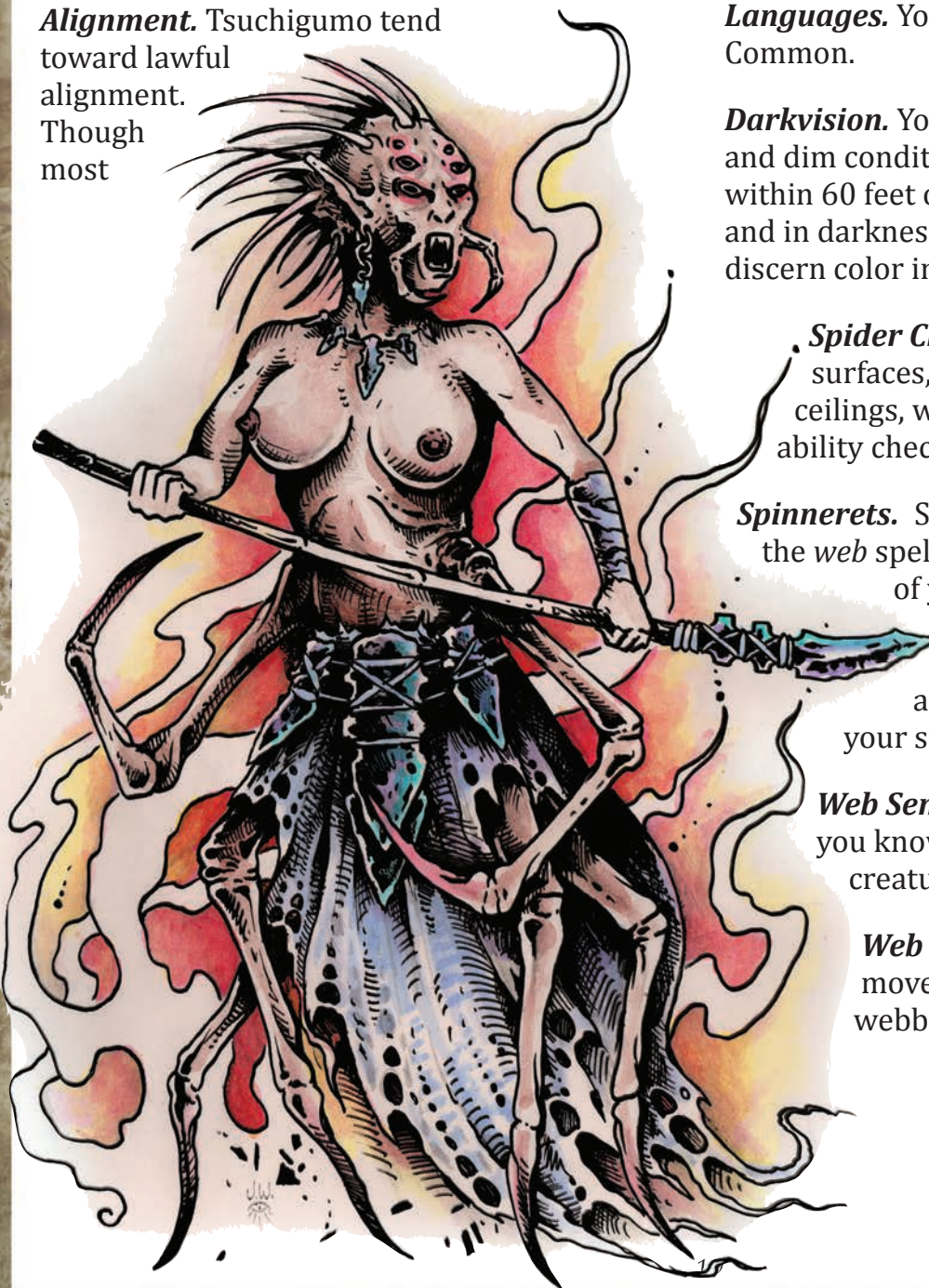
Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spinnerets. Starting at 1st level, you can cast the *web* spell as a 2nd level spell (regardless of your actual level) once with this trait. You regain the ability to do so when you complete a short or long rest. Wisdom is your spellcasting ability for this spell.

Web Sense. While in contact with a web, you know the exact location of any other creature in contact with the same web.

Web Walker. You may ignore movement restrictions caused by webbing.



Classes

The following classes are available for play in the *Choe Pho: A New World of Fantasy setting*. Refer to the SRD 5.1 (available for free download at http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf) for the basic abilities of each listed class. Please note that the Bard, Druid, Fighter, Paladin, Rogue, Sorcerer and Wizard are not included in the list of classes below, as they do not fit well with some of the core concepts in the *Choe Pho: A New World of Fantasy setting*. While future supplements may introduce variations for these classes, they are presently beyond the scope of the setting as presented. Having said that, feel free to use what you like at your table! This game is yours and this book is simply a set of guidelines to use as you will.

Berserker

Class Features

Unless otherwise noted below, use the class features as presented in the SRD 5.1

Equipment

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

- (a) a glaive or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. You may choose the Path of the Berserker as detailed in the SRD.

A word on "Barbarians"

The *Choe Pho: A New World of Fantasy* setting does not use the word Barbarian, instead referring to the class as the Berserker. One of the aims of this book is to create a slightly less Euro-centric take on fantasy roleplaying, and many of the materials this setting draws from come from cultures often dismissed and insulted as barbarians. As Terry Jones pointed out in his book, *Terry Jones' Barbarians*, "Nobody ever called themselves 'barbarians'. It's not that sort of word. It's a word used about other people. In fact, it's a term of otherness."

I don't believe a tabletop roleplaying game is a space for othering anybody, so we use Berserker instead in this book.

Alternatively, you may choose the Path of the Demon Slayer, or the Path of the Fire Eater, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Path of the Demon Slayer

Some berserkers focus their rage as a means of combating the demons and monsters that haunt the Plains of Marrow. Berserkers on the Path of the Demon Slayer can claim the following benefits.

Pure Sight

Starting when you choose this path at 3rd level, the presence of demonic forces registers on your senses like a noxious odor, and powerful good rings like music in your ears. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend,

or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

Channel Wrath

Beginning at 6th level, you can use your action to channel your wrath at any creature you can see, or perceive via pure sight. Once you have channeled your wrath, the creature is considered a marked target for yourself and your allies. Any attacks made against that creature by yourself or your allies are granted advantage. This feature lasts for a number of rounds equal to your Charisma modifier.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Indomitable

Beginning at 10th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Spiteful Strike

Starting at 14th level, when you cause damage to a creature that is within 5 feet of you, you can use your reaction to double the result of

that damage. Upon doing so, you suffer 1d6 hit points of damage, and your hit point maximum is reduced by the same amount until you complete a long rest.

Path of the Fire Eater

Berserkers on the Path of the Fire Eater are able to achieve truly mystical effects by channeling their rage.

Fire Eating

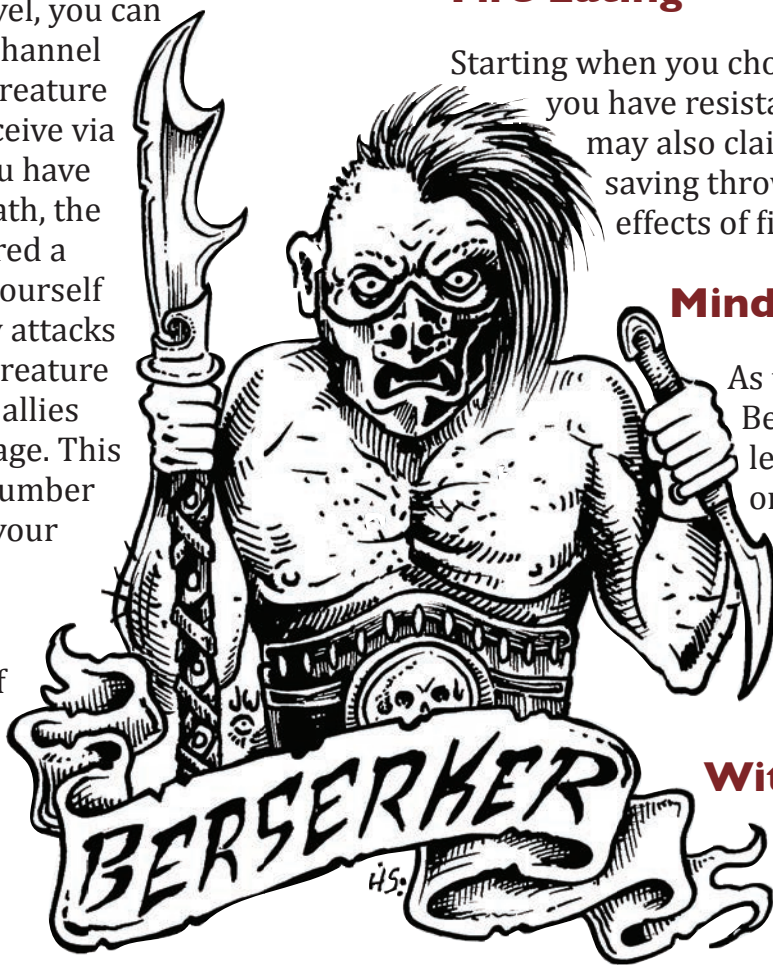
Starting when you choose this path at 3rd level, you have resistance to fire damage. You may also claim advantage on any saving throw made to resist the effects of fire or heat.

Mindless Rage

As those on the Path of the Berserker, beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Withering Glance

Beginning at 10th level, you can use your action to weaken the weapons of your enemies with a withering glance. When you do so, choose one creature that you can see within 30 feet of you that is holding a weapon. You then use a bonus action and expend one of your rages. The creature must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier.) If this save fails, the weapon's damage die type is reduced by one step (d12 becomes d10, d10 becomes d8, d8 becomes d6, d6 becomes d4, and a d4 weapon is reduced to no die type, dealing a single point



of damage.) This reduction is permanent and requires the weapon to be repaired using the proper tools in order to be restored. Weapons reduced to no die type through the use of this feature cannot be repaired by any means.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cleric

Class Features

Unless otherwise noted below, use the class features as presented in the SRD 5.1

Equipment

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) hide armor or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Divine Domain

Choose one domain related to your deity, or your buddha as they are known on the Isle of Hope, such as the Life domain, detailed in the

SRD 5.1. The domains appropriate for use in *Choe Pho: A New World of Fantasy* are listed at the end of this class's description. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels

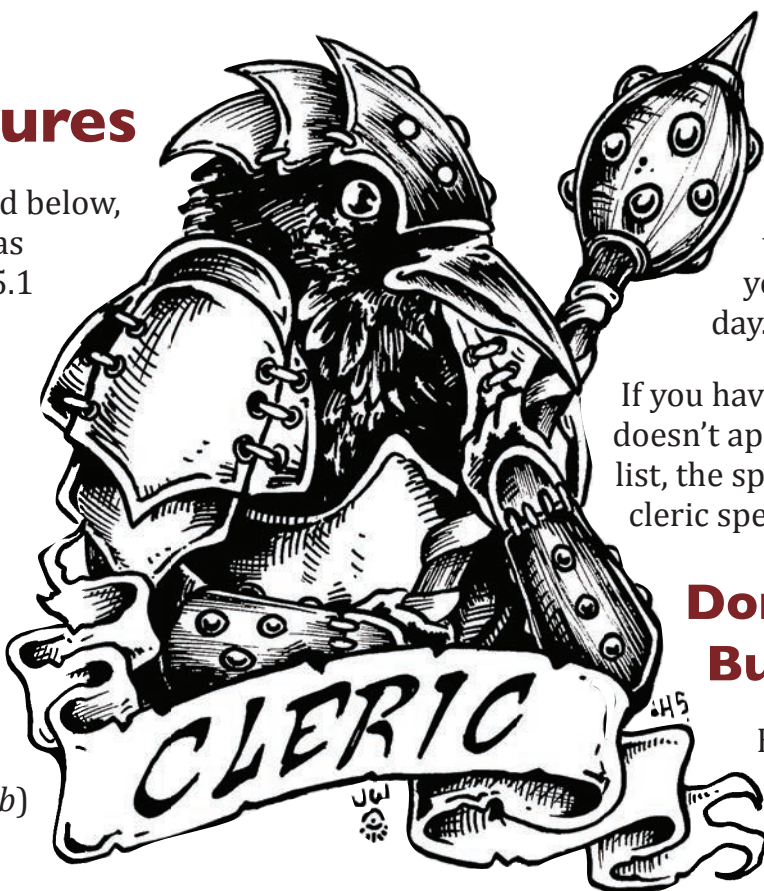
noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Domains by Buddha

Each domain available in the world of Choe Pho is governed by a single buddha. The relationships between the buddhas and their domains are listed below.

Buddha	Domain
<i>Baarirron</i>	Adharma
<i>Kalma</i>	Decay
<i>Sojobo</i>	Discipline
<i>Tara (Orange)</i>	Protection
<i>Tara (White)</i>	Dharma
<i>Yemoja</i>	Life



Adharma Domain

The Adharma domain focuses on immoral, unethical, and evil action. Though some clerics who practice this domain do so with the intent of preserving some form of cosmic balance, most are simply twisted individuals, corrupted by Baarirron's teachings.

Adharma Domain Spells	
Cleric Level	Spells
1st	<i>bane, hellish rebuke</i>
3rd	<i>silence, suggestion</i>
5th	<i>bestow curse, fear</i>
7th	<i>divination, freedom of movement</i>
9th	<i>contagion, dispel evil and good</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with martial weapons.

Disciple of Pain

Also starting at 1st level, your damaging spells are more effective. When you successfully use a spell of 1st level or higher to cause hit point damage to a creature, you may choose to have the creature make a Constitution save at a DC equal to your Cleric spell save. If this save is failed, the creature becomes stunned until the beginning of your next turn due to pain.

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

Channel Divinity: Sow Tragedy

Starting at 2nd level, you can use your Channel Divinity to wreak chaos on those in your vicinity.

As an action, you present your holy symbol and evoke accursed energy that can impose disadvantage on a number of future dice rolls equal to twice your cleric level. Choose any

creatures within 30 feet of you, and divide those accursed rolls among them.

Persistent Terror

Beginning at 6th level, your ability to terrify and upset your target grows. When a creature is affected by a *fear* spell you cast, that creature remains under the effects of *fear* for the full duration of the spell and does not get to make an additional Wisdom save to resist the effects of the spell, even if they leave your line of sight.

Forceful Strike

At 8th level, you gain the ability to infuse your weapon strikes with chaotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Harm

Starting at 17th level, when you would normally roll one or more dice to deal hit point damage with a spell, you instead use the highest number possible for each die. For example, instead of dealing 2d6 hit points of damage to a creature, you simply deal 12.

Decay Domain

The Decay domain focuses on necrotic energy. While the Decay domain certainly deals with death and undeath, it also covers rot, entropy and loss. Clerics of the Decay domain please their buddha with burial-free funerary rites and by leaving rotten offerings in temples.

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with poisoner's kits.

Decay Domain Spells	
Cleric Level	Spells
1st	<i>detect poison and disease, inflict wounds</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>animate dead, speak with dead</i>
7th	<i>blight, giant insect</i>
9th	<i>antilife shell, contagion</i>

Disciple of Decay

Also starting at 1st level, your necromancy spells are more effective. Whenever you use a spell of 1st level or higher to deal hit point damage to a creature, the creature loses additional hit points equal to 2 + the spell's level.

Channel Divinity: Bolster Undead

Starting at 2nd level, you can use your Channel Divinity to heal the undead.

As an action, you present your holy symbol and evoke necrotic energy that can restore a number of hit points equal to five times your cleric level. Choose any undead creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than its hit point maximum.

Carrion Caster

Beginning at 6th level, the damaging spells you cast on others heal you. When you cast a spell of 1st level or higher that deals hit point damage to a creature other than you, you regain hit points equal to 2 + the spell's level.

Rotting Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to

deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Creeping Death

Starting at 17th level, when you deal damage through the use of a necromancy spell, the target's hit point maximum is reduced by the amount of damage dealt. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under your control, unless the humanoid is restored to life or its body is destroyed. You can have no more than six zombies under your control at one time via this feature.

Dharma Domain

The Dharma domain focuses on the white aspect of Tara, and the positive energies she represents. Clerics of the Dharma domain are not only healers of the flesh, but the spirit and the land.

Dharma Domain Spells	
Cleric Level	Spells
1st	<i>purify food and drink, sanctuary</i>
3rd	<i>calm emotions, gentle repose</i>
5th	<i>create food and water, daylight</i>
7th	<i>banishment, guardian of faith</i>
9th	<i>greater restoration, hallow</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with jeweler's tools.

Agent of Dharma

Also starting at 1st level, your connection to the white aspect of Tara grants you insulation and

protection from the depredations of creatures of Adharma. You have advantage on any saving throw made to resist a harmful effect directed at you from aberrations, celestials, elementals, fey, fiends, and undead. This includes area effects you would be impacted by.

Channel Divinity: Repel Adharma

Starting at 2nd level, you can use your Channel Divinity to turn additional types of creatures. With this feature, you may turn aberrations, celestials, elementals, fey, and fiends as though they were undead subjected to the Turn Undead feature. You cannot, however, destroy these creatures as detailed under the Destroy Undead feature.

Calming Hand

Beginning at 6th level, you gain the ability to use an action to touch a willing creature and remove one of the following conditions from that creature: charmed, frightened, stunned or paralyzed. You may also remove one level of exhaustion with this feature per use.

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

Aspect of the Peaceful Tara

At 8th level, due to your peaceful nature, you are considered to be under the effects of a sanctuary spell at all times.

Return to the Lotus Root

Starting at 17th level, you can instantly teleport yourself and a number of willing creatures equal to your Charisma modifier (a minimum of one) who are within 60 feet of you that you can see. All creatures affected by this feature

(and any items they are carrying or wearing) are instantly transported to the Temple of the White Tara in the city of Sakya, regardless of distance.

You can use this feature once and regain any expended uses when you finish a long rest.

Discipline Domain

The Discipline domain focuses on the exhortation of strict discipline, physical fortitude and mental acuity. Practitioners of the discipline domain prefer to lead by example. Rather than working miracles for others, the followers of Sojobo aspire to be the miracle and inspire those who would follow in their enlightened footsteps.

Discipline Domain Spells	
Cleric Level	Spells
1st	<i>sanctuary, shield of faith</i>
3rd	<i>pass without trace, spider climb</i>
5th	<i>protection from energy, water walk</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>commune, hallow</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with woodcarver's tools.

Disciple of Sojobo

Also starting at 1st level, you are trained to defend yourself without reliance on outside conveniences such as armor. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Channel Divinity: Sustain Self

Starting at 2nd level, you can use your Channel Divinity to suppress your need to eat, drink or rest.

As an action, you still your body and mind, summoning the strength of your buddha's example. This resets your count of days without food or water to zero and removes all levels of exhaustion.

Remarkable Athlete

Beginning at 6th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Stillness of Mind

At 8th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Supreme Mastery

Starting at 17th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

Protection Domain

The Protection domain focuses on the defensive energies of Tara in her orange aspect. Often associated with the sun, Clerics of the Protection domain are bright, vibrant and intense, like the powers they command.

Protection Domain Spells	
Cleric Level	Spells
1st	<i>bleed, cure wounds</i>
3rd	<i>lesser restoration, zone of truth</i>
5th	<i>beacon of hope, dispel magic</i>
7th	<i>freedom of movement, guardian of faith</i>
9th	<i>commune, flame strike</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Protection

Also starting at 1st level, your training grants you the ability to defend your allies. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Channel Divinity: Shield of the Orange Sun

Starting at 2nd level, you can use your Channel Divinity imbue your shield with magical properties.

As an action, you can imbue one shield that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to the AC bonus granted by that shield (with a minimum bonus of +1). The shield also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the shield is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this shield, or if you fall unconscious, this effect ends.

Aura of Protection

Beginning at 6th level, whenever you or a friendly creature within 30 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Aura of Courage

Beginning at 8th level, you and friendly creatures within 30 feet of you can't be frightened while you are conscious.

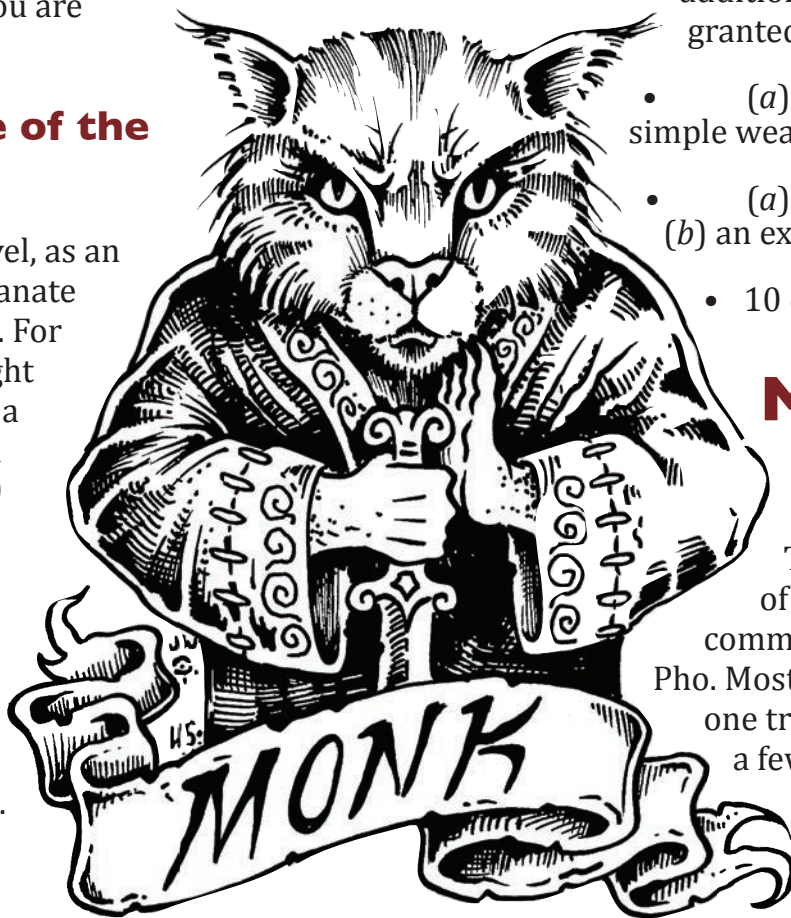
Countenance of the Orange Tara

Starting at 17th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

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



Monk

Class Features

Unless otherwise noted below, use the class features as presented in the SRD 5.1

Equipment

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

Monastic Traditions

The following traditions of monastic pursuit are common in the world of Choe Pho. Most monasteries practice one tradition exclusively, but a few honor the multiplicity of traditions and instruct each monk according to his or her aptitude and interest.

All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Black Tara

Monks of the Way of the Black Tara, signifying the buddha Tara in her black aspect, focus on righteous fury and the destruction of demons.

The techniques and features gained by monks of the Way of the Black Tara are detailed below.

Repel Demons

Starting when you choose this tradition at 3rd level, you can manipulate your ki to repel demonic creatures. As an action, you expend a point of ki and speak a chant censuring undead and fiends. Each undead or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw against your Ki save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Purity of the Lotus

At 6th level, you gain the ability to steel yourself and your allies against the machinations of demons. You may use your action to spend a point of ki and cast the *protection against evil and good* spell on yourself or a willing creature you touch. Your spellcasting ability for this spell is Wisdom. You may use this feature as long as you have sufficient ki points available to fuel it.

Kick of the Purifying Light

Beginning at 11th level, you can channel your ki into a kick that embodies Tara's rebuke of demonic forces in her black aspect. When you use an unarmed attack, you may spend 2 ki to deal an additional 3d8 radiant damage to the target. This additional damage is doubled if the target is a fiend or undead. The target must also make a Constitution save against your Ki save DC or be blinded for 1 minute. You may use this feature as long as you have sufficient ki points available to fuel it.

Strike the Universe Base

At 17th level, you gain the ability to channel the pinnacle of the cleansing power of Tara's black aspect. When you hit a creature with an unarmed strike, you can spend 5 ki points to cast the *sunburst* spell, centered upon that creature. You may choose to exclude any creatures within the spell's radius from taking radiant damage, but you cannot protect anyone from being blinded by the effect, with the exception of yourself. Your spellcasting ability for this spell is Wisdom. You may use this feature as long as you have sufficient ki points available to fuel it.

Way of the Green Tara

Monks of the Way of the Green Tara learn techniques to sharpen their connection to nature, connect with beasts and plants, and become closer to one-ness with the world around them.

Friend of the Sacred Wood

Starting when you choose this tradition at 3rd level, you gain resistance to damage from any weapon made from wood, as well as resistance to damage from the attacks of any plant creature.

Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Harmonious Sanctuary

When you reach 11th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Poisonous Palm

At 17th level, you gain the ability to create toxicity within someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to claim control over all of the toxins within the target's body. This control lasts for a number of days equal to your monk level. The toxins remain harmless unless you use your action to manipulate them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, you may choose to impose any one of the following conditions on the creature: blinded, deafened, paralyzed, or unconscious. The condition persists for a number of hours equal to your monk level. If the creature succeeds on its saving throw, it takes 10d10 poison damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the poisonous palm harmlessly without using an action.

Way of the Red Tara

In the world of Choe Pho the Way of the Open Hand is referred to as the Way of the Red Tara, signifying the buddha Tara in her red aspect.

The techniques and features gained by monks of the Way of the Red Tara are identical to those detailed under the Way of the Open Hand in the SRD 5.1.

Way of the White Tara

Monks of the Way of the White Tara focus on the positive application of ki in other beings, by focusing on the teachings of Tara in her white aspect. They learn techniques to manipulate ki to heal damage to their allies, and practice advanced meditation that can protect them from harm.

Bonus Proficiency

Starting when you choose this tradition at 3rd level, you gain proficiency with Wisdom (Medicine) checks.

Calming Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate the ki of other creatures when you harness your own. Whenever you use an action to touch a willing creature and expend a point of ki, you can remove one of the following conditions from that creature: charmed, frightened, stunned or paralyzed. You may also remove one level of exhaustion with this feature per use. You may use this feature as long as you have sufficient ki points available to fuel it.

Heal the Flesh

At 6th level, you gain the ability to heal others with a touch. As an action, you can touch a willing creature and expend 2 ki points. That creature may regain hit points equal to 2d6 plus your monk level. You may use this feature as long as you have sufficient ki points available to fuel it.

Purifying Caress

Beginning at 11th level, you can spend an action to touch a willing creature and expend 2 ki points. That creature becomes immune to poison and disease. Any poisons active in that creature's system are immediately rendered inert. Any diseases that are not chronic or terminal are immediately cured. Chronic or terminal diseases may simply be suppressed for the duration of the effect at GM discretion. This effect lasts for a number of hours equal to your monk level.

Fortifying Palm

At 17th level, you gain the ability to fortify the flesh of another creature. When you use an action to touch a willing creature you can spend 3 ki points to strengthen that creature by increasing the harmony of its personal vibrations with the world around it. Utilizing the fortifying palm grants the creature a number of temporary hit points equal to your monk level, which last until the creature completes a short or long rest.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations early without using an action.

Ranger

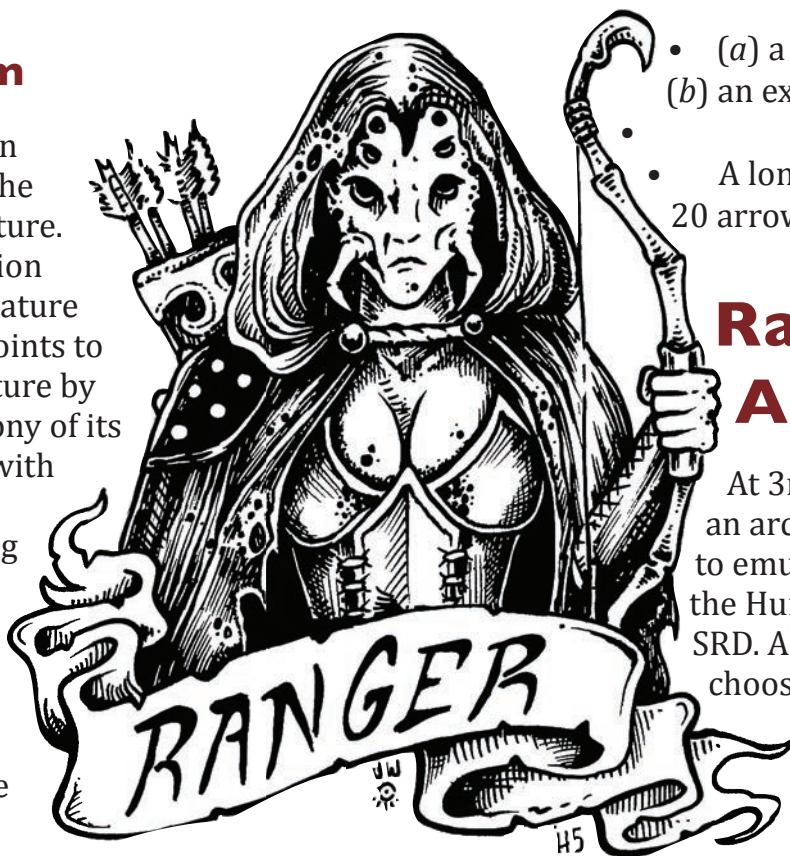
Class Features

Unless otherwise noted below, use the class features as presented in the SRD 5.1

Equipment

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

- (a) hide armor or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows



Ranger Archetypes

At 3rd level, you choose an archetype that you strive to emulate. You may choose the Hunter as detailed in the SRD. Alternatively, you may choose the Khampa, or the Talespinner, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Khampa

Rangers of the Khampa archetype act as shadow warriors, assassins and infiltrators who mercilessly eliminate their enemies.

Sneak Attack

At 3rd level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature

Level	Sneak Attack Damage
3	2d6
4	2d6
5	3d6
6	3d6
7	4d6
8	4d6
9	5d6
10	5d6
11	6d6
12	6d6
13	7d6
14	7d6
15	8d6
16	8d6
17	9d6
18	9d6
19	10d6
20	10d6

you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack table, below.

Supreme Sneak

Starting at 7th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add

your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Master of Ambushes

When you reach 15th level, you become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Talespinner

You collect and distribute tales of wonder and woe from the furthest reaches of Choe Pho. You are the loremaster of the new world!

Inspiring Words

At 3rd level, you can inspire others through stirring words and astonishing tales. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

Font of Inspiration

At 7th level, you regain all of your expended uses of Bardic Inspiration when you finish a

short or long rest. In addition, your Bardic Inspiration die becomes a d8.

Traveler's Fortitude

By 11th level, your travels and exposure to the wider world have granted you greater mental strength. You gain proficiency in Wisdom saving throws. In addition, your Bardic Inspiration die becomes a d10.

Peerless Skill

At 15th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail. In addition, your Bardic Inspiration die becomes a d12.

Warlock

Class Features

Unless otherwise noted below, use the class features as presented in the SRD 5.1

Equipment

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

(a) a light crossbow and 20 bolts or (b) any simple weapon

(a) a component pouch or (b) an arcane focus

(a) a scholar's pack or (b) a dungeoneer's pack

Leather armor, any simple weapon, and two daggers

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being. In the world of Choe Pho, the only otherworldly being capable of entering such pacts is Baarirron, who is treated as The Fiend for the purposes of this feature. Your pact grants you features at 1st level and again at 6th, 10th, and 14th level.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Otherworldly Patron

Baarirron is the sole Otherworldly Patron available to beings in the realm of Choe Pho. The warding magics surrounding the realm are so powerful that no other ungodly being can penetrate them, even for the purposes of entering pacts and bestowing power. Baarirron is well aware of the privilege of his position, and uses it as a harsh negotiator when determining pacts. Baarirron has lofty, long-term goals for his warlocks. He allows his servants a wide berth of personal freedom in most affairs, but demands rigid obedience on the rare occasion when an order is given.

The Fiend

For system purposes, Baarirron is considered the Fiend as an Otherworldly Patron.

Expanded Spell List

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell, as detailed in the SRD 5.1.

Dark One's Blessing

Starting at 1st level, when you reduce a creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One's Own Luck

This feature functions as detailed in the SRD 5.1.

Fiendish Resilience

This feature functions as detailed in the SRD 5.1.

Hurl Through the Marrow

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the Plains of Marrow. The creature disappears and hurtles through a nightmare landscape of unformed chaotic sub-reality and gains terrible insight into the vastness of the wheel of dharma.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. The creature must make a Wisdom save at a DC equal to your spell save DC. If this save fails, the target develops an indefinite madness, chosen by the GM.

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

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

Pact of the Chain. Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with imps and quasits tied to the Fiend.

Pact of the Blade. If you serve the Fiend, your weapon could be an axe made of black stone and adorned with decorative flames.

Pact of the Tome. Your Book of Shadows could be a weighty tome bound in demon hide studded with bone, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend.



Beyond 1st Level

Character advancement, experience points, and multiclassing in *Choe Pho: A New World of Fantasy* are handled as detailed in the SRD 5.1.

Languages

All characters in the world of Choe Pho can speak common by default. Your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of a specific order of monks.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental types. Creatures that speak different dialects of the same language can communicate with one another. See the Language tables in the SRD 5.1 for more information on languages. Please note, some of the languages listed may not be appropriate for a campaign set in Choe Pho.

Inspiration

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits. Inspiration can also be gained by investing your will so strongly into an action that a portion of your Marrow, your soul's energy, is drawn upon to help you succeed.

Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits and portray your character in a compelling way. You can also expend Marrow to gain Inspiration in certain circumstances.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability

check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

Backgrounds

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed?* Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have *more* money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample background presented here provides both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

Proficiencies

Each background gives a character proficiency in two skills (described in "Using Ability Scores").

In addition, most backgrounds give a character proficiency with one or more tools (detailed in “Equipment”).

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

Languages

Some backgrounds also allow characters to learn additional languages beyond those given by race. See “Languages.”

Equipment

Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

Suggested Characteristics

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

Customizing a Background

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can’t also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can’t find a feature that matches your desired background, work with your GM to create one.

Acolyte

As presented in the SRD 5.1, the Acolyte Background is perfectly acceptable in the world of Choe Pho.

Healer

You have spent your life studying the arts of healing and humanoid physiology. You are a philosopher of the ways of the body, a cleric of the gods of well-being, and a monk contemplating perfection of your patient’s bodies.

Skill Proficiencies: Nature, Medicine

Languages: One of your choice

Tool Proficiencies: Alchemist’s supplies, Herbalism kit, Poisoner’s kit

Equipment: All tools with which you are proficient, a set of common clothes, three Healer’s kits, and a pouch containing 15 gp worth of gems.

Feature: Combat Triage

As an action you may target one living creature whom you can touch and expend one use of a Healer’s kit. The target is healed of any hit point damage incurred by the last hit it received, to a maximum of your Wisdom score. Any hit point damage exceeding your Wisdom score remains.

Suggested Characteristics

Healers place great value on the sanctity of life, dedicating themselves to its preservation and extension. Healers study herbs, medicines, poisons and diseases, always seeking new ways to treat the wounded and ill. This leads many healers to adventure in the Plains of Marrow, seeking out undiscovered remedies and treatments. Most adventuring parties are more than happy to have a healer along on such expeditions, for obvious reasons.

Laborer

You have spent your life doing hard, manual labor. Whether you have worked as a farmer, a shepherd, a miner, or a skilled tradesperson, you are accustomed to back breaking work.

Skill Proficiencies: Athletics, Animal Handling

Languages: One of your choice

Tool Proficiencies: Three tools of your choice

Equipment: All tools with which you are proficient, a set of common clothes, 15 gp worth of trade goods, and a pouch containing 5 gp worth of gems.

Feature: Worker's Resilience

As a laborer, your survival depends on your ability to perform your duties in spite of injury, illness and disease. Fields need plowed, crops need to be harvested, and herds attended whether you feel like it or not. As such, you have developed a hearty resistance to disease and discomfort, which grants you advantage on Constitution saving throws.

Suggested Characteristics

Laborers are used to coping with the strains of hard work. This tends to manifest as a strong work ethic, pride in one's work, and a sense of responsibility for tasks to which one is entrusted. These ideals drive the laborer to continue pressing forward in the face of mounting difficulty. Laborers tend to reserve celebration and relaxation for times when all the work is done.

Nomad

You have spent your life wandering the Isle of Hope. Most nomads are members of a wandering tribe, though some rare individuals walk the Isle of Hope alone, drifting across the landscape relying on their wits and skill to survive.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Two tools or musical instruments of your choice

Languages: One of your choice

Equipment: Fishing tackle, a tinderbox, any tool kit or musical instrument with which you are proficient, a set of common clothes, and a pouch containing 15 gp worth of gems.

Feature: Wherever I May Roam

As a nomad, you have learned to pay close attention to your surroundings. As your home is wherever you lay your head, you must be extra vigilant in order to remain safe from the various threats and dangers of living on the road.

With this feature you may take a short rest to acclimate yourself to your surroundings. During this time you gain no other benefit of taking a short rest. At the completion of this short rest, you may claim advantage on any Wisdom (Perception), Wisdom (Survival) and Dexterity (Stealth) checks made within a 1-mile radius of the spot where you activated this feature. This bonus lasts until you move outside of that radius.

Suggested Characteristics

Nomads are forged by a hard life of travel, never staying in the same place for long. Most nomads form impermeable bonds with their traveling companions, while viewing all outsiders with healthy suspicion. Lone nomads tend to be self-reliant to the point of being rude and impersonal.

Seeker

As a seeker, you have dedicated your life to a higher understanding of the nature of existence. Seekers have an insatiable curiosity about the truths of dharma and the essence of Marrow. Some seekers spend their years

cloistered in monasteries, attempting to discover these truths through contemplation and meditation, but many seekers are compelled to adventure into the Plains of Marrow, preferring to learn by experience.

Skill Proficiencies: Arcana, Investigation

Languages: Three of your choice

Equipment: A book for jotting down discoveries, an ink pen and 3 vials of ink, a set of common clothes, and a pouch containing 15 gp worth of gems.

Feature: Discerning Deduction

As a seeker, you are interested in unearthing the underlying truths of existence and the meaning of life. Your will and dedication grant you the ability to notice things that less dedicated minds may miss. This grants you advantage on all Intelligence (Investigation) checks. Furthermore, you are naturally suspicious, and therefore may make an Intelligence (Investigation) check to notice an illusion upon first encountering it against the save DC of the effect, even if such a check is normally not permitted. This feature does not, however, allow the illusion to be defeated, unless the effect specifically permits an Intelligence (Investigation) check to defeat it. So, a seeker using this feature could recognize that an invisibility effect is in use in the area with a successful Intelligence (Investigation) check but cannot see the invisible creature or object.

Suggested Characteristics

Seekers tend to be skeptical, always digging for deeper meaning and precise understanding of situations. This leads many seekers to be slow to form social bonds, as they have a hard time trusting unknown variables (like other people.) However, seekers are often extremely loyal, even dogmatic, once they establish a piece of information to be fact. Some seekers

can become short-sighted and develop a bit of tunnel vision as a result of this tendency.

Warrior

You have spent your life training as a combatant. Though the majority of the Isle of Hope is peaceful, with little war to speak of, there are conflicts that erupt into violence from time to time among the various villages and towns of the Isle. Furthermore, wild creatures and strange beings from the Plains of Marrow occasionally invade the Isle of Hope, which necessitates a strong defensive force. Some villages near the outlying areas of the Isle of Hope dedicate their entire society to mastering the art of combat, knowing that they are the first line of defense against the demons of the Plains of Marrow.

Skill Proficiencies: Athletics, Intimidation

Languages: One of your choice

Tools: One of your choice

Equipment: A set of tools with which you are proficient, a suit of armor with which you are proficient, a weapon with which you are proficient, a set of common clothes, and a pouch containing 15 gp worth of gems.

Feature: Fighting Style

As a warrior you have been trained in the art of combat. You may select one of the following fighting styles. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

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

Defense

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

Dueling

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

Great Weapon Fighting

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

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

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

Suggested Characteristics

Warriors are educated in the art of combat, but most warrior societies in the Isle of Hope teach the values of peace, patience, and honor. Warriors are trained to act tactically and logically, reserving emotion until the battle is completed. Of course, while this is the ideal, some warriors fall short, as ongoing exposure to violence blunts their resolve and reduces their capacity for compassion and honor. Such warriors often end up as mercenaries or criminals.

Equipment

The world of Choe Pho is technologically in an early Copper Age. Worked metal of any kind is exceedingly uncommon and primarily copper. Locks and mechanical traps are effectively unheard of, as are thieves' tools. Common building materials include stone, wood, mud brick and animal hides. Most tools are stone. Only the city of Sakya and a few advanced villages see any remotely common use of copper.

The economy is largely based on trade goods, exchange of services, and barter for skilled labor for art objects. High end transactions often involve gems and jewels. For ease, GMs and players can use the GP values of gems, equipment & trade goods established in the SRD 5.1 to simulate the Choe Pho economy, just bearing in mind that coins themselves are not in use.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items. Selling magic items is nearly impossible on Choe Pho. Magic items are exceptionally rare. You won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gems and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can use them as currency for transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

Trade Goods. In the world of Choe Pho, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of copper, bags of salt, livestock, and so on—

retain their full value in the market and can be used as currency.

Armor

Armor in the world of Choe Pho functions as detailed in the SRD 5.1 with the notable exception that forged metal is not available. Shields are made of wood. Studded leather armor contains bone or stone studs, rather than metal. This rules out all forms of Medium and Heavy armor except for Hide, Breastplate (made of copper, treat as AC 13 + Dex Modifier (max 2)), and Splint Mail (made of copper, treat as AC 16, Str 15.)

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use.

Like armor, the primary difference with weapons in the world of Choe Pho is the lack of iron-based technology. This effectively removes access to the following weapons (as copper-based metalworking techniques are insufficient to forge them): Greataxe, Greatsword, Longsword, Rapier, and Scimitar.

Adventuring Gear

This section describes items that have special rules or require further explanation. Some of these items are altered on the world of Choe Pho, while others simply are unavailable.

Acid. As an action, you can splash the contents of this clay vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

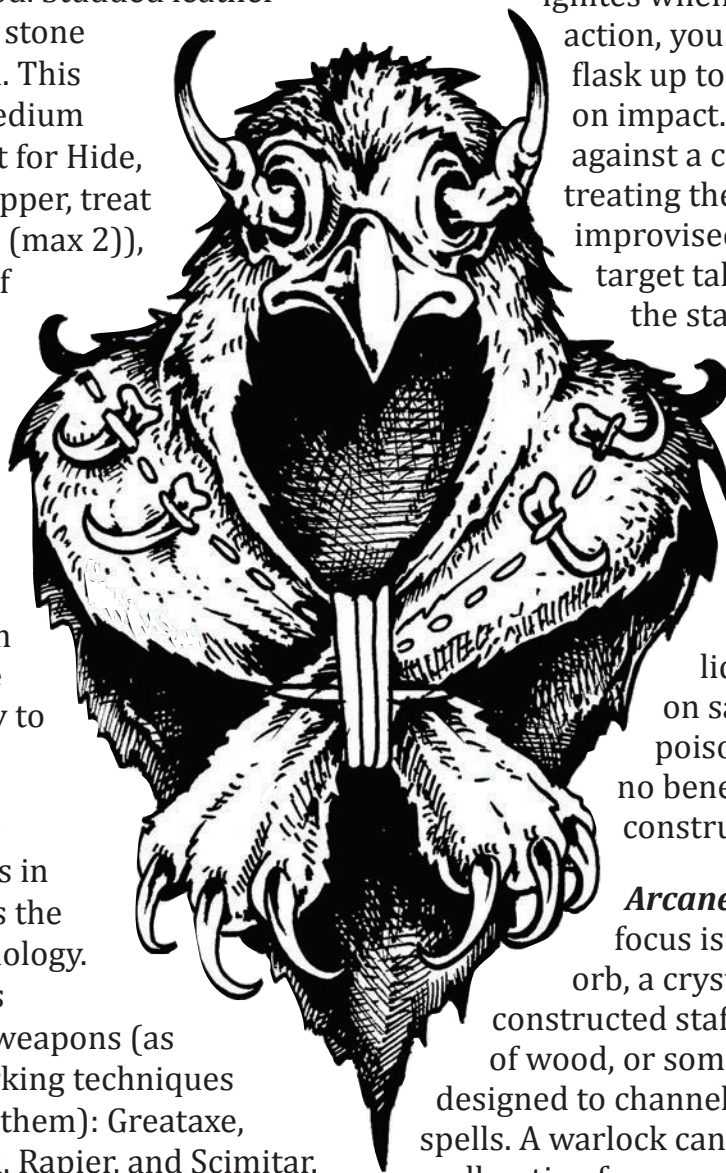
Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this clay flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus. An arcane focus is a special item— an orb, a crystal, a rod, a specially constructed staff, a wand like length of wood, or some similar item— designed to channel the power of arcane spells. A warlock can use such an item as a spellcasting focus.

Ball Bearings. These are unavailable in the world of Choe Pho

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.



Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

Caltrops. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. For 1 hour, a candle sheds bright light in a 5 foot radius and dim light for an additional 5 feet.

Case, Crossbow Bolt. This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll. This cylindrical leather case can hold up to ten rolled up sheets of paper or five rolled up sheets of parchment.

Chain. Chains are unavailable on Choe Pho.

Climber's Kit. Climber's Kits are unavailable on Choe Pho.

Component Pouch. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar. Crowbars are not available on Choe Pho.

Druidic Focus. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object

incorporating feathers, fur, bones, and teeth from sacred animals. A ranger can use such an object as a spellcasting focus.

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, copper hooks, stone sinkers, lures, and narrow netting.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol. A holy symbol is a representation of one of the buddhas. It might be an amulet depicting a symbol representing an aspect of Tara or one of the other buddhas, or the same symbol carefully engraved or inlaid as an emblem on a shield. A cleric can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of materials, and requires the caster to expend a 1st level spell slot.

Hunting Trap. This item is not available on Choe Pho.

Lamp. A lamp casts bright light in a 15 foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60 foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30 foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5 foot radius.

Lock. This item is not available on Choe Pho.

Magnifying Glass. This item is not available on Choe Pho.

Manacles. These are not available on Choe Pho.

Mess Kit. This wooden box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5 foot square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Poison, Basic. You can use the poison in this clay vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the

poison retains potency for 1 minute before drying.

Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action. These are relatively rare, and nearly impossible to acquire outside of the city of Sakya.

Pouch. A cloth or leather pouch can hold up to 20 sling stones or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Quiver. A quiver can hold up to 20 arrows.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spellbook. Essential for wizards, a spellbook is a leather bound tome with 100 blank vellum pages suitable for recording spells.

Spyglass. This item is not available on Choe Pho.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, pyrite, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20 foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp). This item is not available on Choe Pho.

Diplomat's Pack (39 gp). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Includes a backpack, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (10 gp). Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Tools

With the notable exception of thieves' tools, most toolkits function as described in the SRD 5.1. The technology level is ultimately left to the GM to manage, though it is safe to assume that tools taking advantage of metal technology beyond working simple copper, or any but the most basic glassblowing, are beyond what is typically experienced on Choe Pho.

The remainder of the equipment section of the SRD 5.1 is suitable and easily adaptable to the world of Choe Pho.

Ability Scores and Marrow

Six abilities provide a quick description of every creature's physical and mental characteristics:

Strength, measuring physical power

Dexterity, measuring agility

Constitution, measuring endurance

Intelligence, measuring reasoning and memory

Wisdom, measuring perception and insight

Charisma, measuring force of personality

Is a character muscle bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six

ability scores, and compare the total to a target number.

To generate your character's starting ability scores you may assign the following values to your character's ability scores, in the order you choose: 15, 14, 13, 12, 10, 8.

Once you have assigned these scores, you will adjust them based on your character's race, then determine your ability modifiers as described in the SRD 5.1.

Marrow

Marrow is a trait that measures the primal essence, soul energy, and incomprehensible contagion that binds the world of Choe Pho together. Every living soul on Choe Pho generates Marrow, and sentient humanoids can call upon this energy to perform a number of effects.

Your character's Marrow score is equal to the sum of their ability modifiers. When ability scores are raised, the characters Marrow score can increase as a result. Likewise, if a character suffers ability damage, the Marrow score can be reduced.

A character can never possess more points of Marrow than their Marrow score.

Using Marrow

Marrow can be spent to achieve certain in-game effects. A character can spend as many points of Marrow as the effect requires in a single turn, but cannot activate more than one Marrow Effect per turn. Spending Marrow requires some effort, and is therefore considered a reaction in combat.

Marrow Effects: 1 point. A character can spend 1 point of Marrow to ignore the effects of the following conditions until the

end of their next turn: charmed, frightened, poisoned, stunned or unconscious. Alternatively, the character may expend 1 point of Marrow to ignore the character's highest level of exhaustion. Conditions ignored with an expenditure of Marrow begin affecting the character as normal at the end of their next turn, though the turn in which the conditions were ignored does count against the duration of the condition, if a duration applies.

Marrow Effects: 2 points. A character can spend 2 points of Marrow to expend a hit die in combat. This allows the character to roll that hit die to regain lost hit points as if he had completed a short rest. Hit dice expended through this feature cannot be regained until the character completes a long rest. Alternatively, the character may expend 2 points of Marrow to ignore the character's highest 2 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 3 points. A character can spend 3 points of Marrow to gain Inspiration if she does not currently have Inspiration. This Inspiration is retained until the character expends it. Alternatively, the character may expend 3 points of Marrow to ignore the character's highest 3 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 4 points. A character can spend 4 points of Marrow to simulate the effects of having completed a short or long rest. The character must choose whether a short or long rest is being simulated at the time of the expenditure. Simulating a short or long rest in this fashion functions in every way like actually completing the rest, with the exception that the character does not regain spent Marrow from a simulated rest. Alternatively, the character may expend 4 points of Marrow to ignore the character's

highest 4 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 5 points. A character can spend 5 points of Marrow to activate a dharmachakra in the Plains of Marrow, anchoring the local reality to the Isle of Hope. The process is fully described in the *Adventuring in Choe Pho* section of this book. Alternatively, the character may expend 5 points of Marrow to ignore the character's highest 5 levels of exhaustion, subject to the duration & limitations outlined above.

Regaining Marrow

Characters regain Marrow very slowly. In order to regain a point of Marrow, the character must spend a long rest in meditation and contemplation. During this long rest, the character may spend and regain hit dice, regain spell slots, regain Ki, regain uses of Bardic Inspiration, and regain uses of rage. Beyond those specific gains, the long rest may not be used for any other purpose than regaining Marrow.

Adventuring in Choe Pho

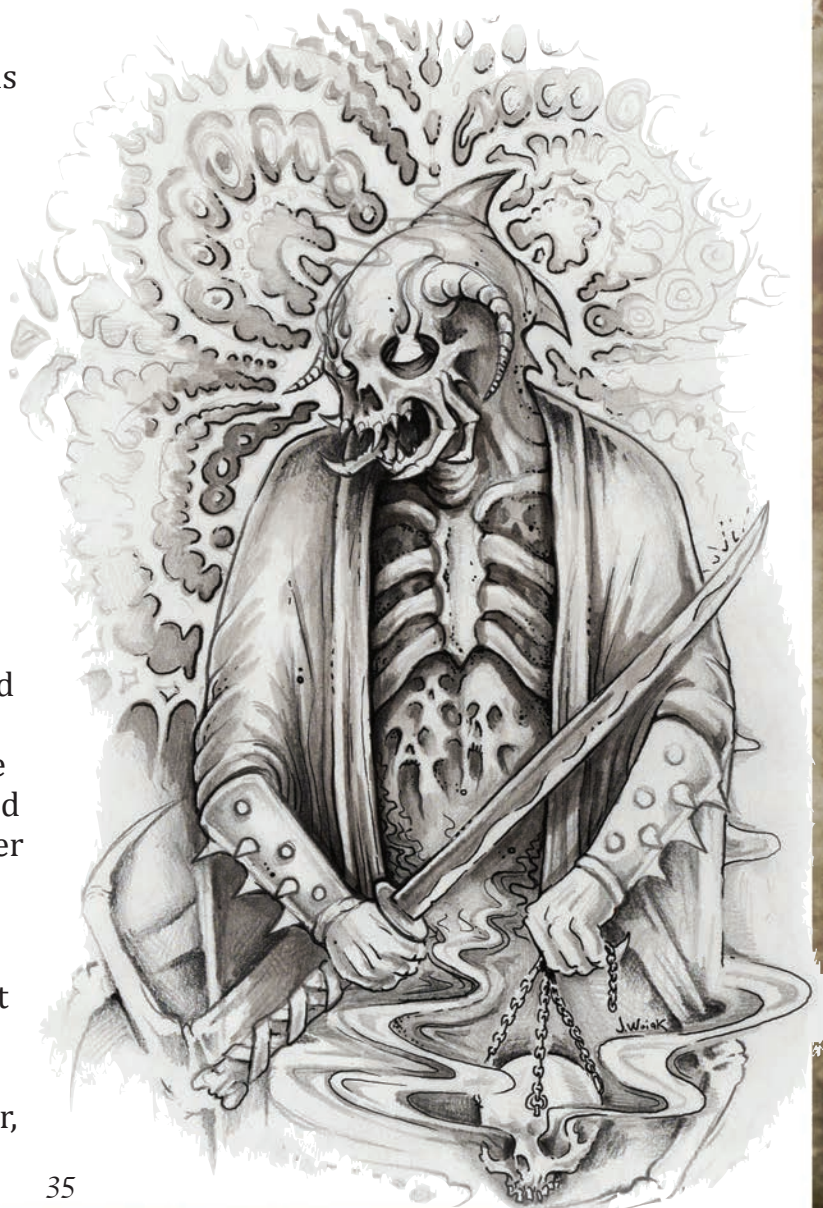
The world of Choe Pho is a young realm, filled with wonder, mystery and potential. The vast majority of adventurers on Choe Pho are explorers and trailblazers who seek to expand the domain of the Isle of Hope and bring order to the chaotic Plains of Marrow.

Due to the fluid nature of the Plains of Marrow, these strange lands are in a constant state of flux. One day, a particular area may be a frozen wasteland peopled by aggressive creatures composed of living ice. A week later,

the same region might be a bountiful farmland tended by peaceful goblinoids. These shifts occur, seemingly at random, until an adventurer activates the area's dharmachakra.

Chaos on the Plains of Marrow

The vast majority of the Plains of Marrow is usually in a state of necrotic chaos. The ground is barren and empty. Water is scarce and foliage virtually non-existent. Adventurers who do not bring their own food and drink risk death from thirst or starvation. A fog permeates the area much of the time (treat the Plains of Marrow in their chaotic state as lightly obscured.) Undead creatures of all varieties wander the Plains of Marrow,



coalesced from the raw, random spiritual energy flowing through the chaos. Ghosts, skeletons, zombies, will-o-the-wisps, and wights are the most commonly encountered undead wandering the plains, but any type of undead creature may make its home there.

Regional Realities

When a dharmachakra rises in the Plains of Marrow, a regional reality is formed. The size and traits of this reality are not necessarily tied to the power of the dharmachakra, though most of these regional realities are no smaller than a single acre and very rarely larger than 2-3 square miles. When the characters enter an area within the Plains of Marrow that has coalesced into a temporary reality, they must locate the area's dharmachakra and overcome the challenge presented by this spiritual linchpin. In some instances, the dharmachakra is a straightforward threat: an undead creature, a wild beast, or an evil warlord who claims dominion over the region. In other cases, the dharmachakra is a concept, puzzle, or other ephemeral challenge that must be resolved. Examples include brokering a peace between two feuding families or races in the area, finding a missing trinket, or helping a ghost resolve its ties to some half-remembered previous incarnation. Once

the challenge is overcome and the story completed, the gamemaster announces that the dharmachakra is open and can be activated. This opening of the dharmachakra can be sensed intuitively by all characters in the affected region.

Activating the Dharmachakra

Once a region's dharmachakra is opened, the characters have ten minutes to decide whether to activate the dharmachakra or to allow the area to flow back into chaos. If the characters elect to activate the dharmachakra, one character who is present must meditate and spend 5 points of Marrow to activate the dharmachakra and anchor the reality to the Isle of Hope. Once this is completed, the region will remain as it was when the dharmachakra opened, including all inhabitants, items and rules of nature operating within the area.

If the characters decide to abandon the dharmachakra, the region, including its inhabitants, structures and items, will flow back to a chaotic state until a new dharmachakra forms (typically within 2d6 days.)



The Council of Enlightenment

The Council of Enlightenment is comprised of the five buddhas who wrestled Choe Pho from the void. Their stated goal is to direct this new world to become a harmonious realm, in which all inhabitants may one day gain enlightenment. Of course, each of the buddhas has their own reasons for joining the council, which may interfere with the aims of the others, but for now, conflicts remain at a minimum.

The buddhas and a basic overview of their philosophies are detailed below.

Baarirron



In the Fallen World, Baarirron was the ruler of a small subdimension of torture and pain. He is known to be ruthless and deceptive, and courts worship through soul pacts with his warlocks. Baarirron represents many of the darker aspects of consciousness and emotion. Though he is a tempter and a selfish being, he is useful to the Council of Enlightenment as a balancing force of darkness. Many of the other buddhas do not trust Baarirron, and many inhabitants of Choe Pho curse his name when

bad luck or ill fortune presents itself. This cursing amuses Baarirron and his followers, who take delight in being given credit for ill fortunes they typically had nothing to do with.

Kalma



In the Fallen World, Kalma was a goddess of decay and rot. When the Council of Enlightenment formed and constructed Choe Pho, Kalma claimed domain over death, decay and necrotic energies. Kalma has little interest in, or patience for, the undead. However, she has agreed to claim domain over them. Given the prevalence of undead and restless spirits within the Plains of Marrow, someone had to. Still, Kalma does not tend to meddle in the affairs of the undead directly, and certainly never created them for her own purposes. Instead, she grants power over the undead to her followers and clerics, relying on those who choose such paths to cull and control the undead on Choe Pho.

Kalma, instead focuses her attention on the passing and decay of the flesh. One of the central ideals upheld by the Council of Enlightenment, is that of rebirth. When a person dies on Choe Pho, their soul passes along to a new incarnation. Likewise, the body rots, decays, and returns to the earth to fertilize new growth. This is the process

Kalma holds most sacred and spends most of her time addressing and encouraging. Her clerics perform funerary rites, leaving the bodies of the dead to decay in carrion tombs once the families and loved ones have paid their final respects to the deceased. When not sequestered in her private tomb in Gosainthan

Sojobo



In the Fallen World, Sojobo was a bodhisattva who sought to guide his people, the tengu, to be the greatest teachers in the cosmos. His hope was that the tengu could lead the way to enlightenment for all species in the Fallen World. As it became clear to Sojobo that the Karma Eaters were overtaking the Fallen World, he decided to form an alliance with the other buddhas of the Council. Sojobo agreed to join the Council of Enlightenment and act as a spiritual guide and architect of this new world, in exchange for passage for any of his people who wished to come. These refugees from the Fallen World are the tengu who now call Choe Pho their home.

Tara



Tara is a many-aspected buddha, who serves as the leader and visionary of the Council of Enlightenment. It was Tara who called together the other councilors and formed the plan to build their own realm, far from the terrors of the Fallen World. Tara also conceived of the creation of the Plains of Marrow as a way to let the inhabitants of their new realm take ownership and agency in the direction of their new home land. It is Tara's hopeful belief that this ability for each thinking creature to act as an artisan of the realm's makeup will lead to peace, harmony, and enlightenment for all.

While Tara is hopeful and optimistic, she is far from naive. She is well aware that the dynamics within the Council of Enlightenment present no small amount of challenges. She is mindful of Baarirron's greed and lust for power. She sees Kalma's hands-off approach for dealing with the undead to be bordering on negligent. Her relationship with Sojobo is cool and respectful, but she is aware that Sojobo maintains virtually the same dynamic with all of the buddhas. Tara sees Yemoja as her only true ally on the Council of Enlightenment, trusting that their goals remain in harmony.

Yemoja



Yemoja is the buddha who gifted the inhabitants of Choe Pho with life. She claims domain over all of the waters of Choe Pho, and stands as a protector and servant to mothers and women who are expecting. She serves as the entry valve for souls to join with flesh and become life, a task she does not take lightly. She is a joyful being who celebrates life and love. She is also a fierce protector of the young, the innocent and the weak.

Yemoja celebrates and loves life. She respects the place death plays in the process of life, and as such remains on somewhat cordial terms with Kalma. However, she holds Baarirron in a contempt that borders on violent. On more than one occasion, Sojobo and Tara have had to intervene to separate the two during heated arguments.

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