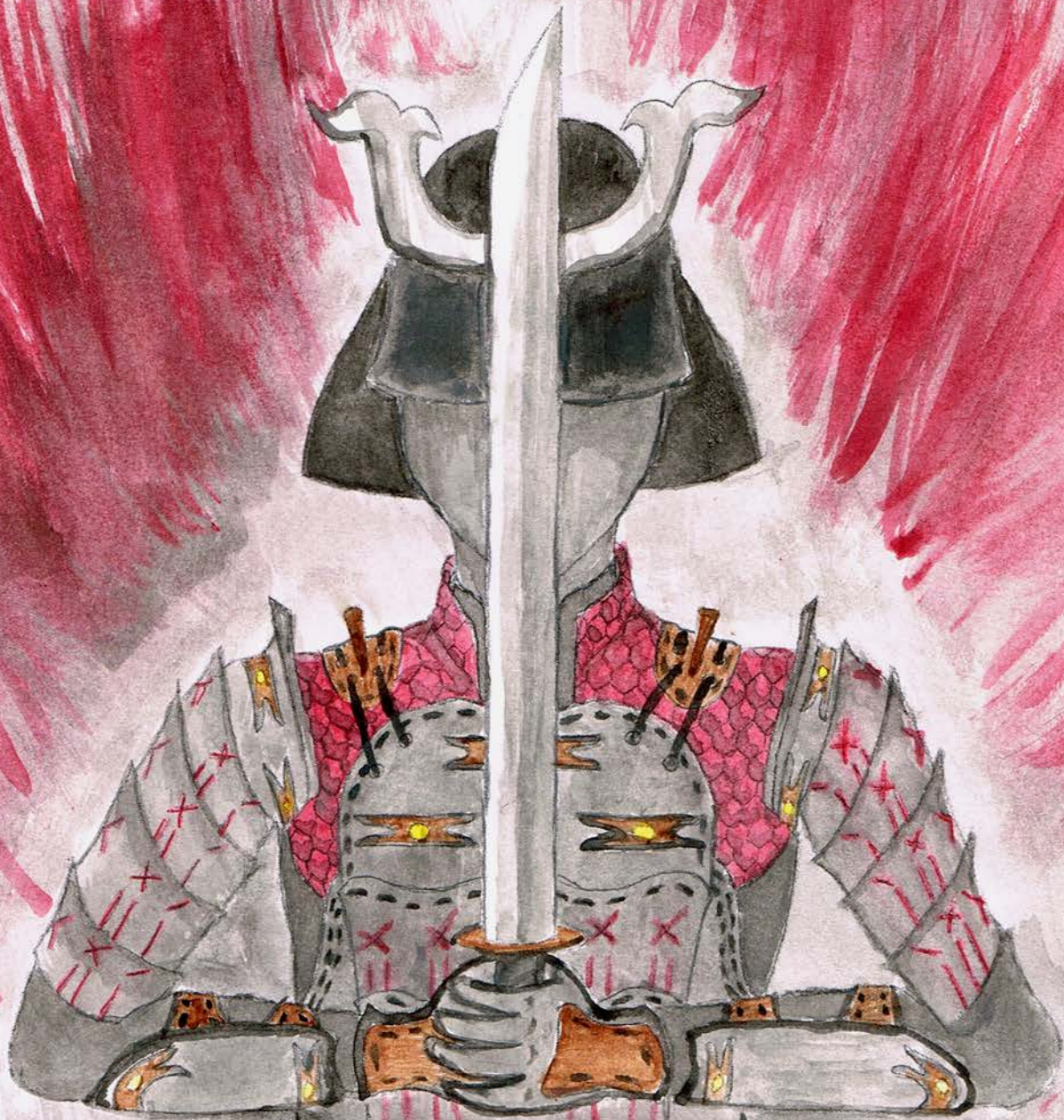


Dungeons & Dragons

5th Edition

Oriental Sourcebook



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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

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

Alignment

Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your korobokuru is lawful, for example, in defiance of their chaotic 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.

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. Relationships among subraces vary significantly from race to race and world to world.

Hengeyokai

Information

<http://www.dmsguild.com/product/175177/Race-Compendium--Volume-One>

Korobokuru

Korobokuru Traits

Korobokurus are around 4 ft. tall, with lanky arms and bowed legs. They are short, like dwarves, but lean and spritely. Small-eared, round-nosed, wide-lipped, and often with some facial hair, it is not unfair to say that the Korobokurus look a little wild. They dress simply, with earth-tone garments, and simple

ornamentation like flowers and colorful stones on leather cords. Their language is a distant cousin of Dwarvish. They tend to live in villages in wilderness areas, ranging from rough mountainsides to deep forests to icy steppes. One village will often consist of a large family or two. They pay tribute to local forest spirits and minor nature deities, and even name their kin and clans after such symbols of nature. It is not common for a Korobokuru to leave their extended family, though if they do, they will try to support themselves with their simple crafts, unskilled labor, or adventuring. They avoid contact and conflict with the other races when possible. Many other races look down on them, thinking them to be primitive. Because of this, Korobokurus keep their distance from others and are slow to trust outsiders and authority. If a Korobokuru leaves their homeland, it is probably in search of something for their kin – they are motivated by family.

Ability Score Change. Your Constitution score increases by 2 and your Intelligence score decreases by 2.

Age. Korobokuru reach adulthood at 40 years and live to about the age of 250.

Alignment. Korobokurus lean towards chaotic alignments and most despise evil creatures.

Size. Korobokurus stand about 4 feet tall. Your size is small.

Speed. Your base walking speed is 25 feet.

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.

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

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

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

Nezumi

Nezumi Traits

Nezumi are wanderers, a people without a country. An ancient race, their kingdom fell long ago, and now they eke out an existence as hardy scavengers in the world. They are often referred to by humans as "ratlings," and indeed do resemble 5 ½ ft. 155 lb. bipedal rats. Pointed pink ears and long toothy snouts stand out against their coarse fur, ranging widely in color and pattern, including black, brown, grey, and white. It is in their culture to wear earrings and necklaces of bone or teeth. They value individual lives and one's own *ki* more than any deities or spirits.

Nezumi can be found in some numbers in nearly every population, and many live solitary or in small caravans in the wilderness, fending off predators such as oni, ogres, and goblins. For this reason, the step into adventuring is a natural one, whether for survival or just to make something of their lives. They are often mistrusted and feared for their strange

appearance and connotations of darkness. Their foraging and scavenging habits do not help with this image. Their language of squeaks, chatters, and clicks is very difficult for others to pronounce, and their script is mainly used as a code between passing nomads. They often receive nicknames from the humans they deal with, like Longtooth or Blacksnout, to their occasional irritation.

Ability Score Change. Your Constitution score increases by 2 and your Charisma score decreases by 2.

Age. Nezumi reach adulthood at 5 years and live to about the age of 30

Alignment. Nezumi tend towards chaotic alignments.

Size. Nezumi average about 5 ½ feet tall and weigh about 155 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

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

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

Keen Senses. The nezumi have advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. The nezumi have sharp teeth and claws that deal 1d4 points of piercing and slashing damage. These attacks can replace a melee weapon attack.

Spirit Folk

Spirit Folk Traits

Spirit Folk resemble humans in many ways, not the least of which is by their physical appearance – with fine features, glowing complexions, and no body hair, they generally approach the human standards of beauty in whichever societies they live in. Although they have a heritage in the spirit world, they share human blood as well, and they like to live amongst humans.

Indeed, even in their mixed ancestry they have human names, families, and jobs, and are accepted as members of their communities. It is not always easy to tell whether someone is of the Spirit Folk unless you know what to look for.

Despite this, they are highly attuned to the natural world, and their serenity and strong love for life often make them stand out. In life, as in nature, they seek a balance between extremes, and so they are usually of some neutral alignment. They frequently live near and are drawn to places of wild beauty, such as deep groves, shining streams, and broad shores. Some spirit folk find themselves at odds with their human cousins, and so become adventurers, following wanderlust and their hearts to find their way in the world.

Depending on the specifics of their spirit ancestry, Spirit Folk have different subraces, including Bamboo, River, and Sea.

These are base abilities for all spirit folk.

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

Age. Spirit Folk reach adulthood at 110 years and live to about the age of 350

Alignment. Spirit Folk tend towards neutral alignments.

Size. Spirit Folk range from 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 and Spirit Tongue.

Bamboo Spirit Folk

As a Bamboo Spirit Folk you have the following additional abilities.

Wilderness Explorer. You are familiar with forest terrain and have advantage on all Survival (Wisdom) checks and Nature (Wisdom) checks while in forest terrain.

Wilderness Stealth. You have advantage on all Stealth (Dexterity) checks while in forest terrain.

Speak with Animals. Once per day you can *speak with animals* as per the spell. This recharges after a long rest.

River Spirit Folk

As a River Spirit Folk you have the following additional abilities.

Amphibious. The river spirit folk can breathe air and water

Swim. You have Swim 30 ft. and gain advantage on any check involving swimming.

Speak with Animals. Once per day you can *speak with animals* as per the spell. This recharges after a long rest.

Sea Spirit Folk

As a Sea Spirit Folk you have the following additional abilities.

Amphibious. The sea spirit folk can breathe air and water

Swim. You have Swim 30 ft. and gain advantage on any check involving swimming.

Fire Resistance. Gain fire resistance.

Vanara

Vanara Traits

Vanaras are monkey-like humanoids, with carefree spirits and inquisitive nature. A bit shorter and lighter than humans yet of the same build, they possess distinct macaque faces, and long fingers, toes, and tails. Their fur ranges in color from white and gray to brown and black, and even from light blue to blue-black. They are childlike in many ways, and have an unceasing curiosity – whether they are picking up random items, asking overly personal questions, or wandering in places that others don't think they should go, vanaras are always looking to entertain themselves. Even though it is easy for other races to become annoyed at the vanaras' immaturity, they get along well with most good-aligned races. Humans are sometimes amused by vanaras, and they in turn admire human achievement and laugh at human civilization. Vanara themselves live in small villages

that impact their surroundings as little as possible and live hunter-gatherer lifestyles, eschewing anything resembling civilization. They often tend chaotic, as they have little patience for rules they do not understand or obtuse codes of discipline. Vanaras venerate nature spirits often and freely. They speak Vanaran a subtle language of screeches and grunts, which is written in Common script. They have one personal name, and bear it proudly. Adventuresome vanaras can often be found following humans into strange lands and great quests – anything to sate their curiosity for the **w**orld.

Ability Score Change. Your Intelligence and Wisdom scores increase by 2 and your Strength decreases by 2.

Age. Vanara reach adulthood at 30 years and live to about the age of 150

Alignment. Vanara lean towards chaos and good.

Size. Vanara range from 4 ½ to 5 ½ feet tall and weigh 90 to 140 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your base climbing speed is 20 feet.

Athletic. You have advantage on all Balance (Dexterity) checks.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Samurai

Samurai are professional warriors, members of the noble class who are trained in the art of warfare.

Class Features

As a samurai, you gain the following class features.

Hit Points

Hit Dice: 1d10 per samurai level

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

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

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Athletics, Insight, Intimidation, Persuasion, and Religion

Equipment

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

- katana and wakizashi (ancestral weapons)
- An explorer's pack and four javelins

The Samurai

Level	Proficiency		Features
	Bonus		
1st	+2		Ancestral Daisho
2nd	+2		Fighting Style
3rd	+2		Clan Archetype
4th	+2		Ability Score Improvement
5th	+3		Extra Attack, Ancestral Daisho
6th	+3		Clan Archetype
7th	+3		Ability Score Improvement
8th	+3		Ancestral Daisho
9th	+4		Clan Archetype
10th	+4		Ability Score Improvement
11th	+4		Extra Attack (2)
12th	+4		Ancestral Daisho
13th	+5		Ability Score Improvement
14th	+5		Clan Archetype
15th	+5		
16th	+5		Ability Score Improvement
17th	+6		Ancestral Daisho
18th	+6		Clan Archetype
19th	+6		Ability Score Improvement
20th	+6		Ancestral Daisho

Ancestral Daisho

All samurai begin play with their ancestral weapons. These are a katana and a wakizashi (or two other martial weapons of the players choosing). Protecting these weapons is a source of great honor and a samurai will use

these weapons as first choice. As the samurai gains levels and experience, his ancestral weapons also increase with him. If the samurai ever loses his ancestral weapons, he is dishonored and cannot enhance any other weapons this way.

- At 1st level, these weapons are considered silver for overcoming resistances.
- At 5th level, these weapons are also considered magical.
- At 8th level, these weapons are considered adamantine.
- At 12th level, the weapon gains a +1 enhancement
- At 17th level, the weapon gains a +2 enhancement.
- At 20th level, the weapon gains a +3 enhancement

Fighting Style

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

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.

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.

Samurai Clan

At 3rd level, you choose a samurai clan. The choices are Crab, Crane, Dragon, Lion, Phoenix, Scorpion, or Unicorn. Your choice grants you features at 3rd level and again at 6th, 9th, 14th and 18th levels.

Ability Score Improvement

When you reach 4th level, and again at 7th, 10th, 13th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

The number of attacks increases to three when you reach 11th level.

Crab Clan

The crab clan focuses on heavy armor, great strength and unusual weaponry.

Heavy Armor

Starting when you choose this path at 3rd level, you are proficient with the use of heavy armor.

Exotic Weaponry

Beginning at 6th level, you are proficient with three exotic weapons of your choice.

Indomitable

Beginning at 9th 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.

Power Attack

Beginning at 14th level, once per turn, you can subtract 5 from your attack roll to deal an additional 10 points of damage. This must be declared before the attack roll is made. The damage type is the same as the weapon used.

Brutal Critical

Beginning at 18th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Crane Clan

The crane clan focuses on speed and agility.

Fleet of Foot

Starting when you choose this path at 3rd level, your speed increases by 10 ft.

Disengage

Beginning at 6th level, you can take a bonus action on each of your turns in combat to take the Disengage action.

Evasion

Beginning at 9th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Danger Instinct

Beginning at 14th level, you have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn.

Retaliation

Beginning at 18th level, your speed and quickness allows you to use your reaction to make a melee weapon attack against a creature that damages you and is within 5 feet.

Dragon Clan

The dragon clan focuses on two weapon fighting and unarmed combat.

Two Weapon Fighting

Starting when you choose this path at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Grappler

Beginning at 6th level, you gain the grappler feat.

Deflect Missiles

Beginning at 9th level, your two weapon fighting skills allows you to use your reaction to deflect a missile when you are hit by a ranged attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your samurai level.

Choke Hold

Beginning at 14th level, if you use your action to pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a Constitution saving throw (DC 8 + your proficiency modifier + your Wisdom modifier) or fall unconscious for 1d3 rounds.

Defensive Throw

Beginning at 18th level, as a reaction, you can perform a trip attack on an opponent that missed you with a melee attack and is within 5 feet of you. The opponent must make a Strength or Dexterity saving throw (DC 8 + your proficiency modifier + your Strength modifier) or fall prone.

Lion Clan

The lion clan emphasizes strategy, intelligence and strength of will.

Steel Will

Starting when you choose this path at 3rd level, you have advantage on saving throws against being frightened.

Multi-attack Defense

Beginning at 6th level, when a creature hits you with an attack, you gain a +4 bonus to your AC against all subsequent attacks made by that creature for the rest of the turn.

Evasion

Beginning at 9th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no

damage if you succeed on the saving throw, and only half damage if you fail.

Whirlwind Attack

Beginning at 14th level, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Uncanny Dodge

Beginning at 18th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Scorpion Clan

The scorpion clan emphasizes mobility and dirty fighting.

Dodge

Starting when you choose this path at 3rd level, you can dodge as a bonus action.

Blind Fighting

Beginning at 6th level, you are not at disadvantage when attacking a creature that you cannot see, that is within 5 feet of you.

Sneak Attack

Beginning at 9th level, once per turn, you deal an extra 9 (3d6) damage when you hit a target with a weapon attack and you have advantage on the attack roll, or when the target is within 5 feet of an ally of yours that isn't incapacitated.

Improved Initiative

Beginning at 14th level, you are at advantage on all initiative rolls.

Whirlwind Attack

Beginning at 18th level, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Phoenix Clan

The phoenix clan emphasizes mental and spiritual training.

Improved Initiative

Starting when you choose this path at 3rd level, you gain advantage on all initiative rolls.

Strength of Mind

Beginning at 6th level, you are immune to stunning and sleep spells and effects.

Remain Conscious

Beginning at 9th level, when you are reduced to 0 hit points, you gain advantage on your death rolls.

Strong Soul

Beginning at 14th level, you gain a +1 bonus to all Wisdom saving throws

Blind Sense

Beginning at 18th level, you can sense the location of any invisible or ethereal creatures within 60 feet of you.

Unicorn Clan

The unicorn clan focuses on mounted combat and archery.

Archery

Starting when you choose this path at 3rd level, you gain a +2 bonus to attack rolls you make with ranged weapons

Expert Rider

Beginning at 6th level, mounting or dismounting a creature only costs 5 feet of movement. You are at advantage on all riding skill checks

Mounted Combat

Beginning at 9th level, you gain the Mounted Combatant feat from the PHB.

Trample

Beginning at 14th level, while mounted, you can move through the space of a medium or small creature. The target must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity bonus), or take your mounts hoof damage.

Ride by Attack

Beginning at 18th level, while mounted, you can make your melee attacks any time during your movement. You do not provoke opportunity attacks for moving out of a creature's reach.

Shaman

Shamans are intermediaries between the mortal world and the realm of the spirits.

Class Features

As a shaman, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- (a) a mace or (b) a quarterstaff
- (a) cord armor or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) a sling
- (a) a priest's pack or (b) an explorer's pack

The Shaman

Proficiency			Cantrips		- Spell Slots per Spell Level-								
Lev	Bonus	Features	Know	1	2	3	4	5	6	7	8	9	
1st	+2	Spellcasting, Unarmed Strike, Spirit	3	2	-	-	-	-	-	-	-	-	
2nd	+2	Spirit Sight, Animal Companion	3	3	-	-	-	-	-	-	-	-	
3rd	+2	Channel Spirits (1/rest)	3	4	2	-	-	-	-	-	-	-	
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-	
5th	+3	Spirit Domain Feature	4	4	3	2	-	-	-	-	-	-	
6th	+3	Channel Spirits (2/rest)	4	4	3	3	-	-	-	-	-	-	
7th	+3		4	4	3	3	1	-	-	-	-	-	
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-	
9th	+4	Spirit Domain Feature	4	4	3	3	3	1	-	-	-	-	
10th	+4	Spiritual Intervention	5	4	3	3	3	2	-	-	-	-	
11th	+4	Spiritual Favor	5	4	3	3	3	2	1	-	-	-	
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-	
13th	+5		5	4	3	3	3	2	1	1	-	-	
14th	+5	Channel Spirits (3/rest)	5	4	3	3	3	2	1	1	-	-	
15th	+5		5	4	3	3	3	2	1	1	1	-	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-	
17th	+6	Spirit Domain Feature	5	4	3	3	3	2	1	1	1	1	
18th	+6		5	4	3	3	3	3	1	1	1	1	
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	
20th	+6	Spiritual Intervention improvement	5	4	3	3	3	3	2	2	1	1	

Spellcasting

As a conduit for divine power, you can cast shaman spells.

Cantrips

At 1st level, you know three cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

Preparing and Casting Spells

The Shaman table shows how many spell slots you have to cast your spells of 1st level and

higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of shaman spells that are available for you to cast, choosing from the shaman spell list. When you do so, choose a number of shaman spells equal to your Wisdom modifier + your shaman level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level shaman, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st level or 2nd level slot. Casting the spell doesn't remove it from your list

of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of shaman spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your shaman spells. The power of your spells comes from your devotion to your spirit. You use your Wisdom whenever a shaman spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Unarmed Strike

At 1st level, your practice of martial arts give you mastery of combat styles that use unarmed strikes. You can use Dexterity instead of Strength for attack and damage rolls of your unarmed strikes. You can roll a d4 for unarmed strike damage. When you use the Attack action with an unarmed strike, you can make one unarmed strike as a bonus action.

Spirit Domain

Choose one domain that represents an individual spirit with which you have a special relationship (a spirit of the dead, an animal spirit, or a nature spirit): Ancestor, Celestial, Community, Divination, Flame, Fortune, Fury, Grave, Guardian, Healing, Hero, Knowledge, Metal, Nature, River, Stone, Travel, Trickery, War, or Wood. Each spirit gives you access to a domain spell at certain spell levels as well as a granted power.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the shaman 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 shaman spell list, the spell is nonetheless a shaman spell for you.

Spirit Sight

At 2nd level, a shaman can see ethereal creatures as easily as he sees material creatures and objects. The shaman can easily distinguish between ethereal creatures and material ones.

Animal Companion

At 2nd level, you may have an animal companion. This animal is one the shaman has befriended with the spell *animal friendship*. The challenge rating of the animal cannot exceed 1/2.

Channel Spirits

At 3rd level, you gain the ability to channel spiritual energy directly from your ancestors, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Spirits, you choose which effect to create. You must then finish a short or long rest to use your Channel Spirits again.

Some Channel Spirits effects require saving throws.

When you use such an effect from this class, the DC equals your shaman spell save DC.

Beginning at 6th level, you can use your Channel Spirits twice between rests, and beginning at 14th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Spirits: Turn Undead

As an action, you speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. 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.

Ability Score Improvement

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

Spiritual Favor

At 11th level, a shaman applies half of his Charisma modifier (rounded down) to all of his saving throws.

Spiritual Intervention

Beginning at 10th level, you can call on your spirit to intervene on your behalf when your need is great. Imploring your spirit's aid requires you to use your

action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your shaman level, your spirit intervenes. The GM chooses the nature of the intervention; the effect of any shaman spell or shaman domain spell would be appropriate.

If your spirit intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Ancestor Domain

Ancestor Domain Spells

Shaman Level	Spells
1st	<i>detect evil and good, sanctuary</i>
3rd	<i>ancestral vengeance, commune with lesser spirit</i>
5th	<i>bestow curse, speak with dead</i>
7th	<i>divination, lesser spirit ally</i>
9th	<i>commune, scrying</i>

Undead Sense

Starting at 1st level, as an action, you can detect undead within 60 feet of you that is not behind total cover. You know the type of undead. You can use this feature a number of times equal to 1+ your Charisma modifier. It recharges after a long rest.

Channel Spirits: Summon Ancestor

Starting at 3rd level, you can use your Channel Spirits to summon an ancestor and channel some of the ancestor's karmic power into yourself. This guidance grants you advantage on any skill check for the next minute.

Ancestral Vengeance

Beginning at 5th level, you can use your link to your ancestral spirits to deal an additional 1d8 Radiant damage with one of your melee attacks. The use of this ability must be declared before attacking and is used up even if the attack misses. It can be used a number of times equal to 1 + your Charisma modifier and refreshes after a long rest.

Ancestral Might

At 9th level, you can use your link to your ancestral spirits, as a bonus action, to give yourself a +4 bonus to your Strength score for one minute. This can be used once per long rest.

Ancestral Wisdom

Starting at 17th level, you can use your link to your ancestral spirits, as a bonus action, to give yourself a +4 bonus to your Wisdom score for one minute. This can be used once per long rest.

Celestial Domain

Celestial Domain Spells

Shaman Level	Spells
1st	<i>bles, protection from evil and good</i>
3rd	<i>commune with lesser spirit, warding bond</i>
5th	<i>castigate, speak with dead</i>
7th	<i>death ward, divination</i>
9th	<i>planar binding, possess</i>

Undead Sense

Starting at 1st level, as an action, you can detect undead within 60 feet of you that is not behind total cover. You know the type of undead. You can use this feature a number of times equal to 1+ your Charisma modifier. It recharges after a long rest.

Channel Spirits: Command Undead

Starting at 3rd level, you can use your Channel Spirits to command one undead creature as if using a *charm monster* spell. It must make a Wisdom saving throw. If the creature fails its saving throw, it is under your command for 1 minute or until it takes any damage. If it takes damage, it makes another Wisdom saving throw to negate the command.

Destroy Undead

Beginning at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Destroy Undead

Shaman Level	Destroys undead of CR
5th	<i>1 or lower</i>
9th	<i>2 or lower</i>
17th	<i>3 or lower</i>

Undead Bane

At 9th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit an undead creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Undead Immunity

Starting at 17th level, you are immune to any undead ability that would stun, charm or paralyze you. This includes the stench ability.

Community Domain

Community Domain Spells

Shaman Level	Spells
1st	<i>bless, purify food and drink</i>
3rd	<i>calm emotions, prayer of healing</i>
5th	<i>magic circle, tongues</i>
7th	<i>fabricate, sustain</i>
9th	<i>advice, mass cure wounds</i>

Persuasive

Starting at 1st level, you gain advantage on all Persuasion (Charisma) checks.

Channel Spirits: Calm Emotions

Starting at 3rd level, you can use your Channel Spirits to cast *calm emotions* without using a spell slot.

Aura of Protection

Beginning at 5th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, you can use your reaction to grant a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).

Hallow

At 9th level, you gain the ability cast *hallow* 1/day.

Hero's Feast

Starting at 17th level, you can cast hero's feast without preparing the spell or using a spell slot. This recharges after a long rest.

Divination Domain

Divination Domain Spells

Shaman Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>augury, commune with lesser spirit</i>
5th	<i>clairvoyance, speak with dead</i>
7th	<i>divination, dream sight</i>
9th	<i>commune with greater spirit, scrying</i>

Insight

Starting at 1st level, gain a +1 bonus to your initiative.

Channel Spirits: Perceive the Future

Starting at 3rd level, you can use your Channel Spirits, as a reaction, to gain advantage on your next attack or saving throw roll.

Spiritual Strength

Beginning at 5th level, all divination spells you cast have their duration doubled.

Effective Scrying

At 9th level, targets roll at disadvantage on saving throws versus your scrying.

Know the Future

Starting at 17th level, if you fail a saving throw, you can choose to save instead. This ability can be used 1/day.

Flame Domain

Flame Domain Spells

Shaman Level	Spells
1st	<i>fire eyes, melt</i>
3rd	<i>fire shuriken, heat metal</i>
5th	<i>animate fire, fire wings</i>
7th	<i>freedom of movement, wall of fire</i>
9th	<i>fire breath, flame strike</i>

Bonus Proficiency

Starting at 1st level, gain proficiency on Dexterity saving throws.

Channel Spirits: Flame

Starting at 3rd level, you can use your Channel Spirits, to gain fire resistance for 1 minute.

Summon

Beginning at 5th level, you gain the ability to conjure a small fire elemental 1/day. The elemental becomes medium at 8th level and large at 17th level. The ability recharges after a long rest.

Fire Transport

At 9th level, you can step into a fire source, and as a bonus action, you can sense any other fire source within 100 feet. You can use your remaining movement to transport yourself to that new source of fire.

Fireburst

Starting at 17th level you can fireburst. All creatures within 20 feet must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Wisdom bonus) or take 24 (8d6) fire damage. This ability recharges after a long rest.

Fortune Domain

Fortune Domain Spells

Shaman Level	Spells
1st	<i>bless, sanctuary</i>
3rd	<i>enhance ability, locate object</i>
5th	<i>beacon of hope, magic circle</i>
7th	<i>freedom of movement, death ward</i>
9th	<i>creation, greater restoration</i>

Disciple of Fortune

Starting at 1st level, you gain Lucky: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Channel Spirits: Fortune

Starting at 3rd level, you can use your Channel Spirits, as a reaction, to reroll one of your attack or saving throw rolls.

Fortune of Favor

Beginning at 5th level, you gain proficiency on any skill check with regards to games of chance. You also can roll twice when determining any random event choosing which roll to keep. This would allow you to roll twice on magic item tables, wild magic tables, using random magic items, etc.

Fortune of Experience

At 9th level, you are never at disadvantage on any skill check, no matter the circumstance.

Fortune of Circumstance

Starting at 17th you can reroll any one set of dice and must take the second roll. This can be an attack, skill check or saving throw, but can also be damage dice from spells. Once chosen, all dice from that set must be rerolled. This can be used 3/day and recharge after a long rest.

Fury Domain

Fury Domain Spells

Shaman Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>destructive wave, summoning wind</i>

Wrath of Fury

Starting at 1st level, you can rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much on a successful save. You can use this feature a number of times per day equal to your Wisdom modifier and all expended uses recharge after a long rest.

Channel Spirits: Destructive Wrath

Starting at 3rd level, when you roll lightning or thunder damage, you can use your Channel Spirits to deal maximum damage, instead of rolling.

Furious Strike

Beginning at 5th level, on a successful melee attack, you can push your target up to 10 feet unless they make a Strength saving throw equal to your spell save.

Strike of Wrath

At 9th level, you gain the ability to infuse your weapon strikes with force 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. This increase to 2d8 at 14th level.

Furyborn

Starting at 17th you gain a flying speed equal to your current walking speed.

Grave Domain

Grave Domain Spells

Shaman Level	Spells
1st	<i>bane, ghost light</i>
3rd	<i>gentle repose, silence</i>
5th	<i>animate dead, speak with dead</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, raise dead</i>

Disciple of Death

Starting at 1st level, you gain resistance from necrotic damage.

Channel Spirits: Death Touch

Starting at 3rd level, you can use your Channel Spirits to add necrotic damage to your melee attacks. After a successful melee attack, you can deal an additional 1d8 necrotic damage. This increases to 2d8 at 5th level and 3d8 at 9th level.

Death Ward

Beginning at 5th level, the first time you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Sneak Attack

At 9th level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a weapon you are proficient with.

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.

Wail of the Banshee

Starting at 17th you gain the ability to emit a terrible scream. This ability is only granted when your hit points are below 10. All creatures within 20 feet take 12 (4d6) thunder and 12 (4d6) necrotic damage. A successful Constitution saving throw (8 + your proficiency bonus + your Constitution bonus) halves the damage.

Once you emit the scream, you are reduced to 0 hit points and your death ward does not come into effect. This recharges after a long rest.

Guardian Domain

Guardian Domain Spells

Shaman Level	Spells
1st	<i>protection from evil/good, shield of faith</i>
3rd	<i>blur, warning</i>
5th	<i>magic circle, protection from energy</i>
7th	<i>fire shield, stoneskin</i>
9th	<i>wall of force, wall of stone</i>

Disciple of Protection

Starting at 1st level, you gain a +1 bonus to your armor class while wearing armor and using a shield.

Channel Spirits: Protection

Starting at 3rd level, as an action, you can use your Channel Divinity to grant advantage on the next attack or saving throw for all allies within 20 feet.

Aura of Protection

Beginning at 5th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, as a reaction, you grant 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. This can be used 3/day and refresh after a long rest.

Magic Resistance

At 9th level, you gain advantage on all saving throws against magic.

Magic Immunity

Starting at 17th you can choose three spells of level 5th or lower from any caster class, you are immune to the effects of these spells for the day. Each day, you can choose a different three spells.

Healing Domain

Healing Domain Spells

Shaman Level	Spells
1st	<i>bleed, cure wounds</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>mass cure wounds, raise dead</i>

Disciple of Life

Starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Spirits: Preserve Life

Starting at 3rd level, as an action, you evoke healing energy that can restore a number of hit points equal to five times your shaman level.

Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Blessed Healer

Beginning at 5th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Spiritual Strike

At 9th level, you gain the ability to infuse your weapon strikes with spiritual energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing

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

Hero Domain

Hero Domain Spells

Shaman Level	Spells
1st	<i>bleed, sanctuary</i>
3rd	<i>enhance ability, spiritual weapon</i>
5th	<i>protection from energy, water walk</i>
7th	<i>freedom of movement, stoneskin</i>
9th	<i>geas, mass cure wounds</i>

Hero of the Day

Starting at 1st level, at the beginning of each day, you can choose to gain a +1 bonus to one of your saving throws.

Channel Spirits: Heroics

Starting at 3rd level, you can use your channel spirits as a bonus action to gain your shaman level as a bonus to your next attack roll.

Hero of Life

Beginning at 5th level, you can channel your spiritual energy to heal others. As an action, you can heal 2 hit points of damage by taking 1 hit point of damage to yourself. You cannot exceed your shaman level in damage per use. So a 10th level shaman can heal 20 hit points a use and takes 10 damage. This can be used a number of times per day equal to your Charisma modifier (minimum of 1) and recharge after a long rest.

Hero of Death

At 9th level, you can roll with a potentially lethal blow to take less damage from it. Once per day, when you would be reduced to 0 hit points or less by damage in combat, you can attempt to roll with the damage. You makes a Dexterity saving throw (DC = 10 or half the damage dealt, whichever is higher) and, if successful, you takes only half damage from the blow.

Supreme Hero

Starting at 17th, you can reroll any attack or saving throw roll of 1 or 2 on the d20. This ability can be used 3/day and refreshes after a long rest.

Knowledge Domain

Knowledge Domain Spells

Shaman Level	Spells
1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>
5th	<i>nondetection, speak with dead</i>
7th	<i>arcane eye, confusion</i>
9th	<i>legend lore, scrying</i>

Blessing of Knowledge

Starting at 1st level, you know two additional languages and gain proficiency in two of the following skills: Arcana, History, Nature, or Religion.

Channel Spirits: Knowledge of Ancestors

Starting at 3rd level, you can tap into the spiritual knowledge of your ancestors to gain proficiency in any skill or tool for 10 minutes.

Channel Spirits: Suggestion

Beginning at 5th level, you can use your channel spirits to read the thoughts of a creature that you can see within 60 feet. If the creature fails a Wisdom saving throw, you can read their mind for 1 minute. During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The creature automatically fails this save. This can be used once per long rest.

Potent Knowledge

At 9th level, you can add your Widsom modifier to any damage you deal with cantrip spells.

Past Knowledge

Starting at 17th, by meditating for 1 minute, you can cast the *legend lore* spell without expending a spell slot. This recharges after a long or short rest.

Metal Domain

Metal Domain Spells

Shaman Level	Spells
1st	<i>iron scarf, elemental burst</i>
3rd	<i>heat metal, rain of needles</i>
5th	<i>magnetism, protection from energy</i>
7th	<i>dancing blade, poison needles</i>
9th	<i>metal skin, wall of force</i>

Metal Armor

Starting at 1st level, you gain proficiency in heavy armor, as long as it is metal.

Channel Spirits: Ignore Metal

Starting at 3rd level, as a bonus action, you can channel your spirits to ignore damage from metal weapons. You ignore the first few points of damage from non-magical metal weapons equal to your Wisdom modifier. This lasts for 10 minutes. This does not ignore silver or adamantite weapons.

Sense Metal

Beginning at 5th level, you can sense any metal within 30 feet of you. This works like blindsense with respect to invisible creatures.

One with Metal

At 9th level, you can cast the *passwall* spell without using any spell slots. It only works on a metal surface. This can be used 3/day and recharges after a long rest.

Metal Knowledge

Starting at 17th, your attacks ignore any creature's immunities or resistances to metal weapons.

Nature Domain

Nature Domain Spells

Shaman Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, wind wall</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>insect plague, tree stride</i>

Bonus Proficiency

Starting at 1st level, you gain proficiency in heavy armor.

Channel Spirits: Charm Animals and Plants

Starting at 3rd level, as an action, you use your channel spirits and each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Dampen Elements

Beginning at 5th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Spiritual Strike

At 9th level, you gain the ability to infuse your weapon strikes with spiritual 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 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level the damage increases to 2d8.

Master of Nature

Starting at 17th, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

River Domain

River Domain Spells

Shaman Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>animate water, ice blast</i>
5th	<i>waterwalk, water breathing</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, scrying</i>

Swim

Starting at 1st level, you gain a swim speed of 30 ft. You gain advantage on all swim checks.

Channel Spirits: Water

Starting at 3rd level, you can use your channel spirits to give yourself or someone else the ability to breathe water for 10 minutes.

Summon

Beginning at 5th level, you gain the ability to conjure a small water elemental 1/day. The elemental becomes

medium at 8th level and large at 17th level. The ability recharges after a long rest.

Waterborne

At 9th level, you are not at disadvantage while attacking in water. Also, you can cast all your spells normally while in or under water.

Vortex

Starting at 17th, as an action, you can create a vortex in water. This vortex is 10 feet in diameter and 20 feet tall. Creatures caught in the vortex must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution bonus) or be caught in the vortex and take 8 (2d8) bludgeoning damage. While in the vortex, all attacks, ability checks and saving throws are made at disadvantage. A creature saves at the end of its turn. This ability recharges after a long rest.

Stone Domain

Stone Domain Spells

Shaman Level	Spells
1st	<i>hail of stone, elemental burst</i>
3rd	<i>enhance ability, shatter</i>
5th	<i>meld into stone, slow</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

Stone Skin

Starting at 1st level, your natural armor class is 13.

Channel Spirits: Ignore Stone

Starting at 3rd level, as a bonus action, you can channel your spirits to ignore damage from stone weapons or creatures made of stone using natural attacks. You ignore the first few points of damage from non-magical stone weapons equal to your Wisdom modifier. This lasts for 10 minutes. This does not ignore silver or adamantite weapons.

Sense Stone

Beginning at 5th level, you can sense any stone within 30 feet of you. This works like blindsense with respect to invisible creatures.

One with Stone

At 9th level, you can cast the *passwall* spell without using any spell slots. It only works on a stone surface. This can be used 3/day and recharges after a long rest.

Stone Knowledge

Starting at 17th, your knowledge of stone grants you enhanced critical attacks (18-20) against stone creatures. You also deal double damage to any stone structures.

Trickery Domain

Trickery Domain Spells

Shaman Level	Spells
1st	<i>charm person, disguise self</i>
3rd	<i>mirror image, pass without trace</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

Blessing of the Trickster

Starting at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Channel Spirits: Invoke Duplicity

Starting at 3rd level, you can use your channel spirits to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration. The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature.

Channel Spirits: Cloak of Shadows

Beginning at 5th level, you can use your channel spirits to become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Spiritual Strike

At 9th level, you gain the ability to infuse your weapon strikes with poison. 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 poison to the target. When you reach 14th level the damage increases to 2d8.

Improved Duplicity

Starting at 17th, you can create up to four duplicates of yourself, instead of one. As a bonus action on your turn, you can move any number of them up to 30 feet to a maximum range of 120 feet.

War Domain

War Domain Spells

Shaman Level	Spells
1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>freedom of movement, stoneskin</i>
9th	<i>flame strike, hold monster</i>

War Priest

Starting at 1st level, when you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain spent uses after a long rest.

Channel Spirits: Guided Strike

Starting at 3rd level, when you make an attack roll, you can use your channel spirits to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Channel Spirits: War's Blessing

Beginning at 5th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your channel spirits. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Spiritual Strike

At 9th level, you gain the ability to infuse your weapon strikes with extra damage. 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 damage of the weapon type, to the target. When you reach 14th level the damage increases to 2d8.

Avatar of Battle

Starting at 17th, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Wood Domain

Wood Domain Spells

Shaman Level	Spells
1st	<i>hail of stone, elemental burst</i>
3rd	<i>enhance ability, shatter</i>
5th	<i>meld into stone, slow</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

Wooden Path

Starting at 1st level, you can move through natural thorns, briars, overgrown areas and similar terrain at your normal speed without taking damage. You are also at advantage on any saving throw against any spell or effect that uses wood to damage or entangle.

Channel Spirits: Ignore Wood

Starting at 3rd level, as a bonus action, you can channel your spirits to ignore damage from wood weapons or creatures made of stone using natural attacks. You ignore the first few points of damage from non-magical

wood weapons equal to your Wisdom modifier. This lasts for 10 minutes. This does not ignore silver or adamantite weapons.

Sense Wood

Beginning at 5th level, you can sense any stone within 30 feet of you. This works like blindsense with respect to invisible creatures.

One with Wood

At 9th level, you can cast the *passwall* spell without using any spell slots. It only works on a stone surface. This can be used 3/day and recharges after a long rest.

Wood Knowledge

Starting at 17th, your knowledge of stone grants you enhanced critical attacks (18-20) against wood creatures. You also deal double damage to any wooden structures

Shugenja

Shugenjas are divine spellcasters who cast spells by attuning themselves to the elements and focusing the power of the elements through their bodies to produce magical effects.

Class Features

As a shugenja, you gain the following class features.

Hit Points

Hit Dice: 1d6 per cleric level

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

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

Proficiencies

Armor: None

Weapons: Simple weapons and wakizashi

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- (a) a wakizashi or (b) a quarterstaff
- (a) a light crossbow and 20 bolts or (b) a sling
- (a) a priest's pack or (b) an explorer's pack

The Shugenja

Proficiency		Features	Elemental	Cantrips	Spells	-Spell Slots per Spell Level-								
Level	Bonus		Points	Known	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Elemental Focus	--	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	Sense Elements, Elemental Font	2	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	Elementalism	3	4	4	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	5	5	4	3	-	-	-	-	-	-	-
5th	+3		5	5	6	4	3	2	-	-	-	-	-	-
6th	+3	Elemental Focus Feature	6	5	7	4	3	3	-	-	-	-	-	-
7th	+3		7	5	8	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	8	5	9	4	3	3	2	-	-	-	-	-
9th	+4		9	5	10	4	3	3	3	1	-	-	-	-
10th	+4	Elementalism	10	6	11	4	3	3	3	2	-	-	-	-
11th	+4		11	6	12	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	12	6	12	4	3	3	3	2	1	-	-	-
13th	+5		13	6	13	4	3	3	3	2	1	1	-	-
14th	+5	Elemental Focus Feature	14	6	13	4	3	3	3	2	1	1	-	-
15th	+5		15	6	14	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	16	6	14	4	3	3	3	2	1	1	1	-
17th	+6	Elementalism	17	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Elemental Focus Feature	18	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	19	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Elemental Restoration	20	6	15	4	3	3	3	3	2	2	1	1

Spellcasting

As a conduit for divine power, you can cast shugenja spells.

Cantrips

At 1st level, you know four cantrips of your choice from the shugenja spell list. You learn additional shugenja cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shugenja table.

Spell Slots

The shugenja table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these shugenja spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the shugenja spell list.

The Spells Known column of the shugenja table shows when you learn more shugenja spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the shugenja spells you know and replace it with another spell from the shugenja spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your shugenja spells. The power of your spells comes from your devotion to your element. You use your Charisma whenever a shugenja spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a shugenja spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Elemental Focus

Choose an elemental focus: air (lighting), earth (thunder), fire (fire) or water (cold). Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Sense Elements

As a full round action, a shugenja can become aware of all sources of one chosen element (air, earth, fire, or water) within 10 feet of herself. The shugenja learns the size of the objects but not their precise location or actual nature. By concentrating, the shugenja can increase this range by 5 feet per round, to a maximum of 5 feet times shugenja level. At any time, the shugenja can make a DC 10 Arcana (Charisma) check to determine one unique thing about the element (location, size, natural or spell effect, whether element is a creature or object, or one other item of interest to the shugenja). For every 5

points over on the successful check, the shugenja can learn one more item about the element.

Elemental Font

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by elemental points, which allow you to create a variety of magical effects.

Elemental Points

At 2nd level, you have 2 elemental points, and you gain more as you reach higher levels, as shown in the Elemental Points column of the Shugenja table. You can never have more elemental points than shown on the table for your level. You regain all spent elemental points when you finish a long rest.

Flexible Casting

You can use your elemental points to gain additional spell slots, or sacrifice spell slots to gain additional elemental points. You learn other ways to use your elemental points as you reach higher levels.

Creating Spell Slots. You can transform unexpended elemental points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level	Elemental Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Elemental Points. As a bonus action on your turn, you can expend one spell slot and gain a number of elemental points equal to the slot's level.

Elementalism

At 3rd level, you gain the ability to twist your elemental spells to suit your needs. You gain two of the following Elementalism options of your choice. You gain another one at 10th and 17th level.

You can use only one Elementalism option on a spell when you cast it, unless otherwise noted. These can only be used on spells that deal fire, cold, thunder and lightning damage.

Elemental Shape

When you cast an elemental spell you can change the shape of the spell. To do so, you spend 1 elemental point. You can change a line spell into a cone spell (i.e. a 30 ft.

line lightning bolt becomes a 30 ft. cone) or the other way around. You can also change a radius effect spell into a line or cone in the same way. When you change a line or cone into a radius effect, the range on the spell cannot exceed 90 feet.

Distant Element

When you cast an elemental spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Element

When you roll damage for an elemental spell, you can spend 1 elemental point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

Extended Elemental Spell

When you cast an elemental spell that has a duration of 1 minute or longer, you can spend 1 elemental point to double its duration, to a maximum duration of 24 hours.

Heightened Elemental Spell

When you cast an elemental spell that forces a creature to make a saving throw to resist its effects, you can spend 3 elemental points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Elemental Spell

When you cast an elemental spell that has a casting time of 1 action, you can spend 2 elemental points to change the casting time to 1 bonus action for this casting.

Change Element

When you cast a spell, you can spend 1 elemental point to change the elemental damage of the spell to another element that is not prohibited by your elemental focus.

Ability Score Improvement

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

Elemental Restoration

At 20th level, you regain 4 expended elemental points whenever you finish a short rest.

Elemental Focus

Shugenjas claim a different element for their focus. Your focus gives the following extra abilities and limitations.

Air (Lightning)

Your innate magic element is air. You cannot learn or cast any spells that deal earth (thunder) damage.

Lighting Resistant

At 1st level, you are resistance to lightning.

Elemental Bonus

Starting at 6th level, when you cast a spell that deals lighting damage, you can add your Charisma modifier to one damage roll of that spell.

Elemental Penetration

At 14th level, you can spend 2 elemental points to ignore a creatures' resistance to lightning.

Elemental Transformation

Beginning at 18th level, 1/day as an action, you can change your form into a huge air elemental. Thus functions like a true polymorph spell. This ability recharges after a short rest.

Earth (Thunder)

Your innate magic element is earth. You cannot learn or cast any spells that deal air (lightning) damage.

Thunder Resistant

At 1st level, you are resistance to thunder.

Elemental Bonus

Starting at 6th level, when you cast a spell that deals thunder damage, you can add your Charisma modifier to one damage roll of that spell.

Elemental Penetration

At 14th level, you can spend 2 elemental points to ignore a creatures' resistance to thunder.

Elemental Transformation

Beginning at 18th level, 1/day as an action, you can change your form into a huge earth elemental. Thus functions like a true polymorph spell. This ability recharges after a short rest.

Fire

Your innate magic element is fire. You cannot learn or cast any spells that deal water (cold) damage.

Fire Resistant

At 1st level, you gain resistance to fire

Elemental Bonus

Starting at 6th level, when you cast a spell that deals fire damage, you can add your Charisma modifier to one damage roll of that spell.

Elemental Penetration

At 14th level, you can spend 2 elemental points to ignore a creatures' resistance to fire.

Elemental Transformation

Beginning at 18th level, 1/day as an action, you can change your form into a huge fire elemental. Thus functions like a true polymorph spell. This ability recharges after a short rest.

Water (cold)

Your innate magic element is water. You cannot learn or cast any spells that deal fire damage.

Cold Resistant

At 1st level, you resistance to cold.

Elemental Bonus

Starting at 6th level, when you cast a spell that deals water (cold) damage, you can add your Charisma modifier to one damage roll of that spell.

Elemental Penetration

At 14th level, you can spend 2 elemental points to ignore a creatures' resistance to cold.

Elemental Transformation

Beginning at 18th level, 1/day as an action, you can change your form into a huge water elemental. Thus functions like a true polymorph spell. This ability recharges after a short rest.

Sohei

Class Features

As a sohei, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Sohei level

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

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

Proficiencies

Armor: All armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

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

- (a) a martial weapon or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) an explorer's pack or (b) a priest's pack
- Any medium armor

The Sohei

Proficiency

-Spell Slots per Spell Level-

Level	Bonus	Features	1st	2nd	3rd	4th
1st	+2	Ki Frenzy 1/day	-	-	-	-
2nd	+2	Fighting Style	-	-	-	-
3rd	+2	Ki Frenzy 2/day, Deflect Arrows	-	-	-	-
4th	+2	Ability Score Improvement	-	-	-	-
5th	+3	Remain Conscious, Strength of Mind	-	-	-	-
6th	+3	Spellcasting	2	-	-	-
7th	+3	Ki Frenzy 3/day, Defensive Strike	2	-	-	-
8th	+3	Ability Score Improvement, Extra Attack	3	-	-	-
9th	+4	Mettle	3	-	-	-
10th	+4		3	2	-	-
11th	+4	Ki Frenzy 4/day, Damage Reduction 1	3	2	-	-
12th	+4	Ability Score Improvement	3	3	-	-
13th	+5	Extra Attack	3	3	-	-
14th	+5	Damage Reduction 2	3	3	1	-
15th	+5	Ki Frenzy 5/day	3	3	1	-
16th	+5	Ability Score Improvement	3	3	2	-
17th	+6	Damage Reduction 3	3	3	2	-
18th	+6		3	3	3	1
19th	+6	Ki Frenzy 4/day	3	3	3	1
20th	+6	Damage Reduction 4	3	3	3	2

Ki Frenzy

Starting at 1st level, as a bonus action, a sohei gains the ability to focus her ki power into a frenzy of berserk energy. In this frenzied state, you temporarily gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +3 bonus to the damage roll.
- You have resistance to non-magical bludgeoning, piercing, and slashing damage.

You cannot cast spells or concentrate on them while in your ki frenzy. The frenzy lasts for one minute. It ends early if you are knocked unconscious. You can also end your frenzy on your turn as a bonus action. You regain ki frenzies after a long rest.

Fighting Style

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

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. 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.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Sohei level.

Ability Score Improvement

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

Remain Conscious

Starting at 5th level, when you are reduced to 0 hit points, you gain advantage on your death rolls

Strength of Mind

Starting at 5th level, you are immune to stunning and sleep spells and effects.

Spellcasting

By 6th level, you have learned to draw on divine magic through meditation and prayer to cast spells as a shaman does.

Preparing and Casting Spells

The Sohei table shows how many spell slots you have to cast your spells. To cast one of your sohei spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of sohei spells that are available for you to cast, choosing from the sohei spell list. When you do so, choose a number of sohei spells equal to your Wisdom modifier + half your sohei level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 10th-level sohei, you have three 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include six spells of 1st or 2nd level, in any combination.

You can change your list of prepared spells when you finish a long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your sohei spells, since their power derives from the strength of your convictions. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a sohei spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Defensive Strike

Starting at 7th level, whenever an opponent misses you with a melee attack and is within 5 feet of you, you may use a Reaction to make one melee attack on that opponent.

Extra Attack

Beginning at 8th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Mettle

Starting at 9th level, you gain advantage on all Wisdom saving throws.

Damage Reduction

Starting at 11th level, you ignore the first point of damage from any source. This increases at 14th, 17th, and 20th levels.

Wu Jen

Wu Jen are spellcasters with mysterious powers. They command the elements, spirit forces, and the very powers of nature.

Class Features

As a Wu Jen, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Wu Jen level

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

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

The Wu Jen

Proficiency			Cantrips			—Spell Slots per Spell Level—							
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Spellcasting, Arcane Recovery	3	2	-	-	-	-	-	-	-	-	
2nd	+2	Elemental Mastery	3	3	-	-	-	-	-	-	-	-	
3rd	+2	Sudden Action, Spell Secret	3	4	2	-	-	-	-	-	-	-	
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-	
5th	+3	-	4	4	3	2	-	-	-	-	-	-	
6th	+3	Spell Secret	4	4	3	3	-	-	-	-	-	-	
7th	+3	-	4	4	3	3	1	-	-	-	-	-	
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-	
9th	+4	-	4	4	3	3	3	1	-	-	-	-	
10th	+4	Spell Secret	5	4	3	3	3	2	-	-	-	-	
11th	+4	-	5	4	3	3	3	2	1	-	-	-	
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-	
13th	+5	-	5	4	3	3	3	2	1	1	-	-	
14th	+5	Spell Secret	5	4	3	3	3	2	1	1	-	-	
15th	+5	-	5	4	3	3	3	2	1	1	1	-	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-	
17th	+6	-	5	4	3	3	3	2	1	1	1	1	
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1	
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1	

Spellcasting

As a student of arcane magic, you have a spell book containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, you know three cantrips of your choice from the Wu Jen spell list. You learn additional Wu Jen cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wu Jen table.

Proficiencies

Armor: None

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spell book

Spell book

At 1st level, you have a spell book containing six 1st-level Wu Jen spells of your choice. Your spell book is the repository of the Wu Jen spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

The Wu Jen table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Wu Jen spells that are available for you to cast. To do so, choose a number of Wu Jen spells from your spell book equal to your Intelligence modifier + your Wu Jen level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level Wu Jen, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spell book. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Wu Jen spells requires time spent studying your spell book and memorizing the incantations and gestures you must make to cast the spell.

Spellcasting Ability

Intelligence is your spellcasting ability for your Wu Jen spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Wu Jen spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Learning Spells of 1st Level and Higher

Each time you gain a Wu Jen level, you can add two Wu Jen spells of your choice to your spell book for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wu Jen table. On your adventures, you might find other spells that you can add to your spell book.

Elemental Mastery

The spells of a wu jen are divided into five elemental groups: earth, fire, metal, water, and wood. When a wu jen learns all the spells of a single element up to the highest level of spells she can cast, she is considered a master of that element. Thereafter, whenever the wu jen casts a spell of that element, the saving throw DC is increased by 2. Note that when the wu jen gains the ability to cast higher-level spells, she loses her mastery until she learns all the spells of that element at the new spell level. Certain spells on the wu jen spell list are designated "All"; this means they belong to all elemental groups, and a wu jen must learn these spells in order to achieve mastery of any element.

Sudden Action

Once per day, as a reaction, a wu jen can focus her ki to burst into sudden action. This gives her advantage on her initiative check for that combat.

Spell Secret

When you reach 3rd level, you can choose one spell known that then becomes permanently modified as though affected by one of the following metamagic options: Careful Spell, Distant Spell, Extend Spell, or Subtle Spell. Once the choice of spell and modification are chosen, they cannot be changed. As the wu jen goes up in level, she can choose the same spell to be modified in different ways with multiple spell secrets. She does not need to know the metamagic she applies to the spell. You gain additional spell secrets at 6th, 10th, 14th, and 18th level.

Ability Score Improvement

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

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level Wu Jen spell and a 2nd-level Wu Jen spell that are in your spell book. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Signature Spells

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level Wu Jen spells in your spell book as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Monk

Monastic Traditions

These are additional monastic traditions available to the monk class

Henshin Mystic

Henshin mystics are members of a monastic order that teaches what they consider a great mystery of the universe: that humanity is capable of a transformation (henshin) into divinity. Their training and discipline is aimed toward the ultimate perfection not only of themselves, but of all humanity. They believe this perfection is the future of the world and of humanity, and this belief fills them with a hopeful peace.

Riddle of Awareness

Starting when you choose this tradition at 3rd level, you gain advantage on all Perception (Wisdom) checks. You can also go into a meditative trance, once per day. This has the same effect as the *scrying* spell.

Riddle of Interaction

At 6th level, you gain the ability to use the *charm monster* spell 3 times per day. The spell save DC is 8 + your proficiency modifier + your Wisdom bonus. You also gain advantage on all Intimidate (Charisma) checks.

Riddle of Flame

At 11th level, you gain the ability to use *fire shield (warm)* once per day. This also adds 1d6 fire damage to all your unarmed attacks.

Riddle of Invulnerability

At 17th level, you gain resistance to all piercing, bludgeoning and slashing damage that are not magical or adamantite.

Shintao Monk

Shintao monks are dedicated to furthering their own quest for enlightenment and to continue the crusade against the evil and serve as teachers and guides on the path of enlightenment.

Grasp the Earth Dragon

Starting when you choose this tradition at 3rd level, you are immune to stunning, sleep spells and effects, and slow spells and effects.

Channel the Fire Dragon

At 6th level, you gain the ability to use the *protection from energy* spell once per day. The energy choice can only be either fire or cold.

Steal the Air Dragon

At 11th level, you gain the ability to use *improved invisibility* once per day.

Ride the Water Dragon

At 17th level, you gain the ability to cast the *regenerate* spell on yourself once per day.

Tattooed Monk

Tattooed monks are bestowed supernatural or spell-like powers from their monastic orders. They shave their heads, speak in cryptic riddles and travel the countryside furthering their quest for enlightenment by facing and conquering temptation.

Tattoos

Starting when you choose this tradition at 3rd level, and again at 6th, 11th, and 17th level, you may choose one of the following magical tattoos. Activating a tattoo is an action (when applicable). Note that some of the tattoos have a level requirement.

Arrowroot

The tattooed monk can heal wounds in another character (never himself) by touch as an action. Each day he can cure a total number of hit points equal to his Wisdom modifier times his monk level. He may divide the curing among multiple recipients and he doesn't have to use it all at once.

Bamboo

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and add the number of tattoos he possesses as an enhancement bonus to his Constitution score. This ability lasts for 1 round per monk level.

Bellflower

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and add his Charisma modifier as an enhancement bonus to any of his ability scores (including Charisma). This lasts for 1 round per monk level.

Butterfly

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and add the number of tattoos he possesses as an enhancement bonus to his Wisdom score. This ability lasts for 1 round per monk level.

Chameleon

Once per day, the tattooed monk can activate this tattoo and *alter self* as the spell. This ability allows the tattooed monk to take on the appearance of any other human he has encountered.

Crab

The tattooed monk ignores the first 2 points of damage from all non-magical piercing, bludgeoning and slashing weapons. This is always in effect and does not need to be activated.

Crane (minimum 6th level)

Once the monk gains this tattoo, he gains immunity to disease. As soon as he gains another tattoo, he gains immunity to poison.

Crow

Once per day, the tattooed monk can activate this tattoo and gain advantage on all Wisdom saving throws for 1 minute.

Chrysanthemum (minimum 11th level)

Every short rest that the tattooed monk with this tattoo is in sunlight, he heals a number of hit points equal to his monk level. A daylight spell does not provoke this fast healing; the character must be exposed to the real sun.

Dragon (minimum 6th level)

Once per day per tattoo he possesses, the tattooed monk can breathe fire in a 15 ft. cone as an action. The Dexterity saving throw is 8 + his proficiency modifier + his Wisdom modifier and the damage is equal to 1d8 for every three monk levels.

Dragonfly

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and gain a bonus to his AC equal to the number of tattoos he possesses. This ability lasts for 1 round per monk level and can only be used when wearing light or no armor.

Falcon

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and gain immunity to fear. This ability lasts for 10 minutes. All allies within 10 feet from the monk gain advantage on all fear checks.

Lion

Once per day per tattoo he possesses, the tattooed monk can smite and deal an additional 2d6 radiant damage with an unarmed attack. The use of this ability must be declared before the attack roll is made and is used if it misses.

Monkey

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and gain advantage on all Dexterity checks and saving throws. This ability lasts for 1 round per monk level.

Nightingale

The tattooed monk can cure his own wounds as an action. He can cure up to twice his monk level in hit points each day, and he can spread this healing out among several uses.

Ocean

Once per day per tattoo he possesses, the tattooed monk can breathe water. This ability lasts for 1 round per monk level.

Phoenix (minimum 11th level)

Once the monk gains this tattoo, he gains magic resistance. He gains advantage on all saving throws on spells and spell-like abilities.

Pine

Once the monk gains this tattoo, he gains the benefits of the Remain Conscious feat.

Spider (minimum 6th level)

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and deal an additional 1d6 poison damage on all unarmed attacks. This ability lasts for 1 round per monk level.

Tortoise

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and gain advantage on all skill checks. This ability lasts for 1 round per monk level.

Unicorn

Once per day per tattoo he possesses, when the tattooed monk rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll. This ability lasts for 10 minutes.

Wasp (minimum 6th level)

Once per day per tattoo he possesses, the tattooed monk can activate this tattoo and cast *haste* on himself. This ability lasts for 1 round per monk level.

Yakuza

Yakuza represent the shadowy under-world, directing and controlling local activities. They also provide protection for the helpless and watch over those in their care. Of course, such care has a price, and that is how the yakuza make their living.

Defensive Roll

Starting when you choose this tradition at 3rd level, you can roll with a potentially lethal blow to take less damage from it. Once per day, when a yakuza would be reduced to 0 hit points or less by damage in combat, the yakuza can attempt to roll with the damage. She makes a Dexterity saving throw (DC = 10 or half the damage dealt, whichever is higher) and, if she's successful, she takes only half damage from the blow. This cannot be used if the yakuza is denied a Dexterity saving throw.

Yakuza Knowledge

At 6th level, you gain Proficiency in your Intelligence (History) checks for information regarding your territory. You can also add your Charisma modifier to this check.

Leadership

At 11th level, as a bonus action, the yakuza can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the yakuza. A creature can benefit from only one Leadership die at a time. This effect ends if the yakuza is incapacitated. This can be used a number of times equal to the yakuza's Charisma modifier and recharges after a long rest. At 17th level, the bonus is a d6.

Slippery Mind

At 17th level, have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Fighter

Martial Archetypes

These are additional archetypes available to the fighter class

Battle Maiden

Battle maidens are the stuff of wonder and legend, an order of mounted female fighters whose swift, fearless attacks are renowned throughout the world. They have a supernatural bond with their mounts, an intense spiritual connection similar to the bond between a paladin and her mount. Battle maidens maintain a tradition of martial prowess tempered by spiritual purity. Their spirits burn with pure devotion; they are unquestionably loyal, eternally dedicated, and above worldly desires.

Special Mount

Starting when you choose this tradition at 3rd level, you gain a magical beast. This warhorse shares the basic statistics of its kind, as described in the Monster Manual, but also has additional qualities that level with the Battle Maiden.

Level	Abilities
3rd	AC 12; INT 6; HP 39 (5d10+5); empathic link
7th	AC 13; HP 46 (6d10+6); evasion
10th	AC 14; STR 20; HP 53 (7d10+7); speed 70 ft.
15th	AC 15; INT 6; HP 60 (8d10+8); command equines
18th	AC 16; INT 6; HP 67 (9d10+9); magic resistance

Empathic Link

The battle maiden has an empathic link with the mount out to a distance of up to one mile. The battle maiden cannot see through the horse's eyes, but they can communicate telepathically.

Evasion

If the warhorse is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the warhorse instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Command Equines

The warhorse can use this ability at will against other equines (including horses, donkeys, mules, and ponies) with fewer Hit Dice than it has itself. The mount can use this ability three times per day, and the ability functions just like the spell command (for purposes of this spell, the warhorse can make itself be understood by any normal equine). Since this is a spell-like ability, the warhorse must make a Concentration check (DC 10) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the warhorse's daily uses battle

Magic Resistance

The warhorse has advantage on saving throws against spells and other magical effects.

Defensive Riding

At 7th level, once per day while riding, when a battle maiden would be reduced to 0 hit points or less by damage in combat, she can attempt to roll with the damage. She makes a Dexterity saving throw (DC = 10 or half the damage dealt, whichever is higher) and, if she's successful, she takes only half damage from the blow. This cannot be used if she is denied a Dexterity saving throw.

Heal Mount

At 10th level, once per day, a battle maiden can heal 4d8+4 points of damage on her mount as an action.

Improved Charge

At 15th level, if the mounted battle maiden moves at least 30 feet straight toward a target she has advantage on her first melee attack against that creature. If it hits, it deals an additional 2d6 damage of the weapon type.

Trample

At 18th level, as a bonus action while mounted, a battle maiden can move through the space of a medium or small creature. The target must make a Dexterity saving throw (DC 8 + your proficiency modifier + your Wisdom modifier) or take 2d8 bludgeoning damage. A successful save takes only half damage.

Blade Dancer

To blade dancers, the sword is more than a weapon—it is an ally, a friend, and a spirit companion. Viewing combat as art, a deadly dance, blade dancers are prone to singing in battle. Blade dancers tap powerful magical energy through a combination of martial prowess and magical study, gaining phenomenal acrobatic ability and the ability to enchant their blades in combat.

Acrobatic

Starting when you choose this tradition at 3rd level, you gain +10 speed and are at advantage on all Dexterity (Acrobatics) checks. The speed increase another 5 feet at 7th, 10th, 15th, and 18th level.

Acrobatic Charge

At 7th level, you can charge in situations where others cannot. You may charge over difficult terrain that normally slows movement or allies blocking your path. This ability enables you to run down steep stairs, leap down from a balcony, or to tumble over tables to get to your target. Depending on the circumstances, you will need to make a Dexterity (Acrobatics) check (Easy DC10, Medium DC15, Hard DC20). On a successful charge, your attacks are made at advantage at the end of the charge.

Enchant Blade I

At 10th level, the blade dancer can enchant his blade once per day as an action. This ability last for one minute and can be chosen from the following: defender, flame tongue, frost brand, or wounding. He can enchant the blade an additional time at 15th and 18th level.

Ride the Wind

At 15th level, you can *wind walk* as the spell once per day.

Enchant Blade II

At 18th level, the blade dancer can choose from the following blade enhancements: dancing, dragon slaying, life stealing, or luck (no wishes).

Iaijutsu Master

Iaijutsu is the martial art of drawing a weapon and attacking with it in the same fluid motion. Iaijutsu masters harness their ki energy to strike with blinding speed and devastating power.

Canny Defense

Starting when you choose this tradition at 3rd level, if you don't wear armor, you can add your Intelligence modifier to your armor class. You can also use your Dexterity bonus on any one handed martial weapon that is not normally a finesse weapon. This weapon must be wielded one-handed to get this bonus.

Lightning Blade

At 7th level, you add your Charisma modifier to your Initiative check along with your Dexterity modifier.

Strike from the Void

At 10th level, you add your Charisma modifier as additional melee weapon damage.

One Strike, Two Cuts

At 15th level, you can make a single melee attack as a bonus action.

Strike with no Thought

At 18th level, if an iaijutsu master begins combat within melee range of an opponent, she gains a free surprise round, even though her opponents are aware of her presence. The only action the iaijutsu master can take in this surprise round is an attack action using a single handed weapon.

Kishi Charger

Kishi chargers are cavalry soldiers trained to make the greatest possible use of a horse's speed and a rider's agility. Kishi chargers share a special bond with their mounts—though not to the extent that battle maidens

do—and are capable of truly devastating attacks when charging.

Expert Rider

Starting when you choose this tradition at 3rd level, you can add your Wisdom modifier to any Dexterity (Acrobatics) skill checks to ride or handle animal skill check with mounts. You are at advantage on all ride Dexterity (Acrobatics) checks.

Deadly Charge

At 7th level, if a mounted iaijutsu master moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra die of weapon damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. This can be used once per day at 7th level and again at 10th, 15th and 18th level.

Burst of Speed

At 10th level, once per day, you can increase your mounts speed by 10 feet for 1 minute. If used more than once per day, the mount must succeed on a DC 15 Constitution saving throw or take 2d6 damage.

One Spirit

At 15th level, once per day while mounted, the kishi charger can make any one attack roll, saving throw, or skill check using his Dexterity (Acrobatics) skill modifier in place of all other modifiers. For example, he could roll a melee attack roll using only his Ride skill modifier instead of his total attack bonus.

Dancing with the Fortunes

At 18th level, once per day, you can reroll one roll you just made. You must take the result of the reroll, even if it's worse than the original roll.

Weapon Master

The perfection of ki is found in the mastery of a single melee weapon. Weapon masters seek to unite this weapon of choice with the body, to make them one, and to use the weapon as naturally and without thought as any other limb.

Ki Damage

Starting when you choose this tradition at 3rd level, must select a melee weapon of choice that cannot be changed. Once per day, with this weapon, you can choose not to roll dice to determine the damage. Instead, you figure the normal base maximum damage (not a critical hit) you can inflict and deal that much damage to the target. If the weapon has additional damage abilities due to it being a magic weapon, you would roll that damage normally. You can use this ability once more per day at 7th, 10th, 15th and 18th level.

Increased Multiplier

At 7th level, once per day when you score a critical hit with your weapon of choice, you can add an additional base weapon damage die to the damage roll. You can use this ability once more per day at 10th, 15th and 18th level.

Superior Combat Reflexes

At 10th level, you can perform an additional opportunity attack per turn with your weapon of choice.

Ki Critical

At 15th level, you score a critical hit with your weapon of choice on an 18, 19 or 20

Whirlwind Attack

At 18th level, you can use your bonus action to make a melee attack against any number of creatures within 5 feet of you.

Ranger Archetypes

This is an additional archetype available to the ranger class.

Witch Hunter

Witch hunters combine magical training with combat expertise to battle the spiritual forces of evil in the world. Ghosts and other evil spirits, demons and oni, and practitioners of black magic are the witch hunters' sworn enemies, and they bring unique abilities and expertise to bear in combating these foes.

Kami's Grace

At 3rd level, you add half your Charisma modifier to all your saving throws, rounded down.

Smite Evil

At 7th level, you gain the ability to smite evil once per day. After a successful hit, you can deal an extra 2d6 Radiant damage to an evil creature. This ability can be used once more per day at 11th and 15th level.

Aura of Courage

At 11th level, you are immune to fear and allies within 10 feet gain advantage on all fear checks and saving throws.

Resist Evil Magic

At 15th level, you gain magic resistance to spells and spell like abilities cast by evil creatures.

Roguish Archetypes

These are additional archetypes for the rogue class.

Ninja Spy

True ninja spies are masters of exotic weapons, tools of stealth, and strange ki powers. Ninja spies are members of a secretive ninja clan, the head of which holds absolute authority over the ninja's life and death. They are sworn to secrecy to protect the identities of their clan members and must never reveal that they are ninja. Despite their inclination to evil, ninjas believe strongly in a code of honor, and risk offending their family (and earning a death sentence) if they break that code of honor.

Exotic Weapon Proficiency

Starting at 3rd level, gain proficiency in two exotic weapons of your choice. Another two choices are made at 9th, 13th and 17th level.

Ninja Training

Starting at 9th level, you gain the following abilities:

- **Slow Fall** you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your rogue level.
- **Acrobatics** you gain advantage on Dexterity (Acrobatics) checks.
- **Hide in Plain Sight** you can use the Dexterity (Stealth) skill to hide even while being observed. As long as you are within 10 feet of some sort of shadow, a ninja spy can hide in the open without anything to actually hide behind. A ninja spy cannot, however, hide in his own shadow.
- **Poison Resistant** you are resistant to poison damage.

Water Walk

Starting at 13th level, can walk on any liquid as if it were firm ground. This requires concentration as an action and the ninja spy can only take move actions. Any damage taken will require Constitution saving throw to maintain the effect. The DC equals 10 or half the damage you take, whichever is higher.

Abundant Step

Starting at 17th level, you can slip magically between spaces as the *dimension door* spell, once per day.

Shadow Scout

The camouflage of a tiger, the stamina of a horse, and the eyes of an eagle: these are the ingredients of the shadow scouts, elite spies, trackers, and runners. Shadow scouts are trained to blend into their surroundings, to observe and remember the smallest details about an opposing

force, and to run like the wind to bring a report back alive.

Favored Enemy

Starting at 3rd level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 9th, 13th and 17th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Detect Enemy

Starting at 9th level, you gain the ability to detect the presence of his favored enemy. The ability is similar to the *detect evil and good* spell in range, area, and duration. In the first round of concentration, you can ascertain the presence or absence of your favored enemy within the area. In the second round, you can determine the number of creatures in the area and the power of the strongest one. In the third round, the shadow scout can determine the strength and location of each creature. If you have more than one favored enemy, you can detect any of them, and on the second round you can determine what kind of creature is in the area.

Freeze

Starting at 13th level, by keeping completely still while using the Dexterity (Stealth) skill, you can hide in your surroundings with greater effect. You add your Wisdom modifier to the check and roll at advantage. You can use this ability three times per day.

Smite Enemy

Starting at 17th level, you gain the ability to smite your favored enemy once per day. You add your Intelligence modifier (if positive) to your attack roll and deals 1 extra point of damage per rogue level. If you have more than one favored enemy, you can smite any of them, but can still use the ability only once per day.

Feats

This section introduces new optional feats related to the martial arts, combat and similar activities.

Artist

You gain advantage on all Charisma (Performance) checks.

Attention to Detail

You gain advantage on all Wisdom (Perception) checks.

Choke Hold

You have learned the correct way to apply pressure to render an opponent unconscious.

Prerequisites: Grapple Feat.

If you pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a Fortitude saving throw (DC 8 + your proficiency modifier + your Strength modifier). If the saving throw fails, your opponent falls unconscious for 1d3 rounds. This does not work on creatures immune to sleep and stun effects.

Defensive Strike

Whenever an opponent misses you with a melee attack and is within 5 feet of you, you may use a Reaction to make one melee attack on that opponent.

Defensive Throw

As a reaction, you can perform a trip attack on an opponent that missed you with a melee attack and is within 5 feet of you. The opponent must make a Strength or Dexterity saving throw (DC 8 + your proficiency modifier + your Strength modifier) or fall prone.

Discipline

You gain advantage on all Concentration checks.

Eagle Claw Attack

Prerequisites: martial arts, ki

By spending 1 ki point, you can strike an opponent's weapon or shield with an unarmed strike. If your melee attack is successful against their AC, the target must make a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or drop one weapon or shield in their hand. If they fail the check by more than 5, then you can choose to be holding item.

Earth's Embrace

Prerequisites: Grapple feat

Benefit: While grappling, if you pin your opponent, you deal twice your Strength modifier in bludgeoning damage each round that you maintain the pin. You hold your opponent immobile as normal, but you must also remain completely immobile, giving opponent's advantage with melee attacks against you.

Falling Star Strike

Prerequisites: martial arts, ki

By spending 1 ki point, you can blind an opponent with a

successful unarmed attack. If your attack is successful, your target must attempt a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If the target fails this saving throw, he is blinded for 1 round per monk level. Target can save at the end of its turn to end the effect early.

Fearsome and Fearless

You can advantage on all fear checks and saving throws.

Fists of Iron

Prerequisites: martial arts, ki

By spending 1 ki point, you deal an extra 1d4 points of damage on all successful unarmed attacks for that turn.

Flying Kick

Prerequisites: martial arts, ki

By spending 1 ki point, you deal double damage on the first successful unarmed attack during your turn.

Freezing the Lifeblood

Prerequisites: martial arts, ki

By spending 2 ki points, you can paralyze an opponent with a successful unarmed attack. If your attack is successful, your target must attempt a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If the target fails this saving throw, he is paralyzed for 1 round per monk level. Target can save at the end of its turn to end the effect early.

Grappling Block

Prerequisite: grapple feat.

If you have both hands free or holding weapons designed to catch other weapons (such as the sai or jitte), as a bonus action, you may make a special disarm attempt against your opponent. If your melee attack is successful, the target must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or drop one weapon or shield in their hand. If they fail the check by more than 5, then you can choose to be holding item.

Karmic Strike

You can use your reaction to make one melee attack on an opponent that just hit you.

Keen Intellect

You gain advantage on all Intelligence (Knowledge) checks.

Ki Shout

Prerequisites: martial arts, ki

By spending 1 ki point, as an action, you can make a ki shout. Opponents who can hear your shout and who are within 30 feet of you become frightened unless they make a Wisdom saving throw (DC 8 + your proficiency bonus + your Dexterity modifier).

Luck of the Heroes

You get a +1 bonus on all saving throws.

Many Masks

You gain advantage on all skill checks with regards to disguise.

Pain Touch

Prerequisites: Stunning Strike

Victims of a successful stunning attack are subject to such debilitating pain and gain one level of exhaustion.

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user. The levels of exhaustion do not stack.

Powerful Voice

You gain advantage on all Charisma (Persuasion) checks.

Prone Attack

You are not at disadvantage when attacking from the prone position.

Remain Conscious

When you are reduced to 0 hit points, you gain advantage on your death rolls.

Roundabout Kick

Prerequisites: martial arts

If you score a critical hit with an unarmed attack, you can use your reaction to make another unarmed attack against the same creature. This attack will be at advantage.

Soul of Loyalty

You gain advantage on all saving throws with respect to charm and compulsion.

Spell Power

Prerequisites: caster level 10+

Three times per day you can increase the DC of one of your spells cast by 1. This takes a bonus action and cannot be stacked with any other feat or ability that increases the spell DC.

Strength of the Charger

You gain a +1 bonus to your Constitution saving throws

Strength of the Crab

You gain a +1 bonus to your Dexterity saving throws

Strong Soul

You gain a +1 bonus to your Wisdom saving throws.

Unbalancing Strike

Prerequisites: martial arts, ki

By spending 1 ki point, you can strike an opponent's joints with an unarmed strike. If your melee attack is successful against their AC, the target takes normal damage and must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or fall prone.

Warrior Instinct

You gain advantage on initiative checks.

Equipment

Armor

The Armor table consists of additional armor available in three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

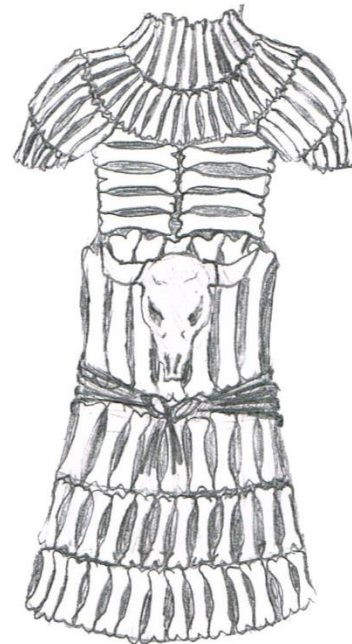
Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class. There are other items listed under shields that can enhance current armor types. You can benefit from only one shield or armor enhancement at a time.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

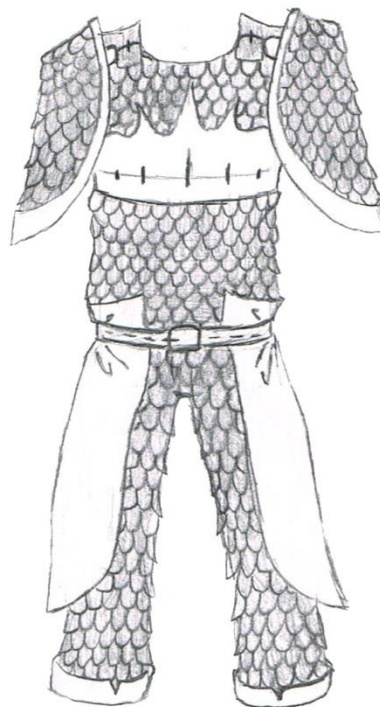
Ashigaru Armor: Ashigaru armor is a light and inexpensive armor worn by farmers conscripted into a daimyo's army. It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

Bone Armor: Bone armor is sometimes worn by nezumi or barbarian soldiers or sorcerers. The armor consists of a cloth or leather coat reinforced with strips of bone, and leaves the limbs free.



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

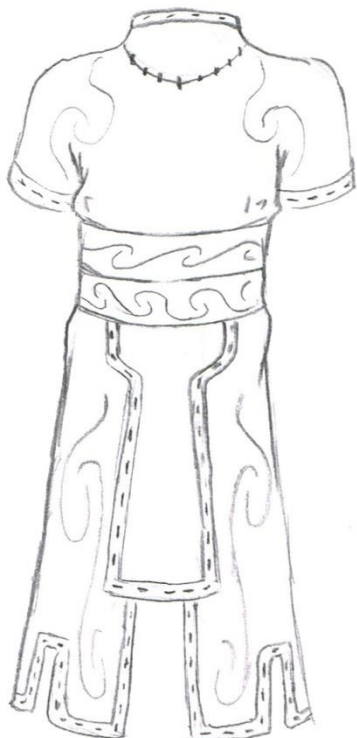
Leather Scale: Leather scale armor is just like the scale mail described in the Player's Handbook, except that the scales are made of cured leather instead of metal.



Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more.

Dhenuka: This heavy hide armor is made from the skin of a rhinoceros. It is more commonly enhanced by magic than regular hide armor, and often carries magic related to the strength of the rhino.



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

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

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

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Great Armor: Great armor, called o-yoroi, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture. The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (sune-ate). Wearing great armor is a badge of honor for samurai of the noble caste, and they frown on anyone else wearing a suit—including shugenjas.

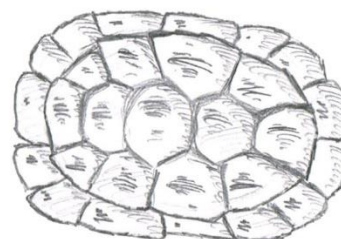
Shields and Others

Chahar-Aina: This “four mirror armor” can be worn over certain other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn. A character can wear a chahar-aina effectively over padded, leather, or chain shirt armor. A character needs Armor Proficiency (medium) to wear a chahar-aina without penalty.

Dastana: These large metal bracers can be worn in addition to some other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn. A character can wear dastana with padded, leather, or chain shirt armor. A character needs Armor Proficiency (light) to wear dastana without penalty.

Tessen: A tessen acts much like a buckler, though you cannot wield a weapon in the same hand as the tessen. However, you can use the tessen as an off-hand weapon, dealing 1d3 points of damage. Used this way, the tessen is a martial bludgeoning weapon. For purposes of attack penalties, treat a tessen as a light weapon. If you use a tessen as a weapon, you lose its AC bonus until your next action (usually until the next round). A character needs Shield Proficiency to use a tessen without penalty.

Kappa Shell: Nezumi soldiers occasionally use kappa shells for protection, strapping the hard shell to their backs and crawling on all fours to advance their position. Used this way, a kappa shell provides three quarters cover (+5 AC) as long as the covered nezumi remains on all fours, moving at half his speed. Once engaged in melee, a sensible ratling sheds the shell entirely. Humans can use kappa shells as well, but generally find the concept demeaning. A character needs Shield Proficiency to use a kappa shell without penalty.



Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Cord	15 gp	11 + Dex modifier	—	—	15 lb.
Bone	20 gp	12 + Dex modifier	—	—	20 lb.
Ashigaru	25 gp	12 + Dex modifier	—	—	20 lb.
Leather Scale	35 gp	12 + Dex modifier	—	—	20 lb.
<i>Medium Armor</i>					
Dhenuka	30 gp	13 + Dex modifier (max 2)	—	—	12 lb.
Brigandine	30 gp	13 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Partial armor	50 gp	13 + Dex modifier (max 3)	—	—	30 lb.
Lamellar	150 gp	14 + Dex modifier (max 3)	—	—	35 lb.
<i>Heavy Armor</i>					
Great armor	1,000 gp	17	Str 15	Disadvantage	45 lb.
<i>Shield</i>					
Chahar-aina	75 gp	+1			10 lb.
Dastana	25 gp	+1			5 lb.
Tessen	12 gp	+1			1 lb.
Kappa shell	30 gp	See Description		Disadvantage	46 lb.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. The Weapons table shows additional weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either **melee** or **ranged**. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three categories are **simple**, **martial**, and **exotic**. Most people can use simple weapons with proficiency. Martial weapons require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Exotic weapons need special proficiency for each one a character wants to use. This can be gained from certain classes or the exotic weapons feat.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

Double Weapon. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls

with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

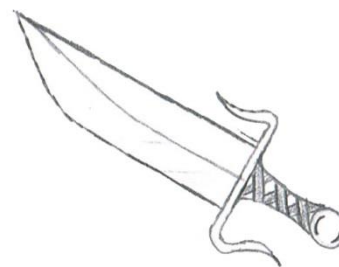
Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

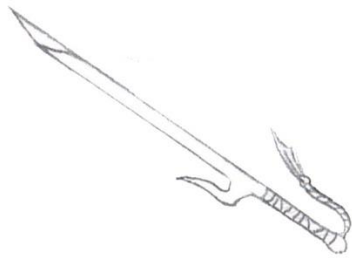
Special Weapons

Weapons with special rules are described here.

Butterfly Sword: This is a monk's weapon.



Jitte: This is a monk's weapon. With a jitte, increase the saving throw by 2 when you are using the disarm action.



Chain: Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung out to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, you can only strike at an adjacent opponent. If you use the chain as a reach weapon, your reach increases by 5 feet. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the chain effectively; you cannot use it as a double weapon. Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it (Successful melee attack and target must make a Dexterity saving throw DC 8 + your proficiency bonus + your Wisdom modifier or fall prone). With a chain, increase the saving throw by 2 when you are using the disarm action.

Chijiriki: The chijiriki is a double weapon, allowing you to strike with the spear end or whip out the chain end to entangle your opponent. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. Because the chain end of the chijiriki can wrap around an enemy's leg or other limb, you can make trip attacks with it (Successful melee attack and target must make a Dexterity saving throw DC 8 + your proficiency bonus + your Wisdom modifier or fall prone).

Kawanaga: A kawanaga is a length of light chain with a weight at one end and a sharp-bladed grappling hook on the other. It can be whirled quickly, striking with hard blows from either end. One end can also be swung out to entangle an opponent. The kawanaga can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, you can only strike at an adjacent opponent. If you use the kawanaga as a reach weapon, your reach increases 5 feet. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the kawanaga effectively; you cannot use it as a double weapon. Because the kawanaga can wrap around an enemy's leg or other limb, you can make trip attacks with it (Successful melee attack and target must make a

Dexterity saving throw DC 8 + your proficiency bonus + your Wisdom modifier or fall prone). With a kawanaga, increase the saving throw by 2 when you are using the disarm action. A kawanaga also serves as a climbing tool. It is the equivalent of 10 feet of rope with a grappling hook attached.

Kusari-gama: A kusari-gama is a length of chain with a kama at one end. It can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, you can only strike at an adjacent opponent. If you use the kusari-gama as a reach weapon, your reach increases 5 feet. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the kusari-gama effectively; you cannot use it as a double weapon. You can choose which end of the kusari-gama to use. The kama end deals 1d6 points of damage and is a slashing weapon; the chain end deals 1d4 points of damage and is a bludgeoning weapon. You can make trip attacks with a kusari-gama. (Successful melee attack and target must make a Dexterity saving throw DC 8 + your proficiency bonus + your Wisdom modifier or fall prone). With a kusari-gama, increase the saving throw by 2 when you are using the disarm action.

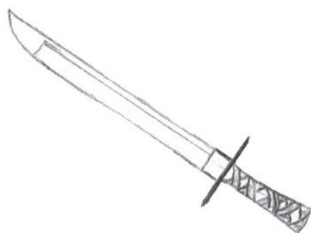
Lajatang: A lajatang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a large creature using a lajatang, can't use it as a double weapon.

Naginata: A naginata has reach. Reach increases 5 feet, but you can't use it against an adjacent foe.

Nekode: A nekode is a strap or glove fitted with spikes in the palm, favored as both a weapon and a climbing tool by ninja. This is considered a monk's weapon. Your opponent cannot use a disarm action to disarm you of a nekode. An attack with a nekode is considered an armed attack. A monk using a nekode can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers. Using a pair of nekodes while climbing gains you advantage on all Climb checks.



Ninja-to: The ninja-to—a short, straight sword similar to a wakizashi—is the standard sword of the ninja. True to a ninja’s methods, the scabbard of the ninja-to is a multi-purpose tool. It is open at both ends, allowing it to be used as a blowpipe for powders or poisons or as a breathing tube. It is also stiff and strong, allowing it to be used as the rung of a ladder or even as a weapon (use the statistics for a club).



Sai: This is a monk’s weapon. A sai’s pronglike extrusions are designed to help catch and disarm opponents’ weapons. With a sai, increase the saving throw by 2 when you are using the disarm action.



Sang kauw: A sang kauw is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Large creature using a sang kauw, can’t use it as a double weapon. The buckler in the middle of the sang kauw gives you a +1 shield bonus to your Armor Class if you attack with only one end of the sang kauw in a round.

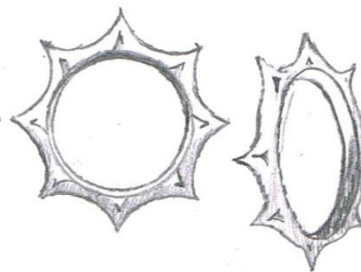
Sasumata: The sasumata is a pole arm designed to capture opponents with a minimum of harm. A wielder who hits a Small or Medium-size opponent with a sasumata can immediately initiate a grapple as a reaction. In addition to the normal options available to a grappler, the wielder of a sasumata can attempt to pull his target to the ground with a successful opposed Strength check. The sasumata has reach and cannot be used against adjacent opponents.

Shikomi-zue: This ninja weapon appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spear head to spring from one end. Without the blade, the shikomi-zue deals the same damage as a quarterstaff (1d6 bludgeoning), and can even be used as a double weapon, like a quarterstaff. With the blade out, it has the statistics shown in the table.

Sodegarami: The sodegarami, or sleeve-tangler, is a highly specialized weapon, used to catch and entangle an opponent without causing great harm. It is normally used to hook and catch the clothing of an opponent. When you use a sodegarami in this way, you make a grapple attack, as a

reaction. This attack does not work against a character in heavy armor, or against most monsters that do not wear clothing. If the attack is successful, the grapple escape saving throw is DC 13. The sodegarami holds your opponent 10 feet away from you. While you maintain the grapple, you do not have the option to damage or pin your opponent. Your opponent can try to escape or wriggle free, attack. A sodegarami can also be used as a normal weapon, dealing the damage shown below but not entangling the opponent. A sodegarami has reach. It adds 5 feet but you can’t use it against an adjacent foe.

Tail Spikes, Ratling: A nezumi or vanara character who has proficiency with tail spikes can use them to make one extra attack as a bonus action.

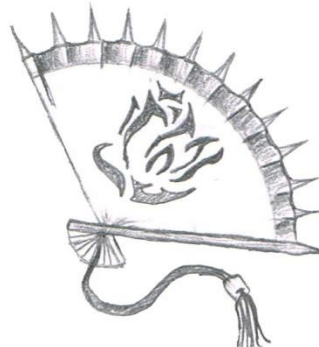


Three-Section Staff: Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. A monk using a three-section staff (for which she must take an Exotic Weapon Proficiency feat due to the weapon’s Large size) treats this as a monk’s weapon. The three-section staff requires two hands to use.

Tonfa: This is a monk’s weapon.



Warfan: This weapon appears to be no more than a beautifully crafted lady’s fan. When the fan is first brought into melee, the wielder may attempt a Charisma (Deception) check against their opponents Wisdom (Perception) check. If successful, they have advantage on that first attack.



Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
<i>Martial Melee Weapons</i>				
Wakizashi	300 gp	1d6 slashing	3 lb.	Finesse, light
Nagamaki	8 gp	2d4 slashing	10 lb.	Heavy, two-handed
Naginata	10 gp	1d10 slashing	15 lb.	Heavy, reach, two-handed
<i>Exotic Melee Weapons</i>				
Nekode	5 gp	1d4 piercing	2 lb.	Finesse, light, special
Tail spikes, ratling	1 gp	1d4 piercing	½ lb.	Finesse, light, special
Butterfly Sword	10 gp	1d6 slashing	2 lb.	Finesse, light, special
Jitte	5 sp	1d4 bludgeoning	2 lb.	Finesse, light, special
Ninja-to	10 gp	1d6 slashing	3 lb.	Finesse, light, special
Sai	1 gp	1d4 bludgeoning	2 lb.	Finesse, light, special
Tonfa	5 sp	1d4 bludgeoning	2 lb.	Finesse, light, special
War fan	30 gp	1d6 slashing	3 lb.	Finesse, light
Katana	400 gp	1d10 slashing	6 lb.	
Kau sin ke	15 gp	1d8 bludgeoning	4 lb.	Versatile (1d10)
Kawanaga	10 gp	1d3 bludgeoning/ 1d3 slashing	1 lb.	Double weapon, reach, finesse, special
Lajatang	80 gp	1d6/1d6 slashing	3 lb.	Double weapon, two-handed, special
Chain	5 gp	1d6/1d6 bludgeoning	6 lb.	Double weapon, finesse, reach, special
Chijiriki	8 gp	1d6 piercing/ 1d4 bludgeoning	6 lb.	Double weapon, two-handed, heavy, special
Kusari-gama	10 gp	1d6 slashing/ 1d4 bludgeoning	3 lb.	Double weapon, reach, special, finesse
Lajatang	90 gp	1d8/1d8 slashing	7 lb.	Double weapon, two-handed, heavy, special
Sang kauw	95 gp	1d8/1d8 piercing	10 lb.	Double weapon, two-handed, heavy, special
Sasumata	8 gp	1d4 non-lethal	8 lb.	Reach, two-handed, heavy, special
Shikomi-zue	12 gp	1d8 piercing	5 lb.	Two-handed, special
Sodegarami	4 gp	1d4 piercing	5 lb.	Two-handed, Special
Three-section staff	4 gp	1d8 bludgeoning	8 lb.	Two-handed, heavy

Special and Superior Items

This section describes items that have special rules or require further explanation.

Eggshell Grenades. A favorite tool of ninja, used to create distractions, eggshell grenades are emptied eggshells carefully packed with various alchemical substances. Common grenade types include dust, flashpowder, pepper, and poison smoke. All require a ranged attack against a target up to a range of 10/20 feet. Naturally, eggshell grenades are very fragile and must be stowed carefully to avoid breakage. If a character carrying these items suffers damage from falling, each eggshell grenade must make a Constitution saving throw (as if the character were making the saving throw) against a DC of 10 or half the amount of damage suffered, whichever is higher.

Dust. A dust grenade that hits its target directly blinds the target for 1d4 rounds. A creature within the “splash” radius of the dust cloud (5 feet) must make a Constitution save (DC 10) or be blinded for 1 round.

Flashpowder. A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light. Any creature within 10 feet must make a successful Constitution save (DC 10) or be blinded for 1d4 rounds. There is no effect if the grenade misses the fire (though the grenade is ruined).

Pepper. A pepper grenade that hits its target directly incapacitates the target for 1 round unless he makes a successful Constitution save (DC 10). The target is treated as stunned. There is no “splash” effect.

Poison Smoke. A poison smoke grenade is effective only when thrown into a fire source, where it bursts into a cloud of vile, stinking smoke. The cloud spreads to a radius of 10 feet from the fire source, and has the effect of a stinking cloud spell: Creatures within the cloud must make a successful Constitution save each round (DC 13) or become poisoned. There is no effect if the grenade misses the fire (though the grenade is ruined).

Flash Paper (Moeragaru). Flash paper is thin rice paper that has been treated with a chemical that ignites upon friction. When a character rubs the paper, it ignites and burns with a bright flash.

Jade Powder. Jade powder is a mixture of viscous oil and ground jade used to coat blades for combat with undead creatures. A weapon coated with jade powder deals normal damage to undead, but the powder wears off after one successful strike. Applying jade powder to a weapon is a full-round action.

Liquid Smoke (Ekitai Kemuri). Liquid smoke creates thick, opaque smoke when exposed to air. The smoke fills a 10-foot cube. The smoke dissipates naturally after 1 round. The smoke obscures all sight, including darkvision, beyond 5 feet.

Sleeping Fire (Hinemuri). Sleeping fire is a special form of alchemical fire that ignites when its temperature changes even slightly. It is often painted thinly on items as a trap; a creature touching or even breathing on an area so coated triggers a blast

of fire that causes 1d3 points of fire damage, with an additional 1d3 points of fire damage in the following round. Burning characters can use a full-round action to extinguish the flame.

Special and Superior Items

Item	Cost	Weight
Eggshell grenade, dust	10 gp	-
Eggshell grenade, flashpowder	60 gp	-
Eggshell grenade, pepper	10 gp	-
Eggshell grenade, poison smoke	150 gp	-
Flash paper (square)	5 gp	-
Jade powder (flask)	100 gp	1 lb.
Liquid smoke (flask)	20 gp	1 lb.
Sleeping fire (flask)	40 gp	1 lb.

Poisons

Item	Type	Price per Dose
Bee venom	Injury	90 gp
Black piper venom	Injury	150 gp
Fuantei shi	Injected	300 gp
Jellyfish	Contact	300 gp
Jeruku ropu	Injected	210 gp
Jeruku ropu smoke	Inhaled	750 gp
Ketsu	Ingested	120 gp
Kirei-ko	Ingested	500 gp
Pufferfish (fugu)	Ingested	400 gp
Scorpion venom	Injury	100 gp
Snake venom	Injury	200 gp
Warui paseri	Ingested	150 gp
Wasp venom	Injury	75 gp

Sample Poisons

Each type of poison has its own debilitating effects. Temporary ability point loss is regained after a long rest (on a successful save against the poison). If any ability score is reduced to 0, the target dies. Note that spells to cure poison may negate the need to rest to regain lost ability points.

Bee Venom (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it is poisoned for 1 minute and temporarily loses 1 point of Constitution. Target saves each minute, losing another 1 point of Constitution until a successful saving throw.

Black Piper Venom (Injury). A creature subjected to this poison must make a DC 14 Constitution saving throw. On a failed save, it is poisoned for 1 minute and temporarily loses 1d4 points of Strength. Target saves each minute, losing another 1d6 points of Strength until a successful saving throw.

Fuantei shi (Injected). A creature subjected to this poison must make a DC 18 Constitution saving throw. On a failed save, it is poisoned for 8 hours and takes 18 (6d6) points of poison damage. Target must save again after 8 hours or take the damage again.

Jellyfish (Contact). A creature subjected to this poison must make a DC 16 Constitution saving throw. On a failed save, it is poisoned for 1 hour and takes 12 (2d12) points of poison damage. Target must save again after 1 hour or take the damage again.

Jeruku Ropu (Injected). A creature subjected to this poison must make a DC 16 Constitution saving throw. On a failed save, it is poisoned for 1 hour and temporarily loses 1d6 points of Dexterity. Target saves each hour, losing another 1d6 points of Dexterity until a successful saving throw.

Jeruku Ropu Smoke (Inhaled). A creature subjected to this poison must make a DC 15 Constitution saving throw. On a failed save, it is poisoned for 1 hour and temporarily loses 2d4 points of Dexterity. Target saves each hour, losing another 2d4 points of Dexterity until a successful saving throw.

Ketsu (Ingested). A creature subjected to this poison must make a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1 hour and temporarily loses 1 point of Constitution. Target saves after 1 hour, losing another 1d6 points of Constitution and is no longer poisoned.

Kirei-ko (Injected). A creature subjected to this poison must make a DC 15 Constitution saving throw. On a failed save, it is poisoned for 1 hour and temporarily loses 1 point of Dexterity. Target saves after 1 hour, losing another 2d4 points of Constitution and is no longer poisoned.

Pufferfish (Injected). A creature subjected to this poison must make a DC 14 Constitution saving throw. On a failed save, it is paralyzed for 1 minute. It makes another save after 1 minute to end paralysis.

Scorpion Venom (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it is poisoned for 1 minute and temporarily loses 1d2 points of Strength. Target saves each minute, losing another 1d2 points of Strength until a successful saving throw.

Snake Venom (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it takes 6 (2d6) poison damage and is poisoned for 1 minute. Target saves at the end of its turn to end poisoned effect.

Warui Paseri (Injected). A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it is poisoned for 1 minute and temporarily loses 1d4 points of Strength. Target saves after 1 minute. On a failure, it loses 1d4 points of Strength and the poisoning ends.

Wasp Venom (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, it is poisoned for 1 minute and temporarily loses 1 point of Dexterity. Target saves each minute, losing another 1 point of Dexterity until a successful saving throw.

Spellcasting

The following is a list of new spells in this supplement and a potential mapping to the classes in the Players Handbook. Each DM should determine how these fit into their campaigns.

Accuracy – 1st level – Wizard, Ranger, Bard
Advice – 5th level – Bard, Cleric, Druid
Aiming at the Target – 5th level – Cleric, Wizard
Ancestral Vengeance – 2nd level – Cleric, Druid, Warlock
Animate Fire – 3rd level – Wizard, Sorcerer, Cleric
Animate Water – 2nd level – Wizard, Sorcerer, Cleric
Animate Wood – 1st level – Wizard, Sorcerer, Cleric
Apparition – 2nd level – Bard, Cleric
Attraction – 1st level – Bard, Ranger, Cleric, Wizard, Warlock
Backbiter – 1st level – Bard, Druid, Ranger
Blood of Fire – 5th level – Sorcerer, Wizard
Bo of Water – 2nd level – Bard, Druid, Ranger, Sorcerer, Wizard, Warlock
Body outside of Body – 7th level – Wizard
Castigate – 3rd level – Druid, Cleric, Ranger
Chameleon – 2nd level – Arcane Trickster, Druid, Ranger
Circle of Flame – 5th level – Sorcerer, Wizard
Cloud Chariot – 8th level – Wizard
Cobra's Breath – 1st level – Arcane Trickster, Cleric, Druid, Bard, Ranger, Wizard, Sorcerer
Commune with Greater Spirit – 5th level – Cleric, Druid
Commune with Lesser Spirit – 2nd level – Cleric, Druid
Compel – 8th level – Cleric
Create Spring – 2nd level – Druid
Creeping Darkness – 4th level – Sorcerer, Warlock, Wizard
Dance of the Unicorn – 5th level – Cleric, Druid, Paladin, Ranger, Wizard, Warlock, Sorcerer
Dancing Blade – 4th level – Ranger, Paladin, Bard
Decapitating Scarf – 7th level – Wizard, Sorcerer
Detect Curse – 3rd level – Cleric, Druid, Paladin
Discern Shapechanger – 4th level – Cleric, Druid, Wizard
Dream Sight – 4th level – Cleric
Earthbolt – 3rd level – Sorcerer, Warlock, Wizard
Elemental Burst – 1st level – Sorcerer, Warlock, Wizard
Elemental Ward – 4th level – Druid, Wizard
Entangling Scarf – 2nd level – Sorcerer, Wizard
Fatigue – 4th level – Cleric, Bard, Ranger
Fiery Eyes – 1st level – Sorcerer, Wizard
Finding the Center – 8th level – Sorcerer, Wizard
Fire Breath – 5th level – Cleric, Sorcerer, Wizard, Bard
Fire Shuriken – 2nd level – Sorcerer, Wizard
Fire Wings – 3rd level – Druid, Sorcerer, Wizard
Fires of Purity – 6th level – Cleric

Force Shapechange – 6th level – Druid, Cleric
Ghost Light – 1st level – Bard, Ranger, Cleric, Wizard
Hail of Stone – 1st level – Sorcerer, Wizard, Warlock
Heart Ripper – 4th level – Sorcerer, Warlock
Horse's Nose – 2nd level – Druid, Ranger
Ice Blast – 2nd level – Sorcerer, Warlock, Wizard
Internal Fire – 9th level – Sorcerer, Wizard
Iron Scarf – 1st level – Sorcerer, Wizard
Jade Strike – 4th level – Cleric
Kiss of the Toad – 2nd level – Arcane Trickster, Wizard
Know the Shadows – 2nd level – Arcane Trickster, Bard, Ranger
Lesser Sprit Ally – 4th level – Druid, Cleric
Lighting Blade – 2nd level – Sorcerer, Wizard
Magnetism – 3rd level – Sorcerer, Wizard
Master the Rolling River – 6th level – Cleric, Wizard
Melt – 1st level – Sorcerer, Wizard, Ranger
Mental Strength – 3rd level – Druid, Cleric, Paladin
Mental Weakness – 3rd level – Druid, Cleric
Metal Skin – 5th level – Wizard
Pain – 4th level – Cleric, Sorcerer, Wizard
Poison Needles – 4th level – Sorcerer, Wizard
Possess – 5th level – Cleric
Possess Beast – 5th level – Druid, Cleric
Rain of Needles – 2nd level – Sorcerer, Wizard
Remove Fatigue – 4th level – Bard, Druid, Cleric, Paladin
Scales of the Lizard – 1st level – Sorcerer, Wizard
Secret Signs – 1st level – Sorcerer, Wizard
Servant Horde – 5th level – Wizard
Smoke Ladder – 1st level – Sorcerer, Wizard
Snake Darts – 4th level – Sorcerer, Wizard
Spirit Self – 5th level – Cleric, Wizard
Steam Breath – 3rd level – Sorcerer, Wizard
Substitution – 3rd level – Wizard, Druid
Summoning Wind – 5th level – Wizard
Surelife – 8th level – Druid, Cleric, Wizard
Swim – 2nd level – Bard, Ranger, Cleric, Druid, Wizard, Sorcerer
Sword of Darkness – 7th level – Wizard
Sword of Deception – 5th level – Wizard
Tetsubbo of Earth – 2nd level – Druid, Wizard, Sorcerer
Thornskin – 3rd level – Druid, Wizard
Vulnerability – 6th level – Cleric
Warning – 2nd level – Bard, Ranger, Cleric, Druid
Whip – 2nd level – Wizard
Withering Palm – 7th level – Cleric, Wizard
Wood Rot – 5th level – Druid, Wizard, Sorcerer
Yakamo's Anger – 6th level – Cleric
Yari of Air – 2nd level – Druid, Wizard, Sorcerer

Shaman Spells

Cantrips

Guidance
Light
Mending
Produce Flame
Resistance
Thaumaturgy

1st level

Attraction*
Bane
Bless
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Healing Word
Inflict Wounds
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith
Speak with Animals
Trance*
Weapon Bless*

2nd Level

Aid
Ancestral Vengeance*
Animal Messenger
Augury
Blindness/Deafness
Calm Emotions
Commune with Lesser Spirit*
Enhance Ability
Hold Person
Invisibility
Lesser Restoration
Levitate
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Warning*

3rd Level

Bestow Curse
Castigate*
Detect Curse*
Dispel Magic
Fear
Glyph of Warding

Magic Circle
Mental Strength*
Mental Weakness*
Possess Animal*
Protection from Energy
Remove Curse
Speak with Dead
Substitution*
Tongues

4th Level

Banishment
Death Ward
Discern Shapechanger*
Divination
Dream Sight*
Fatigue*
Lesser Spirit Ally*
Polymorph
Remove Fatigue*
Stone Shape
Stoneskin
Sustain*

5th Level

Advice*
Animate Objects
Blood of Fire*
Commune
Dispel Evil and Good
Geas
Greater Restoration
Mass Cure Wounds
Planar Binding
Possess*
Raise Dead
Scrying

6th Level

Eyebite
Find the Path
Force Shapechange*
Harm
Heal
Sunbeam
True Seeing
Vulnerability*
Wind Walk

7th Level

Etherealness
Forcecage
Plane Shift
Project Image
Regenerate
Resurrection

Symbol
Teleport

8th Level

Antimagic Field
Control Weather
Compel*
Earthquake
Holy Aura
Power Word Stun

9th Level

Astral Projection
Gate
Mass Heal
True Resurrection

Shugenja Spells

Cantrips

Acid Splash
Chill Touch
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1st level

Air

Feather Fall
Longstrider
Silent Image
Sleep
Unseen Servant

Earth

Entangle
Fog Cloud
Sanctuary
Shield of Faith
Thunderwave

Fire

Burning Hands
Color Spray
Faerie Fire
Fiery Eyes*
Melt*

Water

Bless
Cobra's Breath*
Create or Destroy Water
Cure Wounds
Detect Poison & Disease

All

Elemental Burst*

2nd level

Air

Alter Self
Detect Thoughts
Invisibility
Know the Shadows*
Levitate
Yari if Air*

Earth

Barkskin
Enhance Ability
Hold Person
Pass without Trace
Shatter
Tetsubo of Earth*

Fire

Continual Flame
Fire Shuriken*
Flame Blade
Flaming Sphere
Heat Metal
Scorching Ray

Water

Acid Arrow
Bo of Water*
Ice Blast*
Lesser Restoration
Misty Step
Protection from Poison

3rd level

Air

Clairvoyance
Gaseous Form
Gust of Wind
Haste
Lightning Bolt
Wind Wall

Earth

Earthbolt*
Magic Circle

Meld Into Stone
Plant Growth
Slow
Spike Growth

Fire

Animate Fire*
Daylight
Fireball
Fire Wings*
Stinking Cloud
Tongues

Water

Gaseous Form
Mass Healing Word
Remove Curse
Sleet Storm
Water Breathing
Water Walk

All

Protection from Energy

4th level

Air

Arcane Eye
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain

Earth

Death Ward
Dimension Door
Stone Shape
Stoneskin

Fire

Confusion
Fire Shield
Freedom of Movement
Wall of fire

Water

Blight
Control Water
Ice Storm
Wall of Ice

All

Conjure Minor Elementals
Elemental Ward*

5th level

Air

Animate Objects
Cloudkill
Telekinesis
Teleportation Circle

Earth

Animate Objects
Hallow
Passwall
Wall of Stone

Fire

Fire Breath*
Flame Strike
Mislead
Seeming

Water

Cone of Cold
Greater Restoration
Mass Cure Wounds
Scrying

All

Conjure Elemental

6th level

Air

Chain Lightning
Disintegrate
Wind Walk

Earth

Flesh to Stone
Move Earth
Wall of Thorns

Fire

Eyebite
Harm
Sunbeam

Water

Freezing Sphere
Wall of Ice
Word of Recall

All

Globe of Invulnerability
Planar Ally

7th level

Air

Project Image
Teleport

Earth

Reverse Gravity
Prismatic Spray

Fire

Delayed Blast Fireball
Firestorm

Water

Regenerate
Withering Palm

All

Conjure Celestial
Symbol

8th level

Air

Feeblemind
Control Weather

Earth

Earthquake
Power Word Stun

Fire

Incendiary Cloud
Sunburst

Water

Control Weather
Horrid Wilting

All

Gate
Time Stop

9th level

Air

Astral Projection
Shapechange

Earth

Power Word Kill
Prismatic Wall

Fire

Internal Fire*

Meteor Swarm

Water

Storm of Vengeance
Weird

All

True Polymorph
Wish

Sohei Spells

1st level

Attraction*
Bane
Bless
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Shield of Faith
Weapon Bless*

2nd Level

Animal Messenger
Blindness/Deafness
Enhance Ability
Lesser Restoration
Protection from Poison
Silence
Warning*

3rd Level

Castigate*
Detect Curse*
Dispel Magic
Magic Circle
Mental Strength*
Mental Weakness*
Protection from Energy

4th Level

Death Ward
Discern Shapechanger*
Fatigue*
Freedom of Movement
Lesser Spirit Ally*
Remove Fatigue*
Sustain*

Wu Jen Spells

Cantrips

Acid Splash
Chill Touch
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1st Level

ALL

Elemental Burst*

Earth

Hail of Stone*

Fire

Fiery Eyes*
Melt*
Smoke Ladder*

Metal

Iron Scarf*

Water

Fog Cloud

Wood

Animate Wood*
Backbiter*

Accuracy*
Charm Person
Detect Magic
Disguise Self
Ghost Light*
Identify
Illusory Script
Jump
Longstrider
Magic Missile
Protection from Evil and Good
Scales of the Lizard*
Secret Signs*
Shield
Silent Image
Sleep
Suggestion
Unseen Servant

2nd Level

Earth

Enhance Ability

Fire

Fire Shuriken*

Metal

Entangling Scarf*
Rain of Needles*

Water

Animate Water*
Ice Blast*
Swim*

Wood

Barkskin
Spike Growth

Alter Self
Apparition*
Arcane Lock
Blur
Chameleon*
Detect Thoughts
Hold Person
Invisibility
Kiss of the Toad*
Knock
Lightning Blade
Locate Object
Mirror Image
Rope Trick
See Invisibility
Whip*

3rd Level

ALL

Protection from Energy

Earth

Earthbolt*

Fire

Animate Fire*
Fire Wings*
Fireball

Metal

Magnetism*

Water

Gaseous Form
Steam Breath*
Steaming Cloud
Water Breathing

Wood

Plant Growth
Thornskin*

Animate Dead
Commune with Lesser Spirit*
Conjure Animals
Discern Shapechanger*
Dispel Magic
Haste
Magic Circle
Major Image

Remove Curse
Tongues

4th Level

ALL

Elemental Ward*

Earth

Dimension Door
Stoneskin

Fire

Fire Shield
Wall of Fire

Metal

Dancing Blade*
Poison Needles*

Water

Ice Storm
Wall of Ice

Wood

Conjure Woodland Beings

Confusion
Conjure Minor Elementals
Creeping Darkness*
Greater Invisibility
Heart Ripper*
Locate Creature
Pain*
Polymorph
Snake Darts*
Stone Shape

5th Level

ALL

Scrying

Earth

Wall of Stone

Fire

Fire Breath*

Metal

Metal Skin

Water

Cone of Cold

Wood

Wood Rot*

Aiming at the Target
Animate Objects
Dominate Person
Dream
Geas
Hold Monster
Passwall
Servant Horde*
Spirit Self*

Summoning Wind*
Sword of Deception*
Telekinesis
Teleportation Circle
Wall of Force

6th Level

Earth

Flesh to Stone
Move Earth

Fire

Sunbeam

Metal

Blade Barrier

Water

Freezing Sphere
Wall of Ice

Wood

Wall of Thorns

Chain Lightning
Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Mass Suggestion
Move Earth
True Seeing

7th Level

ALL

Symbol

Earth

Reverse Gravity

Fire

Delayed Blast Fireball
Fire Storm

Metal

Arcane Sword
Decapitating Scarf*

Water

Prismatic Spray

Wood

Simulacrum

Arcane Sword
Etherealness
Finger of Death
Forcecage
Plane Shift
Project Image
Teleport
Withering Palm*

8th Level

Earth

Earthquake

Fire

Incendiary Cloud

Metal

Power Word Stun

Water

Cloud Chariot

Wood

Clone

Antipathy/Sympathy

Control Weather

Finding the Center*

Dominate Monster

Feeblemind

Incendiary Cloud

Maze

Mind Blank

Power Word Stun

Surelife*

9th Level

Earth

Imprisonment

Fire

Internal Fire*

Metal

Power Word Kill

Water

Prismatic Wall

Wood

Weird

Astral Projection

Foresight

Gate

Shapechange

Time Stop

True Polymorph

Wish

Spell Descriptions

Accuracy

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (ink, written in a mystical character on each weapon effected)

Duration: 10 minutes

When you cast this spell, you enchant one or more thrown weapons or projectile weapons (bow, crossbow). This doubles the normal range for the weapon with respect to ranged attacks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can enchant an additional weapon.

Advice

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

You influence the actions of the targeted creature by offering profound and thoughtful advice grounded in your wisdom and experience. You must word your advice in such a manner as to make it sound reasonable, even if it is not, but you are not limited to a few sentences. If the target creature fails its Wisdom saving throw, it does its best to follow your advice, carrying out the suggested course of action to the best of its ability. If the action would place the creature in great peril or cause its death, the victim can attempt a second saving throw—with advantage—just before taking the final plunge to its doom).

Aiming at the Target

5th-level abjuration

Casting Time: 1 reaction

Range: self

Components: S

Duration: Concentration, up to 20 minutes

When you cast this spell, you increase your ability to concentrate on a spell you have already cast. This spell is one of only two spells that you can cast while maintaining concentration on another spell (the other being finding the center). This spell gives you advantage on Concentration checks you make to maintain concentration on another spell, and lasts as long as your concentration on the other spell. Casting aiming at the target is a reaction.

Ancestral Vengeance

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you call out to an ancestral spirit, listing the crimes of your target and urging your ancestor to punish the miscreant. The ancestral spirit imposes this punishment in the form of a sharp blow to the target. This attack hits automatically and deals 2d6 points of force damage. A successful Constitution saving throw halves the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal another 1d6 per level.

Animate Fire

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet.

Components: V, S, M (a handful of charcoal, sulfur, and soda ash)

Duration: Concentration, up to 1 minute

A small volume of fire comes to life at your command and attacks whomever or whatever you designate. The fire becomes a creature under your control until the spell ends or until reduced to 0 hit points. (small, hp: 25, AC: 16, +6 melee, 1d6 bludgeoning damage + 1d6 fire damage, STR 6, DEX 14). As a bonus action, you can mentally command the creature you made with this spell if the creature is within 500 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animate Water

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet.

Components: V, S, M (small vial of pure spring water mixed with cinnabar oil)

Duration: Concentration, up to 1 minute

A small volume of water comes to life at your command and attacks whomever or whatever you designate. The water becomes a creature under your control until the spell ends or until reduced to 0 hit points. (small, hp: 25, AC: 16, +5 melee, 1d6 bludgeoning damage, STR 6, DEX 14). As a bonus action, you can mentally command the creature you made with this spell if the creature is within 500 feet of you. You decide what action the creature will

take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animate Wood

1st-level transmutation

Casting Time: 1 action

Range: 60 feet.

Components: V, S, M (mixture of powdered cinnabar and ground peach pit)

Duration: Concentration, up to 1 minute

A small volume of wood comes to life at your command and attacks whomever or whatever you designate. The wood becomes a creature under your control until the spell ends or until reduced to 0 hit points. (small, hp: 25, AC: 15, +4 melee, 1d6 bludgeoning damage, STR 6, DEX 14).

As a bonus action, you can mentally command the creature you made with this spell if the creature is within 500 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Apparition

2nd-level illusion

Casting Time: 1 action

Range: touch

Components: V, S, M (a miniature palette dotted with paints of assorted colors)

Duration: Concentration, 10 minutes

This spell causes the subject's face to appear horrible and terrifying. Creatures—excluding you and your allies—who view the recipient must make successful Wisdom saving throw or become frightened. Targets save at the end of their turns.

Attraction

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, a mystical aura surrounds the subject creature, drawing attacks to the creature and making successful attacks more effective. The subject takes an additional +1 point of damage from each melee or ranged attack that deals damage to it. This spell does not increase damage from spells. A successful Wisdom

saving throw negates the spell. Target saves at the end of its turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1 point.

Backbiter

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you place an enchantment on a Large or larger wooden-hafted weapon (such as a bo, naginata, nunchaku, three-section staff, or similar weapon). The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon's wielder makes a normal attack roll upon himself and deals normal damage if he hits. He cannot choose to deal subdual damage or otherwise reduce the damage he deals, although any damage reduction he has still applies. Once the attacker damages himself with the affected weapon, the spell is discharged. A creature gets to make a Wisdom saving throw to negate if it is holding the weapon. An unattended weapon makes a saving throw with a +0 modifier.

Blood of Fire

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (drop of casters blood)

Duration: Concentration, up to 1 minute

When you cast this spell, you cut a mystic pattern into one palm with a knife and enchant your own blood (deals 2 points of damage). The spell creates three missile of blood. You can then send these missiles of blood streaking from the upturned palm, which explode on impact. You can choose a separate target for each missile, each requiring a ranged attack. A direct hit deals 2d8 points of necrotic damage with no saving throw allowed. Creatures within 5 feet of a creature struck by a missile must make successful Dexterity saving. If successful, they take no damage, otherwise they take half. (Missiles that miss their target do not cause damage to any creature.)

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, add an additional blood missile.

Bo of Water

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A 6-foot-long staff formed of water, which you can use with proficiency, springs forth from your hands. You wield this staff as if it were a quarterstaff. Attacks with the bo of water are regular melee attacks. The bo is considered a +1 magic item for the purposes of attack and damage and deals 1d8 points of bludgeoning damage.

Body Outside Body

7th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of your hair)

Duration: Concentration 10 minute

This spell creates one or more duplicates of you. These duplicates share all your ability scores, personality, class levels, skills, feats, and memories. They carry the same arms, armor, and equipment as you do (but only have mundane versions of your magical gear), and they cannot cast spells. The duplicates you create have one-quarter of your hit point total at the time of casting. They are obedient to you and friendly toward one another and your companions. You may order them to take any actions, even ones that you would normally not take. They can do anything you can, except cast spells or use spell-completion or spell-trigger items. They take damage as normal, but if one is slain, it disappears and you instantly take 10 points of damage. At the end of the spell duration, all the duplicates (and any equipment created with them) disappear without causing damage to you. The duplicates are completely indistinguishable from you.

At Higher Levels. Add an additional duplicate at 8th and 9th level.

Castigate

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, divine focus

Duration: Instantaneous

By means of this spell, you deliver a blasting rebuke upon your foes. Creatures within the area are affected based on their alignment in relation to yours. Creatures whose alignment differs from yours in one component (lawful-neutral-chaotic or good-neutral-evil) take 2d6 points of thunder damage. Those whose alignment differs from yours in both components (both lawful-neutral-chaotic and good-neutral-evil) take 5d6 points of thunder damage. Thus, if you are lawful good, you deal 2d6 points of thunder damage to those of lawful neutral, lawful evil, neutral good, or chaotic good alignment, and 5d6 points of thunder damage to those of neutral, chaotic neutral, neutral evil, and chaotic evil alignment. A successful Constitution save reduces damage in either case by half. Creatures of any alignment different from the caster's who fail their saving throws are deafened for 1d4 rounds.

Chameleon

2nd-level divination

Casting Time: 1 action

Range: touch

Components: V, S, M (skin of small lizard)

Duration: Concentration, up to 10 minutes

This spell alters the coloration of the recipient to match that of the surrounding background. The creature gains advantage on all Dexterity (Stealth) checks while hiding. When moving through areas where the background changes gradually (such as stepping from the edge of a forest into a green field), the coloration changes immediately. When the background changes abruptly (from forest to gray stone wall), 1 round is required to effect the change in coloration.

Circle of Flame

5th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Fire bursts in all directions from the caster in a 20 foot radius, dealing 8d8 points of fire damage to nearby creatures. A successful Dexterity saving throw halves the damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the increases 2d8 per level.

Cloud Chariot

8th-level alteration

Casting Time: 1 action

Range: Personal and Touch

Components: V, S, M (a small ball of cotton)

Duration: 10 minutes

This spell allows you to soar on a magic chariot formed of cloud. When you cast the spell, you and up to five willing allies you are touching lift into the air on a small cloud and then fly away in what-ever direction you desire. You fly at the incredible speed of 10 miles per minute, so that over the spell's duration you can cover a distance of 100 miles. You and your passengers feel none of the effects of this swift movement, and the ride is perfectly steady and calm—even in the worst weather. At the end of the spell, the cloud settles gently to the ground and disappears.

Cobra's Breath

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a cobra's fang)

Duration: Instantaneous

Your saliva changes into a virulent poison that you then spit forth in a 15-foot cone. Creatures within the cone must make a successful Constitution saving throw or take 2d6 points of poison damage. The poison does not affect you.

Commune with Greater Spirit

5th-level divination (ritual)

Casting Time: 10 minutes

Range: One spirit

Components: V, S, M (Incense and a small 25gp offering)

Duration: Concentration 1 minute

As commune with lesser spirit, but this spell can contact any spirit creature, whatever its Hit Dice. You can ask one question per caster level, but you must ask questions that can be answered by a simple yes or no. The answers given are correct within the limits of the spirit's knowledge. "Unclear" is a legitimate answer, because even the greatest spirits are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the spirit's interests, the DM should give a short phrase (five words or less) as an answer instead.

Commune with Lesser Spirit

2nd-level divination (ritual)

Casting Time: 10 minutes

Range: One lesser spirit

Components: V, S, M (Incense and a small offering worth 10 gp)

Duration: Concentration, 1 minute

You contact a local spirit—any spirit creature with 4 or fewer HD. You must know the identity of the spirit (which you can learn through the trance spell), and you must be within 10 feet of the spirit's location. You may ask up to one question per 2 caster levels. Unasked questions are wasted if the duration expires. The spirit's knowledge is limited to matters within its immediate area, so the spirit of a great tree in the village could not answer questions about events outside the village. Spirits usually answer questions literally and do not volunteer any information. If the spirit's alignment is different from yours, the spirit gets a Will save to resist the spell.

If the spirit has been subject to commune with lesser spirit within the past week, the new spell fails. Good spirits generally try to be helpful in answering questions, while evil spirits always try to distort the information they give (though they generally give literally truthful answers).

Compel

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, Divine focus

Duration: Permanent

You force the subject of the spell to change alignment, specifying the creature's new alignment. Creatures whose alignments are listed as "always" a specific alignment, and characters who would lose class abilities if they changed to the alignment you specify, gain an advantage on their Wisdom saving throws against the spell. Celestials and Fiends are immune to the effects of this spell. Alteration in alignment is mental as well as moral, and the individual changed by the spell thoroughly enjoys his new outlook. If the subject's comrades have an alignment outlook that differs significantly from his, he may abandon them or even take actions against them. This is up to the discretion of the DM; the spell has no effect on determining this, as it is more a matter of conscience. Another compel spell, a wish, or a miracle is required to reverse the effects of the spell; the subject makes no attempt to return to the former alignment. In fact, he views the prospect with horror and avoids it in any way possible. Thus, if a spellcaster were to cast compel upon him again, causing him to revert to his former alignment or following a new one, he would again receive a saving throw as outlined above.

Create Spring

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of bamboo)

Duration: Permanent

A spring of water bubbles forth from the natural rock or earth you touch. The spring cannot arise from creatures, plants, or artificial constructions such as buildings. The spring puts forth six gallons of water per hour. The water is fresh, clear (at the source), and cool. No more than one spring may be created every 100 yards.

Creeping Darkness

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A whisker from an old black cat and a tiny bottle of smoke captured on a moonless night.)

Duration: Concentration, up to 1 minute

This spell creates an amorphous cloud of inky blackness 30 feet wide and 20 feet high. You can shape and move the cloud as you desire during the duration of the spell if you maintain concentration on it and it remains within the range of the spell. You can move it up to 20 feet per round. It can seep through the smallest cracks and float through the air, as you desire. Creatures whose visual organs are within the cloud cannot see by normal vision or darkvision. The cloud also engulfs all sound within it,

preventing creatures whose vocal organs are within the cloud from speaking or casting spells, and those whose auditory organs are within the cloud from hearing. A moderate wind (11+ mph) disperses the cloud in 5 rounds; a strong wind (21+ mph) disperses it in 2 rounds.

Dance of the Unicorn

5th-level abjuration

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: Concentration, up to 1 minute

You surround yourself with a purifying swirling mist with a radius of 30 feet that washes the air clean of smoke, dust, and poisons. Nonmagical contaminants, including inhaled poisons, are automatically negated within the cloud. Magical effects, including acid fog, cloudkill, and green dragon breath, are negated only if the caster succeeds on the saving throw versus the effect. If he fails, then all other creatures within the mist gain advantage on their saving throws versus the effect.

Dancing Blade

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny stick puppet)

Duration: 1 minute

When you cast this spell, you cause the target sword to hover and fight in the air, defending the character you designate. The sword must be either unattended or in the possession of the willing ally who will benefit from the spell. The sword fights using that character's base attack bonus and its base damage, with no adjustment for Strength or other ability scores. If the character is not proficient with the sword, the sword attacks at disadvantage. The sword stays within 5 feet of the character you designate, and drops to the ground if that character is dying or dead. Controlling the sword requires no concentration, and the character can fight with another weapon at the same time.

Decapitating Scarf

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you seize a silk scarf and lash it toward one creature within range. You must have a line of sight to the target. You make a ranged attack roll on the target. If you hit, the scarf wraps around the target's neck. The target may then attempt a Constitution saving throw; failure indicates that you are able to yank the scarf and decapitate the victim. This spell works only against

creatures with heads, and decapitation is only effective against corporeal creatures. Oozes and many aberrations have no heads and are thus immune to this spell. Constructs and most undead are not harmed by the removal of their heads, so the spell is ineffective against them. Living creatures that make successful Fortitude saves take 12d4 points of slashing damage before becoming free of the scarf.

Detect Curse

3rd-level divination

Casting Time: 1 action (ritual)

Range: 30 feet

Components: V, S, M (a small gem worth 10 gp)

Duration: Instantaneous

You determine whether a creature, object, or area has been cursed or carries a curse. You can determine the general nature of the curse with a successful DC 15 Knowledge Arcana check. In scanning a cursed scroll, you could learn that the curse causes misfortune to the reader, but you could not tell the specific effects.

If you succeed at the Arcana check, you receive advantage when casting remove curse on the item or person analyzed with this spell.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Discern Shapechanger

4th-level divination

Casting Time: 1 action

Range: 60 feet **Components:** V, S, M (a balm of honey and a lotus flower)

Duration: Concentration, up to 1 minute

With a standard action spent in concentration, you can see the true form of polymorphed, disguised, or transmuted creatures within 60 feet. Each round, you can examine one creature you can see and determine whether it is polymorphed, disguised, or transmuted, and what its true form is.

If you look at a shapechanger in its true form, you know that it is a shapechanger, but cannot determine what other forms it might be capable of assuming.

Dream Sight

4th-level divination

Casting Time: 1 action

Range: See text

Components: S, M (a stick of incense worth 5 gp)

Duration: Concentration, up to 1 minute

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations. Your spirit can move 100 feet per round, and can see and

hear anything you could if you were in the same location. The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. A shaman can use commune with lesser spirit or commune with greater spirit (if you are over 4th level) to contact you, you cannot see creatures protected by invisibility to spirits, and you are warded by a protection from spirits spell. Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action. At the end of the spell, your spirit instantaneously returns to your body and you wake up. If your body is disturbed while your spirit is wandering, the spell ends immediately.

Earthbolt

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With a shout, you strike the ground at your feet and create a bolt of geomantic force. This bolt travels through the earth in a 30 foot line, causing the earth, rock, or sand to fly into the air, creatures along its path. A creature caught in the area takes 8d6 points of bludgeoning damage. This spell functions only if you are standing on dirt, clay, stone, or sand. It does not function if you are on a wooden floor or other surface.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

Elemental Burst

1st level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

When you cast this spell, you designate a target point—an item composed of one of the five elements (wood, fire, water, stone, or air). The item then releases the magical energy within it in a sudden, explosive 10 foot burst. The effects of the burst depend on the element that makes up the target item:

Wood, Metal, or Stone: The item throws off sharp slivers.

Creatures within the burst take 1d8 points of piercing damage (half with a successful Dexterity save).

Fire: The fire shoots out glowing sparks, causing 1d8 points of fire damage (half damage with a successful Dexterity save).

Water: Water pushes out in a sharp wave, knocking creatures within the burst prone. A successful Dexterity save allows an affected creature to remain standing. Large

creatures gain advantage on the save.

Elemental Ward

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small quantity of element being warded against)

Duration: 1 minute

This spell allows you to drive off elementals of a specific type by uttering a fearsome cry. When you cast the spell, all elementals within the spell's area flee the area unless they make successful Wisdom saving throw. The spell ends if you try to force the barrier against an elemental that has failed its saving throw.

Entangling Scarf

2nd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

You seize a silk scarf and lash it toward one creature within range, and the scarf magically extends to reach the target and wrap around it. You must have a line of sight to the target. You make a ranged attack roll on the target. If you hit, the target must make a successful Dexterity saving throw or become entangled. The entangled creature cannot move. Target can escape the entanglement by making Strength (Athletics) check or Dexterity (Acrobatics) check with the DC equal to your spell save.

Fatigue

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

A creature that fails its Constitution saving throw suffers one level of fatigue. This lasts until creature performs a long rest.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher you can add an additional level of fatigue.

Finding the Center

8th-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: 10 minutes

When you cast this spell, your unconscious mind maintains

any required concentration on all other spells for the remainder of the duration. You no longer need to make concentration checks. This does not allow you to cast multiple spells that require concentration. The only way to disrupt your concentration on the other spell while finding the center is still in effect is to kill you or hamper your mind in some way (as through feeblemind, confusion, insanity, or dominate person).

Fire Breath

5th-level evocation

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to breathe a gout of flame as a bonus action, for the duration of the spell. The flame targets one creature within 15 feet of you, and you must succeed at a ranged attack to affect the target. If you succeed, the target takes 5d8 points of fire damage. Combustible objects may be ignited—attended or magic items must make saving throws or burst into flames.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 per spell level.

Fire Shuriken

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a shuriken coated with pine sap and sulfur.)

Duration: Instantaneous

This spell creates shuriken formed of magical fire that you can throw like normal shuriken (they do not burn your hands). You are automatically considered proficient with the fire shuriken. You create three fire shuriken. You can throw three fire shuriken (range 20/50) as a standard action, but all three must target the same creature.

A single points of fire damage. If you score a critical hit, fire shuriken deals 1d4 points of piercing damage and 1d4 fire damage. Do not apply your Strength modifier to the shuriken damage. If you are making a sneak attack, add the extra damage only to the damage of the first shuriken you throw in a round.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create three additional shuriken per level. You can throw the remaining shuriken on subsequent rounds.

Fire Wings

3rd-level transmutation

Casting Time: 1 action

Range: Personal

Components: V, S, M (the feather of a bird)

Duration: Concentration up to 10 minutes

This spell transforms your arms into wings of brilliant fire, resembling those of a phoenix. The flame does not damage you or any items you carry. Since your arms are transformed, you cannot hold items in your hands or cast spells while using the fire wings, but rings, bracers, and other items worn on your arms when you cast the spell still function normally.

The wings allow you to fly at a speed of 60 feet, with good maneuverability. You can charge but not run while flying, and you cannot carry more than a light load aloft. If the spell duration expires while you are aloft, you fall normally.

You can make unarmed attacks with the fire wings, but you are not considered proficient with them and suffer disadvantage on your attack rolls. A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage. The wings can be extinguished (and the spell canceled) by a quench spell, immersion in water, or a wind of hurricane or greater force.

Fires of Purity

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

The creature you touch bursts into magical flames that do not harm the target, but are quite capable of harming anyone else who comes into contact with them. The target deals an additional 3d6 points of fire damage with a successful melee attack.

Creatures hitting the target with natural weapons or unarmed attacks take 3d6 points of fire damage, and must succeed at a Dexterity saving throw to halve the damage. The target gains fire immunity for the duration of the spell, but takes double damage from cold except on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increase one level. 3d8 at 7th level, then 3d10 and 3d12.

Force Shapechange

6th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration up to 1 minute

With this spell, you force any shapechanger to revert into its true form. When you cast the spell, you specify one target you know or believe to be shapechangers. Any shapechangers targeted by the spell must attempt Wisdom saving throws. If they fail, they revert back to their true

form amid wracking pain, which causes 5d10 force damage. If the save is successful, they retain their current form, but still suffer half the force damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target an additional creature at each level.

Ghost Light

1st-level necromancy

Casting Time: 1 action

Range: 150 ft.

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 10 minutes

With this spell, you create a ghostly green radiance anywhere within range that shines with the brightness of a torch. You can use the light to illuminate some object, or you can shape it in any form of Medium-size or smaller. You can control the movement of the light as long as you maintain concentration on the spell. Thus, you can shape the light into a human form and make it seem to walk or fly, for example. You can also change the shape of the light at any time during the spell's duration.

The light is imbued with unearthly power, and causes fear in creatures within 30 feet of its location. Creatures in this area must make successful Wisdom saving throws or become frightened. Targets save at the end of their turns to negate the effect.

Hail of Stone

1st-level conjuration

Casting Time: 1 action

Range: Personal

Components: V, S, M (a piece of jade worth 5 gp)

Duration: Instantaneous

You create a rain of stones, causing damage to creatures and objects within a 5 foot radius area. Make a ranged spell attack roll on every creature and relevant object in the area. A successful hit deals 5d3 points of bludgeoning damage.

Heart Ripper

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With the sweep of a hand, you send invisible bolts of force surging toward the targets. Up to 5 targets in a 20 foot cube that have fewer than 5 Hit Dice must make a Constitution saving throw or the unleashed power caves in the creature's chest and drives its heart from the body, instantly killing the creature. This spell affects creatures with the fewest Hit Dice first and then affects those with the next lowest Hit Dice, and so on, until reaching the

maximum given above or until it has targeted all creatures within the 20-foot cube. Undead, constructs, oozes, and other creatures with no anatomy or no heart are unaffected by the spell, as are all creatures with more than 5 Hit Dice.

Horse's Nose

2nd-level transmutation

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 hour

You gain keen senses. You have advantage on Wisdom (Perception) checks that rely on smell and hearing.

Ice Blast

2nd-level evocation

Casting Time: 1 action

Range: 30 foot cone

Components: S, M (a mouthful of water)

Duration: Instantaneous

When you cast this spell, you spit forth a cone of icy crystals, engulfing creatures within a cone area. Affected creatures are covered with a thin layer of ice, taking 2d6 points of cold damage and gain one level of exhaustion. A successful Constitution saving throw negates the exhaustion and halves the cold damage.

Internal Fire

9th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell creates a deadly raging heat in the internal organs of the targets, causing them to burst into flame from the inside. Death occurs instantly. A successful Constitution save instead deals 6d6 points of damage. The spell can affect targets whose total hit dice doesn't exceed the caster's level and are no more than 20 feet apart.

Iron Scarf

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you seize a silk scarf and lash it toward one creature within range. You make a ranged attack roll on the target as the scarf magically extends and becomes as hard as iron on impact. If you hit, the target takes 1d8 points of magical slashing damage plus your spell caster modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the scarf does an additional 1d8 points of damage per level

Jade Strike

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call up holy jade power to smite your enemies. Only undead, are harmed by the spell; other creatures are unaffected.

The spell deals 8d8 points of radiant damage in a 20 foot burst, to undead and creatures and blinds them for 1 round. A successful Dexterity save reduces damage to half and negates the blinding effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the scarf does an additional 2d8 points of damage per level

Kiss of the Toad

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

Your touch becomes poisonous, inflicting poison upon a creature you touch with a successful melee touch attack. The poison deals 2d6 points of poison damage. A Constitution saving throw halves the damage.

At Higher Levels. When you cast this spell using a spell slot of 3th level or higher, the damage increases by 2d6 for each slot level above 2nd.

Know the Shadows

2nd-level illusion

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 minute

You bend surrounding shadows and blend them to yourself, making yourself one with the darkness. As long as you remain within 10 feet of some kind of shadow (except your own shadow) or within at least moderate darkness, you gain advantage on all Dexterity (Stealth) checks to hide and can hide from view in the open without anything to hide behind, even while being observed.

Lesser Spirit Ally

4th-level conjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V, S,

Duration: Concentration, up to 1 hour

You summon a spirit of challenge rating 3 or lower, which appears in an unoccupied space that you can see within range. The spirit disappears when it drops to 0 hit points or when the spell ends.

The Spirit is friendly to you and your companions for the duration. Roll initiative for the spirit, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the spirit, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the celestial's statistics.

At Higher Levels. When you cast this spell using a 6th level spot, you summon a CR 4 or lower and at 8th level, a CR 5 or lower.

Lightning Blade

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute or until discharged

When you cast this spell, a sword blade of crackling electrical energy appears in the hand of the creature you touch (who must be a willing recipient). It is the size of a normal longsword, but is virtually weightless. It is treated as a martial weapon for purposes of determining who is proficient with its use. The wielder can use the blade in two ways—to make a melee attack to deliver electrical damage, or to fire a bolt of lightning as a ranged attack with an absolute range of 30 feet.

Over the entire duration of the spell, the blade can deliver damage up to 5d6 points of total electrical damage. For any given attack, the blade's wielder decides (before making an attack roll) how many dice the blade deals with a successful hit, up to the maximum damage potential remaining in the spell. If the attack roll is successful, the blade deals the specified damage to the target. If the attack roll misses, those dice of damage are lost.

Since the blade is immaterial, the wielder's Strength modifier does not apply to the damage, which is all electricity damage. It can harm any creature that is harmed by electricity.

At Higher Levels. When you cast this spell using a 3rd level spell slot or higher, the damage increases by 1d6 per level.

Magnetism

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of loadstone)

Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray at any object within range. The magnetic ray draws objects toward you with an effective Strength score of 24 (+7). Each round the spell lasts, you can target one item with a ranged attack (use the wielder's armor class).

If you hit an item that another creature is holding (such as a weapon), you and the creature holding the item must make opposed Strength rolls. Your opponent gets advantage on the roll if the weapon is wielded two-handed. If you win the opposed roll, the weapon flies from your opponent's hand to your own. If you hit an attended item, such as a weapon at someone's belt, the creature wearing the item can make a Reflex save to keep hold of the item. If you hit an unattended item that is not secured or too heavy for the ray to lift, it flies to your hand. If the item is secured in some way, you can make a Strength check (using the Strength bonus of the ray) to break or burst whatever is securing it.

Master of the Rolling River

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you create a huge wave of water that slams into one or more targets within a 20 foot radius burst. If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you can affect only one target. The water deals 8d8 points of bludgeoning damage to creatures within the area.

In addition, all affected creatures must make a Strength (Athletics) swim check or be pushed up to 20 feet away. You designate the direction the wave pushes when you cast the spell. It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are of large size or smaller. Magical fires are targeted by a dispel magic effect as if you had cast that spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 per level.

Melt

1st-level evocation

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (A few crystals of rock salt and a pinch of soot.)

Duration: Concentration, up to 1 minute

This spell allows you to melt ice and snow or deal damage to cold creatures. You can melt ice (5ft cube per round) or snow (10 ft. cube per round), with no saving throw or spell resistance applicable. Targeted cold creatures take 2 points of fire damage per round.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the volume of snow and ice is multiplied by the spell level and the damage to cold creatures increases by 2 points per spell level.

Mental Strength

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You imbue the recipient with magical energy that grants them advantage on all Wisdom saving throws.

At Higher Levels. When you cast this spell using 4th level or higher, you can affect one additional person.

Mental Weakness

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

This spell weakens the subject's mental resistance, giving him disadvantage on all Wisdom saving throws. An initial unaffected Wisdom saving throw negates.

At Higher Levels. When you cast this spell using 4th level or higher, you can affect one additional person within a 20 foot radius of the initial target.

Metal Skin

5th-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a small piece of rhinoceros hide.)

Duration: 10 minutes

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 18 (no Dexterity bonus) but the creature also becomes slow and stiff, suffering a -2 penalty to Dexterity for the duration of the spell.

Pain

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Component: V, S, M (a live leech)

Duration: Concentration up to 1 minute

The target creatures are struck by wracking pains and agony. While the spell is active, creatures are at disadvantage on all attack rolls, skill checks, their speed is reduced by half. A successful Constitution save negates but target is still at disadvantage on skill checks until after a long rest. Targets save at the end of their turns to negate.

At Higher Levels. When you cast this spell using 5th level or higher, you can affect one additional person within a 20 foot radius of the initial target.

Poison Needles

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a long needle)

Duration: Instantaneous

When you cast this spell, you make a ranged spell attack to hurl a needle in the direction of one target. The spell multiplies this single needle into a hail of needles that deal damage to the target. You can choose one of the following effects when you cast the spell:

- Deal 1d8 points of temporary Constitution damage for 1 minute. A successful Constitution saving throw negates. Target saves at the end of its turn.
- Paralysis for 1 minute. A successful Constitution saving throw negates. Target saves at the end of its turn.
- 1d10 points of temporary Dexterity damage. A successful Constitution saving throw negates. Target saves at the end of its turn.

Possess

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bowl of incense)

Duration: Concentration up to 10 minutes

By casting this spell, you project your spirit into the body of any creature, forcing the creature to behave as you direct it. Your own body lies lifeless for the duration of the spell. The must have fewer Hit Dice than your level. The creature's soul remains in its body, but it has no control over that body while your spirit is there.

While in the creature's body, you keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points,

natural abilities, and automatic abilities. You can't choose to activate the creature's spell abilities. For every 2 points of damage taken by the creature body while you are possessing it, you take 1 point of damage as well. If the creature's body is killed while you are possessing it, you must make a DC 10 Constitution saving throw or die as well. If your body is destroyed while your spirit is in the creature's body, you die at the end of the spell's duration.

Possess Beast

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bowl of incense and a morsel of food)

Duration: Concentration up to 10 minutes

By casting this spell, you project your spirit into the body of a beast, forcing the beast to behave as you direct it. Your own body lies lifeless for the duration of the spell. The beast must be a normal beast and must have fewer Hit Dice than your level. The beast's soul remains in its body, but it has no control over that body while your spirit is there.

While in the beast's body, you keep your Intelligence, Wisdom, Charisma, level, class, attack bonus, save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. You can't choose to activate the body's extraordinary or supernatural abilities. For every 2 points of damage taken by the beast body while you are possessing it, you take 1 point of damage as well. If the beast body is killed while you are possessing it, you must make a Fortitude save (DC 10) or die as well. If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

Rain of Needles

2nd-level transmutation

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (long needle)

Duration: Instantaneous

When you cast this spell, you hurl a needle in the direction of a target. The spell multiplies this single needle into a hail of needles that deal damage to the targets you select. You make a ranged spell attack against each target separately. The needles, combined, do 5d4 points of magic piercing damage but you can divide this damage up among multiple targets each requiring a separate attack roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, deal an additional 2d4 points of damage per level

Remove Fatigue

4th-level transmutation

Casting Time: 1 action

Range: touch

Components: S

Duration: Instantaneous

Up to three creatures you touch gain the benefits of 8 hours of restful sleep. If a subject was fatigued, the fatigue and its penalties are removed. If a subject was already well rested, it does not need to rest or sleep during the next 24 hours. This does not grant any class the ability to regain spells, but it does refresh any of the abilities gained after a long rest.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect up to 3 more creatures per spell level

Scales of the Lizard

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

When you cast this spell, your skin toughens and shines if covered with scales. You have a natural armor class of 11. This does not stack with mage armor.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bonus increase +1 per spell level

Secret Signs

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

This spell allows you to communicate a simple message to one other intelligent creature within range, using nonverbal means. You can wave a hand, place a scroll on a table, raise an eyebrow, or make any other sign, and the spell allows the target to understand your message. You can communicate a complete thought of twenty-five words or less by means of this spell, and the target understands your message despite any barrier of language. You can use this spell even if you are bound and gagged.

Servant Horde

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small stick crossbar to which many lengths of knotted thread are attached)

Duration: 8 hours

This spell creates 15 invisible, mindless, shapeless forces

that perform simple tasks at your command. They can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. They can also be used for common laboring tasks, provided that you carefully direct them.

They could serve at a banquet, help dig earthworks, row a ship, act as porters, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command one servant to clean the floor and then turn your attention elsewhere as long as you remain within range. Servants can open only normal doors, drawers, lids, and so forth. They have an effective Strength score of 2. They can trigger traps and such, but they can exert only 20 pounds of force, and that is not enough to activate certain pressure plates and other devices. Their speed is 15 feet.

The servants cannot attack in any way; they are never allowed an attack roll. They cannot be killed, but they dissipate if they take 6 points of damage from area attacks. (They get no saves against attacks.) If you attempt to send a servant beyond the spell's range (measured from your current position), that servant ceases to exist.

Smoke Ladder

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

Using this spell, you can mold and shape ordinary smoke into a misty ladder. Reaching into the smoke given off by a fire, you cast the spell while shaping the ladder. The ladder can be up to 100 feet tall and weighs virtually nothing, and you can easily handle a smoke ladder of any length. Furthermore, the ladder is always steady and rigid; it need not be supported or leaned against an object. You simply place it in the desired position and climb. You can extend the spell's duration by casting the spell again on the smoke ladder.

Snake Darts

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, your two snake tattoos transform into real snakes that fly from you to the target or targets you select, striking like darts and injecting poison into the victims. The two snakes always hit, and deal 2d10 points of piercing damage and 2d10 points of poison damage. After striking the targets, the snakes fly back to you. You must swallow the living snakes, as an action, before you can cast the spell again (this does you no harm). When you swallow the snakes, the tattoos reappear on your arms.

Spirit Self

5th-level necromancy

Casting Time: 1 action

Range: self

Components: V, S, M (a small prayer wheel)

Duration: Concentration, up to 10 minutes

This spell allows you to send your spirit outside your body in an incorporeal form, while maintaining some semblance of life in your physical body. Your spirit has a speed of 90 feet, but it cannot move more than 200 feet from your body. Your spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. Your spirit can cast spells that have only verbal components, but it cannot otherwise attack or affect the physical world.

Your body, meanwhile, assumes a half-awake state. In your spirit form, you can issue commands to your body as long as you are within 5 feet of it. It can take only simple actions—walking, talking (in a slow, slurred fashion), or eating. It is not helpless, but it can only take partial actions. It loses its Dexterity bonus to AC (if any), and foes gain advantage on attack rolls against it.

Damage taken by either your spirit or your body is subtracted from your hit point total. If either your spirit or your body is destroyed, you die. If your body moves more than 200 feet from you, and your spirit is unable to follow (because of a protection from spirits spell or some other reason), you die. If you are otherwise prevented from returning to your body at the expiration of the spell, you die.

Steam Breath

3rd-level evocation

Casting Time: 1 action

Range: 30 foot cone

Components: V, S, M (A piece of charcoal doused with water.)

Duration: Instantaneous

This spell allows you to expel a powerful breath of super-heated steam, which billows forth from your mouth and fills a cone with scalding clouds of mist. Creatures within the cone take 8d6 points of fire damage. The steam clouds dissipate instantly after their damage is done.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Substitution

3rd-level abjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (see below)

Duration: 8 hours or until discharged

This spell creates a mystic connection between you and a specially prepared figure representing your deity or a spirit you revere. For the duration of the spell, you take only half damage from all wounds and attacks that deal you hit point damage. The amount of damage not taken by you is taken by the figure instead. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the figure because it is not hit point damage. The spell is discharged when the figure runs out of hit points (i.e. when they reach 0). When the spell ends, subsequent damage is no longer divided between you and the figure, but damage already split is not reassigned to you.

Material component: A figure of a spirit you revere, made of glass, wood, stone, or iron. The statue's hit points and cost depend on the substance of which it is made. A glass figure has 10 hit points and costs 50 gp, a wood figure has 25 hit points and costs 500 gp, a stone figure has 50 hit points and costs 750 gp, and an iron figure has 100 hit points and costs 1500 gp. You may use this figure for multiple castings of this spell, but you cannot repair it or restore its lost hit points.

Summoning Wind

5th-level transmutation

Casting Time: 10 minutes (ritual)

Range: Touch

Components: V, S

Duration: Instantaneous

You send a message or sound on the wind to a number of specific creatures that you identify while casting the spell. The specific identity of each recipient need not be known, but you must be able to distinguish them by their position or some feature other than race or character class. For example, you could send the message to the soldiers of your palace guard or to the governors of all the provinces in the empire. The summoning wind travels to each recipient, provided that it can find a way from you to their locations. (It can't pass through walls, for instance.) The summoning wind is as gentle and unnoticed as a zephyr until it reaches the recipients. It then delivers its whisper-quiet message or other sound and dissipates. You can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the summoning wind seem to be a faint stirring of the air. You can likewise cause the summoning wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. Summoning wind cannot speak verbal components, use command words, or activate magical effects.

This spell is commonly used to rally troops, send warnings, or disseminate proclamations.

Surelife

8th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (An ointment of peach syrup and cinnabar)

Duration: 1 hour

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death. You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on your person. At the end of the spell's duration, the condition has full normal effects on you if you are still subjected to it.

Swim

2nd-level alteration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a goldfish scale)

Duration: 10 minutes

This spell gives the recipient the ability to swim with the ease of a fish, though it does not impart the ability to breathe water. The creature can swim at its normal (land) speed without making Swim checks, so long as it is not carrying more than a light load. It gains advantage on any Swim checks to perform some special action or avoid a hazard.

If the creature is carrying more than a light load, it still gains the advantage on Swim checks, but it must make Swim checks to move.

Sword of Darkness

7th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A katana or long sword worth at least 100 gp, which is shattered against a stone while casting the spell)

Duration: Concentration, up to 1 minute

A blade made of pure negative energy appears and attacks opponents at a distance, as you direct it. It strikes the opponent you designate, starting with one melee attack in

the round when the spell is cast. The blade attacks with your spell attack bonus and deals 3d8 necrotic damage + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. It threatens a critical hit on a 19–20.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon hovers in its last position.

Sword of Deception

1st-level divination (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A miniature replica of a sword and a set of loaded dice)

Duration: Concentration, up to 1 minute

A blade made of pure pale green force appears and attacks opponents at a distance, as you direct it. It strikes the opponent you designate, starting with one melee attack in the round when the spell is cast. The blade attacks with your spell attack bonus and deals 1d8 force damage + your spellcasting ability modifier. Target must make a Wisdom saving throw or it gains disadvantage on saving throws and ability checks on an ability score of the caster's choosing. This lasts for the duration of the spell and can affect only one creature at a time.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon hovers in its last position.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can effect an additional creature at a time per spell level above 1st.

Tetsubo of Earth

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A 6-foot-long tetsubo formed of earth springs forth from your hands. You wield this weapon with proficiency as if it were a greatclub. Attacks with the tetsubo of earth are regular melee attacks using your Strength or Dexterity bonus. The tetsubo deals 1d10 points of magical bludgeoning damage.

Thornskin

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a thorn)

Duration: Concentration, up to 1 minute

When you cast this spell, you become so completely attuned to the element of wood that your skin sprouts thorns all over. These thorns do not damage you, but they both increase the damage you can deal with an unarmed attack and make you a dangerous person to grab. When you make a successful unarmed attack, you deal 1d6 points of piercing damage. If you already deal extra damage, because you are a multiclassed monk or for any other reason, your damage increases by one die type: 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12, 1d12 to 1d20, 1d20 to 2d12. If you have another form of natural attack, such as a claw attack, use 1d6 or your claw damage, whichever is better.

A creature that hits you with a natural weapon or unarmed attack, including an attempt to grapple, takes 1d6 points of piercing damage.

Vulnerability

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

This spell temporarily removes one resistance on a target creature. The creature must make a Constitution saving throw or lose one condition resistance of the caster's choosing.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can choose an additional condition resistance to remove per spell level over 7th. You can also choose to remove a condition immunity instead of two condition resistances.

Warning

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

This spell heightens the subject's senses and awareness of danger. The subject gains advantage on all Wisdom (Perception) checks and on Initiative checks.

Whip

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small silk whip)

Duration: Concentration up to 1 minute

This spell creates a whip formed of magical force; the spell also grants you the ability to wield this whip with proficiency. Simply cracking the whip creates a sonic, mind-affecting effect that keeps normal beasts at bay unless they succeed at a Wisdom saving throw. Affected beasts stay at least 30 feet away from you for the duration of the spell. If you succeed at a normal ranged attack with the whip against any normal beast, the target animal must succeed at a Wisdom saving throw or become frightened. You can use the whip in combat against other opponents as if it were a normal whip.

Withering Palm

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A successful melee spell attack from you can cause the target's body to weaken and wither. Unless the target makes a Constitution saving throw, you deal 4 points of temporary Strength damage and 4 points of temporary Constitution damage. Target regains lost ability points at the end of a long rest or by means of a restoration spell.

Wood Rot

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a live termite)

Duration: Concentration up to 1 minute

Any wood item or plant creature you touch becomes instantaneously rotted, decayed, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large wooden door), a 3-foot-radius volume of the wood is rotten and destroyed. Wooden magic items are immune to this spell. You may employ wood rot in combat with a successful melee spell attack. Wood rot used in this way instantaneously destroys 1d6 points of Armor Class gained from wooden armor or shields (up to the maximum amount of protection the armor offered). Against plant creatures, wood rot instantaneously deals 3d6 points of damage per successful attack.

Yakamo's Anger

6th-level evocation

Casting Time: 1 action

Range: 10 foot burst

Components: V, S

Duration: Instantaneous

This spell unleashes the anger of the sun deity in a blinding flash originating with you and expanding outward. Any

creature within the area of the spell that can see you must make a Dexterity saving throw or be temporarily blinded. The blindness lasts for 10 minutes. Target saves to negate after each minute.

Yari of Air

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A 6-foot-long shaft formed of air springs forth from your hands. You wield this shaft as if it were a yari (shortspear). Attacks with the yari of air are regular melee attacks. The yari deals 1d8 points of magic damage + your spellcasting ability modifier.

Monsters

Monsters (B)

Bajang

Small fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 26 (6d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +4, Wis +4

Skills Stealth +4, Perception +4

Senses passive Perception 14

Languages Common, Spirit Tongue

Challenge 3 (700 XP)

Symbiosis. A bajang's life force is tied to a single tree in the forest where it dwells. If the tree is destroyed (chopped down, burned, or rotted with magic), the bajang dies immediately.

Alternate Form. At will, a bajang can assume the form of a small wildcat with light brown fur and orange eyes, as if using the *polymorph* spell. The bajang's abilities and characteristics are unchanged in this form.

Innate Spellcasting. The bajang's spellcasting ability is Charisma (spell save DC 12, +4 attack). The bajang can innately cast the following spells, requiring only verbal components:

3/day each: *bane*, *divination*, *ghost light*, *gust of wind*, *steam breath*, *transfix*

Actions

Multiattack. The bajang makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage, plus 2 (1d4) poison damage.

Bajang are evil nature spirits found in corrupted woods. They look like stunted, stocky humans with blunt noses, wispy hair and pale brown skin. Their eyes are orange and their wide, lipless mouths are permanently creased in evil sneers. Their hands are bony claws, and their feet resemble the talons of a vulture.

Bakemono

Small humanoid (goblin), chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	11 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Bakemono, Common.

Challenge 1/4 (50 XP)

Actions

Multiattack. The bajang make two claw attacks or one bite attack.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bakemonos are small, powerfully muscled humanoids with the intelligence and the temperament of vicious attack dogs. A few—those gifted with extraordinary intelligence—advance in levels (usually as warriors), use armor and weapons, and lead their kin as warlords.

Bisan

Medium fey (spirit), neutral

Armor Class 12

Hit Points 53 (10d8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Wis +5

Skills Perception +5, Stealth +5

Senses passive Perception 15

Languages Spirit Tongue

Challenge 5 (1,800 XP)

Symbiosis. A bisan's life force is tied to a single tree in the forest where it dwells. If the tree is destroyed (chopped down, burned, or rotted with magic), the bisan dies immediately.

Innate Spellcasting. The bisan's spellcasting ability is Charisma (spell save DC 14, +6 attack). The bisan can innately cast the following spells, requiring no material components:

At will: *animate wood*, *bane*, *bless*, *calm emotions*, *castigate*, *elemental ward*, *hold monster*, *invisibility*, *plant growth*, *polymorph*.

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

Actions

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) radiant damage.

Bisans are nature spirits. Their life forces are tied to a single tree. Usually trees valued for their sap, gum, oil or wood. Bisans resemble human women. They usually wear silk robes. They prefer to use their polymorph to assume the form of giant insects.

Bog Hag

Medium fey (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 51 (8d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Deception +3, Stealth +3

Damage Vulnerability fire

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Bog Rot. This disease slowly rots the body. A creature hit by the bog hag's claws must make a DC 13 Constitution saving throw or become infected. At the end of each long rest, the creature must make another saving throw or lose 1d4 points of Constitution until cured with a *lesser restoration*, *cure disease* or *heal*.

Alternate Form. A bog hag can alter its appearance as if using the *alter self* spell. However, it can only take on the appearance of specific individuals, and only by stealing and then wearing their skin. When a bog hag dons a victim's skin, an innate supernatural ability conforms its body to the shape and appearance of the victim. The skin, however, rots as the body decomposes making it useless within a week of the victim's death.

Fast Healing. A bog hag that takes a new skin heals 2 hit points per minute until it reaches its maximum hit points. Once fully healed, the bog hag does not heal more quickly than normal until it dons a new skin.

Actions

Multiattack. The bog hag makes two claw attacks.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus bog rot and target is grappled (escape DC 11).

Drowning. If the bog hag starts its turn with a grappled creature and is in water, it can swim underwater. Target must make a DC 11 Constitution saving throw or take 3 (1d6) bludgeoning damage at the start of its turn.

Bog hags are hideous creatures draped in the skin of other creatures. They are vile shapechangers that prey on mostly humans. They live in fetid swamps and other polluted waterways. Their natural form is that of a green bent woman with shaper claws and jagged teeth. It thrives on stealing the skin of human victims and wearing it like clothing and masquerading as the victim.

Buso, Tigbanua

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 43 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	2 (-4)	11 (+0)	9 (-1)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

Fear Aura. A tigbanua buso is shrouded in a constant aura of fear. Creatures that start their turn within 10 feet of the buso must make a DC 10 Wisdom saving throw or be frightened. Target saves at the end of its turn and is immune to the fear aura for 24 hours if successful.

Tagamaling Curse. A humanoid creature wounded by a tigbanua buso's claw attack must succeed at a DC 10 Constitution saving throw or contract a curse. After each long rest, the target must make another saving throw or gain 1 level of exhaustion. If the target is not cured before being killed by the last level of exhaustion, it rises as a tigbanua buso.

Actions

Multiattack. The buso makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus tagamaling curse.

These creatures are bony, one-eyed ghoul looking creatures that spread a terrible curse causing their victims to turn into vile creatures like themselves. They are tall and gaunt with long, flexible necks. Their feet are bony and oversized and their fingers end in sharp claws. They have a single eye that is red and yellow in color. Filth and grime cake their leathery skin.

Monsters (C)

Centipede, Spirit (Least)

Tiny, fiend (spirit), neutral

Armor Class 11 (natural armor)

Hit Points 9 (2d4 + 2)

Speed 20 ft. (centipede), 10 ft. (toad)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	12 (+1)	5 (-3)	6 (-2)	5 (-3)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 8

Languages Common, Spirit Tongue

Challenge 1/2 (100 XP)

Alternate Form. A spirit centipede can alter its form as an action. The least spirit centipede can take the form of a centipede or toad.

Black Fog Cloud. A spirit centipede can cough up a poisonous cloud of black fog as an action. The cloud extends in a spread centered on the spirit centipede with a radius that varies depending on the size of the centipede. A centipede is immune to the effects of its own cloud. Any creature that comes in contact with a black fog cloud must make a Constitution saving throw or suffer the effects based on the centipedes form:

Centipede: Paralysis for 1 minute, target saves at the end of its turn to negate.

Toad: Target is knocked unconscious for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Black Fog Cloud (Recharge 6). 5 ft. radius, DC 11 saving throw.

Spirit centipedes are poisonous shapeshifters that dole out punishments on behalf of greater spirits. In their natural form, they resemble enormous centipedes, 4 feet long for the greater variety, 1 foot long for the lesser variety, and 6 inches long for the least variety. They have segmented bodies in bands of green, scarlet and silver, many legs, and two long feelers. Their heads are human in appearance, with bald pates, bushy mustaches, and nine eyes distributed evenly around the skull.

Centipede, Spirit (Lesser)

Small, fiend (spirit), neutral

Armor Class 12 (natural armor)

Hit Points 17 (3d6 + 3)

Speed 30 ft. (centipede), 20 ft. (snake or toad)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	7 (-2)	8 (-1)	7 (-2)

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages Common, Spirit Tongue

Challenge 1 (200 XP)

Alternate Form. A spirit centipede can alter its form as an action. The least spirit centipede can take the form of a centipede, snake or toad.

Black Fog Cloud. A spirit centipede can cough up a poisonous cloud of black fog as an action. The cloud extends in a spread centered on the spirit centipede with a radius that varies depending on the size of the

centipede. A centipede is immune to the effects of its own cloud. Any creature that comes in contact with a black fog cloud must make a Constitution saving throw or suffer the effects based on the centipedes form:

Centipede: Paralysis for 1 minute, target saves at the end of its turn to negate.

Snake: Target is poisoned and saves at the end of its turn to negate.

Toad: Target is knocked unconscious for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Black Fog Cloud (Recharge 6). 10 ft. radius, DC 11 saving throw.

Centipede, Spirit (Greater)

Medium, fiend (spirit), neutral

Armor Class 13 (natural armor)

Hit Points 33 (5d8 + 5)

Speed 50 ft. (centipede or spider), 40 ft. (snake), 30 ft. (scorpion), and 20 ft. (toad)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	11 (+0)

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Spirit Tongue

Challenge 2 (450 XP)

Alternate Form. A spirit centipede can alter its form as an action. The least spirit centipede can take the form of a centipede, snake, scorpion, spider or toad.

Black Fog Cloud. A spirit centipede can cough up a poisonous cloud of black fog as an action. The cloud extends in a spread centered on the spirit centipede with a radius that varies depending on the size of the centipede. A centipede is immune to the effects of its own cloud. Any creature that comes in contact with a black fog cloud must make a Constitution saving throw or suffer the effects based on the centipedes form:

Centipede: Paralysis for 1 minute, target saves at the end of its turn to negate.

Scorpion: Blurred vision for 1 minute, target saves at the end of its turn to negate. All attacks are made at disadvantage.

Snake: Target is poisoned and saves at the end of its turn to negate.

Spider: Target takes 6 (2d6) poison damage. Half that on a successful Constitution saving throw.

Toad: Target is knocked unconscious for 1 minute.

Actions

Bite or Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Black Fog Cloud (Recharge 5-6). 15 ft. radius, DC 11 saving throw.

Monsters (D)

Doc Cu'o'c

Medium fiend (spirit), neutral

Armor Class 16 (natural armor)

Hit Points 63 (10d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	17 (+3)	18 (+4)	18 (+4)

Skills History +6, Insight +7, Perception +7, Persuasion +7

Saves Wisdom +7

Damage Resistances slashing, piercing and bludgeoning weapons that are not magical

Senses passive Perception 17, see invisibility

Languages Common, Spirit Tongue

Challenge 6 (2,300 XP)

Innate Spellcasting. The doc cu'o'c's spellcasting ability is Charisma (spell save DC 15). The doc cu'o'c can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *control weather*, *plane shift*

1/day: *lesser restoration*, *greater restoration*, *remove curse*

Actions

Multiattack. The doc cu'o'c makes two melee attacks.

Hand Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage plus target must make a DC 12 Dexterity saving throw or take 18 (6d6) lightning damage. A successful save halves this damage.

A doc cu'o'c is a protector spirit. Inhabitants of a region petition it for aid and give it prayers and offerings. It appears as a human that is split vertically down the middle, standing on one leg.



Dokufu

Huge monstrosity (shapechanger), chaotic evil

Armor Class 21 (natural armor)

Hit Points 249 (16d12 + 128)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	26 (+8)	15 (+2)	18 (+4)	15 (+2)

Skills Perception +10, Intimidate +8

Saves Dexterity +10, Constitution +14, Wisdom +10

Damage Resistances slashing, piercing and bludgeoning weapons that are not magical

Senses passive Perception 20, see invisibility

Languages Common, Spirit Tongue

Challenge 19 (22,000XP)

Alternate Form. A dokufu can change into a medium sized human as an action at will, like the polymorph spell. While in human form, it has no natural armor, no claw attacks can only cast webs and implant eggs (in unconscious creatures only). Its Strength is 14 and Dexterity is 15.

Implant Egg. In spider form, a dokufu that hits with a claw attack can inject an egg into the opponent's body. The

affected creature must succeed at a DC 18 Constitution saving throw to avoid implantation. The young hatch in four weeks, devouring the host from inside.

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

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

Actions

Multiattack. The dokufu makes two claw attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 8) piercing damage plus implant egg.

Swallow Whole. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* target must make an opposed grapple check or be swallowed whole. Once inside, the opponent is bitten by 1d8 dokufu spawn per round. A swallowed creature that manages to escape from the dokufu's web can cut its way out of the stomach by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 18). When the creature exits, 2d10 spawn spill out with it; then muscular action closes the hole. Other swallowed creatures must then cut their own paths out.

Vomit Spawn (Recharge 5-6). In its natural form, a dokufu can spit out 1d10 of its developing spawn (tiny beasts) from its digestive system, either spewing them on the ground or hurling them directly at opponents *Ranged Weapon Attack:* +10 to hit, range 50/100 ft., one target. *Hit:* four spiders land in target's space. Dokufu spawn are tiny spiders.

Legendary Actions

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

Detect. The dokufu makes a Wisdom (Perception) check.

Frightful Presence. Each creature of the dokufu's choice that is within 120 feet of the it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dokufu's Frightful Presence for the next 24 hours.

Web. *Ranged Weapon Attack:* +10 to hit, range 50/100 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

The dokufu is also known as the mountain spider. It is an evil

shapechanger that implants its eggs into human bodies. After implantation, it swallows the body so the eggs can hatch in its digestive system. The dokufu is about 15 ft. in diameter and is covered with a heavy exoskeleton resembling rocks.

Dragon, Yu Lung (Carp Dragon)

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 39 (5d8 + 10)

Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Senses passive Perception 14

Languages Common, Aquan, Draconic, Spirit Tongue

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Yu lungs are the infant form of all lung dragons. Yu lungs mature into true lung dragons. A yu lung's transformation occurs instantaneously, accompanied by a loud crack of thunder, as soon as the young dragon reaches young age category.

A yu lung has a large-mouthed reptilian head, front claws, and the body and tail of a giant carp. Its scales are blue-gray with markings of various colors, and their eyes are bright yellow. A long, wispy beard dangles from its chin.

Yu lungs live in freshwater rivers and lakes. They make their lairs in small mansions of mud and stone located in the murkiest waters of their abodes. Though neat and well built, these mansions are crude by lung dragon standards. They are also relatively barren, since yu lungs do not collect treasure.

Yu lungs are scavengers, eating the organic and inorganic matter they dig from the ooze at the bottom of their lake or river. Yu lungs occasionally befriend humans, and these friendships are notable for their longevity. A yu lung's bond with a human persists even after its transformation into another species of dragon, assuming the human lives that long.

Dragon, Young, Chiang Lung (River Dragon)

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)
Speed 60 ft., fly 100 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +4, Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Aquan, Draconic, Spirit Tongue
Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells *water breathing* and *freedom of movement*.

Cause Rain. A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centered on the dragon.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *augury*, *bane*, *bless*, *divination*

1/day: *remove curse*

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

A chiang lung lives in each river and lake in certain lands. Chiang lungs are spirits of rain and water, patrons of the arts and scholarship, and among the most honorable and noble of spirits. They are frequently encountered in human form, often attended by lesser nature spirits (also in human form) or shen lungs.

In its natural form, a chiang lung has a long, serpentine body with four short legs and webbed feet. Its scales are various shades of scintillating blue and green, shifting to brilliant yellow on the belly. It boasts a multicolored beard and a pair of long, white horns.

Chiang lungs dwell in magical palaces located in the Spirit World beneath the waters they protect. Regardless of the size of the river or lake, the palace is always opulent and immense. Unless freely given by the chiang lung, items taken from the palace become worthless upon reaching the surface. Chiang lungs sometimes entertain virtuous scholars and artists on lavishly decorated boats, posing as wealthy nobles or government officials.

Young chiang lungs are often attracted to humans, occasionally resulting in secret love affairs and marriages. Such liaisons usually end sadly, often with the death of the human. Children born of such marriages are river spirit folk.

Chiang lungs can eat any type of mineral or gem, but they

also have a taste for fish and sheep.

Dragon, Adult, Chiang Lung (River Dragon)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 60 ft., fly 100 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +6, Stealth +5

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Aquan, Draconic, Spirit Tongue

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells *water breathing* and *freedom of movement*.

Cause Rain. A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centered on the dragon.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 18, +10 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *augury*, *bane*, *bless*, *divination*, *remove curse*

1/day: *control weather*, *master of the rolling river*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, Chiang Lung (River Dragon)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 60 ft., fly 150 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +9, Stealth +7

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Aquan, Draconic, Spirit Tongue

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water. Any creature in physical contact with a chiang lung can also breathe and move underwater as if affected by the spells *water breathing* and *freedom of movement*.

Cause Rain. A chiang lung can breathe storm clouds, causing rain whenever and wherever it chooses. The rain lasts for 2d4 hours and extends in a two-mile radius centered on the dragon.

Tsunami. Once per day, but only when commanded by the officials of the Celestial Bureaucracy, a chiang lung can create a tidal wave of water that causes tremendous

devastation on land and sea. On land, the wave has effects similar to a flash flood: Creatures caught in the water must make a Constitution save (DC 20). Large or smaller creatures who fail the save are swept away, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check against DC 20). Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are held in place. The wave destroys wooden buildings and 25% of stone buildings. At sea, the tsunami capsizes ships and crushes them to splinters. The wave affects one mile of coastland.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 21, +13 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *augury*, *bane*, *bless*, *divination*, *remove curse*, *control weather*

1/day: *master of the rolling river*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another

creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Young, Li Lung (Earth Dragon)

Large dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 60 ft., fly 150 ft., swim 40 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +4, Stealth +4

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic, Terran

Challenge 7 (2,900 XP)

Earthquake Immunity. Li lungs are never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around a li lung, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Earthquake. Once per day, a li lung can create an *earthquake* in an area with a radius equal to 30 feet. The spell save DC is 13.

Roar. While engaged in melee combat, a li lung roars continually. This sound, like the scraping of metal against stone, is so loud that creatures within 60 feet of the dragon cannot hear any other sound, even their own voices. For all practical purposes, the creatures are considered deafened while the dragon continues to roar. In addition to the obvious effects, a deafened creature has to succeed a DC 10 Concentration check to successfully cast a spell with a verbal component.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13, +5 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *stone shape*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Li lungs are spirits of the deep earth, masters of the earthquake and punishers of the wicked. On occasion

they are commanded to reward needy communities by revealing treasure mines or underground springs, but most often they lurk in their subterranean lairs, the farther from civilization the better.

A li lung has the body and tail of a lion with a humanlike face. Colorful quills like the tail feathers of a peacock adorn its wings (li lungs are the only lung dragons with wings), and its eyes look like molten gold with small black pupils in their midst. When it first transforms from a yu lung, a li lung has light green scales, but as the creature grows, the scales darken and dark fur emerges from between them to form a thick, wiry coat. An ancient is nearly black in color.

Li lungs make their lairs in deep caverns, avoiding contact with other beings. They seldom leave these lairs unless the Celestial Bureaucracy sends them on missions. Earth dragons rarely interact with other dragons, cooperating with them only when ordered to do so. Li lungs mainly subsist on earth and stone, though they are fond of eating gold, silver, and other precious metals.

Dragon, Adult, Li Lung (Earth Dragon)

Huge dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 197 (16d12 + 80)

Speed 60 ft., fly 150 ft., swim 40 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +7, Stealth +6

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Terran

Challenge 14 (11,500 XP)

Earthquake Immunity. Li lungs are never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around a li lung, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Earthquake. Once per day, a li lung can create an *earthquake* in an area with a radius equal to 60 feet. The spell save DC is 18.

Roar. While engaged in melee combat, a li lung roars continually. This sound, like the scraping of metal against stone, is so loud that creatures within 60 feet of the dragon cannot hear any other sound, even their own voices. For all practical purposes, the creatures are considered deafened while the dragon continues to roar. In addition to the obvious effects, a deafened creature has to succeed a DC 12 Concentration check to successfully cast a spell with a verbal component.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *stone shape*

3/day: *move earth, wall of stone*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6)

bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Dragon, Ancient, Li Lung (Earth Dragon)

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 350 (20d20 +140)

Speed 60 ft., fly 150 ft., swim 40 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +10, Stealth +8

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Terran

Challenge 21 (33,000 XP)

Earthquake Immunity. Li lungs are never harmed by an earthquake, whether its origin is natural or magical. If an earthquake collapses a cavern around a li lung, it is merely inconvenienced by having to dig its way out—it suffers no damage from the falling stone.

Earthquake. Once per day, a li lung can create an *earthquake* in an area with a radius equal to 90 feet. The spell save DC is 22.

Roar. While engaged in melee combat, a li lung roars continually. This sound, like the scraping of metal against stone, is so loud that creatures within 60 feet of the dragon cannot hear any other sound, even their own voices. For all practical purposes, the creatures are considered deafened while the dragon continues to roar. In addition to the obvious effects, a deafened creature has to succeed a DC 14 Concentration check to successfully cast a spell with a verbal component.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *stone shape, move earth, wall of stone*

3/day: *flesh to stone*

1/day: *disintegrate*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit point

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Dragon, Young, Lung Wang (Sea Dragon)

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +6, Con +9, Wis +7, Cha +7

Skills Insight +7, Perception +7, Persuasion +7, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Aquan

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a lung wang can cast a *mass suggestion* that affects fish type creatures only.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 attack). The dragon can innately cast the following spells, requiring no

succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

s, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

material components:

At will: *fog cloud*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Steam Breath (Recharge 5–6). The dragon exhales steam in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Lung wangs are the rulers of the sea, mighty relatives of the dragon turtle that demand tribute from passing ships. They are protectors and allies of ocean creatures such as sharks, whales, hai nu (locathah), and ningyo (merfolk).

A lung wang has the body of a turtle, its shell composed of thick green scales with silver flecks. Its body is covered with smaller, lighter green scales with golden flecks. Its head is lizardlike, with large eyes, long, golden whiskers, and small black horns. A crest runs from the crown of its head down its neck. Its hind legs are stumpy flippers, but its long front flippers are powerful for both swimming and combat.

Lung wangs rarely remain in one place for long, gliding through the deep ocean waters like sharks, and shifting frequently between the Spirit World and the Material Plane. They keep their treasure, acquired from the tribute of passing ships, in caches secreted throughout their territory.

Sea dragons, unlike other lung dragons, are basically herbivorous, subsisting primarily on algae and seaweed. They supplement this diet with fish and minerals, and have been known to consume entire ships.

Dragon, Adult, Lung Wang (Sea Dragon)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +8, Con +13, Wis +10, Cha +10

Skills Insight +10, Perception +10, Persuasion +10, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Aquan

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a lung wang can cast a *mass suggestion* that affects fish type creatures only.

Capsize. A submerged lung wang that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to cap-size a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *suggestion*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Steam Breath (Recharge 5–6). The dragon exhales steam in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, Lung Wang (Sea Dragon)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	21 (+5)	20 (+5)

Saving Throws Dex +9, Con +16, Wis +12, Cha +12

Skills Insight +12, Perception +12, Persuasion +12, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Aquan

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a lung wang can cast a *mass suggestion* that affects fish type creatures only.

Capsize. A submerged lung wang that surfaces under a boat or ship less than 20 feet long capsizes the vessel 100% of the time. It has a 75% chance to cap-size a vessel from 20 to 60 feet long and a 50% chance to capsize one over 60 feet long.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *suggestion*

3/day: *cloudkill*, *blight*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Steam Breath (Recharge 5–6). The dragon exhales steam in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Young, Pan Lung (Coiled Dragon)

Large dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 40 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +6, Cha +4

Skills Perception +6, Stealth +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a pan lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same time the attacker takes 3 (1d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12, +4 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane*, *bless*, *charm monster*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Pan lungs are guardian spirits, assigned by the Celestial Bureaucracy to protect crypts or temples. The guardianship of a specific location is passed down from generation to generation of pan lungs, so a single family can maintain the same lair for tens of thousands of years.

A pan lung is a long, thin, almost serpentine dragon. As a young dragon, its scales are gray, but they quickly develop vibrant color, changing hues as the dragon matures.

Various shades of red, green, and orange are the most common colors, and a natural oily secretion makes the scales gleam in sunlight. A multicolored mane surrounds its neck, and dark whiskers grow from its snout.

Pan lungs prefer to eat fruits and vegetables, often maintaining elaborate gardens that are cultivated by their minions.

Dragon, Adult, Pan Lung (Coiled Dragon)

Huge dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 175 (15d12 + 75)

Speed 40 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	19 (+4)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +9, Cha +8

Skills History +7, Perception +9, Persuasion +8, Stealth +5

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a pan lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same

time the attacker takes 6 (2d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane, bless, charm monster, major image*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and target is grappled (escape DC 19).

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack or deals tail damage to a grappled creature

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, Pan Lung (Coiled Dragon)

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 +119)

Speed 40 ft., fly 150 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	21 (+5)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +11, Cha +10

Skills History +9, Perception +11, Persuasion +10, Stealth +6

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a pan lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a pan lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same time the attacker takes 9 (3d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane, bless, charm monster, major image*

3/day: *phantasmal killer, mirage arcane*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) and target is grappled (escape DC 22).

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Young, Shen Lung (Spirit Dragon)

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 60 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +4, Con +8, Wis +7, Cha +7

Skills Perception +7, Stealth +4

Damage Vulnerabilities Fire

Damage Immunities Lightning, Poison

Condition Immunities Poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Spirit Tongue

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a shen lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a shen lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same time the attacker takes 3 (1d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane bless*

Actions

Multiattack. The dragon makes four attacks: one with its bite and tail and two with its claws. The tail attack cannot target creatures of the claw or bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage.

Shen lungs are the courtiers of dragonkind, assigned by the Celestial Bureaucracy to assist and guard Pan lung the noble chuang lungs. They are modest, loyal, and fascinated by humans, often taking human form to mingle in human villages. Humans, in turn, view shen lungs as messengers of the great spirits and bringers of good fortune,

constructing ornate shrines and staging elaborate ceremonies to gain their favor.

Shen lungs are slender and bright-eyed, with spiked tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their long snouts. As juveniles, their scales are dull shades of red, blue, green, orange, or any combination of these colors, but they brighten into brilliant hues as they age.

Shen lungs usually dwell with the chuang lungs they are assigned to accompany. They often have their own modest but well-kept stone mansions not far from the palaces of their chuang lungs.

Dragon, Adult, Shen Lung (Spirit Dragon)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 60 ft., fly 100 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +5, Con +11, Wis +9, Cha +9

Skills History +8, Perception +9, Persuasion +8, Stealth +5

Damage Vulnerabilities Fire

Damage Immunities Lightning, Poison

Condition Immunities Poisoned

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Spirit Tongue

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a shen lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a shen lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same time the attacker takes 6 (2d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 17, +9 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane bless*, *control weather*, *ice storm*

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

Actions

Multiattack. The dragon uses its Frightful Presence. The dragon makes four attacks: one with its bite and tail and two with its claws. The tail attack cannot target creatures of the claw or bite attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit point s, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack or

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, Shen Lung (Spirit Dragon)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 481 (26d20 +208)

Speed 60 ft., fly 150 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	20 (+5)	23 (+6)	22 (+6)

Saving Throws Dex +7, Con +15, Wis +13, Cha +13

Skills History +12, Perception +13, Persuasion +13, Stealth

+7

Damage Vulnerabilities Fire

Damage Immunities Lightning, Poison

Condition Immunities Poisoned

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Spirit Tongue

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

Scaly Command. Three times per day, a shen lung can cast a *mass suggestion* that affects fish type creatures only.

Water Fire (Recharge 5–6). Whenever it is touching or submerged in water, a shen lung can surround itself in an aura of ghostly, flickering, multi-colored flames that cause damage to any creature touching it. This lasts for 1 minute. Any creature striking the dragon with its body or melee weapons deals normal damage, but at the same time the attacker takes 9 (3d6) fire damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 17, +9 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *bane*, *bles*, *control weather*, *ice storm*, *cone of cold*, *blight* (7th level)

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

Actions

Multiattack. The dragon uses its Frightful Presence. The dragon then makes four attacks: one with its bite and tail and two with its claws. The tail attack cannot target creatures of the claw or bite attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 19 (2d10 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is

absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Young, T'ien Lung (Celestial Dragon)

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 250 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Auran, Spirit Tongue

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 17, +9 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *control weather*, *pyrotechnics*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon breathes fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage

on a failed save, or half as much damage on a successful one.

A t'ien lung's body is long and serpentine, often coiling in on itself as the dragon moves or fights. Its scales are dull gold in the juvenile years, but brighten to a brilliant yellow, orange, or light green by the time the dragon reaches adulthood. A multi-hued mane surrounds its neck, and similarly colorful whiskers branch from its snout and rise over the top of its head like antlers. A wispy golden beard dangles below its chin. The dragon exudes an aroma reminiscent of cherry blossoms.

T'ien lungs live in resplendent castles in cloud banks and on high mountain peaks. T'ien lungs enjoy eating opals and pearls and look kindly upon any mortal who gives them such delicacies.

Dragon, Adult, T'ien Lung (Celestial Dragon)

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 250 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Auran, Spirit Tongue

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *control weather*, *pyrotechnics*

3/day: *fire storm*, *suggestion*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft.,

one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon breathes fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one..

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack or

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, T'ien Lung (Celestial Dragon)

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 300 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Resistances slashing, piercing and bludgeoning damage from weapons that are not magical

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Auran, Spirit Tongue

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 24, +16 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *control weather, pyrotechnics*

3/day: *fire storm, suggestion*

1/day: *sunburst, meteor swarm*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon breathes fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one..

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Young, Tun Mi Lung (Typhoon Dragon)

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 60 ft., fly 250 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Aquan
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Air and Water Immunity. The dragon is immune to all air or water based attacks.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *darkness*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Malicious and wild, tun mi lungs have been charged with the task of dispensing destructive hurricanes and typhoons—and they throw themselves into that duty with glee. Though they are only supposed to cause storms when the Celestial Bureaucracy orders them to do so, they often ignore their orders and launch into rampages of destruction out of sheer hostility. On such occasions, only the t'ien lungs can rein them in.

Tun mi lungs have long, sinuous bodies covered with thick scales in a variety of colors, with blue-green, dark red, and violet among the most common. They have dark, beady eyes, stringy beards dangling from their chins, and enormous jaws lined with hooked teeth as sharp as razors.

Tun mi lungs maintain lavish palaces on the ocean floor, far from the territories of more peaceful and cultured sea creatures. They spend little time in these lairs, however, preferring to roam the sea coasts and circle in the skies above the open ocean, looking for ways to unleash their destructive impulses.

When it comes to food, tun mi lungs are the least choosy of all lung dragons, equally fond of fish, precious gems, and capsized ships.

Dragon, Adult, Tun Mi Lung (Typhoon Dragon)

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 60 ft., fly 250 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Aquan

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Air and Water Immunity. The dragon is immune to all air or water based attacks.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *darkness*

3/day: *lightning bolt*, *repulsion*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack or

Spell Attack. The dragon casts a spell (only once per round).

Dragon, Ancient, Tun Mi Lung (Typhoon Dragon)

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 60 ft., fly 300 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Auran, Spirit Tongue

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Air and Water Immunity. The dragon is immune to all air or water based attacks.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 attack). The dragon can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *darkness*

3/day: *lightning bolt*, *repulsion*

1/day: *chain lightning*, *power word stun*

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from

the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Spell Attack. The dragon casts a spell (only once per round).

Monsters (G)

Gaki, Jiki-Ketsu

Medium undead (spirit), chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Damage Resistances necrotic; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison, cold, fire

Condition Immunities charmed, exhaustion, poisoned, paralysis, stun, disease

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma. The gaki can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *passwall*

Alternate Form. The gaki can transform itself into the form of any tiny insect as an action.

Actions

Multiattack. The gaki makes three attacks: one with its bite (or blood drain) and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5(1d6 + 2) piercing damage and target is grappled (escape DC 13)

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Blood Drain. The target of the gaki's grapple loses 6 (2d6) hit points due to blood loss. This damage heals the gaki the same amount.

Hypnotism. The gaki can play its stringed instrument (biwa) and create a *hypnotic pattern* on all creatures within 20 feet that can hear. Targets must make a Wisdom save DC 13 or fall under the effect of the spell. The gaki must continue playing to keep the effect going.

Jiki-ketsu-gaki are the spirits of corrupted shamans, monks, or other holy individuals who were guilty of heresy in life.

They are gaunt humanoids with dark and greasy flesh, sharp yellow fangs, clawed hands, and deep-set, bloodshot eyes. They are the most intelligent of all gaki, as well as the most talkative—they actually communicate in normal speech. They feed on humanoid blood.

Gaki, Jiki-Niku

Medium undead (spirit), chaotic evil

Armor Class 14 (natural armor)

Hit Points 24 (3d8 + 6)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	14 (+2)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, paralysis, stun, disease

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma. The gaki can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *passwall*

Alternate Form. The gaki can transform itself into the form of any tiny insect as an action.

Actions

Multiattack. The gaki makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Jiki-niku-gaki are the corrupted spirits of humanoids who were guilty of excessive avarice in their former lives. Greedy merchants and miserly moneylenders often become these ghoulish, repulsive monsters. A jiki-niku-gaki resembles a jiki-ketsu-gaki, but its skin is pallid, dry, and flaking. These ghoulish creatures feed on humanoid flesh.

Gaki, Shikki

Medium undead (spirit), chaotic evil

Armor Class 14 (natural armor)

Hit Points 33 (5d8 + 10)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	10 (+0)

Damage Resistances necrotic; slashing, piercing and

bludgeoning weapons that are not silver or magical

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, paralysis, stun, disease

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma. The gaki can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *passwall*

Alternate Form. The gaki can transform itself into the form of any tiny insect as an action. It also spends its daylight hours transformed into a 1 foot tall mushroom. While in the mushroom form, it cannot move or act in any way.

Disease: Gaki fever. Target must save at the end of every 2 hours or lose 1d6 points of temporary Constitution. It continues until target saves or a *remove disease* is cast.

Actions

Multiattack. The gaki makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and target must make a DC 12 Constitution saving throw or contract the disease Gaki Fever.

Most shikki-gaki are the corrupted spirits of irresponsible healers or negligent servants. A few were once Small nature spirits that inhabited mushrooms or other fungi sprouting from the trunks of decaying trees. These nature spirits completely succumbed to their evil aspects, developing a taste for bluebirds or butterflies.

A shikki-gaki is a bony humanoid with pitted and decayed skin, the ghoulish facial features of a jiki-niku-gaki, and blunt, rotted teeth.

Gaki, Shinen

Medium undead (spirit), chaotic evil

Armor Class 14 (natural armor)

Hit Points 33 (5d8 + 10)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	8 (-1)	13 (+1)	12 (+1)

Damage Resistances necrotic; slashing, piercing and bludgeoning weapons that are not silver or magical

Damage Immunities poison, fire

Condition Immunities charmed, exhaustion, poisoned, paralysis, stun, disease

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Innate Spellcasting. The gaki's innate spellcasting ability is Charisma. The gaki can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *passwall*

Alternate Form. The gaki can transform itself into the form of any tiny insect as an action. It also spends its daylight hours transformed into a 1 foot tall mushroom. While in the mushroom form, it cannot move or act in any way.

Actions

Tendril. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Often created from the spirit of a traitorous or cowardly soldier, a shinen-gaki is the spirit of a wicked humanoid. It resembles a hovering ball of flame, usually bright red, blue, white, or yellow. A dark spot near the center of the fiery ball's surface serves as its eyes, but no other features distinguish it. The gaki burns and consumes any living creature it encounters.

Monsters (H)

Hannya

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (8d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +2, Stealth +4

Senses passive Perception 10

Languages Common, Draconic, Yuan-ti

Challenge 4 (1,100 XP)

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

Innate Spellcasting. The hannya's innate spellcasting ability is Charisma (spell save DC 11, +3 attack). The hannya can innately cast the following spells, requiring no material components:

At will: *polymorph (self only)*, *detect thoughts*

Actions

Multiattack. The hannya makes three attacks: one with its

bite and two with its claws (or constrict).

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and target is grappled if both claws hit (escape DC 11).

Constrict. Grappled target takes 4 (1d6 + 1) bludgeoning damage. This replaces the claws attack.

Suggestion. A hannya can project a *suggestion* into the mind of an unwary character up to 100 feet away. This is a mind-affecting ability, but is not language dependent. It otherwise functions as the spell (DC 11). A hannya can use this ability as often as she desires, but it does not function on a creature that knows the hannya's true nature or views her as a threat.

A distant cousin to the hag, the hannya is a female human wu jen, sorcerer, shaman, or shugenja who has made an unholy pact with a dark spirit to affect her permanent transformation.

The upper half of a hannya's body is that of an elderly human female, with a long, hooked nose, a forked tongue like a snake's, and beady black eyes covered with a milky film. Her body is lean and bony, and her flesh is a sickly green. Sharp, yellow teeth line her mouth. Her black, greasy hair dangles in long curls over her hunched shoulders. Her thin fingers end in sharp claws.

The remainder of a hannya's body is that of a thick serpent, covered in green or black scales and cold to the touch.

Hebi-no-onna

Medium monstrosity (spirit), lawful evil

Armor Class 18 (natural)

Hit Points 101 (14d8 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	17 (+3)	16 (+5)	17 (+4)

Skills Stealth +6, Performance +9, Perception +10

Saves Dexterity +6, Wisdom +10, Charisma +9

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common, Draconic

Challenge 15 (13,000 XP)

Snake Command. Normal snakes (only those that have the beast type) always obey the commands of a hebi-no-onna, even to the death.

Serpent Immunity. A hebi-no-onna is immune to the gaze attack of any reptilian creature, and to a dark naga's detect thoughts ability.

Spellcasting. The hebi-no-onna is a 14th-level sorcerer. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit

with spell attacks). The hebi-no-onna has the following spells prepared:
 Cantrips (at will): *acid splash, chill touch, message, ray of frost, shocking grasp, true strike*
 1st level (4 slots): *longstrider, disguise self*
 2nd level (3 slots): *entangling scarf, mirror image*
 3rd level (3 slots): *protection from energy, thornskin*
 4th level (3 slots): *poison needles, snake darts*
 5th level (2 slots): *animate objects, summoning wind*
 6th level (1 slot): *circle of death, chain lighting*
 7th level (1 slot): *decapitating scarf*

Actions

Multiattack. The hebi-no-onna can use its hypnotic gaze. It then makes three attacks: one with its bite and two with its serpent bites.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and target must make a DC 17 Constitution (poison) saving throw or be paralyzed for one minute. Target saves at the end of its turn.

Serpent Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 12 (4d6) poison damage.

Hypnotic Gaze. Range 30 ft. Target must make a DC 17 Wisdom saving throw or be charmed for 1 minute. Target saves at the end of its turn.

Hebi-no-onnas are vain creatures who delight in the adoration or even worship of warped and deluded humanoids. Whether found as solitary murderers, powerful spellcasters with an entourage of slaves, or at the center of an entire cult network, hebi-no-onnas are dangerous foes whose evil knows no bounds.
 A hebi-no-onna appears as an ordinary human woman, generally very attractive and attired like a wealthy noblewoman, in a kimono of the finest silk or linen. Her voluminous sleeves, however, hide arms that are writhing serpents, complete with venomous bites. Hebi-no-onnas love precious stones, and drape themselves in jewelry beyond the limits of good taste.

Hopping Vampire

Medium undead, chaotic evil
Armor Class 16 (natural armor)
Hit Points 59 (7d8 + 21)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	9 (-1)	12 (+1)

Skills Athletics +6, Perception +2, Survival +2

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison
Condition Immunities poisoned
Senses breathsense 120 ft., passive Perception 12
Languages Understand Common
Challenge 5 (1,800 XP)

Breathsense. The hopping vampire can sense living, breathing creatures within 120 feet. This functions like blindsight.

Curse of Vampirism. Any humanoid hit by a hopping vampire's claw attack must succeed at a DC 13 Constitution saving throw or contract a curse that turns her into a hopping vampire herself. Over the course of 1d4+1 days, the victim slowly transforms into a vampire, growing fangs and long fingernails and becoming more bestial. To stop the transformation, the character must receive a remove curse spell before the process is complete. Once the transformation has run its course, it cannot be reversed by any means short of a *wish* or *miracle*.

Actions

Multiattack. The hopping vampire attacks with two claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 3) slashing damage plus curse of vampirism

When a body is buried improperly or in an inauspicious location, it often returns to activity as a hopping vampire, hungry to kill living creatures. The body is animated by the po soul (evil portion of the soul) of the deceased; the hun soul (good portion) is departed. Without the hun soul, the body is not truly alive, so it retains some of the rigidity of death. The spectacle of these creatures hopping around looking for victims would be ridiculous if they were not such deadly opponents.

The return from death gives the hopping vampires a greenish tint to their skin, fangs in their mouths, and razor-sharp claws. They are usually dressed in funerary wear—either fresh and new or moldering with decay.

Monsters (K)

Kappa

Small humanoid (kappa), chaotic neutral
Armor Class 13
Hit Points 18 (4d6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	11 (+0)

Skills Stealth +5, Survival +4

Senses passive Perception 12
Languages Common, Kappa

Challenge 1 (200 XP)

Water Immunity. Kappa's are immune to any water based spells, including any spell with the word 'water' in its name and any shugenja or wu jen spells from the water element.

Actions

Multiattack. The kappa makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and target is grappled if both claws hit (escape DC 13).

Kappas have a stooped posture and a hard shell covering their backs, while thick but supple scales protect the rest of their bodies. Their scales are usually green with yellow splotches, but occasionally dull blue with yellowish brown accents. They have protruding pot bellies with pouches near the base of the abdomen. Their feet are heavy and wide, with three webbed toes ending in hooked claws. Their hands are similarly webbed and clawed, though they are quite dexterous. Their heads are flat and plump, with a bowl-like indentation on the top of the head, which holds water from the kappa's home lake, river, or pond. Their broad mouths are filled with multiple rows of hooked teeth. Their round, bright eyes are usually red or yellow, and covered by a transparent lid that enables them to see clearly underwater. Most kappas have long noses resembling a bird's beak, but some have shorter, more humanlike noses.

Ki-rin

Huge beast, lawful good

Armor Class 20 (natural armor)

Hit Points 149 (12d12 + 60)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	19 (+4)	21 (+5)	23 (+6)

Saves Constitution +11, Wisdom +11

Skills Insight +11, Perception +11

Senses passive Perception 22

Languages spirit tongue, telepathy 120 ft.

Challenge 18 (20,000 XP)

Detect Thoughts. A ki-rin can continuously *detect thoughts* as the spell. No concentration required.

Magic Resistance. The ki-rin gains advantage on any saving throw against a spell or magic ability.

Magic Horn. The ki-rin's horn is considered a +3 magic weapon. It loses this ability if removed from the ki-rin.

Innate Spellcasting. The ki-rin's innate spellcasting ability is Wisdom (spell save DC 19, +11 attack). The ki-rin can innately cast the following spells, requiring no material components:

At will: *astral projection*, *call lightning*, *control weather*, *etherealness (self)*, *wind walk*.

1/day: *creation* (cast as a 9th level spell but permanent)

Actions

Multiattack. The ki-rin makes three attacks. Once with its horn and two with its hooves.

Horn. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 11) piercing damage.

Hoof. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage.

Ki-rins are noble creatures that roam the sky in search of good deeds to reward or malefactors to punish. They resemble unicorns. It has the body of a stag, covered in golden scales, a thick mane and a darker gold tail, deep violet eyes and pinkish horn and hooves. The sometimes establish lairs on high mountains or plateaus, simple on the outside but with luxurious interiors.

Monsters (M)

Mamono

Medium humanoid (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 57 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	11 (+0)	18 (+4)	21 (+5)

Skills Perception +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages Common, abyssal

Challenge 4 (1,100 XP)

Alter Self. A mamono can assume the shape of any Small or Medium-size humanoid. This works like the *alter self* spell, but the mamono can remain in the chosen form indefinitely. It can assume a new form or return to its own as an action.

Invisibility. A mamono can use *invisibility* at will as an action.

Rejuvenation. If a mamono is killed at night, it reawakens in 2 hours, completely healed and very angry. The only reliable way to kill a mamono is to cut it into three or more parts and bury them separately. A mamono cannot rejuvenate if killed during the day or exposed to direct sunlight.

Sunlight Sensitivity. While in sunlight, the mamono takes 1d8 points of radiant damage per round and is at disadvantage on attack rolls, as well as on Wisdom

(Perception) checks.

Actions

Multiattack. The mamono makes three attacks: one with its bite and two with its arms.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Arms. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Mamonos are hideous shapechangers with a strong resemblance to doppelgangers. In their natural form, they are skinless creatures of bone and muscle, with a single eye and a gaping, spiderlike maw in their abdomens. Their arms end in serrated blades of bone, each as deadly as a wakizashi.

Like doppelgangers, mamonos use their natural abilities of mimicry and deception to infiltrate human society. Unlike doppelgangers, however, they are motivated by a deep loathing of humanity rather than simple self-interest, and they delight in flaying their victims before devouring their eyes, liver, and other soft tissue.

Monsters (N)

Naga, Shinomen, Greensnake

Medium monstrosity (reptilian), lawful neutral

Armor Class 12

Hit Points 17 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, telepathy 60 ft. (only with other naga)

Challenge 1/2 (100 XP)

Poison. A greensnake can spend an action to apply one dose of its poison on its melee weapon. Target must make a DC 12 Constitution saving throw or be poisoned. Target saves at the end of its turn.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+1) piercing damage and target must

make a DC 12 Constitution saving throw or be poisoned.

The greensnakes are the most numerous bloodline, and the smallest nagas. They are inquisitive and fast learners, and have adopted a diplomatic role in naga society, facilitating naga interaction with the humans. Greensnakes average 10 to 15 feet in length, and weigh between 400 and 600 pounds. They have slender physiques and move quickly.

Naga, Shinomen, Chameleon

Large monstrosity (reptilian), lawful neutral

Armor Class 13 (natural armor)

Hit Points 28 (3d10 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	13 (+1)	10 (+0)	9 (-1)

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, telepathy 60 ft. (only with other naga)

Challenge 1 (200 XP)

Amphibious. A chameleon can breathe air and water

Poison. A chameleon can spend an action to apply one dose of its poison on its melee weapon. Target must make a DC 13 Constitution saving throw or be poisoned. Target saves at the end of its turn.

Speak with Animals. A chameleon communicate with any aquatic animal, including sharks, other fish, and porpoises, as if using *Speak with Animals*.

Actions

Large Spear. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (2d6+1) piercing damage.

Large Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 6 (2d6) piercing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+1) piercing damage and target must make a DC 13 Constitution saving throw or be poisoned.

Chameleons are aquatic nagas, equally at home above or below water and able to breathe both air and water. They average 13 to 17 feet in length, and weigh 520 to 680 pounds. Their most remarkable feature is their ability to alter the coloration of their scales, which makes them ideally suited to the role of stealthy scouts.

Naga, Shinomen, Asp

Large monstrosity (reptilian), lawful neutral

Armor Class 14 (natural armor)

Hit Points 40 (4d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, telepathy 60 ft. (only with other naga)

Challenge 2 (450 XP)

Poison. An asp can spend an action to apply one dose of its poison on its melee weapon. Target must make a DC 14 Constitution saving throw or be poisoned. Target saves at the end of its turn.

Actions

Large Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (2d6+2) piercing damage.

Large Shortbow. *Ranged Weapon Attack:* +1 to hit, range 80/320 ft., one target. *Hit:* 5 (2d6-1) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) piercing damage and target must make a DC 14 Constitution saving throw or be poisoned.

The asp are the second most numerous of the naga. They are the warriors of their people. An asp is generally 15 to 20 feet in length and weighs 600 to 800 lbs.

Naga, Shinomen, Cobra

Large monstrosity (reptilian), lawful neutral

Armor Class 14 (natural armor)

Hit Points 36 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Knowledge (Arcana) +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Common, telepathy 60 ft. (only with other naga)

Challenge 3 (700 XP)

Poison. An asp can spend an action to apply one dose of its poison on its melee weapon. Target must make a DC 13 Constitution saving throw or be poisoned. Target saves at the end of its turn.

Danger Sense. A cobra is not at disadvantage when surprised or attacked by an invisible foe.

Spellcasting. The cobra is a 3rd-level shugenja. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The cobra typically specializes in earth or water spells and has the following spells prepared: Cantrips (at will): *light, mage hand, ray of frost, shocking grasp*

1st (4 slots): *entangle, cobra's breath*

2nd (2 slots): *hold person, misty step*

Actions

Large Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (2d6+2) piercing damage.

Large Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6+1) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) piercing damage and target must make a DC 14 Constitution saving throw or be poisoned.

The cobras are the practitioners of the nagas' magic. They average 15-20 feet in length and 600 to 850 lbs. Cobras are prone to physical mutations. They all possess hoods like the snakes, which can extend about 15 inches to either side of their head and retract at will. A few cobras manifest serpentine features such as elongated tongues, snakelike eyes or long snouts.

Naga, Shinomen, Constrictor

Huge monstrosity (reptilian), lawful neutral

Armor Class 14 (natural armor)

Hit Points 60 (5d12 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	13 (+1)	16 (+3)	13 (+1)

Skills Knowledge +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, telepathy 60 ft. (only with other naga)

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+5) bludgeoning damage and target is grappled (escape DC 15).

Constrict. A grappled creature takes slam damage.

Constrictors are the mystics, priests, astrologers, and magistrates of the naga, somehow more intimately connected to the communal mind and memory of their race than the other bloodlines. They are also the largest nagas, 25 to 30 feet in length and weighing 1,000 to 1,200 pounds. Despite their size and bulk, they are generally peaceful and gentle.

The majority of constrictors have elaborate patterns of scales, and are called the Children of the Bright Eye. These nagas are teachers, philosophers, healers, seers, and guardians of peace. A few constrictors are born with scales of uniform black, and are known as the Children of the Pale Eye. These nagas serve as magistrates, filling the judicial roles of judge, jury, and executioner for crimes against the laws of the nagas.

Nat, Einsaung

Small fey (spirit), chaotic good

Armor Class 14 (natural armor)

Hit Points 9 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Damage Resistances fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses passive Perception 11

Languages Common, Spirit Tongue

Challenge 1 (200 XP)

Innate Spellcasting. The nat's spellcasting ability is Wisdom (spell save DC 11, +3 attack). The nat can innately cast the following spells, requiring no material components:

At will: *comprehend languages, dancing blade, detect thoughts, discern shapechanger, dream, ethereal jaunt (self), invisibility, levitate, passwall, possess animal, shield of faith, detect curse, magic circle, polymorph (self)*
1/day: *divination, lesser restoration*
1/week: *possess*

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

Bless Aura. An einsaung nat constantly radiates an aura that covers the house where the creature resides. This aura bestows the effects of a *bless* spell on the residents of the house.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d3 - 2) piercing damage.

Einsaung nats are a small and squat variety, averaging about 3 feet tall and weighing perhaps 40 pounds. They have brightly colored skin and wild black hair, long nails and fangs. Einsaungs are the most common variety of nat. They are extremely shy, preferring to remain invisible and ethereal. They take up residence in houses whose residents offer them food and small treasures in exchange for the nats' blessings. They provide advice and information (writ-ten on scraps of paper that the residents find around the house) as

well as good fortune (in the form of their bless aura). If the house is threatened, the einsaung sometimes uses its possess ability act through the body of one of the house-hold members.

An einsaung's lair is in the Spirit World location corresponding to the southern corner post of the house. It remains in the house only so long as it is honored and fed regularly. They never reveal their true forms, except sometimes to children, whom they adore. They enjoy all types of food, especially fruit and nuts.

Nat, Hkum Yeng

Medium fey (spirit), neutral

Armor Class 15 (natural armor)

Hit Points 26 (4d8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	14 (+2)	16 (+3)	17 (+3)

Damage Resistances fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses passive Perception 13

Languages Common, Spirit Tongue

Challenge 3 (700 XP)

Innate Spellcasting. The nat's spellcasting ability is Wisdom (spell save DC 13, +5 attack). The nat can innately cast the following spells, requiring no material components:

At will: *comprehend languages, dancing blade, detect thoughts, discern shapechanger, dream, ethereal jaunt (self), invisibility, levitate, passwall, possess animal, shield of faith, bane, castigate, create spring, dispel magic, elemental burst, fireball, hail of stone*
3/day: *animate fire, animate wood*
1/day: *lesser restoration*

Magic Resistance. The hkum yeng nat has advantage on saving throws against spells and other magical effects.

Fear Aura. A hkum yeng constantly radiates an aura of fear in a 10-foot radius. The aura affects only creatures who are aware of the nat's presence, and targets must make a DC 12 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature cannot be affected again by that hkum yeng's fear aura for one day.

Actions

Multiattack. The hkum yeng makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

While einsaung nats take up residence as protectors of a domestic household, hkum yeng nats have a similar relationship with humans—but usually with an entire village

of fierce hill people. Like einsaung nats, they lair in the Spirit World, usually at a point near the village's center. If the villagers neglect their offerings or otherwise offend the spirit, the hkum yeng brings misfortune and death.

Nat, Lu

Medium fey (spirit), neutral

Armor Class 16 (natural armor)

Hit Points 51 (8d8 + 8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	11 (+0)

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

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses passive Perception 10

Languages Common, Spirit Tongue

Challenge 5 (1,800 XP)

Innate Spellcasting. The nat's spellcasting ability is Wisdom (spell save DC 13, +5 attack). The nat can innately cast the following spells, requiring no material components:

At will: *comprehend languages, dancing blade, detect thoughts, discern shapechanger, dream, ethereal jaunt (self), invisibility, levitate, passwall, possess animal, shield of faith, fire shuriken, melt, stinking cloud*
1/day: *wood rot*

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

Disease Aura. A lu nat constantly radiates an aura of disease in a 5-foot radius. Targets that end their turn in this area must make a DC 12 Constitution saving throw or contract a rotting affliction disease. The incubation is 1 day and targets take 1d6 points of Constitution damage per day. It continues until the victim reaches a Constitution of 0 and dies or it is cured.

Actions

Multiattack. The lu makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Lu nats are malicious spirits who lurk in graveyards and seek to cause harm whenever possible. It can be appeased by offerings of food, but if it is angered or ignored it ventures forth to spread terror and pestilence.

Monsters (O)

Oni, Akuma no

Large fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 112 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Con +9, Dex +7

Skills Deception +7, Perception +6, Investigation +6

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 16

Languages telepathy 120 ft., Common, Abyssal

Challenge 13 (10,000 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The akuma on oni's spellcasting ability is Charisma (spell save DC 15, +7 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness, detect magic, doom*

Fear Aura. An akuma no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 15 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The akuma oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Magic Resistance. The akuma on oni gains advantage on all saving throws versus spells and spell like abilities.

Actions

Multiattack. The akuma on oni makes three melee attacks. All three can be tongue attacks. Only two can be claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

Fiery Tongue. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6) fire damage and target is grappled (escape DC 18). Grappled targets automatically take fire damage each round on the akuma no oni's turn.

Akuma no oni are large bipedal creatures, standing about 10 feet tall. Their bodies are almost skeletal (averaging only 250 pounds), covered with a tough, almost metallic hide. Three

long tongues, burning as if coated with alchemist's fire, lash out from their tooth-filled maw. Their bony fingers end in six-inch-long, razor-sharp claws. Their three eyes resemble a snake's.

Oni, Ashi no

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 16)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Wisdom +5, Dexterity +7

Skills Intimidate +6, Stealth +7, Perception +5

Damage Resistances cold, fire, acid; slashing, piercing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft., passive Perception 15

Languages telepathy 120 ft., Common, Abyssal

Challenge 9 (5,000 XP)

Innate Spellcasting. The ashi no oni's spellcasting ability is Charisma (spell save DC 14, +6 attack). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *spike growth*

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Fear Aura. An ashi no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 14 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature cannot be affected again by that fear aura for one day.

Thornskin. A creature that hits an ashi no oni with a natural weapon or unarmed attack takes 1d4 points of piercing damage. The thorns that line the oni's carapace are not poisonous.

Regeneration. The ashi no oni regenerates 3 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The ashi no oni makes 4 melee attacks one of which can be a bite attack

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (1d8 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (1d6 + 6) slashing damage plus 6 (2d6) poison damage

Thornburst (Recharge 6). All targets within 15 feet of the

oni must make a DC 14 Dexterity saving throw or take 10 (5d4) piercing damage and (5d4) poison damage. A successful save halves the damage of both.

An ashi no oni is a wormlike creature with multiple thorn-studded tentacles sprouting from its body. Thorny plates protect its body, and its head is adorned with more horns and barbs. Its face is eerily humanlike, with deep-set black eyes and a gaping mouth lined with sharp fangs. The oni's body is about 15 feet long, and weighs about 2,000 pounds. It typically emerges only about halfway from the earth when attacking, preferring not to move around above ground.

Oni, Byoki no

Large fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 173 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Con +9, Wis +7, Dex +8

Skills Stealth +8, Perception +7, Athletics +9

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages telepathy 120 ft., Common, Abyssal

Challenge 14 (11,500 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The byoki on oni's spellcasting ability is Charisma (spell save DC 14, +6 attack). The oni can innately cast the following spells, requiring no material components:

At will: *cloudkill*, *contagion*, *creeping darkness*, *stinking cloud*

Fear Aura. A byoki no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 16 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The byoki oni regenerates 3 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Stench. Any creature that starts its turn within 10 feet of the byoki on oni must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench for 24 hours.

Disease. Zombie plague has an incubation of 1 day. Target will lose 1d4 Constitution and Intelligence each day

until saves or is cured. A creature that dies of this disease is turned into a plague zombie.

Infection. When the byoki on oni is damaged by a piercing or slashing weapon, all targets within 5 feet must make a DC 14 Dexterity saving throw. If failed, then it was possibly infected by the zombie plague disease and must make a save as if it were attacked.

Actions

Multiattack. The byoki on oni makes three claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage and target must make a DC 17 Constitution saving throw or contract Zombie Plague

Byoki no oni are disease-ridden horrors that spread pestilence with a touch. They are vaguely humanoid but extremely gaunt. Their mottled skin is covered with bulbous pustules that drip foul pus and blackish, oily fluid. Their stench is powerful, and can often be detected long before the creature comes into view. Their heads resemble the features of a praying mantis. The sole purpose of their miserable existence is to spread their foul contagion, turning infected creatures into mindless zombies that spread the blight further.

Oni, Common

Large giant (spirit), neutral evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	17 (+3)	8 (-1)	12 (+1)	13 (+1)

Saving Throws Con +6

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages Giant, Goblin, Common, Tengu

Challenge 7 (2,900 XP)

Innate Spellcasting. The common oni's spellcasting ability is Charisma (spell save DC 12, +4 attack). The oni can innately cast the following spells, requiring no material components:

At will: *fear*

3/day: *fly*, *polymorph (self)*

2/day: *invisibility*

1/day: *cloud chariot*

Actions

Multiattack. The common oni makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 6) slashing damage.

Spit Copper (1/day). *Ranged Weapon Attack:* +3 to hit,

range 10/20 ft., one target. *Hit:* 6 (2d6) bludgeoning damage plus 6 (2d6) fire damage.

Common oni stand about 8 feet tall and weigh about 300 pounds. They are thickly muscled giants with arms and legs covered in coarse hair. Their hands end in dirty, thick talons, and hooked toenails grow from their wide feet. Their skin is usually red, but can also be green, black, orange, or purple. They have one, two, or three bulging eyes, one or two large horns, and broad, pointed ears. Their hair is usually long and may be silver, black, or green.

They have long fangs of gold or ivory color. They dress in a manner similar to the local population where they reside, but always appear filthy and ragged.

Oni, Gekido no

Large fiend, chaotic evil

Armor Class 21 (natural armor)

Hit Points 148 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Con +9, Wis +7, Dex +8

Skills Stealth +8, Perception +7, Athletics +9

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages telepathy 120 ft., Common, Abyssal

Challenge 15 (13,000 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The gekido on oni's spellcasting ability is Charisma (spell save DC 14, +6 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness*, *hallow*, *doom*, *enlarge*

Fear Aura. A gekido no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 16 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The gekido oni regenerates 3 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The gekido on oni makes one gore and two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 5) piercing damage.

Bonus Actions

Rage (Recharge 5-6). The rage lasts for 1 minute. The oni has advantage on Strength checks and saving throws, the damage increase on melee attacks is +4, the oni gets +2 AC and +30 temporary hit points.

Gekido no oni are the living embodiments of all the rage and hatred of the Shadowlands. They are the demons of fury, and their rage is a terrible force of destruction.

Gekido no oni are wiry bipeds with leathery skin and a row of sharp barbs running down the spine. They have incredibly long claws, barbs on their toes and heels, and small horns on their heads. Their mouths are lined with sharp teeth, and can open as wide as the creature's whole head. Their full height is about 9 feet, but they typically move in a hunched posture. They weigh about 400 pounds.

In their rage, gekido no oni seem to actually become larger. They adopt a more erect posture, and their arms and legs become thicker. Their hide also thickens, increasing the illusion of greater size.

Oni, Go-Zu

Large giant (spirit), lawful neutral

Armor Class 17 (natural armor)

Hit Points 124 (12d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Con +8, Wis +6

Skills Athletics +11, Perception +6

Senses see invisibility 60 ft., passive Perception 16

Languages Giant, Goblin, Common, Tengu, Spirit Tongue

Challenge 9 (5,000 XP)

Innate Spellcasting. The go-zu oni's spellcasting ability is Charisma (spell save DC 15, +7 attack). The oni can innately cast the following spells, requiring no material components:

At will: *fear*, *fire shuriken*, *fly*, *invisibility*, *polymorph (self)*

3/day: *fly*, *polymorph (self)*

2/day: *cloud chariot (self only)*

Regeneration. The go-zu oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The go-zu oni makes two sword attacks and one gore attack.

Huge Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) slashing damage.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Go-zu oni are mighty warriors who serve as soldiers in a spirit army.

Go-zu oni resemble common oni, but they are larger (about 9 feet tall) and their bodies are thicker (averaging 350 pounds). They have the heads of bulls, with large snouts, small ears, and two long horns. Their skin is usually dark orange, gray, or deep purple. They wear fine robes and polished armor, appropriate to their station in the spirit army.

Oni, Haino no

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 31 (4d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	15 (+2)	12 (+1)	19 (+4)

Skills Stealth +6, Disguise +7

Damage Resistances cold, fire, acid

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages telepathy 120 ft., Common, Abyssal

Challenge 3 (700 XP)

Regeneration. The haino oni regenerates 3 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Alter Self. A haino no oni can assume the shape of any Medium-size humanoid.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 1 point of Strength damage unless target makes a DC 14 Constitution saving throw.

The haino no oni is a quiet and stealthy, albeit hungry, oni. Cloaked in human form, haino no oni snake their incredibly long tongues into inns and homes, inserting them down sleeping victims' throats to feed on their water energy.

In their natural form, haino no oni resemble humanoid toads, with dry, lumpy skin and bulging eyes. They stand about 5 feet tall and weigh 120 pounds. They are almost never found in this form, however, preferring a human guise that still allows them the use of their long, tube-like tongues and—under duress—a modest claw attack. Their statistics

are the same in either form.

Oni, Kamu no

Large fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 124 (10d10 + 60)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	7 (-2)	9 (-1)	11 (+0)

Saving Throws Con +10

Skills Acrobatics +5, Intimidate +4, Perception +3

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 13

Languages telepathy 120 ft., Common, Abyssal

Challenge 11 (7,200 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Fear Aura. Am kamu no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 13 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The kamu oni regenerates 4 hit points at the start of its turn. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn. The oni dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The kamu on oni makes two slam attacks and one bite attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 7) slashing damage.

Kamu on oni are ravenous fiends that form the bulk of many fiendish hordes. They have a tendency to dismember and consume fallen foes before moving forward to attack new enemies. They have powerfully muscled humanoid bodies, but they lack heads— instead, a huge gaping mouth opens where the neck should be. They stand between 8 and 9 feet tall and weigh about 300 pounds. Kamu no oni are stupid and brutish, but follow orders well.

Oni, Kyoso no

Large fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 67 (7d10 + 21)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	17 (+3)	19 (+4)	20 (+5)

Saving Throws Con +8, Wisdom +9

Skills Stealth +7, Survival +9, Intimidate +10, Persuasion +10

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft., passive Perception 14

Languages telepathy 120 ft., Common, Abyssal

Challenge 13 (10,000 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The kyoso on oni's spellcasting ability is Charisma (spell save DC 18, +10 attack). The oni can innately cast the following spells, requiring no material components:

At will: *blasphemy*, *charm monster*, *creeping darkness*, *doom*, *enlarge*, *ethereal jaunt*, *fear*, *suggestion*, *telekinesis*, *teleport*

Fear Aura. A kyoso no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 18 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The kyoso oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Magic Resistance. The kyoso on oni gains advantage on all saving throws versus spells and spell like abilities.

Actions

Multiattack. The kyoso on oni makes four claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

Unholy Fire. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 15 (5d6) necrotic damage. Target makes a DC 18 Charisma saving throw to reduce the damage by half.

A kyoso no oni appears as a heap, or sometimes a long worm, of flesh, topped by a female humanoid torso. Its total length varies between 10 and 20 feet long, since the creature's lower portion is somewhat amorphous, but the torso is only slightly larger than average human size. A kyoso no oni weighs about 500 pounds. Four arms sprout from the torso, often wreathed in crackling

black fire, which the creature can hurl at its foes. Its featureless face is crowned by nine curving horns. Its skin ranges from dark red to ebony black.

Oni, Me-Zu

Large giant (spirit), lawful neutral

Armor Class 15 (natural armor)

Hit Points 114 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	21 (+5)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +9, Wis +7

Skills Athletics +12, Perception +7

Senses true seeing 60 ft., passive Perception 17

Languages Giant, Goblin, Common, Tengu, Spirit Tongue

Challenge 10 (5,900 XP)

Innate Spellcasting. The me-zu oni's spellcasting ability is Charisma (spell save DC 16, +8 attack). The oni can innately cast the following spells, requiring no material components:

At will: *fear*, *fly*, *invisibility*, *polymorph (self)*

3/day: *astral projection (self)*, *cloud chariot (self)*, *ethereal jaunt (self)*

Spellcasting. The me-zu oni casts spells as a 10th-level wu jen. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The oni has the following spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *message*, *ray of frost*, *shocking grasp*, *true strike*

1st level (4 slots): *backbiter**, *fiery eyes**, *iron scarf**, *melt**

2nd level (3 slots): *fire shuriken**, *hold person*, *whip**

3rd level (3 slots): *animate fire**, *fireball*, *fire wings**

4th level (3 slots): *dancing blade**, *polymorph*, *wall of fire*

5th level (2 slots): *fire breath**

Regeneration. The me-zu oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The me-zu oni makes two melee attacks.

Huge Naginata. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 8) slashing damage.

Huge Whip. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 12 (2d4 + 8) slashing damage.

Me-zu oni are the commanders of the spirit armies, leaders of the go-zu-oni.

Me-zu oni are even larger than go-zu oni (about 10 feet tall or more, weighing nearly 1,000 pounds), and have the heads of shaggy horses.

Oni, Sanru no

Medium fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 24)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	15 (+2)	16 (+3)

Skills Acrobatics +7, Survival +6, Stealth +7

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages telepathy 120 ft., Common, Abyssal

Challenge 9 (5,000 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Fear Aura. Am sanru no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 15 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Innate Spellcasting. The sanru no oni's spellcasting ability is Charisma (spell save DC 15, +7 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness*, *fatigue*, *mental weakness*

Regeneration. The sanru no oni regenerates 2 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Flyby attack. The sanru no oni does not provoke opportunity attacks when it flies out of an enemies reach.

Actions

Multiattack. The sanru no oni makes four claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5(1d6 + 2) slashing damage.

Sanru no oni are four-armed, bat-winged fiends that feast on rotting flesh. A sanru no oni looks mostly human, but its torso is unusually long to accommodate its extra set of arms. Its eyebrows are long and thin, its ears sharply pointed, and its facial features angular. All four hands and its feet carry sharp claws for tearing prey. Large, ungainly wings sprout from the creature's back. The oni stands about 7 feet tall, has a wingspan of perhaps 15 feet, and weighs 250 pounds on average.

Oni, Shikibu no

Small fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	15 (+2)

Skills Stealth +5, Disguise +4, Perception +4, Investigation +4

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages telepathy 120 ft., Common, Abyssal

Challenge 5 (1,800 XP)

Innate Spellcasting. The shikibu oni's spellcasting ability is Charisma (spell save DC 12, +4 attack). The oni can innately cast the following spells, requiring no material components:

At will: *animate dead*, *bestow curse*, *chill touch*, *creeping darkness*, *detect thoughts*, *enlarge*, *ethereal jaunt*, *fear*

Magic Resistance. A shikibu no oni gets advantage on any saving throw from a magic spell or spell like ability.

Ethereal Escape. If reduced to 0 hit points, a shikibu no oni's spirit immediately leaves its body in ethereal form. The spirit can then inhabit a nearby corpse, animating it and slowly transforming it into a replica of its original form. All of its hit points are fully restored. The oni can only remain in spirit form for 1 minute. It can move ethereally during that time, but cannot pass through jade. If it cannot enter a corpse during that time, it is destroyed.

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Fear Aura. A shikibu no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 12 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The shikibu oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The shikibu oni makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Shikibu no oni are stunted dwarflike humanoids, averaging 4 feet tall and weighing perhaps 110 pounds. Empty green eyes stare blankly from their twisted faces, large orange

fangs jut from their mouths, and bright blue beards dangle from their chins. Their bodies are pudgy and bloated, while their limbs are long and thin. They make frequent use of the alternate form ability common to all oni, however, and are rarely seen in their natural form.

Oni, Tsuburu no

Huge fiend, chaotic evil

Armor Class 21 (natural armor)

Hit Points 207 (16d12 + 90)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	20 (+5)	11 (+0)	7 (-2)	10 (+0)

Saving Throws Con +10, Wis +3

Skills Perception +3, Athletics +14, Intimidation +5

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages telepathy 120 ft., Common, Abyssal

Challenge 15 (13,000 XP)

Alternate Form. The oni can assume any humanoid form from medium to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The tsuburu oni's spellcasting ability is Charisma (spell save DC 13, +5 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness*, *doom*, *telekinesis*, *teleport*

Fear Aura. A tsuburu no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 16 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Feed. When a swallowed opponent dies in the oni's belly, the oni feeds on the life force as well as the flesh. For every 8 HD or levels the oni consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore a devoured victim to life.

Regeneration. The tsuburu oni regenerates 5 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Magic Resistance. The tsuburu oni gains advantage on all saving throws versus spells and spell like abilities.

Actions

Multiattack. The tsuburu oni makes two claw attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one

target. **Hit:** 21 (4d6 + 9) slashing damage and target must make a DC 22 Strength saving throw or be grappled (escape DC 22).

Bonus Actions

Bite. Grappled target takes 18 (3d8 + 6) slashing damage and must make an opposed grapple check or be swallowed. Once inside, the opponent takes 15 (2d6 + 9) points of bludgeoning damage plus 4 (1d8) points of acid damage per round from the oni's stomach. A swallowed creature can cut its way out of the oni's gullet by using claws or a Small or Tiny slashing weapon to deal 50 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The oni's interior can hold two Medium-size, four Small, or eight Tiny opponents.

A tsuburu no oni is little more than a gigantic stomach coated in leathery purple skin, forming an amorphous blob about 15 feet in diameter. It weighs easily 8,000 pounds. Two gaunt arms protrude from the thing's sides, a grotesque head tops it off, and a row of long spines runs down what passes for its back. Its head is dominated by an enormous mouth with two rows of teeth and a long, prehensile tongue. Its eyes and mouth are mere slits beside this orifice.

Oni, Ugulu no

Large fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 112 (9d10 + 54)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Con +10, Wis +6

Skills Athletics +12, Intimidate +4, Perception +6

Damage Resistances cold, fire, acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 16

Languages telepathy 120 ft., Common, Abyssal

Challenge 12 (8,400 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The ugulu oni's spellcasting ability is Charisma (spell save DC 14, +6 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness*, *produce flame*, *protection from energy*, *shatter*

Fear Aura. Am ugulu no oni constantly radiates an aura of

fear in a 30-foot radius. Targets ending their turn in this area must make a DC 13 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The ugulu oni regenerates 3 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Spell Immunity. The ugulu oni is immune to all magical spells.

Actions

Multiattack. The ugulu oni makes two melee attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 24 (4d8 + 8) slashing damage.

An ugulu no oni is a fearsome brute with a nasty temper. It stands 13 to 15 feet tall and weighs about 1,000 pounds. Its well-muscled body is covered with a thick purplish hide that sprouts a coating of coarse hair. Two great horns curve from its temples, its eyes glow like embers ready to burst into flame, and a lashing tongue like a serpent of flame licks out from its fang-lined mouth. Great claws adorn its four-fingered hands and four-toed feet. A shaggy mane of purplish-black hair tumbles down its shoulders and back.

Oni, Yattoko no

Huge fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 173 (14d12 + 70)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Con +10, Wis +7, and Dex 10

Skills Stealth +10, Perception +7, Athletics +11

Damage Resistances cold, fire, and acid; piercing, slashing and bludgeoning weapons that are not magical

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft., passive Perception 17

Languages telepathy 120 ft., Common, Abyssal

Challenge 14 (11,500 XP)

Alternate Form. The oni can assume any humanoid form from small to large size as an action. This is similar to the *polymorph* spell.

Innate Spellcasting. The yattoko on oni's spellcasting ability is Charisma (spell save DC 16, +8 attack). The oni can innately cast the following spells, requiring no material components:

At will: *creeping darkness*, *insect plague*, *hallow*

Fear Aura. A yattoko no oni constantly radiates an aura of fear in a 30-foot radius. Targets ending their turn in this area must make a DC 16 Wisdom saving throw or be frightened. Target saves at the end of their turn. If the

save is successful, that creature can't be affected again by that fear aura for one day.

Regeneration. The yattoko oni regenerates 4 hit points at the start of its turn as long as it has 1 hit point remaining. If it takes damage from a jade weapon, this trait doesn't function at the start of its next turn.

Magic Resistance. The yattoko oni gains advantage on all saving throws versus spells and spell like abilities.

Actions

Multiattack. The yattoko oni makes six pincer attacks.

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 6) slashing damage and target must make a DC 19 Strength saving throw or be grappled (escape DC 19).

Bonus Actions

Bite. *Grappled target takes* 12 (2d6 + 6) slashing damage and must make an opposed grapple check or be swallowed. Once inside, the opponent takes 4 (1d8) points of acid damage per round from the oni's stomach. A swallowed creature can escape by prying the oni's jaws open. This requires a successful grapple check against the yattoko no oni. The oni's interior can hold one Medium-size or two Small creatures.

A yattoko no oni is little more than a digestive chamber with nine pincered appendages (including its head) attached to bring food to its cavernous mouth. The body of a yattoko no oni looks like a chitinous Venus flytrap—a pod-shaped shell with a toothy maw extending its entire length of 15 feet. A head sprouts from one end, with two large, multifaceted eyes and a set of mandibles that serve only to grab prey and transfer it to the creature's actual mouth. Two pincered legs support the creature at the other end, while six long, insectlike limbs, each ending in grasping pincers, emerge from the oni's sides.

Onikage

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (6d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	14 (+2)	7 (-2)	14 (+2)	13 (+1)

Skills Perception +5, Athletics +7

Damage Immunities poison

Condition Immunities poisoned, stunned, charmed, exhaustion

Senses passive Perception 14

Languages -

Challenge 3 (700 XP)

Actions

Multiattack. The onikage makes two claw and one bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Horses that die may rise again as onikages, creatures with scaled, horse-shaped bodies, long fangs, crocodilian tails, glowing eye sockets, and clawed hooves. They range from dark green to bruise-purple, with tentaclelike manes of contrasting color.

Monsters (P)

Pennaggolan Template

Pennaggolans are among the most fearsome undead creatures in existence. A type of vampire, they prey on the weak and sickly, attacking lone farm-houses or small bands of travelers while they sleep. In its natural form, a pennaggolan is a horrid floating head, with entrails and intestines hanging down from the neck. The creature can manipulate these gruesome tentacles with hideous strength, whipping them around throats and limbs to squeeze the life out of its victims before feeding on their blood.

Pennaggolans prefer to use stealth and guile to search for food. They can appear as normal humans by squeezing their entrails back into their original bodies, and often infiltrate isolated communities disguised as travelers or peasants. They can only feed in their natural form, however, and they are easily recognized in this form.

Creating a Pennaggolan

Hit Dice: Same as character.

Speed: Same as character.

AC: Natural armor increases by +4.

Damage: Same as base character in humanoid form. Gains a bite attack dealing 1d6 piercing damage and an entrails attack doing 1d4 bludgeoning damage in its natural form.

Face/Reach: Same as character.

Damage Immunities: poison; bludgeoning, piercing, and slashing

from non-magical attacks that aren't magical

Condition Immunities: charmed, exhaustion, paralyzed, poisoned

Special Attacks: A pennaggolan retains all the special attacks of the base creature and also gains those described below. Saves have a DC of 8 + proficiency modifier + Wisdom modifier.

Domination. A pennaggolan can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the pennaggolan must take an action, and those merely looking at it are not affected. Anyone the pennaggolan targets must succeed at a Wisdom save or fall instantly under the pennaggolan's influence as though by a dominate person spell. The ability has a range of 30 feet.

Improved Grapple. To use this ability, the pennaggolan must hit with its entrails attack. If it hits, target is grappled (escape DC 8 + Str modifier + proficiency modifier).

Constrict: A pennaggolan deals automatic entrails damage to a Medium-size or smaller opponent it has grappled.

Blood Drain. A pennaggolan can suck blood from a living victim with its fangs if it pins the victim. By draining blood, it inflicts 1d4 points of permanent Constitution drain each round the pin is maintained.

Create Spawn. Pennaggolans usually kill their victims by strangulation before draining all their blood. If a character dies from a pennaggolan's blood drain ability, however, the victim is at risk of rising again as a pennaggolan. If the body remains unburied for three days, it is transformed into a pennaggolan. The new creature is not under the control of the pennaggolan that created it, but it is irredeemably evil, feeling no attachment to its old life.

Special Qualities: A pennaggolan retains all the special qualities of the base creature and those listed below, and also gains the undead type and the Shadowlands subtype.

Turn Resistance. A pennaggolan gains advantage on all turning saves.

Resistance. A pennaggolan has cold and electricity resistance.

Alternate Form. A pennaggolan can make itself appear humanoid by squeezing its entrails back into the shell of its original body. (It must first soak the entrails in vinegar to reduce their engorgement.) In this form, it appears to be its original alignment when detect evil spells or the like are used on it, and it cannot be turned. If the body is destroyed while the head is separated from it, the pennaggolan dies in 1d4 days.

Fear Aura. As a reaction, a pennaggolan in its natural form can create an aura of fear in a 30-foot radius. Creatures within this distance of the pennaggolan must succeed at a Wisdom (DC 8 + proficiency modifier + Charisma modifier) save or become frightened.

Fast Healing: A pennaggolan heals 5 hit points of damage each round that it doesn't take radiant damage.

Abilities: Str +4, Dex +2, Int +2, Wis +2, Cha +4.

Feats: Same as character.

Challenge Rating: Same as character +2.

Alignment: lawful evil

Monsters (R)

Rokuro-Kubi

Medium monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 23 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	10 (+0)

Skills Stealth +4, Disguise +2

Senses passive Perception 12

Languages Common, yuan-ti

Challenge 2 (450 XP)

Actions

Multiattack. The rokuro-kubi makes one melee attack and one bite attack.

Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and target is grappled (escape DC 12)

Constrict. A grappled creature takes 5 (1d6 + 2) points of bludgeoning damage. This replaces the bite attack.

The rokuro-kubi combines features of a serpent with human appearance. The rokuro-kubi's only snake-like feature, though, is its long neck, which it can coil around an opponent to squeeze or strangle him to death.

Under most circumstances, rokuro-kubi are indistinguishable from humans, and they take pains to maintain the illusion of humanity. They typically dress in fine clothes, or else the humble garments of a pilgrim or other traveler. The illusion is quickly shattered when a rokuro-kubi attacks its chosen victim, as it stretches its neck like a huge snake, to a length of up to 20 feet. A rokuro-kubi's mouth is filled with sharp fangs.

Monsters (S)

Shirokinu-Katsukami

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 112 (12d10 + 36)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	18 (+4)	19 (+4)	20 (+5)

Saves Constitution +8, Wisdom +9

Skills Acrobatics +5, Investigation +9, Perception +9, Knowledge (Arcana) +9

Damage Immunities poison

Damage Resistances fire

Condition Immunities poisoned

Senses passive Perception 19

Languages Common, Spirit Tongue

Challenge 14 (11,500 XP)

Innate Spellcasting. The shirokinu-katsukami's spellcasting ability is Charisma (spell save DC 18, +10 attack). It can innately cast the following spells, requiring no material components:

At will: *astral projection*, *dream*, *dream sight*, *gaseous form*, *invisibility*, *magic circle*, *teleport*

3/day: *dispel magic*, *dominate monster*

1/day: *heal*, *raise dead*

Fast Healing. The shirokinu-katsukami regenerates 4 hit points at the start of its turn as long as it has one hit point remaining.

Magic Resistance. The shirokinu-katsukami gains advantage on all saving throws versus spells and spell like abilities.

Rend. If the Shirokinu-katsukami hits with both claw attacks, it deals an additional 11 (2d6 + 5) slashing damage.

Actions

Multiattack. The shirokinu-katsukami makes two claw and one gore attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) piercing damage.

Shirokinu-katsukami are powerful and kindly spirits. They aid mortals who request their assistance, and are sometimes sent to protect a deserving or noted person. The appearance of a shirokinu-katsukami is perhaps more bizarre than that of any other spirit creature. It has the thick body of a horse, standing on the oversized hind legs of a tiger. Fine brown or golden hair covers its body, accented with bold, bright patterns in a variety of colors. Its face is that of a lion, complete with a thick mane of coarse hair. But it has the eyes of a human, the trunk and tusks of an elephant, and the tail of a cow. In addition, its arms are like those of an ape, ending in tiger's claws that are equipped with long, purple talons.

Monsters (T)

Tako

Medium aberration, lawful neutral

Armor Class 12

Hit Points 27 (4d8 + 4)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Stealth +4, Perception +2

Senses passive Perception 12
Languages Tako
Challenge 2 (450 XP)

Actions

Multiattack. The tako makes one bite attack and two melee attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Target is grappled (escape DC 14).

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 4) slashing damage.

Takos appear much like large octopuses, about 6 feet in diameter, covered with tough mantles of leathery skin. They are normally light green (males) or orange-red (females), though they can change their color with ease. They have eight supple tentacles, lined with circular muscles that act as suction cups. A single golden eye is centered in their heads, and sharp, protruding jaws resembling the bill of a parrot emerge from beneath their tentacles.

Tasloi

Small humanoid (tasloi), chaotic evil
Armor Class 11
Hit Points 5 (1d8)
Speed 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Stealth +3
Senses passive Perception 10
Languages Common, Tasloi
Challenge 1/4 (50 XP)

Actions

Multiattack. The tasloi makes one claw and one bite attack.

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their catlike eyes shine a bright gold color.

Tengu, Crow-Headed

Medium monstrosity, neutral
Armor Class 13 (natural armor)
Hit Points 15 (2d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	13 (+1)

Skills Performance +3, Perception +4, Deception +3

Senses passive Perception 14
Languages Common, Tengu
Challenge 1 (200 XP)

Innate Spellcasting. The tengu's spellcasting ability is Wisdom (spell save DC 12, +4 attack). It can innately cast the following spells, requiring no material components:
At will: *alter self*, *ghost sound*, *minor image*, *thunderwave*
Sound Imitation. Tengus can mimic any voice or sound they have heard. Listeners must succeed at a DC 13 Wisdom saving throw to detect the ruse.

Actions

Multiattack. The tengu makes one melee attack and one beak attack.

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Katana. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage.

Bonus Actions

Wing Baffle. A tengu can use its wings to buffet and disorient opponents. A successful Deception (Charisma) check versus an opponent's Perception (Wisdom) check gains you advantage on your next attack.

Tengus are an ancient and magical race of warriors. They are scholars and teachers, imparting their wisdom to those who seek them out and prove worthy and honorable. Tengus appear as human-sized, bipedal crows with feathered arms, pointed beaks, and huge wings. They wear clothing and occasionally armor pieces like those worn by humans, and wield human weapons. While most tengus have the heads of crows, a few have more humanlike heads, though these have incredibly long, pointed noses. These human-headed tengus are smaller than their kin, but more intelligent and magical.

Tengu, Human-Headed

Medium monstrosity, neutral
Armor Class 13 (natural armor)
Hit Points 38 (7d8)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	15 (+2)	16 (+3)	15 (+2)

Skills Intimidate +5, Perception +6, Deception +5

Senses passive Perception 16
Languages Common, Tengu, Spirit Tongue
Challenge 6 (2,300 XP)

Innate Spellcasting. The tengu's spellcasting ability is Wisdom (spell save DC 14, +6 attack). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *ghost sound*, *major image*, *thunderwave*, *blur*, *invisibility*, *mirror image*

Sound Imitation. Tengus can mimic any voice or sound they have heard. Listeners must succeed at a DC 14 Wisdom saving throw to detect the ruse.

Magic Resistance. The human-headed tengu gains advantage on all saving throws versus spells and spell-like abilities.

Actions

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 +3) slashing damage.

Bonus Actions

Wing Baffle. A tengu can use its wings to buffet and disorient opponents. A successful Deception (Charisma) check versus an opponent's Perception (Wisdom) check gains you advantage on your next attack.

Tengus are an ancient and magical race of warriors. They are scholars and teachers, imparting their wisdom to those who seek them out and prove worthy and honorable. Tengu appear as human-sized, bipedal crows with feathered arms, pointed beaks, and huge wings. They wear clothing and occasionally armor pieces like those worn by humans, and wield human weapons. While most tengu have the heads of crows, a few have more humanlike heads, though these have incredibly long, pointed noses. These human-headed tengu are smaller than their kin, but more intelligent and magical.

Tsuno

Medium monstrosity (spirit), lawful evil

Armor Class 15 (natural armor)

Hit Points 69 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	16 (+3)	17 (+3)	16 (+3)

Skills Athletics +8, Perception +6

Condition Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses passive Perception 16

Languages Common, abyssal

Challenge 6 (2,300 XP)

Keen Senses. The tsuno has advantage on Wisdom (Perception) checks that rely on sight or smell.

Innate Spellcasting. The tsuno's spellcasting ability is Wisdom (spell save DC 14, +6 attack). It can innately cast the following spells, requiring no material components:
At will: *ancestral vengeance*, *speak with dead*

3/day: *castigate*, *divination*, *dream sight*

Actions

Multiattack. The one bite, gore and weapon attack.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Falchion. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 5) slashing damage.

Roar (Recharge 6). The tsuno roars in a 30 ft. cone. All creatures in that area must make a DC 14 Wisdom saving throw or be affected as a *fear* spell

Bearing a strong resemblance to minotaurs, tsunos are large, animalistic bipeds that combine the features of ogres, fierce bulls, and a hint of lion. Their torsos and arms are humanlike, though their hands are vicious claws. Their legs are jointed like those of a bull, but end in three clawed toes. Their heads resemble the skull of a bull, with two long, straight horns jutting out from the temples, two smaller, curved horns above them, and a line of short spikes running down their spines. Manes of thick hair tumble down their backs, turning into long, hairy tails. They typically wear armor made of metal plates and carry large cleaving weapons. They stand 9 to 10 feet tall and weigh 500 to 600 pounds.

Monsters (W)

Wang-Liang

Large giant, lawful evil

Armor Class 15 (natural armor)

Hit Points 52 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	16 (+3)	16 (+3)	17 (+3)

Saves Constitution +5

Skills Perception +6

Senses passive Perception 16

Languages Giant, Common

Challenge 4 (1,100 XP)

Regeneration. The wang-liang regains 2 hit points at the start of its turn if it has at least 1 hit point.

Innate Spellcasting. The tsuno's spellcasting ability is Wisdom (spell save DC 14, +6 attack). It can innately cast the following spells, requiring no material components:
At will: *alter self*, *invisibility*, *see invisibility*

Actions

Multiattack. The wang-liang makes two melee attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 5) slashing damage.

Huge Lajatang. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

A wang-liang stands approximately 10 feet tall and weighs about 600 pounds. Its body is covered in a soft pelt of lustrous dark brown or black hair, including a wild tangle of hair atop its head and, in males, a long dark beard. Its feet end in two broad toes with hooked black toenails, while its fingers have retractable claws. Its eyes are wide and large, almost feline, with black irises rimmed in luminous, fiery red. Its teeth are the sharp fangs of a carnivore. Wang-liangs wear a variety of light clothing, made of cotton or silk and usually dyed red or green. In battle, they favor splint mail and wield exotic weapons like the lajatang.

Monsters (Y)

Yuki-on-na

Medium fey (spirit), chaotic good or evil

Armor Class 14 (natural armor)

Hit Points 43 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	13 (+1)	14 (+2)	19 (+4)

Saves Dexterity +5, Wisdom +5

Skills Deception +6, Stealth +4, Perception +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses passive Perception 15

Languages Common, Spirit Tongue

Challenge 4 (1,100 XP)

Innate Spellcasting. The yuki-on-na's spellcasting ability is Charisma (spell save DC 15, +7 attack). It can innately cast the following spells, requiring no material components:
At will: *alter self*, *comprehend languages*, *detect thoughts*.

Actions

Cold Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 51 (1d10) cold damage.

Bonus Actions

Paralyzing Gaze. When a creature that can see the yuki-on-na's eyes starts its turn within 30 feet of the yuki-on-na, the yuki-on-na can force it to make a DC 15 Wisdom saving throw if the yuki-on-na isn't incapacitated and can see the creature. If the saving throw fails, the creature is paralyzed. Target saves at the end of its turn to recover.

Beautiful spirits of the frozen wastes, yuki-on-nas are either hateful and destructive or kindly and helpful. In either case, they can be dangerous, since those who pursue them, whatever their intention, often find themselves lost in a blizzard. A yuki-on-na appears as a human female of the rarest beauty. She has waist-length black hair, soft blue eyes, and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that

continually billow and swirl about her, even when no winds are blowing.

Some say that a yuki-on-na is the spirit of a cold-hearted villain, while others claim she is the spirit of a shaman or shugenja who died while lost in a snowstorm. Perhaps both claims are true, and the alignment of a yuki-on-na depends on her alignment in life.