

Sword Saints: Lore of the Eastern Lands

This product provides you with new class paths, along with new magic items, trinkets, feats, NPCs, and optional rules.

Everything in this product needs the DM approval before using it in your games.

The way of the Warrior

Sword saints are warriors that have great skill in sword play, matched by their goodwill and honor.

Sword saints follow the *Bushido* code, also known as “the way of the warrior”. This code is followed by any warrior expecting to be recognized as a real Sword Saint, and consists of the following seven tenets.

Integrity. Warriors make full commitment to their decisions.

Respect. Every creature deserves to be treated with dignity.

Courage. Heroic courage is not blind. It is intelligent and strong.

Honor. You cannot hide from yourself. You will always know if your actions are good or bad.

Compassion. Strength is protecting those who can't protect themselves.

Honesty. Speaking and doing are the same.

Loyalty. To everyone a warrior is responsible for, it remains fiercely true.

Sword saints value not only sword skills, they also focus on learning new crafts and expanding their knowledge in all fields.

Class options

Fighter Archetype: Youhei

Youhei are skilled warriors, who are commonly found doing mercenary work, such as protecting cargo, collecting bounties, or even exploring dungeons.

Youhei can be samurais, ronins, or students from a dojo or monastery, who was sent to a mission, or left seeking adventure, redemption, or maybe even more.

Ki

Starting at 3rd level, your training allows you to harness the mystic energy of Ki. Your access to this energy is represented by a number of Ki points. Your Fighter level determines the number of Ki points you have, as shown in this archetype's table.

Fighter Level	Ki points
3	1
6	2
9	3
12	4
15	5
18	6
20	7

When you spend a Ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended Ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your Ki points.

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

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

You can spend these Ki points to fuel various Ki features. You start knowing three uses of your choice from the list below. You learn other Ki features as you gain levels in this archetype.

Step of the Wind. You can spend 1 Ki point to take the Disengage, or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Readied Mind. When you would roll for initiative, you can spend 1 Ki point to gain advantage on this roll.

Counter Slam. After a hostile creature attacks you, you can use your reaction and expend one Ki point to make a counter attack. If you do, you make a weapon, or unarmed, attack roll against the creature that attacked you.

Mountain Stance. When you roll for initiative, you can spend 1 Ki point to gain advantage on all Strength checks for the duration of the combat (these **do not** include attack rolls). If you spend Ki points this way, you can't use Step of the Wind, until the end of the combat.

Fiery Will. When you roll a Charisma or any saving throw to avoid being frightened, you can spend 1 Ki point to gain advantage on that roll. If you spend Ki points this way, you can't use Watery Flow until the start of your next turn.

Watery Flow. When you are adjacent to any number of hostile creatures and make a movement, you can spend 1 Ki point to make one hostile creature's attacks of opportunity against you be made with disadvantage. In addition, you can attempt an Acrobatics Check contested

by the same creature's attack roll (with disadvantage). On a success, you move through its occupied space. On a failure, the creature blocks your movement. If you end your movement inside another creature's occupied space you fall prone. If you spend Ki points this way, you can't use Fiery Will, until the start of your next turn.

Iaijutsu Strike. This technique allows you to gather and channel your Ki on your next attack. Whenever you are making an attack roll immediately after drawing a weapon and your target hasn't taken a turn in combat yet, is paralyzed, or unaware of your presence, you can spend 1 Ki point to roll on the Iaijutsu focus table and deal additional damage of the same type as your weapons attack.

Iaijutsu Focus

d20 + Proficiency bonus + Charisma modifier	Additional Damage
Less than 0 – 4	none
5 – 9	+1d6
10 – 14	+2d6
15 – 19	+3d6
20 – 24	+4d6
25 – 29	+5d6
30+	+6d6 (maximum)

You can also use this ability against inanimate objects, if you do, ignore its damage threshold.

This damage is **not** cumulative with sneak attack, superiority dice, smite, or any similar abilities that increase damage, unless it is stated otherwise.

Style

Starting at level 3 you gain a style, which is a passive ability. You chose one option from the following list.

Unarmored Defense. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit. If you have the *Defense fighting style*, you keep its bonus, even if unarmored.

Confident Blade. When you use Ki points to perform an Iaijutsu Strike or Sword Tech, you can add your Charisma modifier to the damage.

Responsive. You add your proficiency bonus to initiative and become proficient with the Perception skill.

Sword and Fist. You can roll a 1d4 in place of the normal damage of your unarmed strike and chose to use Dexterity instead of Strength for the attack and damage rolls of your unarmed strike. In addition, you can make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Sword Technique

Starting at level 7, you learn, or develop a Sword Technique, which draws its energy from the elements, your personality and style.

When you hit a creature with a melee weapon attack, you can spend 2 Ki points to deal damage to the target and attempt to cause a secondary effect, in addition to the weapon's damage. The extra damage is 1d8, but can be increased by 1d8 for each additional Ki point you spend when you use this feature.

You choose two of the following Techniques, and one more at levels 10 and 15.

Cross Slash. Slashing damage. A living creature hit by this attack must make a Constitution saving throw. On a failure, it will start to bleed, taking 1 damage at the end of each of its turns. This bleeding can be stopped with a Medicine check or if the affected creature is targeted by a healing spell. Multiple bleeding effects stack for up to 3 times.

Crushing Blow. Bludgeoning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature is stunned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Shellbust Stab. Piercing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its defenses are damaged and its AC drops by 1. If the creature isn't wearing any armor or has no natural armor, ignore this effect. Natural armor lost this way is recovered after the affected creature finishes a long rest.

Ice Wolf's Bite. Cold damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its speed is reduced by half and it can't take reactions for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Hell Hound's Bite. Fire damage. A creature hit by this attack must make a Dexterity saving throw. On a failure, the creature ignites on fire and takes 1d6 fire damage at the start of each of its turns. It, or another creature, can use an action to put off the flames.

Hollowed Bolt. Lightning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it becomes incapacitated for 5 turns. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success, or if the creature takes damage, this effect ends.

Banshee Strike. Thunder damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature takes additional 1d4 psychic damage and becomes deafened for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Judgment Strike. Radiant damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature becomes blinded for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Infernal Strike. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it gains one level of exhaustion and its maximum HP is reduced by the roll of your sword tech damage die.

Void Slam. Force damage. A living creature hit by this attack must make a Constitution saving throw. On a failure, the creature's organs begin to fail and malfunction. The creature becomes poisoned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Empty Mind

Starting at level 10, you can use your Second Wind to regain Ki points. When you use it this way, you regain 1 spent Ki point, instead of regaining hit points. Once used, you can't use this feature this way again until you finish a long rest.

Technique Master

At level 15, the damage die of your Sword Technique becomes d10s.

Focused Mind

At 18th level, when you roll for initiative and have no Ki points remaining, you regain 2 Ki points.

In addition, you become proficient with the Charisma saving throw.

Fighter Archetype: Kensei

Kenseis are weapon masters that use superiority die to boost their skills in multiple ways.

Combat Superiority

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level, one at 15th level, and one more at 18th level.

Saving Throws. Some of your superiority dice uses require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

Superiority DC = 8 + your proficiency modifier + your Strength, Dexterity, or Charisma modifier (your choice)

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits. You learn new uses of your superiority dice at 7th, 10th, 15th and 18th level.

At level 3, you have the following uses for your superiority dice:

- **Cunning.** When you make a check that allows you to add your proficiency to Acrobatics, Athletics, History, Perception, Persuasion, or any tool you are proficient with, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check, but before learning if it was successful.

You **can't replace** this use with another one later on.

- **Parry.** When another creature damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

- **Power Strike.** When you make a weapon attack, you can expend one superiority die to add it to the damage roll.

- **Precision.** When you make a weapon attack, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making an attack roll, but before any of the effects of the attack takes place.

Additional Superiority

At level 7, 10, and 15, you expand your uses of your superiority dice. At level 7, you learn two of the following uses, and one more at level 10 and 15.

In addition, you can replace one of the uses you already know with one from this list, every time you learn new uses.

- **Battle Jump.** When you make a melee weapon attack, while, or right after, dropping from a height of at least 10 feet above your opponent, you can expend one superiority die. If you do, you gain advantage to this attack, if you hit, add the superiority die result to the damage.

- **Clear Mind.** When you make an Iajutsu Focus roll, you can expend one superiority die to add it to it.

- **Counter.** After a hostile creature attacks you, you can use your reaction to expend one superiority die to make a counter attack. If you hit, add the superiority die result to the damage roll.

- **Defend.** If you are hit by an attack you can expend one superiority die and a reaction, adding half the number rolled on the superiority die (rounding up) to your AC. If the attack still hits, you take half damage from it.

- **Rabid Strike.** When you make an attack roll against a creature, you can expend one superiority die. If you do, you gain advantage on this attack roll, if it hits add the superiority die result to the damage. When you make this use, all the attacks made against you until the start of your next turn are made with advantage.

• **Sprint.** When you make a single movement that is equal your base speed, you can expend one superiority die. If you do, you move 10 + the result of the superiority die additional feet. You can't make this use of your superiority dice if you are wearing heavy armor.

• **Sudden Leap.** You can use a bonus action and expend one superiority die to make a long jump or high jump, as if you were making a running long jump or a high jump, after moving at least 10 feet. If you do, attacks of opportunity caused by this movement are made with disadvantage, and the distance you can cover with this jump increases by the number of feet equal to your Strength modifier plus the superiority die result.

Long Jump distance = superiority die result + twice your Strength modifier.

High Jump distance = superiority die result + 3 + your Strength modifier.

• **Tea Ceremony.** When you take a short rest, you can expend one superiority die. If you do, you perform a Tea Ceremony, and up to 5 creatures who take part on it, recover additional hit points at the end of the short rest, equal to your superiority die result.

The tea ceremony lasts for at least 30 minutes, during which it can't be interrupted, or it takes no effect and you waste your superiority die use.

If you learn this use, you become proficient with the Herbalist's kit. You need a Mess kit, or some similar tool to make use of this feature.

Once you learn this use, you **can't replace it** later on.

• **Child of Shadow.** When you are lightly obscured, you can expend one superiority die to add half its result (rounded up) to your Stealth checks. You can't perform this use if you are wearing heavy armor.

• **Combat Defense.** When you take a dodge action, you can expend one superiority die to add it to your AC until the start of your next turn.

• **Comet Throw.** When you hit a weapon attack, you can expend one superiority die to attempt to push the target up to the superiority die result, in feet, away from you.

Alternatively, if you are wielding a weapon with the Reach property, you can pull the target closer to you. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you move the target. If the creature is Huge or bigger, it is immune to this effect.

• **Disarming Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it is holding. You add your superiority die to the attack's damage roll and the target must make a

Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

• **Evasive footwork.** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC.

• **Feinting attack.** You can expend one superiority die and a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

• **Flanking Opportunity.** When a friendly creature and you are within 5 feet of the same hostile creature, you can expend one superiority die to add it to the friendly's creature next attack roll.

• **Goading Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

• **Island of Blades.** When you move into melee with any number of hostile creatures, you can expend one superiority die. If you do, each creature must make a Dexterity saving throw. If it fails, all attacks made against it are made with advantage for a number of turns equals to half the superiority die result (rounded up). Any affected creature can repeat the saving throw at the end of its turn. This effect can end early, if you move away from any affected creature or if they move away from you.

• **Lunging Attack.** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

• **Menacing Attack.** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn. You can use your Charisma modifier, instead of your Strength or Dexterity modifier, to determine this use's DC.

• **Missile Deflection.** When a hostile creature makes a ranged attack against you, or any creature within 5 feet of you, you can use a reaction and expend one superiority die. If you do, you make a damage roll and add your superiority die result that will be subtracted from the missile damage. If the damage drops to 0 or less, you completely deflect the missile.

• **Mountain Roots.** When a hostile creature you are engaged on in melee takes a disengage action, you can use a reaction and expend one superiority die to make an

attack. If you hit, add the superiority die to the damage roll and the creature can't move away from you.

- **Revitalizing Strike.** When you make a weapon attack, you can expend one superiority die. If you hit, the superiority die result becomes temporary hit points for you, or any friendly creature, that is up to 5 feet from you.

- **Riposte.** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, add the superiority die to the attack's damage roll.

- **Shadow Strike.** When you hit a weapon attack to a hostile creature, you can expend one superiority die. If you do, the target creature must make a Dexterity saving throw. If it fails, it can't gain advantage on any attack rolls it makes, for a number of turns equals to half the superiority die result (rounded up). The affected creature can repeat the saving throw at the end of its turn.

- **Spring Attack.** When you make a weapon attack against a creature, you can expend a superiority die, if you do, add the result to your AC against any attack that creature might make against you. In addition it has disadvantage on any opportunity attack made against you, until the start of your next turn. You can't make this use of your superiority dice if you are wearing heavy armor.

- **Step of the Wind.** When you are about to make a movement on a difficult terrain, you can expend one superiority die. If you do, you don't have to expend additional movement on 3 times your superiority die result, feet. This value can never be higher than your base speed.

- **Stone Bones.** When you would take slashing, bludgeoning, or piercing damage, from a non-magic origin, you can expend one superiority die. If you do, reduce the damage you would take by the superiority die result + your Constitution modifier. When you perform this superiority use, it cannot be used again until you finish a long rest.

- **Stone Foot.** When you make saving throw or ability check to avoid falling prone or being moved against your will, you can expend one superiority die to add it to the result.

- **Sweeping Attack.** When you hit a creature with melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

- **Toughness.** When you use your Second Wind feature, you can expend one superiority die to add it to the total hit points you regain.

- **Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

- **Iaijutsu Strike.** This technique allows you to gather and channel your Ki on your next attack. Whenever you are making an attack roll immediately after drawing a weapon and your target hasn't taken a turn in combat yet, is paralyzed, or unaware of your presence, you can spend 1 Ki point to roll on the Iaijutsu focus table and deal additional damage of the same type as your weapons attack.

Iaijutsu Focus

d20 + Proficiency bonus +Charisma modifier	Additional Damage
Less than 0 – 4	none
5 – 9	+1d6
10 – 14	+2d6
15 – 19	+3d6
20 – 24	+4d6
25 – 29	+5d6
30+	+6d6 (maximum)

You can also use this ability against inanimate objects, if you do, ignore its damage threshold.

This damage is **not** cumulative with sneak attack, superiority dice, smite, or any similar abilities that increase damage, unless it is stated otherwise.

Improved Technique

At level 10, you expand the uses of your superiority dice. You learn 1 of the following uses. You learn another from this list at 15th, and 18h levels. Once you learn a use from this list, you can't replace it.

- **Attack Redirection.** When a hostile creature misses you with a melee attack, you can use your reaction and expend one superiority die to force the creature to repeat the same attack, adding your superiority die to the roll, against another creature (other than itself) of your choice.

- **Hydra Slayer.** When you hit a creature with a weapon attack, you can expend one superiority die. It must make a Dexterity saving throw. If it fails, it can't take reactions for a number of turns equals half the number rolled on the superiority die (rounding up).

- **Irresistible Mountain Strike.** When you make a weapon attack against a hostile creature, you can expend one superiority die. If you do, add the result to the damage, and the creature must make a Constitution saving throw. If it fails, it can't make bonus actions or reactions until the start of your next turn.

- **Mirrored Pursuit.** When a hostile creature would make a movement away from you, you can use your reaction and expend one superiority die to make a weapon attack against it, followed by moving along with it. You reduce its speed by the superiority die result, in feet. You can never move more than half your base speed, with this use.
- **Mountain Tombstone Strike.** When you make a weapon attack, you can expend one superiority die to add it to the damage roll. In addition, the creature must make a Constitution saving throw. If it fails, it will have disadvantage on the next saving throw it makes. This effect ends if it makes no saving throws until the start of your next turn.
- **Nightmare Strike.** When you make a weapon attack, you can expend one superiority die. If you do, add it to the attack roll, and in addition, you score a critical hit on a 19 or 20 result with your d20 roll.
- **Raging Mongoose.** When you make a weapon attack, you can expend one superiority die to add half of it (rounded up) to all damage rolls you make, until the start of your next round.
- **Resilience of the Void.** When you roll a saving throw, you can expend **two** superiority die to roll **one** die and add half the number rolled on the superiority die (rounding up) to the roll. You can use this ability before or after making the roll, but before any of the effects are applied.
- **Shatter Point.** When you make a weapon attack, you can expend one superiority die to add it to the attack and damage rolls.
- **Swooping Strike.** When you make a weapon attack, you can expend one superiority die to attempt to stun the target. You add your superiority die to the attack's damage roll and the target must make a Constitution saving throw. On a failed save, the target becomes stunned for up to minute. The target creature can repeat this saving throw at the end of each of its turns.
- **Warband's Charge.** When you move, you can expend one superiority die. If you do, a number of friendly creatures equal to the superiority die result, within 5 feet of you can use their reaction to move along with you, for up to half their base speed. Once you make this superiority use, you can't use it again until you finish a long rest.
- **Whirlwind Flurry.** As an action, you can expend one superiority die to make a melee attack against up to the superiority dice + your proficiency modifier, number of creatures within 5 feet you, with a separate attack roll for each target.

Improved Combat Superiority

At level 10, your Superiority dice turn into d10s.

Superiority Recovery

Starting at 15th level, when you use your Second Wind feature and have one or more spent superiority dice, you regain 1 superiority die.

Superiority Mastery

At level 18, when you would expend **one** superiority die, you can choose to expend **two** and take the better result.

In addition, if you roll a 1 in your superiority die, you can choose to roll it again. If you do, you must take the second result, even if it's a 1.

Fighter Archetype: Domineer

The Domineer name means to tower; to tower over or above. Their style consists in taking advantage of their specialized weapons and jumping capabilities, to make best use of the terrain and weapons.

Their most known attack, and signature technique, consists of making a high jump and striking a target, with both accuracy and power.

Domineer Training

At level 1, you don't take fall damage when the fall is the result of your jumps distance.

In addition, you become proficient with land vehicles.

Combat Superiority

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your superiority dice uses require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

$$\text{Superiority DC} = 8 + \text{your proficiency modifier} + \text{your Strength, Dexterity, Wisdom or Charisma modifier (your choice)}$$

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits.

You have the following uses for your superiority dice.

- **Battle Jump.** When you make a melee weapon attack, while, or right after, dropping from a height of at least 10 feet above your opponent, you can expend one superiority die. If you do, you gain advantage to this attack, if you hit, add the superiority die result to the damage.

- **Cunning.** When you make a check that allows you to add your proficiency to Acrobatics, Animal Handling, Athletics, or any tool you are proficient with, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check, but before learning if it was successful.

- **Lunging Attack.** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

- **Sudden Leap.** You can use a bonus action and expend one superiority die to make a long jump or high jump, as if you were making a running long jump or a high jump, after moving at least 10 feet. If you do, attacks of opportunity caused by this movement are made with disadvantage, and the distance you can cover with this jump increases by the number of feet equal to your Strength modifier plus the superiority die result.

Long Jump distance = superiority die result + twice your Strength modifier.

High Jump distance = superiority die result + 3 + your Strength modifier.

Domineer Weapon's Specialization

At level 7, you gain the following benefits when wielding a glaive, halberd, javelin, lance, pike, spear, or trident:

- **Guarded Space.** When wielding a weapon with the reach property, 5 feet space within you is considered difficult terrain for hostile creatures that you can see or hear.

- **Ferocious Charge.** When you move at least 20 feet before making a melee attack, the critical hit reach of this attack becomes 19-20.

- **Thrown.** Weapons without the Heavy or Thrown property, gain the Thrown (10/30) property.

Improved Combat Superiority

At level 7, your Superiority dice turn into d10s. At level 18, they become d12s.

Expert Jumper

Starting at level 15, whenever you make a jump, increase the distance by additional 5 feet.

You can also move additional 5 feet to your base walking speed, when you make a jump that's horizontal distance is equal or more than 10 feet.

In addition, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your fighter level.

Relentless

Starting at level 15, whenever you roll for initiative and have no superiority dice remaining, you regain one superiority dice.

Domineer Weapon's Master

At level 18, you gain the following benefit when wielding a glaive, halberd, javelin, lance, pike, spear, or trident:

- **Deadly.** When you score a critical hit, you can roll one of the weapon's damage die one additional time and add it to the extra damage of the critical hit.

Monk Monastic Tradition: Sohei

Monks trained for war, the Sohei practice with martial and simple weapons on a daily basis. Some of them, even wear armor.

Martial Training

At level 3 you become proficient with Martial Weapons. Longswords, greatswords, rapiers, and scimitars are now considered monk weapons.

In addition you become proficient with Light and Medium armor.

Extension of Body and Spirit

Starting at level 3, you learn how to use your Ki to empower your attacks and techniques.

You can choose two of the following uses at level 3, one at level 6 and one more at level 11.

- **Lunging Attack.** When you make a melee weapon attack on your turn, you can expend one Ki point to increase your reach for that attack by 5 feet.

- **Feint.** You can expend one Ki point and a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature.

- **Disarm.** When you hit a creature with a weapon or unarmed attack, you can expend one Ki point to attempt to disarm the target, forcing it to drop one item of your choice that it is holding. The target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

- **Trip Attack.** When you hit a creature with a weapon or unarmed attack, you can expend one Ki point to attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

- **Mountain Stance.** When you roll for initiative, you can spend 1 Ki point to gain advantage on all Strength checks for the duration of the combat (these **do not** include attack rolls). If you spend Ki points this way, you can't use Step of the Wind, until the end of the combat.

- **Readied Mind.** When you would roll for initiative, you can spend 1 Ki point to gain advantage on this roll.
- **Counter Slam.** After a hostile creature attacks you, you can use your reaction and expend one Ki point to make a counter attack. If you do, you make an unarmed, attack roll against the creature that attacked you.
- **Fiery Will.** When you roll a Charisma or any saving throw to avoid being frightened, you can spend 1 Ki point to gain advantage on that roll. If you spend Ki points this way, you can't use Watery Flow, until the start of your next turn.
- **Watery Flow.** When you are adjacent to any number of hostile creatures and make a movement, you can spend 1 Ki point to make one hostile creature attacks of opportunity against you be made with disadvantage. In addition, you can attempt an Acrobatics Check contested by the same creature's attack roll (with disadvantage). On a success, you move thru its occupied space. On a failure, the creature blocks your movement. If you end your movement inside another creatures occupied space you fall prone. If you spend Ki points this way, you can't use Fiery Will, until the start of your next turn.
- **Iaijutsu Strike.** This technique allows you to gather and channel your Ki on your next attack. Whenever you are making an attack roll immediately after drawing a weapon and your target haven't taken a turn in combat yet, is paralyzed, or unaware of your presence, you can spend 1 Ki point to roll on the Iaijutsu focus table and deal additional damage of the same type as your weapons attack.

Iaijutsu Focus

d20 + Proficiency bonus +Charisma modifier	Additional Damage
Less than 0 – 4	none
5 – 9	+1d6
10 – 14	+2d6
15 – 19	+3d6
20 – 24	+4d6
25 – 29	+5d6
30+	+6d6 (maximum)

You can also use this ability against inanimate objects, if you do, ignore its damage threshold.

This damage is **not** cumulative with sneak attack, superiority dice, smite, or any similar abilities that increase damage, unless it is stated otherwise.

Ki-Empowered Blade

At level 6, you can spend 2 Ki points and a bonus action, so your Ki-Empowered Strikes feature affects the weapons you are currently holding for one minute.

In addition, you can spend 2 additional Ki points to empower your weapon or unarmed attack, dealing 1 additional damage of the same weapons type on a hit.

Both these effects end after 1 minute, and can end early if you fall unconscious, is petrified, die, or use a bonus action to end it early.

Extra Attack

At level 11, you gain one additional Extra Attack.

No Shadow Flurry

At level 17, you develop your strongest technique. That allows you to quickly move between multiple enemies and deliver a surprise blow at each one.

You can spend 7 Ki points to activate this feature on the start of your turn. If you do, you can spend 20 feet of base movement speed to teleport up to 30 feet, in a space you can see, that is adjacent to a hostile creature, and would be possible to use your normal movement to move to it. You can use this teleport as long as you still have enough base movement to pay for it. Teleporting this way does not provoke attacks of opportunity.

The first attack you make against a creature you teleported to an adjacent space, is made with advantage.

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

Monk Monastic Tradition: Priestess of Strife

These priestesses are from an order that imbues their spirits with elemental energy, though meditation, channeling this energy through their weapons to defeat their foes.

They are followers the bushido code, but value loyalty and courage above other tenets.

Archetype restriction: only female!

If you want to take this archetype, talk to your DM to see if this restriction should apply.

Weapon Training

At level 3 you become proficient with Martial Weapons.

In addition, longswords, glaives, rapiers, and scimitars are now considered monk weapons.

Infuse Weapons

Starting at level 3, you can spend Ki points to infuse your weapons with magical energy. When you do, the weapon damage type will change into the damage you infused it with, along with a minor effect related to the new damage type.

You must spend one bonus action and 2 Ki points to activate this feature for one weapon, or 3 Ki points if you

are dual wielding, to activate both at once. This effect lasts for 1 minute and can only be applied to weapons that you are wielding. This effect ends if you drop your weapon, fall unconscious or use a bonus action to end this effect.

In addition, while your weapon is infused, you can use your Charisma modifier instead of Strength or Dexterity for weapon attack rolls.

Choose one of the following damage types. You get to choose a new one at level 6, 11 and 17.

Radiant. The weapon turns white. In addition it creates 5 foot-radius of dim light, when in darkness.

Necrotic. The weapon turns pitch-black, and it may occasionally whisper faint voices of lamentation and regret.

Fire. The weapon turns red, and is engulfed by fire, that doesn't hurt you.

Cold. The weapon turns blue, with snowflakes forming in the air around it.

Lightning. The weapon turns yellow, with sparks of electricity coming out of it.

Thunder. The weapon turns light-green. In addition it

Poison. The weapon turns dark-green, with the aspect that it is dripping.

While in his state, weapons are affected normally by maneuvers and other effects, such as a Black Pudding's corrosive form.

Improved Infusion

At level 6, you can infuse your weapons and keep their original damage type, extending your Ki-Empowered Strikes feature to the weapons you infuse this way, for as long as they remain infused.

Fighting Style

Starting at level 6, 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 later you get to choose again.

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

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

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

Thousand Cuts

Starting at level 11, you can perform your Flurry of Blows feature using monk weapons, for the cost of 7 Ki points.

Final Technique

There is balance in everything, war included. When the tides of battle turn against the Priestess and her allies, she relinquishes her peacefulness and embodies the concept of Strife itself, bringing swift death to those who dare oppose her. Doing so places enormous stress on the Priestess' body and mind.

At level 17, you develop your final technique.

You know **one** of the following Final Techniques options:

Absolute Zero. Cold damage.

Celestial Blade. Radiant damage.

Dark One's Will. Necrotic damage.

Death's Embrace. Cold and Necrotic damage.

Demon Sting. Fire and Necrotic damage.

Demoniac Illusion. Psionic damage.

Duality Strike. Cold and Fire damage.

Emptiness of the Void. Force damage.

Eternal Struggle. Necrotic and Radiant damage.

Heaven's Strike. Lightning and Radiant damage.

Heaven's Voice. Radiant and Thunder damage.

Hellfire. Fire damage.

Lightning Struck. Lightning and Thunder damage.

Mark of the Dead. Necrotic and Poison damage.

Sky Splitter. Lightning damage.

Soul Eater Scream. Necrotic and Thunder damage.

Stasis Strike. Cold and Radiant damage.

Venomous Burn. Fire and Poison damage.

If a creature is hit by a technique that deal two kinds of damage is resistant to one kind of damage, reduce the damage by $\frac{1}{4}$. If it is vulnerable to only one kind of damage, increase it by $\frac{1}{4}$. If it is vulnerable to one kind and resistant to the other, they negate themselves and it takes damage normally.

If the creature is vulnerable to the damage type of a single damage kind technique, such as absolute zero, it takes triple damage, instead of double.

As an action, you can spend 6 Ki points to activate your Final Technique, gaining the following benefits:

- When active, you start to emanate a visible aura of Ki. Bright light shines from you in a 15-foot radius, and dim-light 15 feet beyond that. The color of this light depends on your personality and your final technique's element.

- All your damage is of the same type as defined by your final technique, for the duration of it.

- You can reroll your initiative with advantage when you activate this feature, this reroll will only take effect on the next round.

On the next round, you can take two turns. You take your turn at your new initiative and your second turn at your new initiative, minus 10.

- The features Patient Defense and Step of the wind will have a cost of 0 Ki points, the first time you use each one of them.

- You gain advantage on all saving throws and ability checks.

- You gain temporary hit points equal to your Monk level.

- On the third round, if this technique is still active, you can use an action and spend all your remaining Ki points to make your strongest attack. You roll damage equals to 1d6 + your Wisdom modifier, for each Ki point spent this way. You can divide this damage between every hostile creatures within 40 feet of you, any way you want. Every creature targeted must make a Charisma saving throw. On a Success, they take half damage. On a failure they take the damage. This damage type is the same as your final techniques one.

This effect ends if you fall unconscious, is petrified, die, or use an action to end it early.

Once the technique effects end, you gain the following conditions and effects:

- 2 levels of exhaustion.
- Ki points drop to 0.
- Ki points can't be recovered with a short rest, until you finish a long rest.
- You lose all temporary hit points you have, if any.
- Any hit points you lost during and before this features use, can't be recovered until you finish a long rest.

Paladin's Oath of the Sword Saint

These strong warriors, shine as an example of how a warrior should trail its path and lead its life.

Tenets of the Sword Saint

The tenets of the Sword Saint are a more detailed code of the Bushido.

Integrity. Be acutely honest throughout your dealing with all people. Believe in justice, not from other people, but from yourself. To the true warrior all points of view are considered, regarding justice, honesty and integrity.

Respect. True warriors have no reason to be cruel. They do not need to prove their strength. Warriors are courteous even to their enemies. Warriors are not only respected for their strength in battle, but also by their dealing with others.

Courage. Hiding like a turtle in a shell is not living. A true warrior must have heroic courage. Possessing the bravery to face all of life's challenges squarely with a resolute and moral heart. It is important that bravery should not be confused with pride. Bravery and courage are necessary to identify and achieve life's goals and surpass the setbacks that surround them.

Honor. Warriors have only one judge of honor and character. Decisions they make and how they are carried out are a reflection of whom they truly are.

Compassion. Through intense training and hard work the true warrior becomes fast and strong. They develop a power that must be used for good. They have compassion. They help their fellow men at every opportunity.

Honesty. When a warrior say that it will perform an action, it is as good as done. Nothing will stop them from completing what they say they will do. They do not have to "give their word" or to "promise".

Loyalty. Warriors are responsible for everything that they have done and everything that they have said, and all the consequences that follow. They are immensely loyal for all of those in their care.

Oath Spells

You gain oath spells at the paladin levels listed

Oath of the Sword Saint

Paladin level	Spells
3rd	<i>thunderous smite, wrathful smite</i>
5th	<i>branding smite, spiritual weapon</i>
9th	<i>blinding smite, crusaders mantle</i>
13th	<i>staggering smite, stonemason</i>
17th	<i>banishing smite, destructive smite</i>

Channel Divinity

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

Style. When you finish a long rest, you chose one spell from your Oath of the Sword Saint spells, that you can cast. When you cast that spell, you can maintain this and another spells concentration at the same time. If you have two spells active at the same time this way, concentration checks are made with disadvantage and a failure ends both spells.

Once you make this use, you must finish a long rest before using it again.

Technique. You learn, or develop your Sword Technique, which draws its energy from the elements, your personality and style.

When you hit a creature with a melee weapon attack, you can spend one Paladin spell slot to deal damage to the

target and attempt to cause a secondary effect, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each level higher than 1st, to a maximum of 5d8.

The DC for the secondary effect is equal your spell save DC.

You choose one of the following Techniques to learn at levels 3, 7, 15 and 20.

Banshee Strike. Thunder damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature takes additional 1d4 psychic damage and becomes deafened for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Chant. Radiant damage. This attack deals **you** the extra damage it would deal the target. When you take damage this way, you can heal any number of friendly creatures, but you, within 15 feet, for double the amount of hit points you lost this way, divided any way you want between them. When you use this technique, you can't use it again until you finish a long rest.

Cross Slash. Slashing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it will start to bleed, taking 1 damage at the end of each of its turns. This bleeding can be stopped with a Medicine check or if the affected creature is targeted by a healing spell. Multiple bleeding effects stack.

Crushing Blow. Bludgeoning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature is stunned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Divine Ruination. Radiant damage. A creature hit by this attack must make a Wisdom saving throw. On a failure, it becomes confused, as if affected by the 4th-level spell Confusion, for the duration of 5 rounds. An affected creature can roll a Wisdom saving throw at the end of each of its turns, on a success this effect ends.

Hollowed Bolt. Lightning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it becomes incapacitated for 5 turns. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success, or if the creature takes damage, this effect ends.

Ice Wolf's Bite. Cold damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its speed is reduced by half and it can't take reactions for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Judgment Strike. Radiant damage. A creature hit by this attack must make a Constitution saving throw. On a

failure, the creature becomes blinded for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Shellbust Stab. Piercing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its defenses are damaged and its AC drops by 1. If the creature isn't wearing any armor or has no natural armor, ignore this effect. Natural armor lost this way is recovered after the affected creature finishes a long rest, while a wearable armor, such as a plate, will need to be repaired.

Sun's Pluck. Radiant damage. A creature hit by this attack must make a Constitution saving throw, undead creatures make this check with disadvantage. On a failure, the creature is under the effect of being exposed to direct sunlight for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Void Slam. Force damage. A living creature hit by this attack must make a Constitution saving throw. On a failure, the creature's organs begin to fail and malfunction. The creature becomes poisoned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Unyielding blade

Starting at level 7, whenever you expend a spell slot to perform a Smite or Sword technique, you can add your Charisma modifier to the damage.

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

In addition, you gain an uncanny sense of danger, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Deep Meditation

At level 15, you have learned to regain some of your magical power through meditation.

Once per day when you finish a short rest, which you must spend at least 30 minutes meditating, you recover one expended 1st-level spell slot.

The Pathos of Things

At level 20, you completely master your techniques and style.

You improve your Channel Divinity *Style* feature. Now, you can cast two smite spells from your Oath of the Sword Saint at the same time, as a single action, and you no longer have disadvantage on Concentration checks while maintaining both spells.

In addition, you learn one final sword technique:

Mono No Aware. On a hit, the target takes three instances of damage, instead of one. The first instance deals the normal damage, the second and third deal 2d8 plus your Charisma modifier damage, each. You can choose each instance's damage type amongst those of the techniques you already know.

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

Paladin: Oath of the Sword Sinner

A Sword Sinner is a Sword Saint paladin who breaks his or her sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart has been extinguished. Only darkness remains.

A paladin must be evil and at least 3rd level to become a Sword Sinner. The paladin replaces the features specific to his or her Sacred Oath with Sword Sinner's features.

Sometimes a Sword Sinner may be referred to as a Dark Knight.

Warning: NPC Oriented!

This Oath is mainly designed to be used by NPCs, a DM that allows a player to take this oath, should be very alert to balancing issues.

Oath Spells

You gain oath spells at the paladin levels listed

Oath of the Blade Sinner

Paladin level	Spells
3rd	<i>inflict wounds, wrathful smite</i>
5th	<i>branding smite, misty step</i>
9th	<i>bestow curse, blinding smite</i>
13th	<i>blight, staggering smite</i>
17th	<i>destructive smite, dominate person</i>

Channel Divinity

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

Kill Intent. When you make your first attack on your turn, you can decide to forgo of defense to focus on the attack. Doing so gives you advantage on melee weapon attack rolls during this turn, but attack rolls against you have advantage until the start of your next turn.

Technique. You learn, or develop your Sword Technique, which draws its energy from the elements, your personality and style.

When you hit a creature with a melee weapon attack, you can spend one Paladin spell slot to deal damage to the target and attempt to cause a secondary effect, in addition to the weapon's damage. The extra damage is 2d8 for a

1st-level spell slot, plus 1d8 for each level higher than 1st, to a maximum of 5d8.

The DC for the secondary effect is equal your spell save DC.

You choose one of the following Techniques to learn at levels 3, 7, 15 and 20.

Banshee Strike. Thunder damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature takes additional 1d4 psychic damage and becomes deafened for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Cross Slash. Slashing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it will start to bleed, taking 1 damage at the end of each of its turns. This bleeding can be stopped with a Medicine check or if the affected creature is targeted by a healing spell. Multiple bleeding effects stack.

Crushing Blow. Bludgeoning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature is stunned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Ice Wolf's Bite. Cold damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its speed is reduced by half and it can't take reactions for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Infernal Blade. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it lose one spell slot or superiority dice use (your choice), as if it had cast a spell, from the lowest level it can cast and has available slots in it, or used a superiority dice.

Nightmare Illusion. Psychic damage. A creature hit by this attack, must make a Wisdom saving throw. On a failure it becomes frightened of you. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Sanguine Sword. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a failure, you gain temporary hit points equal half the necrotic damage it takes from this attack. When you use this technique, you can't use it again until you finish a short or long rest.

Unholy Sacrifice. Necrotic damage. This attack deals **you** the extra damage it would deal the target. After you take damage this way, every creature, but you, within 5 feet of you, must make a Dexterity saving throw. On a failure, they take triple the amount of necrotic damage you took with this technique. On a success, they take the same amount of damage you took.

Void Slam. Force damage. A living creature hit by this attack must make a Constitution saving throw. On a failure, the creature's organs begin to fail and malfunction. The creature becomes poisoned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Killer's Style

At level 7, you can choose one of the following features, and another one at level 15. You can't choose the same feature twice.

Additional Fighting Style. You can choose one additional Fighting Style from the Fighter's list. If you pick this option, you can't pick it again.

Dark Incentive. You can use an action to deal yourself 3d8 necrotic damage. If you take 14, or more, damage this way, you regain one expended 1st-level spell slot. You can't regain hit points lost this way until you finish a long rest and has no exhaustion levels.

Dead Perimeter. Whenever a creature enter your weapon's reach, you can use a reaction to make an attack against said creature.

Escape the Horde. Opportunity attacks made against you are made with disadvantage.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Intense Technique. Choose one of the techniques you know. All saving throws made to resist its secondary effect are made with disadvantage.

Ki Overwhelm. You can use an action to force a creature that you are making eye contact with, and is within 30 feet of you, to make a Charisma saving throw. On a failure, it becomes paralyzed, for up to one hour, or as long as you maintain concentration (as if concentrating on a spell). An affected creature can roll a Charisma saving throw at the end of each of its turns, on a success this effect ends.

Poisoner. You gain proficiency with the poisoners kit, resistance to poison damage, and advantage on saving throws to avoid being poisoned.

Souleater. When you make an attack, you can deal yourself up to 5 necrotic damage, if you take damage this way, you deal twice the necrotic damage to the target you hit with this attack. You can't regain hit points lost this way until you finish a long rest and has no exhaustion levels.

Sword and Fist. You can roll a 1d4 in place of the normal damage of your unarmed strike and choose to use Dexterity instead of Strength for the attack and damage rolls of your unarmed strike. In addition, you can make an

unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Deadliest Weapon

Starting at level 15, you can use a bonus action to deal yourself 4d8 necrotic damage. If you take damage this way, you gain the following benefits for your next attack:

Improved Critical. The critical hit reach of this attack becomes 19-20.

Savage Hit. When you score a critical hit, you can roll one of the weapon's damage die one additional time and add it to the extra damage of the critical hit.

You can't regain hit points lost this way until you finish a long rest and has no exhaustion levels.

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

Zankokuna Satsugai Buro

At level 20, you develop your most deadly technique, which is a combination of all the techniques you know, imbued with your own spirit's power.

Zankokuna Satsugai Buro. As an action you can spend a 5th-level spell slot and make an attack. If you hit, you deal damage normally and the following effects take place:

You deal additional 5d8 energy damage + your Charisma modifier times five. This energy type can be any damage correspondent to the damage type of the techniques you know, of your choice.

The target must make a Charisma saving throw. On a failure it suffers the same effect as if it had failed a saving throw against all the secondary effect of the techniques you know.

This secondary effect changes for the following technique, which replaces the original text when you use the Zankokuna Satsugai Buro:

Unholy Sacrifice. You deal 3d8 necrotic damage to every creature, but you and your target, within 5 feet of you. Every creature affected must make a Dexterity saving throw. On a success they take half damage.

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

Ranger Archetype: Gorotsuki

These strange, versatile warriors prefer to live in the wilderness, to hone their skills and live with more content.

Wilderness Attunement

Beginning at level 3, you double your proficiency bonus, if any, on Survival and Handle Animal skills.

Combat Superiority

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your superiority dice uses require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

$$\text{Superiority DC} = 8 + \text{your proficiency modifier} + \text{your Strength, Dexterity, Wisdom or Charisma modifier (your choice)}$$

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits, but only while wearing light, medium or no armor.

At level 3, you have the following uses for your superiority dice. You learn new uses of your superiority dice at 7th, 11th, and 15th level.

- **Know it All.** When you make a skill or tool check that allows you to add your proficiency, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check, but before learning if it was successful.
- **Parry.** When another creature damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.
- **Precision.** When you make a weapon attack, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making an attack roll, but before any of the effects of the attack takes place.

Additional Superiority

At level 7, 11, and 15, you expand the uses of your superiority dice. At each of those levels, you learn 2 uses from the list of same name of the Fighter Archetype.

Improved Combat Superiority

Starting at level 7, your Superiority dice turn into d8s, and into d10s at level 15.

Extra Attack

At level 11, you gain one additional Extra Attack.

Strength of the Wild

At level 15, the effectiveness of some of your 1st-level Ranger spells is improved.

You can choose to expend two 1st-level spell slots to cast this version of a spell, if you do, you can't get other benefits from casting it at a higher level.

You choose two of the following options:

Cure Wounds. Add your Charisma modifier (if positive) to the amount of hit points healed.

Ensnaring Strike. The damage die becomes a d8, instead of a d6.

Hail of Thorns. The Dexterity saving throw is made with disadvantage.

Hunters Mark. The damage die becomes a d8, instead of a d6.

Once you used the improved version of any spell, you must finish a long rest before using another improved version of a spell this way again.

Relentless Versatility

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

In addition, now you can use your spell slots to recover uses of your superiority dice.

As an action on your turn, you can expend one spell slot and gain a number of superiority dice according to the following table.

Creating Superiority Dice

Superiority dice recovery	Spell slot cost
1	3rd
1	4th
2	5th

Warlock Patron: Shogun from Beyond

A Shogun from Beyond is a powerful spirit, that in life waged war and craved conquest, and now, long after his demise, still craves for conflict. These beings motivations are the continuity of their conquering wishes in life.

Some of these spirits reign entire kingdoms on their current realm of existence.

Expanded Spell List

The Shogun from Beyond lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Shogun from Beyond Expanded Spells

Spell level	Spells
1st	<i>bane, wrathful smite</i>
2nd	<i>branding smite, spiritual weapon</i>
3rd	<i>blinding smite, spirit guardians</i>
4th	<i>fire shield, staggering smite</i>
5th	<i>cloudkill, destructive smite</i>

Made for War

At level 1, you become proficient with one martial weapon of your choice, medium armor and shields.

Servant of War's Training

At 6th level, you gain **one** of the following features. You can pick a **second** feature from this list at level 10.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve this attack's damage against you.

Escape the Horde. Opportunity attacks made against you are made with disadvantage.

Fighting Style. You can choose one Fighting Style from the Fighter's list. If you pick this option, you can't pick it again.

Second Wind. You gain the Fighter's feature of same name, with the following change: the amount of hit points you regain when you use this feature equals 1d8 + your Warlock level.

War Magic

Starting at level 10, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Army from Beyond

At level 14, your patron allows you to make use of his armies, manifesting them in the physical realm for a short period of time.

If you expend an action to summon the ghost army. If you do, every creature, but you, within 30 feet of you, must make a Dexterity saving throw against your spell save DC. On a failed save they take 2d8 bludgeoning damage, 2d8 piercing damage, and 2d8 slashing damage. On a successful save, they take half damage. All the affected area is considered difficult terrain to any creature, but you, until the start of your next turn.

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

In addition you can now concentrate at two different spells at the same time, granted one of the spells is from your Shogun from Beyond Expanded Spell list.

Additional Options

Additional Characteristics

As an optional way to add more flavor to your character, you can pick from or roll on the following tables of characteristics associated with your Amazon or simply add those options to that of your background.

You should ask for your DM's permission before using any of these.

Personality Traits

d8	Personality Trait
1	I am always polishing and caring for my weapons. Each one have its own name.
2	I am always on the lookout for an apprentice to pass on my Style.
3	When I make a friend, I will never give up on him.
4	I don't have time for love, I have to practice my skills.
5	I treat well, those who treat me well.
6	I like to test people intent and personality, before introducing myself.
7	There is nothing that I look more forward to than a worthy adversary.
8	I don't show my emotions, or talk very much.

Bonds

d8	Bond
1	My family was killed by bandits when I was a child. My master adopted and trained me.
2	I am used to be an assassin, but I am no longer that person.
3	My clan's armory was spread amongst the land. I shall recover every last piece.
4	I am the last person alive who knows my style. If I die, it dies with me.
5	My friends where part of a political movement that was betrayed and murdered by those they served. Only I remained.
6	The ordinary people need people like me, to keep them safe from this cruel world.
7	Style and power mean nothing if you don't use it for good.
8	My dojo and clan are counting on me to put their name in history.

Ideals

d6	Ideal
1	I never draw my blade, unless it is absolutely necessary.

- 2 Swords are forged to protect people.
- 3 I must claim the title of "The Strongest".
- 4 I follow the natural flow of the universe. There is no point in fighting it.
- 5 A strong being, demands strong subjects. I won't allow weaklings holding my ambitions back.
- 6 To protect the dreams of my friends, I won't stop. When an enemy appears, I will terminate it.

Flaws

- | d6 | Flaw |
|----|--|
| 1 | I rather die, than to back down from a challenge. |
| 2 | I will attack anyone who calls me a coward. |
| 3 | My family lost its nobility title and is tainted with the mark of dishonor. I shall change this. |
| 4 | I make friends too easily, and care for them too much. |
| 5 | I have no motivation to fight if there is no deadly to it thrill. |
| 6 | I am plagued by guilt, I will do anything to free myself from this. |

Quirks

- | d6 | Quirk |
|----|--|
| 1 | I am easily distracted by the display of fine weapons. |
| 2 | People with a warrior spirit can feel my presence, if I don't hide it. |
| 3 | My personality and mannerism completely shifts during combat. |
| 4 | I can't help but use a personal war cry when I attack. |
| 5 | I unconsciously avoid striking vital points of humanoid creatures, even when I don't intend to. |
| 6 | I unconsciously strike only vital points, or that will leave a permanent mark, of humanoid creatures, even when I don't intend to. |

Trinkets

The following table provides new trinkets to be used along with the ones from the *Player's Handbook*.

- | d20 | Trinket |
|-----|--|
| 1 | The handle of a sword, with the initials of a famous swordsman. |
| 2 | A signet ring with the symbol of six triangles and one circle at the bottom. |
| 3 | A choker, with the symbol of a monastic order. |
| 4 | A crane origami, made out of a leaf. |

- 5 A strange metal ore that fell from the sky.
- 6 A tengu mask.
- 7 A small statue of a white cat, standing and waving with one of its paws.
- 8 A small bottle of sake, cut clean in half.
- 9 A fancy and delicate hairbrush, which was used by a princess.
- 10 A copper piece, from a faraway land.
- 11 A piece of a broken blade that is very sharp and has a strong smell of blood.
- 12 One marble chopstick, missing its pair.
- 13 A military map used during a battle, long ago.
- 14 A pink petal of a flower, that never withers.
- 15 A white doll that resembles a ghost.
- 16 A golden hairpin with a royal seal.
- 17 A small piece of the shell of a Gold Dragon's egg.
- 18 An amulet, made with the tail of a squirrel.
- 19 A rusty dagger, with three perfectly symmetrical holes in its blade.
- 20 A small, hollow stick of wood, that is golden on the inside.

Feats

Here are some new feats that can be used in your game.

Weapon Focus

You are especially well trained and skilled with the use of one weapon.

When you pick this feat, you chose one weapon from the weapon list you are proficient with. You gain +1 to attack rolls with this weapon.

In addition, according to this weapon properties, chose one of the following features to gain its bonus:

Finesse. When you are wielding this weapon, it gain the Light weapon property and it deals 1 additional damage of the weapons type to any target wearing medium or heavy armor.

Heavy. You can perform a power attack, which gives you minus 3 to attack rolls, and plus 5 to damage.

Light. If you are wielding only this weapon, you can use your bonus action to make an additional attack with this weapon. If you are dual wielding, and have the extra attack feature, you can make up to two attacks with it as your off-hand weapon, as a bonus action.

Loading. Ignore this property for this weapon.

Range. Attacking at long range doesn't impose a disadvantage on your attack rolls with this weapon.

Reach. You can use a bonus action to make your next attack this turn have an additional 5 ft. reach. This additional reach is not cumulative with any other benefit, maneuver, or similar feature.

Thrown. Double the range and long range for your weapon.

Two-handed. When you score a critical hit with this weapon's attack, you may roll one of the weapon's damage die one additional time and add it to the extra damage of the critical hit.

Versatile. Using this weapon with one hand grants you the benefit of wielding it two-handed. In addition the bonus for wielding it with two-hands increases as follows:

Original damage	Versatile damage	New Versatile damage (for using it two-handed)
1d4	1d6	1d8
1d6	1d8	1d10
1d8	1d10	1d12

Strength from Within

Prerequisite: one level of the Monk class

The force that fuels your abilities is the very core of your personality and self-knowledge.

- Increase your Charisma score by 1.
- You can replace any Wisdom based Monk class features with Charisma.

New Spells

Here's a new spells that can be used in your game.

The following spell can be added to the Druid, Sorcerer and Warlock's cantrip list.

Soul Net

Conjuration cantrip

Casting Time: action

Range: 10 feet

Components: V, S, M

Duration: Instant

A medium or smaller creature within reach, must make a Strength saving throw. On a failure its speed is reduced to zero. It can repeat the saving throw at the start of each of its turns to end this effect.

If you cast this cantrip on a creature that its speed is already reduced to zero by it, it makes another saving throw. On a failure it becomes restrained, instead. If a creature is restrained by this cantrip, this creature can't be affected by any more applications of *soul net*. It can repeat the saving throw at the start of each of its turns to end this effect.

The appearance of the soul net changes according to your magic source (such as vines, for a druid).

The spell ends if you lose sight of the target.

At Higher Levels. At 5h level you can target up to 2 creatures, on 11th level you can target up to 3 creatures, on 17h level you can target up to 4 creatures.

Magic Items

Here is a list of magic items to expand the list presented in the *Dungeon Master's Guide*.

Excalipur

Weapon (longsword), legendary

This is the legendary holy sword...?

This longsword gives you +4 bonus to attack and damage rolls made with this weapon. In addition, ignore any resistance a creature you hit may have.

Curse. This sword is cursed, and becoming attuned to it extends the curse to you.

Whenever you hit a target with this sword, it deals 1 slashing damage, ignoring all damage rolls, abilities modifiers, or any additional damage you might cause, such as spells that improve your damage, smite, sneak attack, or by the use of superiority dice.

Masamune

Weapon (longsword or greatsword), legendary (requires attunement)

This sword's sheath is inlaid with beautiful patterns. It is the life's work of a master sword smith.

You gain +2 to attack and damage rolls made with this magic weapon. In addition, your attacks with this weapon score a critical hit when on a roll of 19 or 20, and you deal double damage against objects and structures.

You can choose to cause radiant damage, instead of slashing damage with this weapon.

Muramasa

Weapon (longsword or greatsword), legendary (requires attunement)

Sometimes referred to as a "demon sword", this sword was said to drink the blood of countless enemies. Its brilliant blade made shiny by a coat of blood. Even so, it has an alluring quality about it.

You gain +1 to attack and damage rolls made with this weapon. Every time you hit a creature with this weapon, add 1d6 slashing damage to the damage roll. In addition, your attacks with this weapon score a critical hit on a roll of 19 or 20.

Curse. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed,

you are unwilling to part with the sword, keeping it within reach at all times.

Also, once drawn, a Muramasa blade has to draw blood before it can be returned to its scabbard, or put aside, even to the point of forcing its wielder to wound himself or commit suicide. If you draw this weapon and try to sheathe it, without attacking and hitting a creature, you must make a DC 17 Wisdom saving throw. On a success, you fail to sheathe the blade, but no other effects take place. If you succeed by 25 or more, you overcome the sword's will and sheathe the blade normally. On a failure, you attack the nearest creature with this weapon, using the full extent of your capabilities. If there are no nearby creatures, you attack yourself, causing an automatic critical hit.

Silent Blade

Weapon (shortsword), very rare (requires attunement)

This dark blade is thought to have belonged to a famous way of the shadow monk.

This weapon grants you +1 to attack and damage rolls when wielding it. In addition, it deals 1d6 additional piercing damage when you attack with it.

Attacks made with this weapon make no noise and grants no automatic detection to other creatures.

Kotetsu

Weapon (shortsword or longsword), very rare (requires attunement)

A sword diligently forged by skilled artisans. Its polished blade reflects just like a mirror.

This weapon grants you +1 to attack and damage rolls made with this magical weapon. In addition, when you roll a 20 on your attack roll with this weapon, the target takes extra 7 damage of the weapons type.

Save the Queen

Weapon (longsword or rapier), legendary (requires attunement)

Prayers are inscribed along the length of this holy blade to ease the passing of its victims.

This weapon grants you +2 to attack and damage rolls made with this magical weapon.

In addition, any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target. Once you use this feature, you can't use it again until the next dawn.

Caladbolg

Weapon (greatsword), legendary (requires attunement)

This two-handed sword makes a circle like an arc of rainbow when swung, and is said to have the power to slice the tops off hills and slaughter an entire army.

You gain +3 to attack and damage rolls made with this magical weapon.

You can make an attack with this sword as a bonus action.

Mutsonokame

Weapon (longsword), very rare (requires attunement)

Sometimes called "Illusionary sword", or "Phantom sword", this katana is shrouded in mystery.

Whenever you hit a creature with this weapon, it deals 1 additional Necrotic damage to the creature. In addition, you can use an action to say this weapon's command word. If you do, this weapon casts the 2nd-level spell Blur on you. Once you use this feature, you can't use it again until the next dawn.

Zanmato

Weapon (greatsword), legendary (requires attunement)

Legendary odashi, tempered in the depths of the earth. Wards against evil have been carved deep into this giant sword.

While attuned to it, you become resistant to Radiant and Necrotic damage.

This weapon grants you +1 to attack and damage rolls made with this magical weapon. Also, every attack you hit, deals 1d6 additional Radiant damage.

Storm

Weapon (longsword, scimitar, or rapier), very rare (requires attunement)

Also known as "Wind Slash", "Tempest", or "Kazekiri", this sword may invoke a razor gale upon striking an enemy.

Whenever you make an attack roll with this weapon, the DM must roll a d20. On a 1, you cast 2nd level spell Cloud of Daggers (DC15), which must affect the area where you attacked. This spell takes the form of invisible, cutting winds, and only lasts for one round, when cast this way.

In addition, you can use an action to cast the 2nd-level spell gust of wind (DC15) from this sword. Once you use this feature, you can't use it again until the next dawn.

Mute Knife

Weapon (dagger), rare (requires attunement)

Created especially for the purpose of fighting mages, this knife has the power to silence its target. Sometimes it is referred to as “the shutter”.

Whenever you hit a creature with this weapon, you can activate this weapons effect. The creature must take a DC13 Strength check. On a failure, its mouth is forced shut by an unseen force, and it can't speak. On a success, the force trying to close your mouth is dispelled. The creature can repeat this saving throw at the end of each of its turns.

Rune Axe

Weapon (any axe), legendary (requires attunement)

This axes blade and handle are adorned with numerous runes, some which may have a faint, to bright glow when it strikes, or is activated.

This weapon grants you +1 to attack and damage rolls made with this magical weapon.

In addition, you can use an action, or reaction, to say one of its command words to activate one of the following effects:

Heal. You gain temporary hit points equal to 4d4 + 4.

Recover. You regain the use of one superiority die or Rage.

Defend. All attacks made against you are made with disadvantage. All saving throws you make are made with advantage. Both these effects end at the start of your next turn.

Once you use any one of these effects, you can't use any of them again, until the next dawn.

Enhancer

Weapon (rapier), very rare (requires attunement)

A saber that boosts its wielder's magic. Its blue blade reacts to areas where the Weave is damaged.

A spellcaster that is using this sword to deliver its spells, increases its spell save DC and any damage the spell causes by 1.

Thief's Knife

Weapon (dagger), rare (requires attunement)

This light, curved dagger make your fingers itch when you see treasure.

While attuned to this weapon, all your sleight of hand checks are made with advantage.

In addition, whenever you take a Dash action, your base speed for this movement is increased by 5 feet.

Killer's Dagger

Weapon (dagger), rare (requires attunement)

This dagger has a black metal blade and is always cold to the touch.

When you score a critical hit with this weapon, if the creature you attack has 90 or less hit points, it must make a Constitution saving throw DC 17. On a failure they drop to 0 hit points immediately and die. Once this effect successfully takes place, this blade loses its magic and becomes a non-magic dagger.

Thunder Blade

Weapon (scimitar), very rare (requires attunement)

This scimitars blade sparks with electricity.

This weapon grants you +1 to attack and damage rolls made with this magical weapon. In addition, it deals 1d6 lightning damage and 1d6 thunder damage. S

Stone Sword

Weapon (greatsword), very rare (requires attunement)

This sword is made with a rare, heavy rock.

This weapon damage type is bludgeoning and grants you +1 to attack and damage rolls made with this magical weapon.

In addition, when you hit a creature with it, it must make a Constitution saving throw DC9. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success the effect ends. On a failure, the creature is petrified for 1 hour.

Gungnir

Weapon (javelin), legendary

This javelin was forged as a gift to a god. It is said that it never misses its mark.

This javelin has an increased throw distance of 90 feet, and a long distance of 260 feet.

You must use a bonus action to determine a target. After you do, your next attack with this weapon, against this target, has a +4 bonus to attack rolls, ignore cover, and you have advantage on the attack roll, despite any conditions that would remove this advantage or apply disadvantage.

Oborozuki

Weapon (shortsword), rare (requires attunement)

This elegant sword has a blade that shines silver like the moon.

While attuned to this blade you can add half your proficiency bonus to initiative.

This blade creates a 5-foot area of dim-light, when in darkness. This light can be turned off as a bonus action or by sheathing the blade.

Crystal Sword

Weapon (any sword), uncommon

This sword's blade is made with a hard, sharp crystal.

Attacks made with this sword ignore resistance to slashing or piercing damage from nonmagical origin and deal 1 additional damage of the same type as the weapons.

This weapons blade is immune to any rusting effects, since it is not made of metal.

Curse. Crystal swords must be handled with care, for despite their look, they are relatively fragile. Whenever you score a 1 when you roll a d20 for your attack roll, you break this weapons blade and it can't be repaired.

Scorpion Tail

Weapon (flail), very rare (requires attunement)

A flail, forged in dark, red metal, with a head like a scorpion tail.

This weapon grants you +1 to attack and damage rolls made with this magical weapon.

In addition, it deals 1d6 poison damage and any creature it hits must make a DC13 Constitution saving throw. On a failure, it becomes poisoned for 1 hour.

Orichalcum

Weapon (dagger), uncommon

Also known as "Atlantean barb", this rare knife is made of an exceedingly hard metal, both light and sharp. It possess a gleaming golden blade.

This double-edged dagger has the weight of 1/4 pound and deals 1 additional piercing damage.

Ancient Sword

Weapon (longsword), very rare (requires attunement)

A large sword forged using methods passed down from smith to smith since antiquity. It may curse its enemies.

Every time you hit an attack roll with this weapon, the target creature must make a DC13 Constitution saving throw or will age 1d10 years.

Curse. The first time you attune to this weapon, your apparent age is increased by 1d20 years. Different from the blades attack, this is just a visual effect and does not affect your health, mind, or lifespan.

Sleep Blade

Weapon (Any sword or dagger), very rare (requires attunement)

Also known as "Full Moon", this is a wide-bladed sword with a dark blue handle.

Whenever you hit a creature with this weapon, it must make a DC9 Wisdom saving throw or it will fall asleep, as in the 1st-level spell Sleep.

Mystic Whip

Weapon (whip), rarity (requires attunement)

This whip has a Gold Dragon theme to its handle.

Every attack you hit with this whip deals 1 additional radiant damage.

In addition, when you hit a target, that is Large or smaller, with this weapon, it must make a DC 15 Strength check or become restrained by your whip. The creature can repeat this saving throw at the end of each of its turns. You can't make attacks with this weapon, while a creature is restrained by it. You can chose to end the restrain by expending a bonus action.

Wind-Devil Shuriken

Weapon (dart), uncommon

This ninja throwing star has golden drawings in it, which represents wind and devils.

This weapon gives you no disadvantage when using its long range.

Flying Guillotine

Wondrous item, Legendary (requires attunement)

This mechanism resembles a hat or flattened dome with a bladed rim and a long chain or cord attached to the weapon's top. It can be held by the top of the dome, allowing it to be used as a melee weapon or thrown like a flying buzz saw. Its deadliest application however is its ability to be thrown onto a victim's head, whereby a tug of the chain release the rim from the main body and envelop the head in a silken trap before a second tug triggered a set of blades hidden in the interior of the rim to close shut and decapitate the target.

If used as a weapon, it deals 1d6 slashing damage and has the Two-handed, Reach and Thrown (20/60) properties. When you attack a humanoid creature that has a least one head with this item, and score a critical hit or roll a 20 on a melee attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or if the DM decides that the creature built is incompatible with this items mechanism.

A head cut off this way, is stored inside the mechanism.

There are versions of this item that are imbued with a potent poison, that in contact with a victim, it must succeed on a Constitution saving throw DC 16 or take 28 (8d6) poison damage and become poisoned. Once this feature is used, it can't be used again until the next dawn.

Leaf blade

Weapon (longsword), very rare (requires attunement)

This sword is made out of a very resistant and sharp leaf, its color ranges from a vivid green to a muddy brown.

This weapon gives +1 to attack and damage rolls made with it.

In addition, you can use a bonus action to give it one of the following properties until the end of your next turn: finesse, reach, or piercing damage, instead of slashing. You can't have more than one of these features active at the same time.

Daywalker's Blade

Weapon (longsword), rare (requires attunement)

This sword with a silvered edge, was forged by a master vampire slayer, for his apprentice to use during his hunts.

This weapon gives +1 bonus to attack and damage rolls made with this magic weapon.

When you hit an undead with this weapon, the undead takes 3d6 extra slashing damage.

Iron Arms

Wondrous item, uncommon (requires attunement)

This pair of metallic, heavy, iron arms were designed by a master blacksmith, to be prosthetics for those who lost an arm, or both, during a war.

The prosthetics can only be attuned to a person that is missing one, or both arms. Once attuned, the following effects will take place.

- Disadvantage on all sleight of hand checks.
- Advantage on all strength checks related to your arms.
- You gain proficiency with unarmed strikes and may apply the Martial Arts feature to it.
- Your unarmed attacks made with your arms deal 1d4 bludgeoning damage.

Wrecking Ball

Weapon (any Iron ball), uncommon (requires attunement)*

This heavy, adamantite iron ball, is attached to a sturdy black chain.

This weapon grants you +1 bonus to attack and damage rolls made with this magic weapon. In addition,

attacks made against objects or structures deal double the damage.

Crown of the Warrior King

Wondrous item, legendary (requires attunement)

This rustic crown is made out of a league of iron, but feels lighter than it looks. It has numerous marks of battle on it.

This item grants to its wearer one additional superiority dice. If the wearer has no superiority dice, it has no effect.

Jumping Staff

Weapon (quarterstaff), uncommon

This staff is made of a bright yellow wood. When wielding this staff, you can use it as a pole vault. When you do so, you gain advantage on Athletics checks related to jumping. Your maximum long jump distance becomes double your Strength modifier, in feet. Your high jump is also doubled.

NPCs

Non-Player Characters

Here are some NPC options to challenge, or help, the adventurer's party.

Brawler

Hot-headed and longing for the thrill of a fight, brawlers can know the secrets of a city, become fierce allies, or even vengeful enemies.

Brawler

Humanoid (any race), any alignment

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +7, Acrobatics +4

Saving Throws Str +5, Con +4

Damage Resistances bludgeoning

Senses passive Perception 10

Languages any one language

Challenge 1 (XP)

Relentless Endurance. When the brawler is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. It can't use this feature again until it finish a long rest.

Actions

Multiattack. The Brawler can perform two unarmed strikes as a single action.

Unarmed Strike. Melee unarmed Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage.

Reactions

Deflect Missiles. Whenever the Brawler is targeted with a missile weapon, it can make a Dexterity test with the DC equal the total attack roll of the missile. If the Brawler succeeds, roll 1d10 + 2 and the missile damage. If the Brawler's roll is equal half or more of the missile damage, the Brawler deflects it, if the roll is less than the missile damage, you reduce its damage by the Brawler's roll total when it hits.

Counter. Whenever a creature hits the Brawler with a melee attack, the Brawler can use its unarmed strike against this creature.

Miko

These shrine maidens are specialized in exorcism, cleansing and divination rituals.

For a novice Miko, you can use the Acolyte stat block from the *Monster Manual* with the following changes:

- Charisma becomes 13, gain Performance skill +3.

For a more experienced Miko, you can use the Priest stat block from the *Monster Manual* with the following changes:

- Charisma becomes 15, gain Performance skill +4.

•**Spells:** Replace *guiding bolt* with *identify*. Replace *spiritual weapon* with *calm emotions*. Replace the *spirit guardians* spell with *remove curse*.

Rock-bottom Scoundrel

Weak, cruel, lying, cheating, greedy, selfish, these scoundrels encompass pretty much everything that is seen as wrong or negative about the mortal races.

They will try to trick and cheat others, and make fun of the less fortunate. Due to their bad luck, they inevitably end up attracting trouble for them, and anyone around.

They avoid fighting, unless they are in clear advantage.

Rock-bottom Scoundrel

Medium humanoid(any race), neutral evil

Armor Class 10

Hit Points 4 (1d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Senses passive Perception 9

Languages any one language

Challenge 0 (10XP)

Unlucky. Every day, a successful roll will turn into a failure automatically.

Actions

Club. Melee weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4 + 2) bludgeoning damage.

Optional Rules

Everything presented in this supplement is optional and requires the approval of the Dungeon Master.

Some features presented here may be inconsistent with your campaign and setting, maybe you want to expand these features even further, or change how some features work. Here are some rules that change some of those features.

Iaijutsu Strike as a Maneuver

If you want, you can expand the *Maneuver* list, used mainly by the Battle Master Fighter archetype, by making the Iaijutsu Strike a maneuver.

• **Iaijutsu Strike.** This technique allows you to gather and channel your Ki on your next attack. Whenever you are making an attack roll immediately after drawing a weapon and your target haven't taken a turn in combat yet, is paralyzed, or unaware of your presence, you can expend a number of superiority dice to deal additional damage of the same type as your weapons attack.

To determine the total of additional damage dealt and the amount of superiority dice you can expend in this attack, roll a d20, add your proficiency bonus, and your Charisma modifier. Finally, compare it with the Iaijutsu Focus table below, to find how many superiority dice you can expend, rolling each one and adding the result to the damage dealt.

Iaijutsu Focus

d20 + proficiency bonus + Charisma modifier	Number of Superiority dice
4 – 9	none
10 – 14	1
15 – 19	2
20 – 24	3
25 – 29	4
30+	5 (maximum)

You can't expend more superiority dices than you have.

You can also use this maneuver against inanimate objects, if you do, ignore the damage threshold.

This damage is **not** cumulative with sneak attack damage, superiority dice or any similar abilities.

Iaijutsu Focus as a Skill

You can also use Iaijutsu focus as a skill, in case you are missing the old days. If you do, this is a Charisma based skill and it follows the normal rules for Iaijutsu focus, as showed below:

This technique allows you to gather and channel your Ki on your next attack.

Whenever you are making an attack roll immediately after drawing a weapon and your target haven't taken a turn in combat yet, is paralyzed, or unaware of your presence, you can expend a superiority die to deal additional damage of the same type as your weapons attack.

To determine the total of additional damage dealt, roll a d20, add your proficiency bonus, and your superiority die to the result. Finally, compare it with the Iaijutsu Focus table below.

Iaijutsu Focus (Charisma)

Skill check result	Additional Damage
5	+1d6
10	+2d6
15	+3d6
20	+4d6
25	+5d6
30	+6d6 (maximum)

You can also use this maneuver against inanimate objects, if you do, ignore the damage threshold.

This damage is **not** cumulative with sneak attack damage, superiority dice or any similar abilities.

Iaijutsu focus using Wisdom

The DM can replace the Charisma used in Iaijutsu focus rolls for Monk classes for Wisdom. This will power them up and make them less dependent on multiple abilities.

Channel Divinity: Combat superiority

As an additional option to customize the Paladin Oath's presented here, you can replace the **Technique** channel divinity option for the **Combat Superiority** feature. If your DM allows, use the following text:

Combat Superiority.

You gain a set of abilities that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice from the Fighter Archetype: Battle Master "Maneuver" list. Many maneuvers enhance an attack in some way. You can only use one maneuver per attack.

You learn one additional maneuver at 7th, 15th and 20th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have two superiority dice, which are d6s. A superiority die is expended when you use it. You

regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level, one at 15th level, and one more at 20th level.

Saving Throws. Some of your superiority dice uses require your target to make a saving throw to resist the effect. The saving throw DC is equal to your spell save DC.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits.

Channel Divinity: Superiority use

The same as the last option, the only changes are the starting superiority uses, that become the ones bellow, and that you learn one additional superiority die use at level 7 and 15, which are chosen from the Kensei's Archetype Additional Superiority feature list. At level 20 you learn one superiority die use from the Improved Technique feature list. Each time you learn new superiority die use, you can also replace one superiority die use you know with a different one, from a list you have access to.

- **Cunning.** When you make a check that allows you to add your proficiency to Acrobatics, Athletics, History, Perception, Persuasion, or any tool you are proficient with, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check, but before learning if it was successful.

You **can't replace** this use with another one later on.

- **Parry.** When another creatures damages you with a weapon attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

- **Precision.** When you make a weapon attack, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making an attack roll, but before any of the effects of the attack takes place.

Charisma Monks

The DM can rule that Monks can replace all their Wisdom features with Charisma, to fit more some varieties of flavor.

Be careful for player exploitations. This same warning is also valid for the *Feats*, and pretty much all content, presented in this supplement.

Spellcasting NPC Monks, turning Ki into Spells

If the *Way of the four elements* monk doesn't fill the magic monk NPC flavor quite right, you can easily improvise, by

giving him a spellcasting ability that relies on Ki points instead of spell slots.

Some spells should cost more or less than others, depending on its usefulness, so the cost for two spells of the same level could be different, at your discretion.

You can limit this monk's spellcasting, by giving it a limited number of spells known, by using the ranger limit, or making a class spell list.

Ki spell

Spell level	Ki average cost
<i>Cantrip</i>	1
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	11
8th	12
9th	14

Sword Saints who don't use swords

Can you make a Sword Saint that uses other weapons, that not swords? Talk to your DM, the adjustments needed to do so should be pretty easy to be made, and the changes pretty tame, for both players and non-player characters.

This is my Dojo's style!

For a more epic oriented adventure, the DM can give each player a Feat (*Player's Handbook*, page 165) related to their combat style, training, or philosophy.

Keep in mind, that this will empower the party, so adjust your encounters accordingly.

Tool Proficiency

You, the DM, can give each player one tool proficiency at first level, if it has none. This tool can be any one from the *Artisan's tools* list, *Herbalism kit*, *Navigator's tools*, *land vehicles* or *water vehicles*.

The DM is free to ban or add any tools to this list.

Techniques as Maneuvers/Superiority die use

If your DM is absolutely mad, here are all the Techniques that can be learned instead of maneuvers.

When you hit a creature with a melee weapon attack, you can spend up to five superiority die to deal additional damage to the target and attempt to cause a secondary effect, in addition to the weapon's damage. The additional damage is the number rolled in each superiority die spent this way.

The type of damage caused by the superiority die varies according to the technique used.

Banshee Strike. Thunder damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature takes additional 1d4 psychic damage and becomes deafened for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Chant. Radiant damage. This attack deals **you** the extra damage it would deal the target. When you take damage this way, you can heal any number of friendly creatures, but you, within 15 feet, for double the amount of hit points you lost this way, divided any way you want between them. When you use this technique, you can't use it again until you finish a long rest.

Cross Slash. Slashing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it will start to bleed, taking 1 damage at the end of each of its turns. This bleeding can be stopped with a Medicine check or if the affected creature is targeted by a healing spell. Multiple bleeding effects stack.

Crushing Blow. Bludgeoning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature is stunned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Divine Ruination. Radiant damage. A creature hit by this attack must make a Wisdom saving throw. On a failure, it becomes confused, as if affected by the 4th-level spell *Confusion*, for the duration of 5 rounds. An affected creature can roll a Wisdom saving throw at the end of each of its turns, on a success this effect ends.

Hell Hound's Bite. Fire damage. A creature hit by this attack must make a Dexterity saving throw. On a failure, the creature ignites on fire and takes 1d6 fire damage at the start of each of its turns. It, or another creature, can use an action to put off the flames.

Hollowed Bolt. Lightning damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it becomes incapacitated for 5 turns. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success, or if the creature takes damage, this effect ends.

Ice Wolf's Bite. Cold damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its speed is reduced by half and it can't take reactions for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Infernal Blade. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a

failure, it lose one spell slot, as if it had cast a spell, from the lowest level it can cast and has available slots in it.

Infernal Strike. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a failure, it gains one level of exhaustion and its maximum HP is reduced by the roll of your sword tech damage die.

Judgment Strike. Radiant damage. A creature hit by this attack must make a Constitution saving throw. On a failure, the creature becomes blinded for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Nightmare Illusion. Psychic damage. A creature hit by this attack, must make a Wisdom saving throw. On a failure it becomes frightened of you. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Sanguine Sword. Necrotic damage. A creature hit by this attack must make a Constitution saving throw. On a failure, you gain temporary hit points equal half the necrotic damage it takes from this attack. When you use this technique, you can't use it again until you finish a short or long rest.

Shellbust Stab. Piercing damage. A creature hit by this attack must make a Constitution saving throw. On a failure, its defenses are damaged and its AC drops by 1. If the creatures isn't wearing any armor or has no natural armor, ignore this effect. Natural armor lost this way is recovered after the affected creature finishes a long rest.

Sun's Pluck. Radiant damage. A creature hit by this attack must make a Constitution saving throw, undead creatures make this check with disadvantage. On a failure, the creature is under the effect of being exposed to direct sunlight for one minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

Unholy Sacrifice. Necrotic damage. This attack deals **you** the extra damage it would deal the target. After you take damage this way, every creature, but you, within 5 feet of you, must make a Dexterity saving throw. On a failure, they take triple the amount of necrotic damage you took with this technique. On a success, they take the same amount of damage you took.

Void Slam. Force damage. A living creature hit by this attack must make a Constitution saving throw. On a failure, the creature's organs begin to fail and malfunction. The creature becomes poisoned for 1 minute. An affected creature can roll a Constitution saving throw at the end of each of its turns, on a success this effect ends.

You can also use the following table to limit the superiority die use, according to the character level.

Character level	Maximum number of Superiority dice used in maneuvers
3rd	1
5th	2
9th	3
13th	4
17th	5

Legal Text

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Caio Caldeira Brant Sandy and published under the Community Content Agreement for Dungeon Masters Guild.