

Forged in Battle

MASTERY OF THE NINE BLADES



Learn the martial disciplines, traditions, and students of the new Sublime Way



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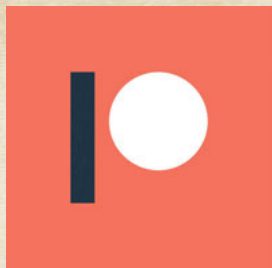
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ON THE COVER

In the heat of battle, a former student, now master of the new Sublime Way is a dazzling sight on the battlefield.

CONTENTS

Introduction	1
Using this Book	2
Warriors of the Sword	3
Path of the Ravager	4
Stalwart	5
Way of the Artist.....	6
Oath of the Crusade	7
Wildheart.....	9
Shadow Blade	10
The Ancestral Spirit.....	11
New Class Option: Bladesage.....	13
Path of the Sublime.....	17
Path of the Nobile Truth.....	17
New Background: Disciple.....	19
New Background: Exile.....	20
Ways of the Sword.....	21
Charnel Miasma	23
Emerald Hammer.....	25
Frost Veil	27
Lion's Roar.....	29
Mirror's Edge	31
Onyx Arrow	33
Serpent Flash.....	35
Swan Song	37
Tempest Steel	39
Heart of the Sword	41
Honor.....	42
Duels.....	45
Legacy of the Sword.....	48
Charnel Miasma	49
Emerald Hammer.....	50
Frost Veil	51
Lion's Roar.....	52
Mirror's Edge	53
Onyx Arrow	54
Serpent Flash	55
Swan Song	56
Tempest Steel.....	57





Introduction

Back in 2006, I vividly recall seeing the *Tome of Battle: Book of Nine Swords* released by Wizards of the Coast for D&D 3.5. It was the twilight years of the edition as we steadily approached 4th Edition. The mechanics brought in from this supplement married many of the core mechanics of 3rd Edition with some of the innovative features of 4th Edition such as abilities and features replenishing after an encounter, powers recharging under specific conditions (or taking time to do it), and having suites of powers that can be readied or changed after rests. Years later, as 5th Edition was released, my eyes were instantly drawn by the Battlemaster Fighter in the *Player's Handbook*. The combat maneuvers, even some of their names, were callbacks to that iconic supplement from 3.5's twilight years.

I grew up watching dozens and eventually, hundreds of various wuxia and jianghu Chinese films, and their influence has never departed from my perspective of combat or its presentation. Even as I grew older, I was consistently blessed by television shows that did their best to carry the torch for the diverse and rich cultural heritage of the many martial arts from Asia. While I profess that while this supplement is not a comprehensive representation of the many martial arts and fighting techniques across Asia, I want to acknowledge my sincerity and love for their beauty and legacies.

I sincerely adored the concept for the Battlemaster Fighter but felt that the design initially presented was underwhelming and served as a subtle callback that needed a much deeper reimagination. This project is a cumulation of concepts and designs now given form and substance. I've noticed various adaptations and conversions from the original Book of Nine Swords over into 5th Edition, but I wanted to bring my own take and spin on the concept with inspiration from the original supplement. In addition, I was deeply inspired by the Legend of the Five Rings and the unique Kara-Tur setting during the late '90s and early 2000s, along with the various Japanese animes such as *Rurouni Kenshin*, *Bleach*, *Yu-Yu Hakusho* and recently *Demon Slayer: Kimetsu no Yaiba*.

I hope that you enjoy this presentation and a personal love letter to one of my favorite D&D supplements and a genre that is near and dear to my heart and heritage.

Jacky Leung
Resident Mage of Disaster

Using this Book

When using this supplement, there will be references to the Battlemaster Fighter and the archetype's Maneuvers section following it. For the purposes of reference, these original maneuvers found under the Battlemaster Fighter entry in the *Player's Handbook* (pg. 74) will be categorized as "General Maneuvers" and reprinted in this section.

Additionally, many of the new class features in this supplement include new dice mechanics that are directly inspired by the Combat Superiority die. When using this supplement, treat all mentions of superiority die as the relevant die type written. For example, the new Bladesage class uses Sage Dice and treats all mention of superiority die in any maneuver entry as the same type.

Inspired by the classic stand-off and duels between warriors found in classical Wuxia literature and Samurai dramas, new duel mechanics are showcased here. The duel mechanics also include aspects for mage duels, as well as social debates. Such conflicts can be resolved with a risk one a character's Honor, which is also featured in this supplement. The Honor system utilized in this publication is inspired by the Honor optional rules presented in the *Dungeon Master's Guide* and expanded further.

CLASSES OF THE SUBLIME WAY

There are seven new subclasses featured in this supplement, along with the brand new Bladesage class. Some of the subclass options presented pay homage to the prestige classes or classes found in *Tome of Battle*, while others were drawn from other inspirations or ideas, such as the Ancestral Spirit patron for the Warlock.

Many of the subclasses employ the original use of the superiority dice and combat maneuvers, though some implement new thoughts and ideas to expand from the initial design. The subclass options enhance the qualities of their core classes and augment them with the accessibility to combat maneuvers. Limiting specific maneuver disciplines to certain subclasses was intended within the design. Though modern conventions might suggest it, I felt that it was better to let the maneuvers and the subclasses be separate entries. This way, a player or DM can be selective on the amount and depth of the material presented to be featured in their games.

The Bladesage is a new base class that explores different philosophies of mastery of the Sublime Way. This is the only class to offer superiority dice at 1st level outside of being a Variant Human and choosing the Martial Adept feat. Keeping the maneuvers and the progression balanced was essential to ensure that other martial classes such

NEW MANEUVERS

This supplement features nearly 75 new maneuvers that are powered by special dice. These maneuvers can be used with the preexisting combat maneuvers featured in the Battlemaster Fighter's entry in the *Player's Handbook*. It's recommended that you consult with your DM about incorporating the new mechanics featured.

Using the entire supplement may seem overwhelming, and your DM may instead consider limiting the number of maneuvers accessible. One possible alternative may require the player character to study and find ancient martial scripture to learn new maneuvers featured. A DM may instead allow the player character access to only one martial discipline along with the Battlemaster Fighter maneuvers.

The creative design of these maneuvers were intended to grant martial characters the same prevalent feeling of growth and mastery commonly experienced by spellcasters. Some of the maneuvers presented have a level requirement, an intentional design to facilitate a sense of mastery and commitment in a single martial discipline.

HONOR AND DUELS

This supplement brings new mechanics involving an Honor ability score and inter-narrative designs incorporating duels. I adored the vibrant setting of Rokugan and the different clans from *Legend of the Five Rings*. Still, narrative elements of duels and honor always stuck through. When it came to writing this supplement, I felt it was right to explore the concepts of honor, how it impacts a character's morals and decisions, and the implications surrounding duels.

Using the baseline concept of an Honor ability score presented from the *Dungeons Master's Guide*, the design led to a sort of meta currency and a pseudo-Ability Score. Honor changes and fluctuates with the story. At the time of writing this supplement, I finished reading about the latest edition of L5R from Fantasy Flight Games as a few friends of mine were running the system. It had been years since I've played L5R, and I was always curious about the new system from FFG. I read it and loved the new mechanics right away. New ideas for structuring duels were taken from older mechanics covering Iaijutsu duels but also mage duels from D&D 3.5's *Complete Arcane* splatbook.

SUBLIME WAY IN THE REALMS

It was previously discussed in an old Wizards of the Coast article about incorporating *Tome of Battle* into the *Forgotten Realms*. In the spirit of that, this supplement hopes to emulate some of the previous topics discussed in the article. Ki serves as a mystical energy that permeates within all living beings, which the Sublime Way harnesses through teachings and lessons of martial techniques to achieve extraordinary feats.

This supplement presents a new Sublime Way after the collapse of the School of Nine Swords from the original narrative. The new disciplines showcase the evolution and emergence of new thoughts, new lore, and unique philosophies. These maneuvers are persistent traditions that date back to past ages where sword and sorcery were commonplace.

Many of the disciplines have connections to ancient warriors and shady institutions with sometimes not so clear origins. Thankfully, the *Forgotten Realms* has plenty of ancient empires such as the Netherese, the Imaskari, the Unther Empire, the Raumanthar, or the former elvish or dwarven kingdoms to draw inspiration or connections. Consider the legacy and history of these disciplines when integrating into your games, the rarity of these disciplines could be a means to connect Toril's past with the present.



Warriors of the Sword

Practitioners of the Sublime Way hone their skills sometimes from years of dedication, repeated actions, and traditions. Other times, a user's skills are imparted to them through a natural affinity, utilizing their inherent potential and maximizing it to deadly effect. Many practitioners become masters and give their knowledge to others, sometimes forming fighting schools or clans to preserve the legacy of the warriors before them. These paths, oaths, and pacts are ways of life unique to the individual as they grow and learn from their experiences. The best teachers are failure and experience, which often lead these warriors out of the confines of their order or clans to harness their potential - to be tempered by the world.

The subclass options presented in this chapter utilize the core mechanic of the combat superiority die and combat maneuvers from the Battlemaster Fighter. Many of the mechanics featured utilize the original rules and use some changes in progression to fit within the frame of the different class progressions. Some of the subclasses feature new uses and manners of gaining superiority die, such as the Oath of the Crusader Paladin, Shadow Blade Rogue, and Ancestral Spirit Warlock. The Bladesage is a new core class that embarks on the journey of learning the Sublime Way, it is the only class to learn maneuvers from the new nine martial disciplines.

Many of the entries mention the "General Maneuvers" list, these refer to the original Battlemaster combat maneuvers found in the *Player's Handbook*. If your DM does not wish to introduce new combat maneuvers, you can simply incorporate the existing "General Maneuvers" from the Battlemaster instead. Alternatively, a DM may further limit the maneuvers accessible to a character and may require seeking a master to teach them the techniques.

Following the Bladesage, there are two new backgrounds: the Disciple and the Exile. Life is about a journey of experiences and lessons learned along the way, these backgrounds embody this concept and explore two similar but divergent paths. Both backgrounds rely extensively on the backstory of the character, which provides motivation and guidance for their internal narrative. When considering the character, their standing with their order, fighting school, or clan will have a profound influence on their background selection and viewpoint.

Path of the Ravager

Some of the most terrifying barbarians learn to focus their rage into a sharp blade, utilizing their trained muscle memory to deadly effect. Barbarians who follow the path of the Ravager employ their expertise, techniques, and traditions into a vortex artistry of death and rage.

PATH OF THE RAVAGER (BARBARIAN)

Barbarian Level Features

3rd	Rage Superiority
6th	Heavy Hitter
10th	Improved Superiority, Irregular Defense
14th	Honed Fury

RAGE SUPERIORITY

When you choose this path at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three general maneuvers of your choice, which are detailed under “General Maneuvers” list and the Emerald Hammer, Lion’s Roar, and Serpent Flash disciplines. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 6th, 10th, and 14th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have two 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 short or long rest.

You gain another superiority die at 6th level and one more at 14th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength modifier

HEAVY HITTER

Your rage hones your tactics, granting you precision focus when employing your attacks. Starting at 6th level, when you hit a creature with a weapon attack while raging, you may expend a superiority die to deal twice your rage damage bonus instead of the normal amount. You can only use this feature on one attack per turn.

IMPROVED SUPERIORITY

At 10th level, your superiority dice turn into d10s.



IRREGULAR DEFENSE

You learn to employ your various battle techniques in unusual methods to bolster your defenses while perplexing your enemies. At 10th level, whenever you are hit by a weapon attack or target by a spell that requires a saving throw, you can expend one superiority die as a reaction and add the result to your Armor Class against the triggering attack or saving throw respectively. Once you use this feature, you cannot use it again until after you finish a short or long rest.

HONED FURY

At 14th level, you can direct your battle tactics to devastating effect against your foes while withstanding more punishment.

Whenever you use your Heavy Hitter feature, you deal four times your rage damage bonus instead. In addition, whenever you expend a superiority die, you gain temporary hit points equal to the die result.



Stalwart

A stalwart works in earnestly to develop and hone techniques both learned and taught by previous generations of warriors. There is an artistry and craft attached to their skills, but unlike others, they develop tactics and combat tricks to encompass both their philosophies and be an all-around combatant of great aptitude and wisdom

STALWART (FIGHTER)

Fighter Level	Features
3rd	Combat Superiority (d8), Tactical Fighting
7th	Stalwart Stance
10th	Combat Superiority (d10)
15th	Follow Through
18th	Combat Superiority (d12), Refined Technique

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice from the “General Maneuvers” list and the Lion’s Roar, Mirror’s Edge, Onyx Arrow, Swan Song, and Tempest Steel disciplines. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

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 short or long rest.

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

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

TACTICAL FIGHTING

You study the tactics and combat styles of those before you. Starting at 3rd level, you gain proficiency in the History and Insight skill.

In addition, whenever a creature makes a weapon attack against you, you can make a Wisdom (Insight) check against by the target’s Charisma (Deception) check. If you succeed, the target makes the attack roll with disadvantage until the end of their turn.

STALWART STANCE

At 7th level, you can enter into a stance where no one can center your reach and anyone foolish enough will suffer your decisive strikes. As a bonus action, you enter a stalwart stance, which lasts for 1 minute. The stance ends early if you become incapacitated or you choose to end it on your turn (no action required). While in this stance, you gain the following benefits:

- You gain a bonus to your AC equal to your Wisdom modifier.
- You have advantage on saving throws and ability checks against being pushed or pulled.
- Whenever you use your reaction to make an opportunity attack, you gain advantage on the roll.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

FOLLOW THROUGH

At 15th level, whenever you score a critical hit or reduce a creature’s hit points to 0 with a weapon attack, you regain one superiority die.

REFINED TECHNIQUE

At 18th level, you refine your skills to develop the ultimate fighting style and stand without equal. When you enter your Stalwart Stance, you gain the following additional benefits:

- Whenever you roll your superiority dice, you can reroll it, keeping the new result.
- Whenever you expend a superiority dice, you gain temporary hit points equal to your superiority die + half of your Fighter level.

Way of the Artist

You hone your body and mind from the teachings written within ancient scrolls and wise masters, achieving artistry with your martial prowess. Many perceive your battle style as often times a flower or bird, other times as storms and ferocious beasts. For you, these disciplines are not just forms of combat, but an expression of a deeper philosophy about life.

WAY OF THE ARTIST (MONK)

Monk Level Features

3rd	Ascetic Combat, Peak Physique
6th	Interlocking Style
11th	Zen Reflexes
17th	Master of the Forms

ASCETIC COMBAT

Starting at 3rd level, you learn special combat maneuvers and invoke your ki to perform them in uncanny grace and accuracy.

Maneuvers. You learn three maneuvers of your choice from the “General Maneuvers” list and the Charnel Miasma, Emerald Hammer, Frost Veil, Lion’s Roar, Mirror’s Edge, Serpent Flash, Swan Song, and Tempest Steel disciplines. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 6th, 11th, and 17th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Ki points. You fuel your maneuvers with your ki. You can spend 2 ki points to execute a maneuver and roll a d4 wherever the rules indicate to roll a superiority dice. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

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

PEAK PHYSIQUE

At 3rd level, your training has honed your mind and body to move with clarity and purpose. You gain proficiency with the Athletics and Acrobatics skills. If you are already proficient with either one or both of these skills, you add double your proficiency bonus to checks you are proficient.

INTERLOCKING STYLE

Starting at 6th level, you learn to combine your maneuvers together to form powerful combination attacks. Whenever you use two or more maneuvers in a turn, your next attack roll has advantage. Once you use this feature, you cannot do so again until after a short or long rest.

ZEN REFLEXES

Starting at 11th level, your mind guides your body, relying less on raw strength and instead on a greater insight within. Whenever you make a Strength or Dexterity saving throw, you can use your reaction to spend 2 ki points and substitute the roll with a Wisdom saving throw instead.

MASTER OF THE FORMS

At 17th level, delve into the inner mysteries of your skills and rise with a new found understanding of combat, making you stronger than before.

You gain the following benefits:

- Whenever you use two or more maneuver attacks in a turn, a target has disadvantage on their saving throws against your next maneuver.
- Your unarmed strikes and monk weapons use your Wisdom modifier for your attack and damage rolls instead.





Oath of the Crusade

Your devotion to the traditions of your oath grant you knowledge on techniques and skills passed down through the generations. Coupled with your divine inspiration, dedication, and martial prowess, you are a juggernaut of your cause.

TENANTS OF THE CRUSADE

A paladin who takes this oath is a determined and relentless individual.

Worthy Cause. Always dedicate yourself to a cause.

Dauntless. Be bold and courageous in the execution of your cause. Never waiver against doubt or fear.

Discipline. Be an exemplar of restraint and modesty. Recklessness must be tempered.

Tradition. Always honor your traditions, especially from those that came before you.

Duty Above All Else. Your first and last duty is to your crusade. Never falter.

OATH OF THE CRUSADE (PALADIN)

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Combat Tradition (d8)
15th	Zealous Soul
18th	Combat Tradition (d12)
20th	Last Stand

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Crusade Spells table. See the Sacred Oath class feature for how oath spells work.

OATH SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, zephyr strike</i>
5th	<i>healing spirit, magic weapon</i>
9th	<i>dispel magic, thunder step</i>
13th	<i>freedom of movement, stonесkin</i>
17th	<i>holy weapon, steel wind strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Steely Resolve. You can use your Channel Divinity to temporarily set aside pain and injuries with a short delay. When you take damage, you can use your reaction to roll a d10. Add your Paladin level to the number rolled, and reduce the damage by that total.

Zealous Paragon. You can use your Channel Divinity to become an unstoppable force. As a bonus action, your movement speed cannot be reduced and have advantage on Strength and Constitution saving throws until the start of your next turn.

COMBAT TRADITION

Starting at 7th level, you learn special combat maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You ready three maneuvers of your choice from the “General Maneuvers” list and the Lion’s Roar, Mirror’s Edge, Tempest Steel, and Swan Song disciplines into your repertoire. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You can ready one additional maneuver of your choice at 7th, 11th, and 14th level. You can change your list of maneuvers after finishing a long rest. Readying a new repertoire of combat maneuvers requires 1 hour of meditation and mock combat practice.

Superiority Dice. You have two 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 short or long rest.

You gain two more superiority die at 18th level. Your superiority die turns into d12s at 18th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Charisma modifier (your choice)

ZEALOUS SOUL

At 15th level, your steadfast determination empowers you to continue your assault. Whenever you succeed on a saving throw from a spell or ability, you regain one superiority die.

LAST STAND

At 20th level, your unwavering determination fuels your cause to become its champion. You can use your action to gain the following benefits for 1 minute:

- You have resistance to all damage.
- You and your allies have advantage on Wisdom and Charisma saving throws while within 30 feet of you.
- Whenever you are using your Combat Tradition ability, you can roll a d8 and use it instead of expending a superiority die.



Wildheart

A bond between nature and the civilized world, you are the bridge to the past and the future. You unleash martial traditions passed down to you by other masters that blend ferocious prowess with deadly grace. Your techniques and skills are heavily inspired by the deadliest creatures in the wild and you are their avatar.

WILDHEART (RANGER)

Ranger Level	Features
3rd	Hunters Grace, Predator Sense, Wildheart Soul
7th	Ferocious Assault
11th	Improved Superiority, Wildheart Fury
14th	Relentless Hunter

HUNTERS GRACE

Starting at 3rd level, you develop an uncanny grace by learning from the best predators. Your speed increases by 10 feet while not wearing heavy armor. In addition, you choose to gain proficiency in either the Athletics or Acrobatics skill.

PREDATOR SENSE

Starting at 3rd level, you develop a sense for creatures that make for applicable prey. As a bonus action, you can select any number of non-friendly creatures you can see or hear within a 30-foot radius from you and know if the target is at half or below their maximum hit points. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). Expended uses replenish after you finish a short or long rest.

WILDHEART SOUL

Starting at 3rd level, you learn special combat maneuvers and that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice from the “General Maneuvers” list and Lion’s Roar, Onyx Arrow, Serpent Flash, and Swan Song disciplines. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 7th, 11th, and 14th 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 d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 14th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Dexterity or Wisdom modifier (your choice)



FEROCIOUS ASSAULT

At 7th level, you learn to press the attack and keep your foes unbalanced. Whenever you used a maneuver on your turn, creatures have disadvantage on attack rolls that target you until the start of your next turn. You can make opportunity attacks on a creature you attacked even if they use the Disengage action.

IMPROVED SUPERIORITY

At 11th level, your superiority die turns into d10s.

WILDHEART FURY

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

RELENTLESS HUNTER

At 14th level, you tirelessly pursue your prey and seem undying in combat. Whenever you expend a superiority die, you regain hit points equal to the result plus your Wisdom modifier. In addition, you are immune to exhaustion and have advantage on saving throws against being stunned.



Shadow Blade

You learn to stalk the shadows, wielding it as both your cloak and dagger. You do not merely skulk and strike, your blows are lethal, and some never see it coming. You employ your martial techniques to use the shadows to become a singular force of terror, but also learn essential skills to create opportunities to strike vital weak points and quickly fade away like mist.

SHADOW BLADE (ROGUE)

Rogue Level	Features
3rd	Blade in the Dark (2 shadow dice), Follow Through
7th	Blade in the Dark (3 shadow dice)
9th	Incognito
13th	Blade in the Dark (4 shadow dice), Shadow Step
17th	Umbral Stalker

BLADE IN THE DARK

Starting at 3rd level, you learn special combat maneuvers that are fueled by your sneak attack to become shadow dice.

Maneuvers. You learn three maneuvers of your choice from the “General Maneuvers” list and Charnel Miasma, Frost Veil, Mirror’s Edge, and Swan Song disciplines. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two maneuvers of your choice at 7th, 13th, and 17th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Shadow Dice. Your shadow dice are d6s. When you hit with an attack that gains the benefits of your Sneak Attack ability, you can reduce your Sneak Attack up to a number of dice determined by your Rogue levels. For each dice, you gain an equal number of shadow dice. You lose all your shadow dice when you finish a short or long rest.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Dexterity or Wisdom modifier (your choice)

FOLLOW THROUGH

At 3rd level, you continue to press your assault even in the face of a retreating foe. When a creature moves more than 5 feet from you, you can use your reaction to move up to half your speed. You can use this feature even if the target used the Disengage action.

INCOGNITO

At 9th level, you learn to blend the shadows quickly and efficiently. Whenever you use the Hide action, you may expend a shadow dice and add the result to your next Stealth check.

SHADOW STEP

At 13th level, you learn to traverse the shadows. When you are in dim light or darkness, as a bonus action, you can expend a shadow dice to magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

UMBRAL STALKER

At 17th level, you hone the shadows to be a deadly weapon in your expert hands. You gain the following benefits:

When you use your Shadow Step feature, you have advantage on the first melee attack you make before the end of the turn.

Your shadow dice when you expend them deal psychic damage.

You gain resistance to psychic damage and have advantage on saving throws against being frightened.

The Ancestral Spirit

You made a pact with a powerful warrior spirit, it has unfinished business and seeks your assistance in exchange for the knowledge and skills it knew in life. The spirit binds to your soul to remain tethered to the physical plane while acting as the entity's arms and legs. This ancient spirit may be one of your ancestors or a vengeful spirit that promised to save your life as you approached the threshold of death

ANCESTRAL SPIRIT (WARLOCK)

Warlock Level	Features
1st	Bleeding Memories, Spirit Mantle
6th	Mists of the Spirits
10th	Ethereal Synchronization
14th	One Soul, Two Shadows

BLEEDING MEMORIES

At 1st level, your patron grants you a hint of their expertise from their previous life. You gain a skill or tool proficiency of your choice. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

SPIRIT MANTLE

At 1st level, you gain the ability to manifest aspects of the spirit's visage as a bonus action. The mantle lasts for 1 minute or you are incapacitated. Until the mantle dissipates by you (using another bonus action) or otherwise, you gain the following benefits:

- You gain a bonus to your Armor Class equal to your Charisma modifier.
- You have resistance to force and psychic damage.
- You have advantage on saving throws against being charmed.

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

EXPANDED SPELL LIST

The Ancestral Spirit 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.

EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers, protection from evil and good</i>
2nd	<i>blur, phantasmal force</i>
3rd	<i>speak with death, spirit guardians</i>
4th	<i>banishment, phantasmal killer</i>
5th	<i>destructive wave, telekinesis</i>

MISTS OF THE SPIRITS

At 6th level, mists from the spiritual realm shroud you and allow you to reappear elsewhere when attacked. When a creature you can see hits you with an attack roll, you can use your reaction to reduce the damage by target creature by half and teleport up to an unoccupied space you can see within 30 feet. You cannot use this feature again until you finish a long rest.

ETHEREAL SYNCHRONIZATION

Starting at 10th level, you and your patron ascend into a harmonious state where your emotions and minds meld. When you use your Spirit Mantle feature, you gain the following additional benefits:

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

When you speak, the voice of you and your patron mesh together and empower your words. You have advantage on Charisma ability checks.

Whenever you cast a spell that deals damage, you may change the damage type to radiant or necrotic (your choice).

ONE SOUL, TWO SHADOWS

Starting at 14th level, you gain the ability to fully meld with your patron and become a spectral terror. When you use your Spirit Mantle feature, it now lasts 10 minutes and you gain the following additional benefits:

- You gain immunity against being frightened and you can't be surprised.
- If you fail an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to succeed instead.
- When a creature you can see dies within 30 feet of you, you gain temporary hit points equal to half your warlock level.

While your Spirit Mantle is active, if you are reduced to 0 or lower hit points, you instantly regain 1d8 + your warlock level hit points and the effect ends.

THE SPIRIT'S MANTLE

Several features of the Ancestral Spirit creates visages of the spirit that overlap over the warlock's features. The form of these spirit mantles should reflect the nature of your specific patron. For example, a warrior spirit may cause bits of their armor or weapon to emerge, while a demonic spirit may cause horns or bat-like wings to emerge

ANCESTRAL MANEUVERS

Instead of extra spells provided by your Ancestral Spirit patron, if they were once renowned warriors, a warlock can learn to utilize some of the spirit's combat maneuvers it knew in life. Substitute the Extra Spells feature with the Ancestral Superiority feature detailed below.

Ancestral Superiority

At 1st level, your patron imparts the clarity, wisdom, and knowledge of a martial discipline to learn special combat maneuvers powered by your warlock spell slots to become eldritch die.

Maneuvers

Choose one of the nine martial disciplines presented in Chapter 2. You learn two maneuvers of your choice from the "General Maneuvers" list and your chosen discipline. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn an additional maneuver your choice at 6th, 10th, and 14th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Eldritch Infusion

Your eldritch die are d6s. When you hit a creature with a weapon attack or your pact weapon, you can expend a warlock spell slot to gain a number of eldritch die equal to the level of the spell slot. The eldritch die must immediately be spent to initiate a combat maneuver. Your eldritch die turns into d8s at 10th level, and into d10s at 20th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is your warlock spell save DC.





New Class Option: Bladesage

The path of a warrior requires commitment, discipline, and unwavering spirit. Any individual can pick up a sword, axe, or the bow and call themselves a warrior. But there are a select few taught a sacred tradition of martial combat exclusively taught by monasteries hidden from the world. These traditions are taught, studied, and open a path for spiritual enlightenment amongst its disciple. Each discipline is believed to possess an aspect of the truth within the universe, and the warrior-philosophers who become these truth seekers are better known as Bladesages. Using refined combat techniques passed from master to student, a Bladesage can turn combat into a scholarly pursuit, its teachings into philosophy, and its craft into artistry.

An elven blademaster sits underneath an ancient, communing with the spirits of nature and her ancestors. A dark elf approaches the aged master, both stand and exchange pleasantries. The student has returned, but this duel would be their final parting. Only one can walk away from this grove. Both warriors draw their weapons and begin the deadly exchange of swordplay. The dark elf protege employs techniques he learned from his journey, skills acquired solely for this duel.

A dragonborn warmaster oversees the training of new disciples in the wooden training hall. The students continued their repetitive practices and poured themselves on wisdom from the scrolls of his predecessors. On the other side of the room, he spots two of his advanced students in a mock battle, observing their growth and knowing that one day they would have to depart from the safety of this enclosed world to face the greater mysteries beyond. Only one of them will be granted the title of successor when they return, their growth will determine the future of the school and its disciples.

WIELDERS OF BLADE MAGIC

Bladesages are taught the combat maneuvers, techniques, and teachings from their predecessors. Some may learn or stumble upon the ancient martial tomes or scripts which detail these skills. Such individuals learn to unlock a greater internal reserve of spiritual power that fuels their dazzling martial feats. As they grow in experience, their combat maneuvers become more powerful, achieving effects that can only be described as magic. A master bladesage knows a variety of maneuvers and has developed a strong discipline in multiple styles from their pilgrimage.

Besides their impressive combat techniques, a bladesage develops insight that allows them to pierce the hearts of others, learning the intent and capabilities of others. A tactical mind honed by the recordings of countless battles, connecting artistry with the art of defeating their foes, the bladesage is a paragon of martial combat. The ultimate goal for any bladesage is to reach spiritual enlightenment or a new mental state, guided by their training and belief in their swordplay. A bladesage perceives those who can channel or manipulate magical forces to be awakened individuals.

THE SPIRITUAL JOURNEY

All bladesages must undergo a pilgrimage whether away from the fighting schools they were raised, or venture outward to see the world after reading about the many traditions and wisdom that await them. The nine martial disciplines are believed to impart an aspect of the great truth of the universe, and a prospective bladesage becomes a truth seeker and wanderer at times. It can be a lonely and challenging path, often the bladesage must rely on their training and lessons to hold their convictions firm.

Many bladesages often journey and follow the path of battle, often times finding themselves in warzones and skirmishes. While conflict passes essential lessons, a bladesage values peace and the moments to reflect on the doctrine of their beliefs. Though the path to enlightenment can often be a long and treacherous road, determined bladesages will develop their own conclusions and discover the truth for themselves.

Some return back to their monasteries or training schools, changed by the experiences they receive. These bladesages often become instructors, training future generations with their acquired wisdom and ideals. Other times, the bladesage believes there is more to see and experience and may never return, but they spread the legend of their teachings and guide others. There are schools dedicated to serving as assassins or spies, others as sellswords to fight in glorious battles, and the few others carve their own destiny.

CREATING A BLADESAGE

As you make your bladesage character, think about your relationship with the martial disciplines, their philosophies, and how you interpret them. How did you learn these maneuvers? Was it from a secluded monastery? A solitary master? Or did you stumble upon ancient manuscripts with details of these techniques?

A bladesage is a seeker of truth and inner mysteries. What sort of truth are you seeking? Was this spiritual journey a necessary part of your training within your fighting school? Or perhaps you were excommunicated due to your sacrilegious views. If you were not trained by a school or an instructor, how does that affect your viewpoint on searching for deeper meaning through your craft?

QUICK BUILD

You can build a bladesage quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Constitution or Wisdom. Second, choose the disciple (see further in this section) or hermit background. Third, choose the *riposte* and *precision attack* maneuvers.

Level	Proficiency		Maneuvers Known	Sage Dice
	Bonus	Features		
1st	+2	Fighting Style, Sage Arts (d6)	1	2
2nd	+2	Battle Focus	2	3
3rd	+2	Bladesage Path	3	4
4th	+2	Ability Score Improvement	3	4
5th	+3	Extra Attack, Sage Arts (d8)	4	4
6th	+3	Honed Blade, Relentless Spirit	4	5
7th	+3	Bladesage Path feature	5	5
8th	+3	Ability Score Improvement	5	5
9th	+4	Eyes of the Heart	6	5
10th	+4	Bladesage Path feature, Sage Arts (d10)	6	6
11th	+4	Improved Sage Arts	7	6
12th	+4	Ability Score Improvement	7	6
13th	+5	Blade Secrets	9	6
14th	+5	Improved Relentless Spirit	9	7
15th	+5	Bladesage Path feature, Sage Arts (d12)	10	7
16th	+5	Ability Score Improvement	10	7
17th	+6	Blade Secrets	12	7
18th	+6	Bladesage Path feature	12	8
19th	+6	Ability Score Improvement	13	8
20th	+6	Enlightened Blade	14	9

CLASS FEATURES

As a bladesage, you gain the following features.

HIT POINTS

Hit Dice: 1d8 per bladesage level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose three Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Persuasion, Stealth, and Survival

EQUIPMENT

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLE

Beginning at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

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

BRAWLER

Your unarmed strike uses a d4 for damage. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

CLOSE QUARTER SHOOTER

You can use your ranged weapon as an improvised weapon. It deals 1d4 + your Strength modifier in bludgeoning damage. You can use your reaction to make an opportunity attack with the weapon when a creature enters a space within 5 feet of you. You must be wielding a ranged weapon to gain the benefit of this feature.

DEFENSE

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

DUELING

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

GREAT WEAPON FIGHTING

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

OPPORTUNIST

You gain a +2 bonus to damage rolls if the target is engaged in combat with one or more friendly creatures that are within 5 feet of it.

SENTINEL

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

SKIRMISH

Your speed increases by 5 feet while you aren't wearing medium armor or holding a shield and opportunity attacks against you have disadvantage.

PROTECTION

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

TWO-WEAPON FIGHTING

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

SAGE ARTS

Starting at 1st level, you learn maneuvers that are fueled by special dice called sage dice.

Maneuvers. You learn one maneuver of your choice from the “General Maneuvers” list or from any of the nine martial disciplines you meet the requirements (detailed in Chapter 2). Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

The Maneuvers Known column of the Bladesage class table shows when you learn more maneuvers. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one. Instances where a maneuver expends a superiority die, you expend your sage die instead.

Sage Dice. You have two sage dice, which are d6s. A sage die is expended when you use a maneuver, it is treated as a superiority die. The Sage Dice column of the Bladesage class table show how many sage dice you have to fuel your maneuvers. You regain all of your expended sage dice when you finish a short or long rest.

Your sage die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

BATTLE FOCUS

Starting at 2nd level, you learn how to maximize your combat potential to grant you improved focus. As a bonus action, you can enter into an elevated mental that lasts until the start of your next turn.

For the duration, you gain the following benefits:

- Advantage on Strength and Dexterity checks and saving throws.
- Advantage on saving throws against being charmed or frightened.
- When you make a weapon attack, you gain a bonus to the damage roll equal to your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses of it when you finish a short or long rest.

BLADESAGE PATH

At 3rd level, you choose a path that matches your battle style, combat philosophy, and spiritual aspirations. Choose between the Path of the Sublime or the Path of the Noble Truth, all detailed at the end of the class description. The path you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

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

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

HONED BLADE

At 6th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

RELENTLESS SPIRIT

Starting at 6th level, you learn to tap into your reservoir of stamina to continue the fight. As a bonus action, you can expend a sage die to regain a number of hit points equal to half of your bladesage level plus the dice result. Once you use this feature, you cannot use it again until after you finish a short or long rest.

At 14th level, you add your Constitution modifier to the hit points you regain.

EYES OF THE HEART

At 9th level, your warrior spirit allows you to gauge others and their hearts. As a bonus action, you can make a Wisdom (Insight) check versus a Charisma (Deception) check from another creature you can see.

On a success, you can discern one of the following information:

- Whether the target has full health or injured (not at maximum hit points).
- Whether the target is superior (a tier above your class level), seasoned (at your tier), or lower (a tier below your class level) in threat compared to yourself.
- Saving throws the target is proficient.
- The target's Armor Class.

IMPROVED SAGE ARTS

By 11th level, your mastery of different combat styles allows you to unleash a flurry of attacks when you perform spectacular combat maneuvers. When you expend a sage die use a maneuver as part of you Attack action, you can make one additional attack as part of that action.

BLADE SECRETS

Starting at 13th level, your pilgrimage to explore and expand your combat philosophy exposed you to different traditions and beliefs. Choose two maneuvers from any martial disciplines or the "General Maneuvers" list. If a maneuver has any prerequisites, you must meet them to choose it. The maneuvers you choose are included in the Maneuvers Known column of the Bladesage table.

You learn two additional maneuvers from any martial discipline or the "General Maneuvers" list at 17th level.

ENLIGHTENED BLADE

At 20th level, you reached the pinnacle of combat expertise, granting you the ability to unlock your mind to achieve greater heights of prowess. You can spend 1 minute to enter a meditative stance to regain all of your expended sage dice from your Sage Arts feature. In addition, whenever you roll your sage dice, you can reroll it, keeping the new result.



BLADESAGE PATHS

A bladesage undergoes a spiritual journey with the teachings, philosophies, and lessons from the nine martial disciplines. Each discipline implies a truth of the universe, each is a path to a greater understanding of the practitioner's soul and their place in the cosmos. A practitioner that decides on a path is often called sojourners by other masters and teachers. A bladesage is often tasked with a pilgrimage to learn more about the world, about their beliefs of the sword, and themselves. Regardless of the path a bladesage takes, they will arrive to their own sense of truth.

Path of the Sublime

A bladesage that takes this path embarks on a journey to learn each of the inner mysteries of the nine disciplines within the Sublime Way. Many scholars and philosophers of the Sublime Way believe that each of the disciplines has valuable lessons and teachings ingrained into the core of their identity and techniques. The sojourner learns and practices these inner mysteries until they reached a truth from their experiences. The few that complete this pilgrimage are often devoted believers in the Sublime Way, knowing that the truth is never a simple thing and that the highest truth lies in the limitations of the self. A Sublime bladesage is the jack-of-all-trades in martial combat, with an impressive repertoire of techniques and unbreakable determination.

SUBLIME STRIKE

At 3rd level, you can use the momentum of your attack to perform spectacular feats. When you expend a sage dice to use a maneuver on your turn, you can perform the Disengage, Dash, or Dodge action as a bonus action.

MULTIVECTOR FOCUS

At 7th level, your Battle Focus grants you heightened senses and battlefield awareness. Whenever you use your Battle Focus feature, you gain the following additional benefits:

You gain a bonus to your AC equal to your Wisdom modifier for the duration.

You have advantage on all attack rolls for the duration.

SUBLIME MIND

At 10th level, your search for enlightenment grants you an unshakable will and expansive knowledge. You gain proficiency in Wisdom saving throws. In addition, you gain proficiency in two skills of your choice.

ADDITIONAL FIGHTING STYLE

At 10th level, you gain an additional fighting style option.

SUBLIME MOMENTUM

At 15th level, whenever you score a critical hit or reduce a creature's hit points to 0 with a weapon attack, you regain one sage die.

SUBLIME MASTERY

At 18th level, you unlock a hidden mastery from your studies of the nine disciplines to combat against death and devastate your foes when focused. If you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to expend a sage die. You regain a number of hit points equal to your die result plus your bladesage level.

In addition, while in your Battle Focus, creatures have disadvantage to their saving throws against your maneuver attacks for the duration.

Path of the Noble Truth

A bladesage that walks this particular path strives to achieve the penultimate truth from a specific martial discipline. Such individuals apply the lessons, teachings, and philosophies of their dedicated training to their everyday lives and personal experiences. A bladesage on the noble path of the Charnel Miasma perceives decay has a normal process in life, that nothing is eternal and all turn to ash. Similarly, a bladesage of the Swan Song path appreciates the moment of death and views it as precious as the moments of life before it. While a bladesage of the Mirror's Edge path may see death has only a transitory measure to free the mind from the body. Each discipline provides a variety of truths, and while some may find some solace through all of them, there are those who follow a singular path to reach their enlightenment.

TRUTH OF FOCUS

At 3rd level, your journey to enlightened becomes clear whenever you enter your Battle Focus. Choose one of the nine martial disciplines.

Discipline	Features
Charnel Miasma	While in your Battle Focus, you have resistance to poison damage and advantage on saving throws to be poisoned.
Emerald Hammer	While in your Battle Focus and you aren't wearing heavy armor, your walking speed increases by 10 feet.
Frost Veil	While in your Battle Focus, you have resistance to cold damage and your walk speed cannot be reduced.
Lion's Roar	While in your Battle Focus, you have advantage on saving throws against being frightened.
Mirror's Edge	While in your Battle Focus, you have advantage on your attack rolls when making an opportunity attack.

- Onyx Arrow** While in your Battle Focus, when making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Serpent Flash** While in your Battle Focus, you have advantage on saving throws and ability checks to escape being grappled or restrained.
- Swan Song** While in your Battle Focus, when hit a creature with a weapon attack and the target is missing any of its hit points, you deal an additional 2 necrotic damage. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.
- Tempest Steel** While in your Battle Focus, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

TRUTH IN THE SWORD

At 7th level, you gain a supernatural benefit from your studies in your martial discipline. You choose the same discipline you selected at 3rd level.

Discipline	Features
Charnel Miasma	When you expend a sage die, you create a cloud of miasma. Creatures within 5 feet of you must make a Constitution saving throw against your maneuver save DC. On a failed save, a creature becomes poisoned for 1 minute.
Emerald Hammer	When you expend a sage die, lightning surges at a creature you can see within 10 feet from you. The target must make a Dexterity saving throw against your maneuver save DC. On a failed save, the target takes lightning damage equal to your Wisdom modifier.
Frost Veil	When you expend a sage die, you visage becomes blurred. Until the start of your next turn, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
Lion's Roar	When you expend a sage die, you can end one effect on yourself that is causing you to be charmed or frightened.
Mirror's Edge	When you expend a sage die, you gain resistance to nonmagical bludgeoning, slashing, and piercing damage until the start of your next turn.
Onyx Arrow	When you expend a sage die, your ranged weapon attacks ignore half cover and three-quarters cover until the end of your turn.
Serpent Flash	When you expend a sage die, you become sheathed in fire until the start of your next turn. When a creature touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Wisdom modifier.

- Swan Song** When you expend a sage die, your weapon attacks score a critical hit on a roll of 19 or 20 until the end of your turn.
- Tempest Steel** When you expend a sage die, wind envelops a foe and draws them closer to you. Choose a creature you can see within 10 feet, it must make a Strength saving throw. On a failed save, the target is pulled up to 10 feet in a straight line toward you.

TRUTH OF PATIENCE

At 10th level, your studies from the nine disciplines impart the wisdom of patience and serenity. You can cast the *commune* spell, but only as a ritual. When you do so, a spiritual master of your chosen discipline appears to you to convey the information you seek.

ADDITIONAL FIGHTING STYLE

At 10th level, you gain an additional fighting style option.

TRUTH OF TIME

At 15th level, you gain a supernatural benefit as you learn of the absolute futility of time. Whenever you hit a creature with a weapon attack, you can use your reaction to make the hit into a critical hit. Once you use this feature, you cannot use it again until after you finish a long rest.

FINAL TRUTH

At 18th level, you unlock the final secrets of your chosen discipline. You choose the same discipline you selected at 3rd level.

Discipline	Features
Charnel Miasma	You have advantage on death saving throws and against exhaustion.
Emerald Hammer	You gain immunity to lightning and thunder damage.
Frost Veil	You have advantage on Charisma checks. In addition, you ignore difficult terrain created by ice or snow. You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.
Lion's Roar	You have advantage on saving throws against spells and other magical effects.
Mirror's Edge	Any critical hit against you becomes a normal hit.
Onyx Arrow	Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. You have advantage on saving throws against being blinded.
Serpent Flash	You gain immunity to fire damage. In addition, you ignore difficult terrain created by sand or rock. You can tolerate temperatures as high as 110 degrees Fahrenheit without any additional protection.
Swan Song	Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
Tempest Steel	You gain a flying speed equal to your walking speed.

New Background: Disciple

You have spent your life before adventuring under the tutelage of an esteemed instructor or master. You devoted your time to your studies and training. It can be a solitary life or one filled with peers and junior disciples. You seek to achieve a greater understanding of your pursuits and reach a new plane of understanding.

Skill Proficiencies: Insight, History

Languages: Choose one additional language

Equipment: A scroll case full of notes from your studies, a set of traveler's clothes, a memento from your instructor, and a small pouch with 10 gp.

WHAT ARE YOU SEEKING?

You cannot learn about the world while cloistered in your monastery home or under the watchful eyes of your master. Adventuring is an important aspect of your spiritual growth. Consider the greater mysteries of life and what aspect of it are you hoping to answer.

d6 Seeking...

- 1 Justice
- 2 Redemption
- 3 Truth
- 4 Enlightenment
- 5 Secrets
- 6 Freedom

FEATURE: TRUTH SEEKER

You perceive every aspect of life as an important lesson or facet to your spiritual goals. You possess a curious and optimistic outlook at times, a determination that seems unwavering, and desire to gain new experiences. You develop a rapport with spiritual leaders, academics, and other instructors as you enter into profound discussions and debates.

SUGGESTED CHARACTERISTICS

A disciple is a student of learning and purses a life to obtain wisdom and knowledge whether for spiritual, academic, or even selfish reasons. This endeavor is a defining core of their reason to explore the world.

d8 Personality Trait

- 1 I idolize a particular individual in my field and constantly refer to that person's deeds and example.
- 2 I am inherently curious, which sometimes leads me into trouble and misunderstands.
- 3 I seek spiritual enlightenment
- 4 I became a pilgrim to seek out forgotten knowledge and ancient wisdom.
- 5 Nothing can shake my optimistic attitude
- 6 I was exiled for my sacriligious beliefs and practices.
- 7 I can be naive with the norms and finer aspects of civilized cultures.
- 8 I am the living memory of my fallen/forgotten order.

d6 Ideals

- 1 Free Spirit. I go wherever the path leads me (Chaotic)
- 2 Power. I travel in search of ancient and possibly forgotten mystical power. (Evil)
- 3 Helping Hand. I seek to help and teach others of the wisdom I have learned. (Good)
- 4 Duty. It is a sacred task to seek enlightenment and I must fulfill it. (Lawful)
- 5 Observation. With an open mind and thoughtful approach, I gain insight and wisdom. (Neutral)
- 6 Seeker. Every experience is meant to teach me something, so I go out to find them. (Any)

d6 Bonds

- 1 Nothing is more important than my order, monastery, clan, or fellow disciples.
- 2 As part of an ancient prophecy, I journey in the hopes of learning more about the greater mystery of my existence.
- 3 My master found me when I was young, raised and taught me the ways of our discipline, order, or clan.
- 4 I was close to another fellow disciple years ago but we grew apart, I always hope to meet them again.
- 5 I train and explore in the hopes of obtaining enlightenment. Only thorough new experiences can I be expected to grow.
- 6 I committed a great crime against my order, monastery, clan, or fellow disciples. I hope to redeem myself one day.

d6 Flaws

- 1 I am dogmatic in my thoughts and philosophy.
- 2 I would give up anything to achieve my spiritual enlightenment.
- 3 I view others as less enlightened beings.
- 4 I've come to enjoy the delights and mysteries of the world, often forgetting my purpose.
- 5 I harbor dark, bloodthirsty thoughts that my training could not quell.
- 6 I have little respect for anyone who is not a proven warrior.

New Background: Exile

You once belonged to a clan, monastery, or institution, but they either cast you out or left on your own accord. You have wandered down different paths, trying to find a new way of life. Sometimes your lifestyle clashes with the teachings of your institution, you may decide that their views were flawed or your actions necessary to survive. Your unique talents make you a commodity for others. Sometimes you form groups of similarly displaced people or follow behind the heels of someone worthy of your skills and admiration. Sometimes you long to return to your old life, but other times you hope to forget the pain of rejection.

Skill Proficiencies: History, and your choice between Deception, Intimidation, Insight, Persuasion

Tool Proficiencies: Choose one tool

Languages: Choose one additional language

Equipment: A set of traveler's clothes, a memento from your institution, and a small pouch with 20 gp.

FEATURE: TWO WORLDS

Your previous life grants you knowledge and insight into a highly unique culture with its own set of etiquettes and traditions. You have an easier time recognizing signs, symbols, and emblems that belong to your former institution. Attempts to conceal or deceive you can still evade your intuition unless you take the time to look around or thoroughly investigate.

SUGGESTED CHARACTERISTICS

An exile is a wanderer or traveler trying to make a new life for themselves after leaving the place they once called home. Exiles typically are searching for a place to settle and find a measure of contentment. The loss of their former life is a difficult void to fill which often leaves the exile unfilled and out in the world again.

d8 Personality Trait

- 1 I must forge a new path for myself now. I can only depend on myself.
- 2 I long for the days to return to my old life.
- 3 I keep to myself and rarely bring up details about my past.
- 4 I want to experience life and all its splendors.
- 5 I constantly see remnants or echoes of my old life.
- 6 My current predicament as another test to overcome, and I will succeed, no matter the cost
- 7 My old life was structured and rigid, now there are infinite possibilities in front of me.
- 8 Leaving was the hardest part, forgetting has been a constant challenge.

d6 Ideals

- 1 Insight. The pursuit of greater awareness and understanding is reward enough. (Neutral)
- 2 Redemption. I must make amends for my folly and hubris. (Good)
- 3 Duty. Even though I'm no longer one of them, I must uphold my vows and oaths. (Lawful)
- 4 Freedom. I am free at last from the shackles of my old life. (Chaotic)
- 5 Revenge. They abandoned me, rejected me, but soon they will get what they deserve. (Evil)
- 6 Quest. I must continue my work and pursue it despite my circumstances. (Any)

d6 Bonds

- 1 I have an ancient manuscript with secrets that must never fall into the wrong hands.
- 2 My lover is still in the institution or order from my old life and I vowed to return to them.
- 3 I work for a business or trade that puts my skills to use.
- 4 I left out of my own accord, only the senior members of the order know of my true mission.
- 5 Mistakes were made and I hope to be forgiven one day and return back.
- 6 I have keepsakes from my order so I can never forget my former home.

d6 Flaws

- 1 I have dangerous secrets that cannot be told or shared, so I remain distant to protect those I love.
- 2 I have trouble trusting others.
- 3 I often become lost in sentimentality and nostalgia, which makes me lose track of the present.
- 4 I turn tail and run when things look bad.
- 5 My mistakes cost many people their lives and I can never forget that fateful day.
- 6 I am unworthy of redemption.



Ways of the Sword

After the fall of the School of Nine Swords, nine new disciplines rose into popularity and incorporated into most battlemaster traditions. The following section details the different disciplines and lists maneuvers that are the epitome of their philosophies. Many of the disciplines adopted motifs and symbols to establish their identities, which in turn solidified their reputations. When using a maneuver, consider the embedded training and stances taught to the character. How does the maneuver manifest when it is used? What happens if you were to chain your attacks from different disciplines, how does that look?

Each maneuver is a story that becomes the tapestry of the character's journey to clarity and achieving their potential. Consider these elements as a character learns new maneuvers or change their repertoire. There are legends of martial books and tomes that detail the greater mysteries and secrets of some of the Nine Swords. These martial scripts are rare and sought after by various practitioners of the Sublime Way. There are even tales of legendary creatures or libraries that house some of these forgotten texts.

Learning a maneuver from one of these grimoires can take an average of seven to ten days of rigorous training, with an additional seven days added for each tier above the first. If a maneuver has a 7th character level requirement, it will take two weeks to learn the technique. It would take three weeks to learn a maneuver that requires a 15th character level requirement. If you wish to use these scripts as a treasure item or reward for your campaign, consider any maneuver without a level requirement as a rare magic item, and the next tiers as very rare and legendary items, respectively.

When learning a new maneuver from a class progression, if the maneuver has a requirement, the practitioner must meet them before they can learn it. Maneuvers with level requirements are intended to establish a tiered structure to the combat maneuvers, and refers to the character's total levels from their classes. These higher-level maneuvers can only be executed with significant expertise, which is also reflected by the multiple superiority die expended to use them.

DISCIPLINES AND WEAPONS

The nine disciplines of the new Sublime Way have distinct characters and traits. Practitioners with a certain degree of mastery in any of the disciplines exhibit aesthetics that honor or mimic the respective styles of their maneuvers. For example, a Charnel Miasma student may wear animal furs while sporting a sickle, while a Lion's Roar warrior dons chainmail with a sword and shield.

The different disciplines also favor certain weapons. These choices again highlight the unique styles of the disciplines. Though any warrior can adapt their fighting style to fit with their preferred weapon of choice. After all, these maneuvers are only an extension of the warrior's capabilities, while the weapon is a reflection of their soul.

Additionally, the different disciplines can manifest extraordinary effects compared to other practitioners. These effects often change the nature of the attack to reflect either an elemental or spiritual nature. For example, Frost Veil maneuvers typically convert the weapon's damage into cold damage while Mirror's Edge can shift the damage to force or psychic damage depending on the maneuver. All of the Lion's Roar maneuvers only enhance the weapon's attack but never changes its nature, a quality exhibited by its dogma for battle tactics and leadership.

Discipline	Description	Common Damage Types	Favored Weapon Types
Charnel Miasma	A discipline that focuses on diseases, poisons, and weakening foes.	Acid, Poison	Any piercing weapon, Sickles
Emerald Hammer	A discipline that channels the destructive force of lightning. Its nature allows users to exploit the structural weaknesses of buildings and objects.	Force, Lightning, Thunder	Battleaxes, Clubs, Flails, Greataxes, Handaxes, Hammers, Maces, Mauls, Morningstars
Frost Veil	A discipline that utilizes illusions and the elemental powers of ice to beguile and lead its foes to an icy grave.	Cold	Daggers, Longswords, Rapiers, Scimitars, Shortswords, Tridents, Whips
Lion's Roar	A discipline that exemplifies honor, valor, and courage. Referred to as the commander's discipline, it empowers allies with tactics and leads the charge.	Weapon	Any
Mirror's Edge	A discipline that hones the user's body and mind to a razor sharp edge. It teaches the art of making counterattacks and using a foe's power against them	Force, Psychic	Any
Onyx Arrow	A discipline that specializes in ranged combat. Users learn to throw with devastating accuracy and crippling force.	Force	Any ranged or thrown weapon
Serpent Flash	A discipline that harnesses elemental fire and mobility across the battlefield into an elegance dance.	Fire	Longswords, Scimitars, Shortswords, Spears
Swan Song	A discipline that embraces death and a creature's final moments. It yearns to hear the last breath of life.	Necrotic, Psychic, Radiant, Any Thunder	
Tempest Steel	A discipline that wields the wind as a weapon and traverse up to soaring heights to unleash ruin upon its foes.	Weapon	Greatswords, Glaives, Halberds, Longswords, Shortswords

SUBCLASSES & DISCIPLINES

Class	Subclass	Disciplines
Barbarian	Path of the Ravager	General Maneuvers only
Fighter	Stalwart	Lion's Roar, Mirror's Edge, Onyx Arrow, Swan Song, Tempest Steel
Monk	Way of the Artist	Charnel Miasma, Emerald Hammer, Frost Veil, Lion's Roar, Mirror's Edge, Serpent Flash, Swan Song, Tempest Steel
Paladin	Oath of the Crusader	Lion's Roar, Mirror's Edge, Swan Song, Tempest Steel
Ranger	Wildheart	Lion's Roar, Onyx Arrow, Serpent Flash, Swan Song
Rogue	Shadow Blade	Charnel Miasma, Frost Veil, Mirror's Edge, Swan Song
Warlock	The Ancestral Spirit	Any (Special)



Charnel Miasma

Commonly known as the Withering Touch, this martial discipline embodies the philosophies of decay, desiccation, poisons, and the inevitable ruin of all things. Practitioners of these particular techniques model their styles after creatures in nature such as scorpions, serpents, spiders, and even the most delicate flowers. Patience and persistence are joint tenants for students of this discipline, true masters know that the first strike does not lead to instantaneous death, it's the repetitive application that weathers the mountain.

CAUSTIC STRIKE

When you hit a creature with a weapon attack, you can expend a superiority die to unleash a corrosive strike. You add the superiority die to the attack as acid damage. The target takes the same amount of acid damage again at the end of its next turn. A creature can only be affected by this maneuver once per turn.

NOXIOUS PLUME

When you hit a creature with a weapon attack, you can expend a superiority die to release a cloud of poisonous gas. You add the superiority die to the attack as poison damage and the target must make a Constitution saving throw. On a failed save, the target is poisoned until the end of your next turn.

ENERVATING ATTACK

When you hit a creature with a weapon attack, you can expend a superiority die to drain your foe's vitality. You add the superiority die to the attack as necrotic damage and the target must make a Constitution saving throw. On a failed save, the target has disadvantage on attack rolls until the end of its next turn.

BOUQUET OF LILIES

Prerequisites: 7th level, one Charnel Miasma maneuver

On your turn, as an action, you can expend up to three superiority die cause a field of lilies to bloom around you. The dice result is the number of hit points of creatures this maneuver can affect. Creature within a 15-foot radius are affected in ascending order of their current hit points (ignoring unconscious creations). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected

SCORNFUL ROT

Prerequisites: 7th level, one Charnel Miasma maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to impose a rotting affliction. You add the superiority die to the attack's weapon damage. The weapon damage is changed to poison damage and the target must make a Constitution saving throw. On a failed save, the target's maximum hit points are reduced by the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NECROPHAGIC SUNDER

Prerequisites: 7th level, one Charnel Miasma maneuver

When you hit a creature with a weapon attack, you can expend a superiority die to cause decay. You add your superiority die to the attack as necrotic damage and the target must make a Constitution saving throw. On a failed save, the target reduces their Strength score by 1d6. In addition, the target has disadvantage on attack and ability checks for 1 minute.



MAW OF DECAY

Prerequisites: 15th level, two Charnel Miasma maneuvers

On your turn, as an action, you can expend up to four superiority die to cause grasping vines and brambles to appear at a point you can see within 30 feet of you. Choose up to five creatures you can see within 30 feet of the growth point. Each creature must make a Dexterity saving throw. On a failed save, the creature takes poison or necrotic damage (your choice) equal to your superiority die and is poisoned for 1 minute. On a successful save, the target takes half as much damage and is not poisoned. The brambles and vines then vanish.

PLAGUEBEARERS BLADE

Prerequisites: 15th level, two Charnel Miasma maneuvers

When you hit a creature with a weapon attack, you can expend a superiority die to infect the target with a debilitating disease. You add the superiority die to the attack. The attack's weapon damage is changed to necrotic damage and the target must make a Constitution saving throw. If the target is poisoned, it has disadvantage on this saving throw. On a failed save the target acquires a disease of your choice that lasts for 1 hour. This disease can only be removed by spells such as remove curse or greater restoration.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.





Emerald Hammer

Often revered as the Verdant Vengeance or the Storm Hammer discipline, this martial discipline incorporates the ferocity of lightning and thunder as it strikes the earth. The destructive force this discipline employs has been known to cause significant collateral damage to structures and buildings. In fact, the final step to attaining mastery in this discipline involves destroying a section of a mountain face with a single strike. The larger the destruction, the higher the indication of the user's mastery. Emerald Hammer users believe in swift, decisive blows. Never should the hammer strike the same place twice.

THUNDERBOLT SMITE

When you hit a creature with a melee weapon attack, you can expend one superiority die to unleash a thunderous force. You deal an additional amount of thunder damage equal to twice your superiority die. The target is also pushed 10 feet away from you. This attack emits a thunderous boom audible out to 300 feet.

SCATTERED LIGHTNING

When you hit a creature with a melee weapon attack, you can expend one superiority die to channel lightning to another creature. Choose a creature within 5 feet of the original target. If the original attack roll would hit a creature, it takes lightning damage equal to the number you roll on your superiority die. The original target also takes this lightning damage from this attack.

THUNDER TREMOR

On your turn, as an action, you can expend a superiority die to level the ground with a thunderous strike. Each creature within a 10-foot radius centered on you must make a Dexterity saving throw. On a failed save, a creature dealt thunder damage equal to the number you rolled on your superiority die and is knocked prone. The area is also treated as difficult terrain for 1 minute.

LIGHTNING STRIKES TWICE

Prerequisites: 7th level, one Emerald Hammer maneuver

When you hit a creature with a weapon attack you can expend a superiority die to expose a weakness in your foe's defenses. You deal additional lightning damage equal to your superiority die and the next attack roll made against this target before the end of your next turn has advantage. You can only use this maneuver once per turn.

THUNDER GOD'S FLIGHT

Prerequisites: 7th level, one Emerald Hammer maneuver

On your turn, as a bonus action, you can expend a superiority die to move in a boom of thunder. You fly to an unoccupied space you can see within 30 feet and does not provoke opportunity attacks. Each creature within 10 feet of the space you left takes thunder damage equal to your superiority die. The thunder can be heard from up to 300 feet away.

STORM DRAGON'S ROAR

Prerequisites: 7th level, one Emerald Hammer maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to unleash the wrath of a storm dragon. You add the superiority die to the attack as thunder damage. For each additional superiority you expend, your attack deals an additional 1d6 lightning damage (maximum of 3d6). In addition, the target must make a Constitution saving throw. If the target is a construct, they have disadvantage on this saving throw. On a failed save, the target has vulnerability to all damage until the start of your next turn.

ANCIENT GOD'S JUDGEMENT

Prerequisites: 15th level, two Emerald Hammer maneuvers

When you hit a creature with a weapon attack, you can expend up to four superiority die to unleash the ancient wrath of the storm gods. The attack's weapon damage becomes force damage. Each creature within a 30-foot radius of the target must make a Strength saving throw. Each creature takes 2d10 force damage for each superiority die expended (maximum 8d10) and knocked prone on a failed save. On a successful save, a creature takes half as much force damage and is not knocked prone. A creature reduced to 0 hit points by this attack is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

STORMBRINGER

Prerequisites: 15th level, one Emerald Hammer maneuver

On your turn, as an action, you can expend up to four superiority die to conjure a deadly storm that takes up a 15-foot wide by 40-foot tall cylinder centered on you. Each other creature in the cylinder takes thunder damage equal to your superiority die and must make a Dexterity saving throw. On a failed save, a creature is flung up 40 feet into the air a direction away from the cylinder. Objects in the cylinder take double the damage. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown before impact.

DESTRUCTIVE FORCE

The Emerald Hammer's maneuvers are renowned for their destructive potential, especially to structures and buildings. If you wish to exemplify this discipline's nature, consider granting maneuvers the ability to deal twice the amount of damage to objects and structures.





Frost Veil

Highly regarded as the Ice Maiden's Kiss, this discipline portrays a singular philosophy: "the first breath of winter like your first love." Practitioners of the Frost Veil discipline utilize the power of ice and snow to craft mystifying illusions, glammers, and it's considered one of the most artistically beautiful martial schools. Those that master this discipline value the beauty and importance of misdirection and the subtle caress of an icy death.

MAIDEN'S FIRST STEP

When you hit a creature with a melee weapon attack, you can expend one superiority die to beguile your foes. You add the superiority die to the attack as psychic damage and the target must make a Charisma saving throw. On a failed save, the creature has disadvantage on attack rolls against you and cannot take reactions until the start of your next turn.

ICY VEIL

When you hit a creature with a weapon attack, you can expend one superiority die to conceal your presence. On your turn, you can use a bonus action to take the Hide action and add your superiority die as a bonus to your Dexterity (Stealth) check. You leave behind no tracks or other traces of its passage and cannot be tracked except by magical means.

BEWITCHING SNOW

On your turn, as an action, you can expend a superiority die to create an icy ring that spreads in a 15-foot radius from you. Each creature in this icy ring takes cold damage equal to your superiority die and must make a Dexterity saving throw. On a failed save, the creature is restrained until the end of its turn.

FLOWER OF WINTER'S GRASP

Prerequisites: 7th level, one Frost Veil maneuver

On your turn, you can use a bonus action to expend up to three superiority die to cause a deadly flower made of ice to bloom from a creature recently wounded by you can see within 30 feet. The target must make a Constitution saving throw or take cold damage equal to the superiority die expended and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and is not stunned.

ICE MAIDEN'S REBUKE

Prerequisites: 7th level, one Frost Veil maneuver

When another creature damages you with a melee attack, you can use your reaction and expend up to three superiority die to reduce the damage by the number you roll plus your Dexterity modifier. If you reduce the damage to 0, the attacking creature immediately takes cold damage equal to the amount reduced.

GLACIAL DUPLICATE

Prerequisites: 7th level, one Frost Veil maneuver

On your turn, as an action, you can expend a superiority die to create an icy duplicate that lasts for 1 minute. The duplicate appears in a space within 5 feet from you, it has the same statistics as you except it hits point equal to half your level plus your superiority die. As a bonus action on your turn, you can move the duplicate up to 30 feet to a space you can see, but it must remain within 120 feet of you. Additionally, when both you and your duplicate are within 5 feet of a creature that can see the duplicate, you have advantage on attack rolls against that creature, given how distracting your duplicate is to the target.



AURORA SHROUD

Prerequisites: 15th level, two Frost Veil maneuvers

On your turn, you can use an action to expend up to four superiority die to create a translucent, prismatic cloak that lasts until the start of your next turn. The cloak's twisting pattern of colors weaves through the air within a 30-foot cube centered on you. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

While the cloak is active, you are considered heavily obscured. In addition, if you are hit by a melee attack from a creature while the cloak is active, it takes psychic damage equal to your superiority die expended.

DANCE OF FROZEN DEATH

Prerequisites: 15th level, two Frost Veil maneuvers

When you hit a creature with a melee weapon attack, you can expend up to four superiority die to conjure the illusion of an icy prison. The target must make a Wisdom saving throw. On a failed save, the creature takes 2d8 cold damage for each superiority die expended (maximum 8d8) and is restrained, believing it is encased in ice. On a successful save, it takes half as much cold damage and is not restrained. The restrained creature must repeat the saving throw and the end of its next turn, becoming petrified on a failure or ending the effect on a success.





Lion's Roar

Commonly referred to as the Lion's Charge or the Ruler's Decree, this martial discipline breathes an aura of leadership and command expertise. Practitioners of these maneuvers utilize battlefield tactics to inspire and rally their allies. Like the mighty lion, this martial discipline teaches the principles of authority and command, of valor and courage, and ferocity towards your foes. Masters of this discipline are paragons of courage, duty, and authority. Such individuals can lead the charge for a host of warriors into the fray, often shifting the tides of war.

LION'S RALLY

On your turn, as an action, you can expend a superiority die to bolster your allies. You choose another creature you can see within 30 feet from you to regain hit points equal to your superiority die + your Charisma modifier. In addition, the target gains advantage on Wisdom saving throws until the end of its next turn.

LEONINE TENACITY

When a friendly creature who can see or hear you within 15 feet makes a weapon attack roll against another creature, you can use your reaction to expend one superiority die to add it to their roll.

RELENTLESS CHARGE

When you move more than 10 feet on your turn, you can expend one superiority die to gain temporary hit points equal to the rolled result plus half your level. In addition, you have advantage on your next weapon attack until the end of your next turn.

GLORY OF THE GOLDEN MANE

On your turn, as a bonus action, you can expend a superiority die to unleash the lion's agility and strength to overcome obstacles. Until the end of your next turn, you add your superiority die to one ability check or saving throw. You may wait until after the roll before deciding to use the superiority die, but you must decide to use your superiority die for the roll before the DM says whether the roll succeeds or fails.

BEACON OF VALOR

Prerequisites: 7th level, one Lion's Roar maneuver

On your turn, as an action, you can spend up to three superiority die and choose up to three creatures to rally with courage. Each creature gains a bonus to their AC equal to one of your superiority die rolled. In addition, each creature has advantage on saving throws against being pushed, pulled, or knocked prone until the start of your next turn.

LION'S HAMMER

Prerequisites: 7th level, one Lion's Roar maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to deal a crushing blow to your foe. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.



PACK TACTICS

Prerequisites: 7th level, one Lion's Roar maneuver

Whenever both you and a companion are within 5 feet of a creature, you can expend up to three superiority die to overwhelm the target when your battle tactics. After you take the Attack action on your turn, any companion that makes a weapon attack at the same target creature adds a superiority die to the attack's damage roll. This benefit lasts until the start of your next turn.

LION'S DECREE

Prerequisites: 15th level, two Lion's Roar maneuver

Whenever you fail a saving throw against being charmed or frightened, you can use your reaction to expend a superiority die to resist the effect. Make a new saving throw and add the superiority die to it. If the result would cause you to succeed on the saving throw instead, each non-hostile creatures that can see or hear you can add your superiority die result to their saving throw results.

LION'S REGALIA

Prerequisites: 15th level, two Lion's Roar maneuvers

Whenever you or any number of companions within 30 feet takes damage, you can use your reaction to expend up to four superiority die to reduce the damage to each target by the number you roll on your superiority die. In addition, you and your companions within 30 feet from you gain a bonus to your AC and saving throws equal to your Charisma modifier until the start of your next turn.





Mirror's Edge

For the devoted, this discipline is often called the Eyes of the Inner Soul, but many refer to this martial style as Mirror-Guard. Practitioners are taught to expand their minds to new horizons and new possibilities, often through grueling training regimens against their bodies and will. The discipline's central philosophy encompasses the mind surpassing the body. Pain is an illusion, exhaustion is a lack of will, defeat is only known to one who cannot see the path to victory. Navigating through the labyrinth of uncertainty and battle, users of these maneuvers often seem unwavering and steadfast.

MIRROR'S REBUTTAL

Whenever you roll for an Intelligence, Wisdom, or Charisma saving throw from an effect from a creature, you can use a reaction to expend one superiority die, roll the dice and add the result to your saving throw. You can use this maneuver before or after your roll but before determining effects. In addition, this maneuver would cause you to succeed on that saving throw, the target takes psychic damage equal to your superiority die.

BLINDING FLASH

Whenever another creature damages you with a weapon attack, you can use your reaction and expend one superiority die to impose a momentary flash of light. The target must make a Constitution saving throw or be blinded until the start of its next turn. In addition, you can move up to 5 feet plus a number of feet equal to the number you rolled on your superiority die.

SHATTERED MIRROR

Whenever another creature damages you with a melee attack, you can use your reaction and expend one superiority die to harm the attacker's mind. The target takes psychic damage equal to twice your superiority die. In addition, the target cannot take reactions until the start of its next turn.

BLACK MIRROR ASSAULT

Prerequisites: 7th level, one Mirror's Edge maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to impose debilitating doubt in a foe. You add the superiority die to the attack's damage roll as psychic damage and the target must make a Charisma saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks against you until the end of its next turn.

FRACTAL DEFLECTION

Prerequisites: 7th level, one Mirror's Edge maneuver

When an attacker that you can see hits you with an attack, you can use your reaction to expend up to three superiority die and reduce the attack's damage by the result. If you reduce the damage to 0, a creature you can see within 20 feet must make a Dexterity saving throw or take force damage equal to your superiority die as part of the same reaction.



SPECULUM STRIKE

Prerequisites: 7th level, one Mirror's Edge maneuver

When you hit a creature with a weapon attack, you can expend one superiority die to strike into the target's mind. The weapon attack deals psychic damage and the target's Wisdom score is reduced by your superiority die. The target falls unconscious if this reduces its Wisdom to 0.

CRYSTAL MIND, DIAMOND BODY

Prerequisites: 15th level, two Mirror's Edge maneuvers

Whenever another creature damages you with a weapon attack, you can use your reaction and expend up to four Superiority die to deflect the attack by turning your body into a hard crystal. The damage you take is reduced by the result of your superiority die result. If you reduce the damage to 0, each creature within 10 feet must make a Dexterity saving throw. On a failed save, a creature takes psychic damage equal to your superiority die result. On a successful save, a creature takes half as much damage. When using this maneuver, you also gain resistance to psychic damage until the end of your next turn.

STORM OF BROKEN SHARDS

Prerequisites: 15th level, two Mirror's Edge maneuvers

When you take the Attack action on your turn, you can expend a superiority die to perform an additional attack. Whenever you hit a creature with a weapon attack, you add the superiority die to the attack's damage rolls, and may expend an additional superiority die to make another attack. You can continue to expend additional superiority die so long as you hit a creature with a weapon attack. If you miss on your next attack or have no more superiority die, you immediately end your turn and gain one level of exhaustion for each additional attack made using this maneuver.





Onyx Arrow

Revered as the Black Doom or Starslayer, the techniques under this discipline exploit any structural weakness to inflict massive devastation. Most practitioners are often archers, but the lessons and maneuvers from this combat style compliment with spears and other piercing weapons such as rapiers and lances. Much of the central philosophies center on performing one attack to eliminate their targets. Inspired by the deadly powers of angels with their arrows of slaying to legendary spears such as the Gae Bolg. Stories state that anyone targeted by one of these powerful maneuvers often meets their demise shortly thereafter.

STARFALL STRIKE

When you hit a creature with a ranged weapon attack, you can expend one superiority die to deal a crushing blow. You add the superiority die to the attack's damage roll as force damage, and the target must make a Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.

SLAYER'S MARK

You expend a superiority die and use a bonus action on your turn to aim and mark your target, choosing one creature within 30 feet from you as a target. You have advantage on your next ranged attack roll against that creature this turn. If that attack hits, add the superiority die to the attack's damage roll.





OBSIDIAN BOLT

On your turn, as an action, you can expend one superiority die to strike to shoot or throw your weapon forward in a line up to 30 feet long. The weapon passes harmlessly through objects, ignoring cover. The weapon deals piercing damage when using this maneuver. Each creature in that line makes a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the weapon, plus the result on the superiority die. On a successful save, a target takes half as much damage.

FALLING STAR SHOT

Prerequisites: 7th level, one Onyx Arrow maneuver

When you make an attack roll with a ranged weapon, you can expend a superiority die to make impossible strikes. Your attack ignores half cover and three-quarters cover. If the attack hits a creature, you add the superiority die to the damage roll. In addition, each creature within 5 feet of the target takes force damage equal to your superiority die.

STAROUST STEP

Prerequisites: 7th level, one Onyx Arrow maneuver

On your turn, as a bonus action, you can expend a superiority die to sharpen your instincts to allow you to attack in close quarters. Until the end of your turn, you do not have disadvantage on ranged weapon attacks if a hostile creature who can see you and who isn't incapacitated is within 5 feet of you. In addition, if your next ranged weapon attack hits, you add your superiority die to the attack's damage roll.

SPIRAL OBLIVION

Prerequisites: 7th level, one Onyx Arrow maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to leave a bleeding wound. You add the superiority die to the attack as necrotic damage, and the target makes a Constitution saving throw. On a failed save, the target cannot regain hit points for 1 minute or targeted by a *remove curse* spell.



BOLT OF ABSOLUTE DEATH

Prerequisites: 15th level, two Onyx Arrow maneuvers

On your turn, as an action, you can expend up to four superiority die to make a ranged weapon attack at a target within range. The weapon deals force damage and attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls when using this maneuver. Regardless whether you hit with your attack, the target and each creature in the line must make a Dexterity saving throw. On a failed save, it takes 2d12 force damage for every superiority die expended and is stunned until the end of its next turn. On a successful save, it takes half as much damage and is not stunned. If the weapon hits the target, it takes double the weapon's damage.

OBSIDIAN RAIN

Prerequisites: 15th level, two Onyx Arrow maneuvers

On your turn, as an action, you can expend up to four superiority die to make a ranged weapon attack at a target within range. Each creature within a 20-foot radius by 40-foot tall cylinder centered on the target must make a Dexterity saving throw. On a failed save, a creature takes 2d8 force damage for every superiority die expended and is restrained until the end of its next turn. On a successful save, a creature takes half as much damage and is not restrained.



Serpent Flash

Often called the Desert Slash or the Cobra Flare style, this particular set of maneuvers were inspired by the dexterity of snakes and their ability to navigate through desert environments. Many practitioners utilize their momentum to continue their strikes like an intricate dance, letting their legendary footwork and blades provide the force necessary to dispatch their foes. Like snakes in a desert, a user of these maneuvers coils and springs, encircling their prey before striking with fiery ferocity. Masters of this discipline move like a mirage across the battlefield, striking foes with minimal effort and seeming to have a longer reach than their weapons allow.

STROKE THE FLAMES

When you hit with a melee weapon attack, you can expend one superiority die to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. Both creatures take fire damage equal to the number you roll on your superiority die.

SIDEWINDING STRIKE

Your walking speed is increased by 10 feet until the end of the turn. When you move, you can expend one superiority die, and deal fire damage to each creature the first time you are within 5 feet of it until you stop moving.

LEAPING SERPENT

Whenever a creature moves out of your reach, as a reaction, you can expend a superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack as fire damage. You can perform this maneuver even if the creature takes the Disengage action before leaving your reach.

COILED COBRA DANCE

Prerequisites: 7th level, one Serpent Flash maneuver

On your turn, as a bonus action, you can expend up to three superiority die to enter into a special stance that resembles a coiled serpent posed the strike. Until the start of your next turn, you gain a +2 bonus to your AC and whenever you take damage from a creature within 5 feet, you can use a reaction to make a weapon attack against that creature. If you hit, the creature takes fire damage equal to your weapon damage roll and the superiority die.





MIRAGE SERPENT

Prerequisites: 7th level, one Serpent Flash maneuver

On your turn, as an action, you can expend one superiority die to appear as a mirage. Until the start of your next turn, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

PHOENIX FLAKE STRIKE

Prerequisites: 7th level, one Serpent Flash maneuver

On your turn, as an action, you can expend a superiority die to fling bands of flame at foes from your weapon. Each creature within a 10-foot radius from you must make a Dexterity saving throw. On a failed save, a creature takes fire damage equal to the weapon damage plus the result on the superiority die and is pushed 10 feet. On a successful save, a creature takes half as much damage and is not pushed.

SEARING TORCH

Prerequisites: 7th level, one Serpent Flash maneuver

When you hit with a melee weapon attack, you can expend up to three superiority die to engulf the target in flames. You add the superiority die to the weapon's attack as fire damage. The target or an object worn by the target ignites. Until the target takes an action to douse the fire, it takes 2d6 fire damage at the start of each of its turns.

DEW OF FIRE SNAKES

Prerequisites: 15th level, two Serpent Flash maneuvers

When you take the Attack action on your turn, you can forgo one or more of your attacks and use a bonus action to direct your companions to strike. When you do so, choose a number of friendly creatures who can see or hear you equal to the number of attacks forewent and expend one superiority die for each target. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll as fire damage.

FIRE DRAGON'S RAGE

Prerequisites: 15th level, two Serpent Flash maneuvers

On your turn, as an action, you can expend up to four superiority die to create a towering blade made of fire. You strike your weapon forward in a line up to 60 feet long and 1 foot thick. The weapon deals fire damage when using this maneuver. Each creature must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the weapon, plus the result on the superiority die. On a successful save, the target takes half as much damage. In addition, the ground where the flames struck becomes scorching hot for 1 minute, a creature takes the same damage when it enters the area of the line for the first time on a turn or ends its turn there.



Swan Song

Often referred to as the Soul's Lament or the Final Death, this particular discipline capitalizes on the final moments of the slain foe to continue the momentum of the battle. The name for this discipline originated from previous masters and practitioners regarding the final breaths of the defeated as a sweet song that only continues to motivate them forward. Beauty lies in death, the final breath is the most beautiful sound. This combat style prides its philosophy of dedicating the deaths of the fallen. Once the first body falls, a master of this discipline can be expected to create more fallen victims.

BLACKFEATHER MEMOIR

When a creature drops to 0 hit points from a weapon attack from you, as a bonus action, you can expend a superiority die to extract the last thoughts or memories of the defeated. The memory be an idea, an image, or a message that only you can understand or visualize. You gain a bonus to your AC equal to your superiority die until the start of your next turn.

SONGBIRD'S LAMENT

When a creature drops to 0 hit points from a weapon attack from you, as a bonus action, you can expend a superiority die to invoke dread to a nearby foe. Choose a creature who can see or hear you within 30 feet, it must make a Charisma saving throw. On a failed save, the target takes psychic damage equal to your superiority die and is frightened until the end of its next turn.

BIRDS OF A FEATHER

When you hit a creature with a weapon attack, you may expend a superiority die. You add the superiority die to the attack's damage roll. If the target drops to 0 hit points, as a reaction, you can move up to half of your walking speed to another creature you can see.



CYGNUS OMEN

Prerequisites: 7th level, one Swan Song maneuver

When you hit a creature with a weapon attack, you may use a bonus action to expend up to two superiority die and implant a black swan mark on the target. Before the end of your next turn, if the target is hit by a weapon attack, add the superiority die to the attack's damage roll. If the target drops to 0 hit points, you gain temporary hit points equal to your superiority die.

MEMENTO MORI

Prerequisites: 7th level, one Swan Song maneuver

When a creature drops to 0 hit points from a weapon attack from you, as a bonus action, you can expend a superiority die to rally your allies to join the fray. Choose up to three friendly creatures who can see or hear you within 30 feet. Those creatures may immediately use their reactions to make one weapon attack, adding the superiority die to their attacks' damage roll.

BLACKFEATHER GALE

Prerequisites: 7th level, one Swan Song maneuver

When you hit a creature with a weapon attack, you may expend up to two superiority die. You add the superiority die to the attack's damage roll. If the target drops to 0 hit points, you can choose a friendly creature who can see or hear you within 30 feet. That creature has advantage on its next weapon attack until the start of your next turn.

BLACK SONG REQUIEM

Prerequisites: 15th level, two Swan Song maneuvers

On your turn, as an action, you can expend up to four superiority die to summon an omen of death surrounding a creature you can see within 30 feet. The omen trails in a 30-foot radius sphere around the target. While creature within the area of the omen, their speed is halved. Until the start of your next turn, when a creature enters omen, it must make a Charisma saving throw. On a failed save, the creature takes necrotic or radiant damage (your choice) equal to your superiority die. On a successful save, the creature takes half as much damage. When a creature drops to 0 hit points while in the omen, a shadow (MM) appears in an adjacent space of their body.

LAMENT OF A THOUSAND BIRDS

Prerequisites: 15th level, two Swan Song maneuver

When you hit a creature with a weapon attack, you may expend up to four superiority die. You add the superiority die to the attack as thunder damage. If the target drops to 0 hit points, as a reaction, each creature within a 30-foot radius of the target must make a Constitution saving throw. On a failed save, a creature takes thunder damage equal to your superiority die and is deafened until the end of its next turn. On a successful save, a creature only takes half as much damage and is not deafened.





Tempest Steel

Known as the Steps of Zephyr or the Aegis Wind style, this martial discipline utilizes techniques and maneuvers to navigate through a battlefield with confidence and yet provide support to their allies when needed. Practitioners are able to traverse through any hostile terrain with ease, avoiding deadly strikes and sometimes reaching heights inaccessible to other combatants. Harnessing the wind, users can redirect and deflect often lethal blows from themselves while also restricting enemy movement if necessary. The core philosophy of this style embodies the phrase: "move as swift and smooth as the most gentle breeze, strike as a hurricane."

AEGIS STRIKE

When you hit a creature with a weapon attack, you can expend a superiority die to weave the wind in your favor. You gain a bonus to Dexterity saving throws equal to your superiority die until the start of your next turn.

STEP OF THE WIND

When you move, you can expend one superiority die to increase your walking speed equal to your die result. In addition, moving through nonmagical difficult terrain costs you no extra movement.

GALE FORCE STRIKE

When you make a melee weapon attack on your turn, you can expend one superiority die to strike a foe with a strong wind. If you hit, you add the superiority die to the attack's damage roll and the target must make a Strength saving throw or be pushed 15 feet away from you.

CLOUD GIANT'S GRACE

Prerequisites: 7th level, one Tempest Steel maneuver

As a reaction, when you can expend up to two superiority die to disappear into a cloud. Until the start of your next turn, you are invisible and teleport 5 feet plus a number of feet equal to your superiority die. The cloud also removes your scent, making it harder for creatures that rely on their sense of smell to detect you. While you are invisible through this maneuver, a creature has disadvantage on Wisdom (Perception) checks involving a sense of smell.

DARING DRAGON STRIKE

Prerequisites: 7th level, one Tempest Steel maneuver

When you hit a creature with a weapon attack, you can expend up to three superiority die to send your foes flying through the battlefield. Each creature in a 15-foot cone from the target takes damage equal to the number you roll on your superiority die and if the creature is Large or smaller, it must make a Strength saving throw. On a failed save, a creature is pushed 10 feet and knocked prone. The damage is of the same type dealt by the original attack.

SOAKING CLOUD STEP

Prerequisites: 7th level, one Tempest Steel maneuver

On your turn, as a bonus action, you can expend a superiority die to create a small gust around you. Immediately before or after your Attack action this turn, you can fly up to half your walking speed without provoking opportunity attacks.



TEMPEST TITAN SURGE

Prerequisites: 15th level, two Tempest Steel maneuvers

On your turn, as an action, you can expend up to four superiority die to conjure a vortex harsh winds that lasts until the end of your next turn. Each creature within a 15-foot radius from you must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage for each superiority die expended on a failed save, or half as much on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or be hurled $1d6 \times 10$ feet away from it in a random direction.

WINDSTORM DOOM

Prerequisites: 15th level, two Tempest Steel maneuvers

When you hit a creature with a weapon attack, you can expend up to four superiority die to encase them in a vortex of wind. You add the superiority die to the attack's damage roll. A Large or smaller creature must make a Strength saving throw or be restrained until the start of your next turn. While restrained, the target gains vulnerability to fire, cold, lightning, and thunder damage for the duration.



Heart of the Sword

Warriors who follow the path of the Sublime Way follow a series of rules and codes of conduct when interacting with each other. Each practitioner of the Sublime Way strives to uphold these edicts with some variation permitted. It's the dedication of their ideals over personal gain that highlights the difference between practitioners and ordinary sellswords. "Trust and Betrayal" is a common phrase that often hangs over these warriors; trust in their skills and intent, and knowing that neither will betray their honor willingly.

For a Sublime warrior, Honor plays as a deciding factor that distinguishes them from their status, devotion, and trustworthiness. Honor is not something given freely. It is earned. Subsequently, it also can be taken away. Honor presented in this supplement is utilized as an ability score with new uses, as described further in this section. A character with high Honor has a high reputation, and almost automatic acceptance of their trustworthiness, and an expectation of etiquette. The lower the Honor score, the character can be expected to betray their ideals, oaths, and promises.

The life of a warrior can be filled with clashing personalities, ideals, and factions. Such champions sometimes can only resolve their disputes through a duel. In cases of duels between Sublime warriors, one can place their Honor at stake to resolve a disagreement or confrontation. There are various forms for duels, not all involve death as a final consequence.

When employing any of these alternate rules, consider how a clan, culture, or person defines what actions or behaviors are honorable. It is alright to have a variety of views, though some degree of consensus is recommended. How one observes these rites and traditions will also vary and can be left to open interpretations. These interpretations will guide the story of the character and possibly your campaign.

Honor

In the *Dungeon's Master Guide*, there is a section describing the utilization of another ability score called Honor. This section explores and expands on the previous entry to provide both mechanical and narrative options for prospective Dungeon Masters hoping to employ a code of honor in your game. This works splendidly with settings inspired by Asian cultures such as Kara-Tor in the *Forgotten Realms*, the kingdoms in the west of the Flanaess in *Greyhawk*, or where Honor is treated with reverence within a culture to symbolize status and accolades.

What is honor?

Your Honor score functions similarly to your standard six ability scores with exceptions listed below.

At character creation

During character creation, you may employ the following methods to generate the players' starting Honor score:

- If your players use the standard array of ability scores, add one 11 to the array.
- If your players use the optional point-buy system, add 3 points to the starting total.
- If your players roll their ability scores, have them roll for the added ability scores.
- Alternatively, you have all players start with a 10, adjusting the value through merits, achievements, and accolades through the course of your gameplay. This is the ideal method to utilize the wide array of options presented in this supplement.

Introduce Honor to Your Game

If you choose to introduce Honor later in your campaign, you may employ the following methods to generate a character's Honor score:

- Your players' starting Honor score starts at 10 + your proficiency bonus. A character's skill and aptitude garner some measure of reputation and accommodations.
- Your players' starting Honor score is equal to their Charisma score. The measure of a warrior's social conduct can sometimes be a measure of their understanding of etiquette and their code of conduct.
- Your players' starting Honor score is 10. Through the course of their adventures, have each player recount a heroic moment wherein their character performed an act that satisfied their Ideals and/or their Code of Honor. If a character has tenants, such as a Paladin's Sacred oath, they may apply them for this determination. For each instance, you may award a +1 increase (with a maximum of +5) when you introduce Honor in this later stage of your story.

Create your Code of Honor

A warrior's code of honor consists of important tenants that can be defined by their clans, factions, families, or guilds. Between other warriors, it's important to have a means for decorum when in the presence of each other. A show of mutual respect. Sometimes this can develop into admiration or idolization, other times it can become rivalry or resentment. Your Code of Honor reflects your commitment to a particular lifestyle, often forfeiting the gains and pleasures of life for the service of these ideas.

You can employ the following methods to craft your Code of Honor:

- If you have taken a Sacred Oath from the Paladin class, the tenants presented along with your Ideals can serve as your Code of Honor.
- Using your Ideal selected (or randomly determined) for your character background, you can add any number of these tenants or consult with your DM to craft new ones:
 - Compassion.** To have empathy for those suffering or for their misfortunes
 - Bravery.** Face your fears despite them
 - Honesty and Sincerity.** Be true in your words and in your actions
 - Duty.** Fulfill your oaths and promises
 - Respect.** No cruelty, no pride, always equals
 - Integrity.** Believe in justice, not from others, but from yourself
 - Justice.** Be fair, be firm, be wise in your dispensation
 - Wisdom.** Find the path to your goals with the least amount of disruption or harm
 - Courtesy.** Treat others with respect without disdain, honor your superiors, and fairness to others
 - Innocence.** Let not the innocent suffer from the unjust

Gaining and Losing Honor

Unlike other ability scores, Honor does not change during Ability Score Improvements. Instead, a character's Honor score changes based on their actions. At the end of an adventure or story arc, a character may reflect on whether their actions reflected their warrior's code by answering the following questions below:

- Did you put upholding your Ideals or Code of Honor above the decisions of your fellow adventurers?
- Did your Ideals or Code of Honor clash with the choices or Honor of another character (player character or non-player character)?
- Did you defend your honor or the honor of another? (Whether by a duel, discussion, etc.)
- Have your Bonds or Flaws caused you trouble with upholding your Ideals or Code of Honor?
- Did you learn something about yourself and your Code of Honor? (Please describe)

It's encouraged that the player answers the questions above. Should a player answer "yes" to all five questions, they can gain their Honor score by 1. Alternatively, if a player answers "no" to all five questions, they reduce their Honor score by 1 instead. Additionally, your DM can issue further increases or decreases to your Honor score.

Your Honor score can also be changed from the results of a duel (described in a later section). Combatants in a duel must ante an amount of Honor, afterward, the results determine the final allocation of Honor between the participants.

Just like other ability scores, your Honor score cannot exceed past 20. If your Honor is at 1, there is a chance your character may undergo a crisis (see below). The character may choose to confront their crisis or willingly fail it. Failure of a crisis results in an Honor score of 0. An Honor score of 0 has unique implications for your character and how they are received by other honorable characters.

Making Honor checks

An Honor check can be used in social interactions, for some situations where Charisma may apply and the character's defining factor relates to their understanding and implementation of their code of honor.

Your DM might call for Honor checks when a character is in one of these following situations:

- Setting etiquette in a social situation
- Using your honorable or dishonorable reputation to influence someone else
- Determining the best course of action while retaining honor
- Determining the Honor score of another character
- Breaching one of your tenants from your Code of Honor
- Understanding the role of Honor in a combat or social situation

Making Honor saving throws

An Honor saving throw often arises when a situation may inadvertently cause a dishonorable action. Your DM may consider calling for an Honor saving throw for the following reasons:

- Avoiding a breach of etiquette or honor
- Resisting the influence of your flaws that may cause a dishonorable action
- Resisting a coerced action that would violate your Code of Honor
- Recognizing an enemy is attempting to trick or mislead them to breach their tenants
- Trying to save face

Overcoming a Crisis

When a character has an Honor score of 1, they are undergoing a crisis. At this point, the character is at a critical juncture where their actions have been consistently dishonorable or their lifestyle no longer fits within the tenants of their Code of Honor. Typically, a character in crisis is overwhelmed by their raw emotions conflicting with their adherence to their honor, which causes them to be often unfocused, distracted, exhausted, and defeated.

Ultimately, a character in crisis must face the reality of their position and determine the course of their life. Any extended delays can put a strain on the character's recovery and resolution, making them unpredictable and possibly a hindrance to their allies. A character can use any of the following to alleviate their crisis:

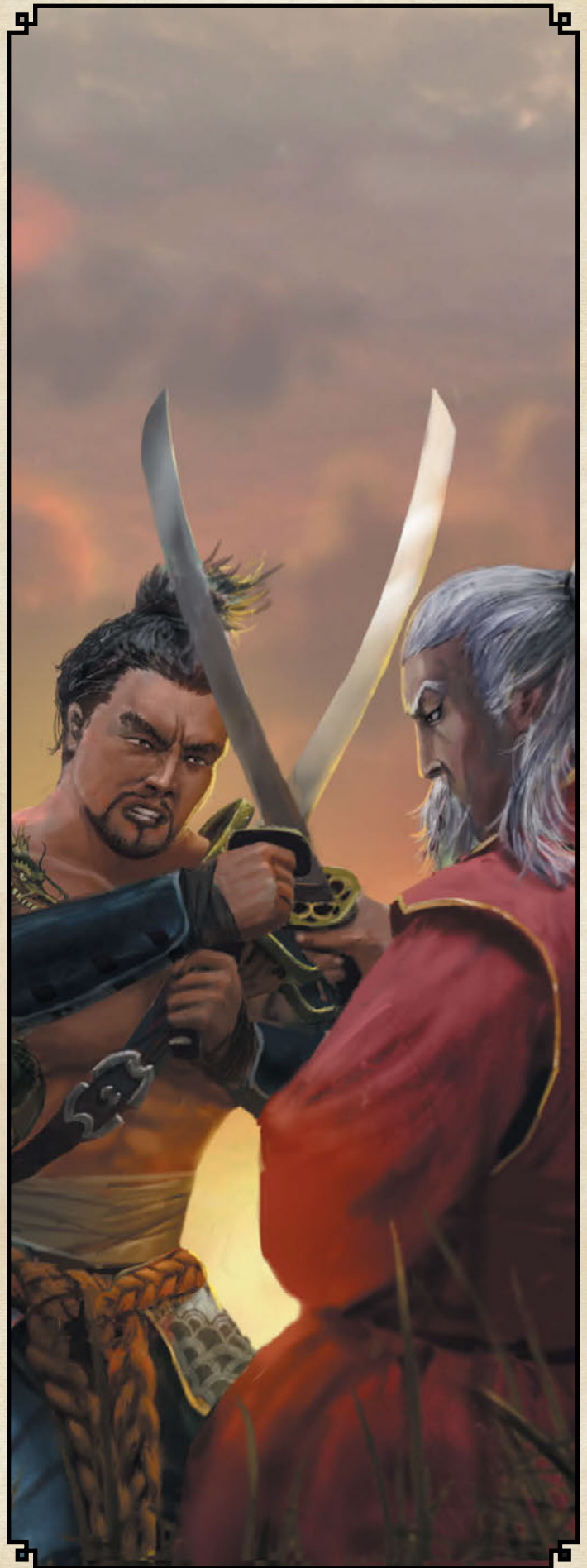
- **Retreat.** Spending several days on a spiritual retreat, often participating in mediation and removing themselves from the ever-volatile ebb and flow of life. This quiet contemplation allows a warrior to assess their goals, choices, and reconcile with their duties to their tenants. Often a character that goes undergoes this treatment returns as if under the influence of the *calm emotions* spell. Additionally, it may even be permitted (by your DM) to swap one of your tenants for another.
- **Revelation.** Alternatively, to overcome a spiritual crisis, it may require expressing the repressed emotions, feelings, or desires. This release often removes the guise of the warrior, revealing their true persona versus the rigidity of their Code of Honor. Such a display leaves the character vulnerable but grants them the ability to say or do things normally not permitted under their Code of Honor. This narrative opportunity may be resolved with a duel, for example, or the revelation about a secret or hidden truth. Alternatively, the character may display fear, anger, or resentment during their crisis revelation. It's encouraged that the player and DM work to establish the scene for this revelation that best fits the current situation and character. Mechanically, this grants the character the ability to change their entire Code of Honor, meaning new Ideals and tenants. In the case of a Paladin's Sacred Oath, they may become an Oathbreaker or find a new Sacred Oath to uphold that fits their character's goals and emotions. After resolving a Revelation, a DM may award any number of Honor appropriate for the character's spiritual path.
- **Descent.** An option during a crisis a character may choose is the total rejection of Honor. This causes their Honor score to drop to 0. An individual with this type of score narratively has lost faith in the beliefs of honor and no longer lives with any sort of basis for civility among warriors. Such a choice suggests a traumatic revelation that coincides with an alignment change, their Ideal is changed to: "Respect and authority are meaningless constructs, nothing is sacred to me anymore," and gains an additional Flaw: "I am guided by my whims and desires." These changes cannot be reversed unless the character admits to their transgressions and becomes devoted to a new Code of Honor. Afterward, the DM can award an amount of Honor that befits the story with a minimum of 1 and a maximum of 10.

HONOR SCORES

Honor Score

Description

- | | |
|-------|--|
| 20 | A bastion of honor, upholding your beliefs and ideals at any cost and even onto their dying breath. |
| 19-18 | Unwavering in your path to defend your honor, willing to sacrifice as much as possible rather than fail to uphold them. |
| 17-16 | Strengthened by your beliefs and ideals, you endure many hardships and are often met with reverence. |
| 15-14 | You seek to live your life in earnest to your Code of Honor, reassured that this is the path for you. |
| 13-12 | Honor and validating your beliefs tend to be important to you, the process may be long but it will be worthwhile in the end. |
| 11-10 | You understand the importance of honor, but you are also a mortal with free will and may heed your desires over your principles. |
| 9-8 | Compromises sometimes need to be made to achieve your goals, even if it means a shred of Honor goes with it. |
| 7-6 | You do not always consistently stick by your honor or its tenants but understand its importance in a better world. |
| 5-4 | Following the tenants of your beliefs or Code of Honor are usually the last thing on your mind. |
| 3-2 | Honor is more trouble than what it's worth. Your actions constantly clash with upholding your honor. |
| 1 | On the verge of a spiritual implosion, you barely believe in your Code of Honor or anything else for that matter. |
| 0 | You have lost faith in your beliefs and Code of Honor, you believe in nothing at all. |





Duels

Duels are a mutual engagement typically set by two parties (usually individuals) to settle disputes. Most duels typically involve weapons but even spellcasters may need to settle a score. Regardless of the type of duel, the results may have lasting impressions on a character's Honor, family, clan, or country in some instances. A character's Honor before and after a duel can shift based on its outcome, with many warriors from different clans, fighting styles, and factions, both participants seek to establish ground rules and conditions. Once agreed, both participants engage in their contest until the victory conditions are met, decided, or it ends in a draw.

The process of a duel is broken down as the following:

Set the Terms. Before a duel can commence, all parties must agree to terms. Typically such conditions include the objective of the duel (first blood/first strike, incapacitation, or death), weapons or items allowed, and even where the duel may take place.

Ante Honor. Once terms are set, both participants may risk their Honor in the hopes of greater gains or face significant losses. Each participant may bet a number of Honor from their Honor score up to their proficiency bonus. A participant cannot ante up more Honor than they possess.

Preparation. Duelists are typically allowed a moment to prepare themselves both mentally, physically, and magically if allowed.

Combat. Roll initiative for each of the participants. Resolve combat as normal until the duel conditions are met, whether it be first blood/first strike, incapacitation (dropping to 0 hit points), or death (dropping to 0 hit points and failing all three Death saving throws).

Resolution. Once a duel's conditions and terms are met, the duel ends and the results are determined. Some results are easier to determine, such as duels to the death, but other ones may require witnesses, bystanders, or an arbiter to weigh in the final verdict. There are some warriors that can tell the moment a duel is concluded whether they won or lost based on merit alone, such recognition leaves both combatants aware of the outcome and requires their acceptance.

Setting the Terms

When settling on terms for a duel, two important aspects need to be discussed and established:

- The objective of the duel (first blood/first strike, incapacitation, to the death, or another goal)
- Weapons, items, and fighting styles allowed
- Amount of Honor to be wagered

If two parties cannot agree on terms, a character with a higher Honor score may interject to act as an arbiter and set the terms for the duel.

Ante Honor

Both participants must risk their Honor score to settle these delicate matters. Each may bet an amount from their Honor score up to their proficiency bonus. For example, if Hiko has a Proficiency bonus of +3 and has an Honor score of 15, he may ante up to 3 Honor. After the resolution of the duel, Hiko and his opponent will resolve the duel and Honor will be distributed accordingly. During the course of the duel, Honor is not affected until the Resolution phase.

Preparation

Depending on the terms of the duel, participants make use this phase to acquire either the appropriate weaponry, armor, or items before their confrontation. Some traditions limit the amount of weapons and armor allowed, very rarely do most of these contests let a combatant use an item, even a healing potion. In some instances, abilities or features that restore hit points might be disallowed as well.

In most duels magic items, with the exception of weapons and some armors, are barred. A duel should be interpreted as the purest and raw personification of a character's intent and beliefs. A break of the terms and conditions of a duel at this juncture commonly results in a loss for the instigator. A loss in this juncture leads straight to the Resolution phase with the rewards and outcomes.

Combat

Once all preparation is complete for the combatants, combat ensues between them. Both participants roll initiative as normal and perform actions to reach their objective for the duel. Duels are unique and vary, but here are some common types of duels you may encounter:

- **First strike/first blood.** Such duels are determined by the participant who land the first blow. In this type of duel, sometimes weapons are sheathed and must be drawn simultaneously, other times, the items are already drawn with the combatants in a stance to strike. For mage duels, usually both casters have their hands and implements down at their sides.
- **Incapacitation or Defeat.** The most common type of duel, participants engage in combat until either one of them yields to defeat or one of them is beaten (typically by having 0 hit points). Such a contest is generally used to train a warrior or assess the combat capabilities of the prospective individual. It is not uncommon in these situations for death to occur whether intentional or unintentional. Depending on the circumstances and the situation, killing an opponent in this type of duel might be frowned upon or be counterintuitive of the duel's intentions. Mage duels in these scenarios can sometimes be dazzling, terrifying, and awe inspiring depending on the practitioner.
- **To the Death.** In some heated situations, death may be the only solace for both parties. In these types of duels, the intent of death is made clear from the forefront whereas situations may arise where death might happen in a duel to incapacitation. The main difference between incapacitation and death is primarily linked to Death saving throws. In the case of duels with a player and NPC, the NPC is treated as having the same way regarding Death saving throws. However, even if both combatants agree to this type of duel, a warrior may still grant mercy to their opponent should they fall unconscious or hang on the verge of death. There are social consequences that might arise from this sort of action but it may also expand additional narrative opportunities for your story.

MAGE DUELS

Magic and its use are typically seen in Mage Duels, wherein both participants have some spellcasting ability. Such a contest typically has stricter terms and conditions applied due to the varying nature of spellcasting practices. The designated combat area must be determined, which grants the casters the ability to gauge the use and implementation of their spells. Spells that empower or provide the recipient a tactical advantage typically are not cast before the start of a duel and require the caster to perform the spell during the combat phase.

COUNTERSPELLING AND MAGE DUELS

In Mage duels, wherein it's typical for casters to have counterspell available, you can provide a measure of skill and nuance to the experience. Rather than state the name of the spell being cast, a combatant may declare they are casting a spell. The defending combatant may use their reaction to make an Intelligence (Arcana) check. The DC is equal to 10 + the spell's level, which the casting character must disclose. On a success, the defender knows which spell and spell-slot level it is being cast. On a failed check, the defender does not know the spell being cast. Regardless of the success or failure of the check, the defender subsequently may elect to cast counterspell, resolving the spell's effect as normal.



Alternative Duel: Social Duels

Besides swords and sorcery, a warrior sometimes must employ their wits, charisma, and insight against each other to reach a settlement or compromise. Such confrontations carry the same narrative weight as a traditional duel, sometimes even greater. The right or wrong word can easily turn a tense situation into a medley of outcomes that could topple governments, rulers, and even entire countries. In this particular type of contest, defeat is measured by one who loses composure first.

When initiating a Social Duel, the following changes apply:

Setting Terms. The objective in a Social Duel is to have your adversary lose their composure first.

Ante Honor. Both participants risk their Honor like a normal duel.

Debate. Unlike a typical sword duel, both parties do not have the luxury of preparation and instead of combat, there is an exchange of dialogue between the participants. Instead of hit points, each participant picks a primary ability score such as Intelligence, Wisdom, or Charisma. The value from the selected ability score represents their mental toughness. Typically, it's advised to choose the highest ability score, alternatively, a participant may select their Honor score instead. During each round, the participant that was beaten takes a hit to their mental composure.

Resolution. Once the mental toughness value drops to 0, the debate is finished and the aftermath of the duel is resolved as normal.

Debate

Instead of combat, in a social duel, participant wage war with their minds and words. In this type of confrontation, participants select a mental ability score (Intelligence, Wisdom, Charisma, or Honor) to represent their mental toughness. This value will be referred to as Composure. The participants roll initiative and each round spends their action to convey their viewpoints, followed by a making a skill check (determined by the DM). The DC starts at 10. After each round, the DC increases by 1 until the debate is finished and a dominant speaker is determined. If the check is successful, the participant's composure does not reduce. This check represents the debater's capacity to remain on topic and convey a convincing viewpoint.

In addition, participants who present a better argument can inflict blows to their opponent's composure. The debater that rolled a higher result is announced as taking the lead in the debate, which spells consequences for the runner-up, which is detailed below.

If the victor of the round rolls...

- **5 or more than the runner-up.** The runner-up loses 4 Composure.
- **At least 1 or 4 more than the runner up.** The runner-up loses 2 Composure.
- **A natural 20 on the check.** The runner-up loses 4 Composure.
- **If the runner-up rolled a 1 on their check.** The runner-up loses 4 Composure

This exchange continues until either one of the participants forfeits and admits defeat or one of the participants has their Composure reduced to 0. A character that has their Composure reduced to 0 has lost face and has reached the limits of their mental fortitude.



Legacy of the Sword

The journey of a Sublime warrior consists of knowledge, practice, and dedication. At the journey's end, there is a shift towards the legacy a warrior leaves behind as they prepare for the final journey of death. The measure of one's legacy can be abstract such as an ideal or promise fulfilled. Still, most commonly, it is a relic passed to the next disciple to become the following link in a chain of memories. Other things often get passed down from master to students, such as mannerisms, beliefs, or customs. Sometimes these traits become imprinted onto objects, sometimes charms or trinkets to armor and weapons.

Nine powerful weapons embody the core beliefs and philosophies of the martial disciplines of the Sublime Way. These legendary weapons are believed to be the forebearers of their respective traditions, leading many disciples and masters to seek out and covet them as a part of some glorious destiny. A wielder who manages to unlock the hidden, mystical powers of these weapons achieves a martial prowess unparalleled to any other warrior.

BLADESAGES & THE NINE BLADES

Bladesages who chose the Path of the Noble Truth are exemplars of the martial discipline of their choice. The philosophy of this particular Bladesage path involves the belief that a singular discipline possesses the path for spiritual enlightenment, often forsaking all others. Such individuals may even find scripture or tomes that detail the history and legacy of their discipline, which may very well trace back to the Nine Blades. The wayfinder may become enticed with the notion of acquiring such a sacred relic as both a personal quest for their enlightenment but also a triumph of their determination against all odds.

Bladesage villains can be compelling rivals seeking these relics. Especially if these particular foes belonged to a martial school from one of the party member's backstory. Cultists and religious fanatics may also covet these rare weapons to be used for nefarious purposes. Finding even one of these powerful artifact weapons can prove an enticing end goal for your campaign.



Charnel Miasma

Weapon (rapier), legendary (requires attunement)

An ashen white rapier which upon closer inspection is revealed to be made entirely of bone with a skull as part of the guard. Legends reference an ancient and nameless elf necromancer as the proposed creator of Charnel Miasma, designed as the embodiment of death and decay. When the elf passed, the rapier was kept in his tomb until it was raided and lost into the ages. The blade would surface centuries later under the ownership of a radical cult who worshipped a god of death. These worshippers would eventually become the modern practitioners of the Charnel Miasma discipline.

Charnel Miasma is a magic rapier that grants a +2 bonus to attack and damage rolls made with it.

Desiccator. While attuned to the weapon, you gain the following benefits while you hold Charnel Miasma:

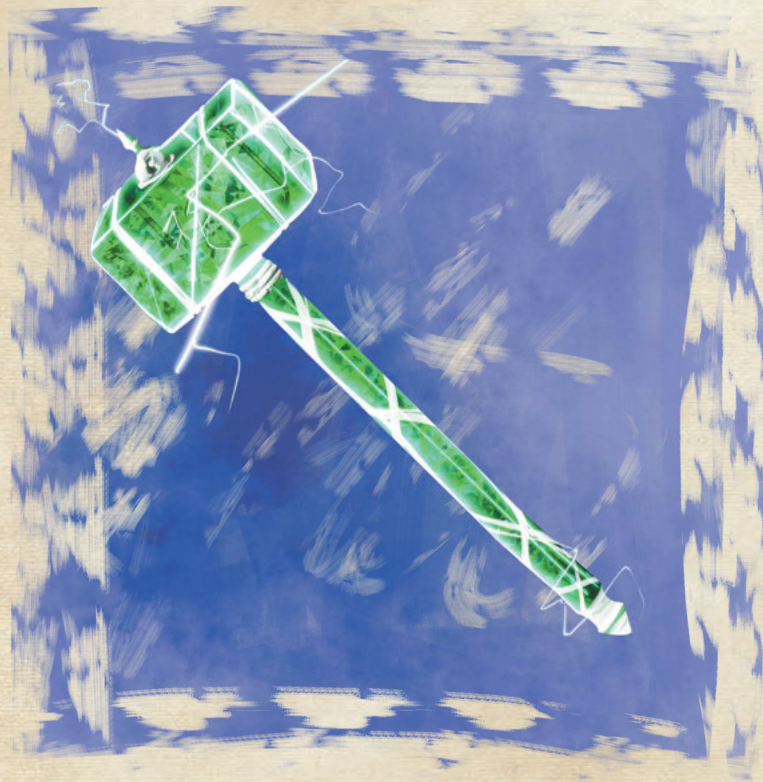
- You have resistance to poison damage and advantage on saving throws against being poisoned.
- You are immune to exhaustion.
- You are aware of the presence of Tiny or larger creatures within 60 feet of you that aren't constructs or undead, but not their exact location.
- You can cast *Abi-Dalzim's horrid wilting* (save DC 16). Once you have done so, Charnel Miasma cannot be used this way again until the next dawn.

Plague Touch. While you are attuned to the weapon, any creature that you hit with Charnel Miasma can't regain hit points for 1 minute. The target can make a DC 16 Constitution saving throw at the end of each of its turns, ending this effect early on a success.

Plaguebearer. Charnel Miasma has 3 charges. You can use your action to expend 1 charge and cast the *contagion* spell (DC 16). Charnel Miasma regains 1d3 expended charges daily at dawn.

Flaw. Charnel Miasma heightens the wielder's propensity to bring ruin and decay. While attuned to the weapon, you gain the following flaw: "I seek to cause everything to wither and die."





Emerald Hammer

Weapon (maul), legendary (requires attunement)

A hammer carved from a large piece of emerald, wrapped in metallic braces, and etched with designs of lightning bolts and arcane runes. The weapon crackles with green lightning since the days it was forged on the top of a mountain by a trio of storm giant brothers. The emerald used in the forging of this weapon was found deep in the mountain and excavated by its denizens. These storm giants were the lords of the mountain, the hammer was crafted to serve as both a symbol of their power and the instrument to slay their foes. The combined forces of the rebellion from the mountain and other giant invaders saw the end of the reign of the three brothers. Their hammer fell into the depths of a frozen canyon. It was eventually found a tribe of goliaths and became the sigil of their clan for many generations. The small tribe settled in a small ravine where descendents of the giant rebellion found them and waged war to reclaim the ancient weapon. The war leader of the goliath clan used the Emerald Hammer to shatter the cliff nearby to crush their enemies. The survivors created a monastery to honor their ancestral leader and repair the wounds of the past.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

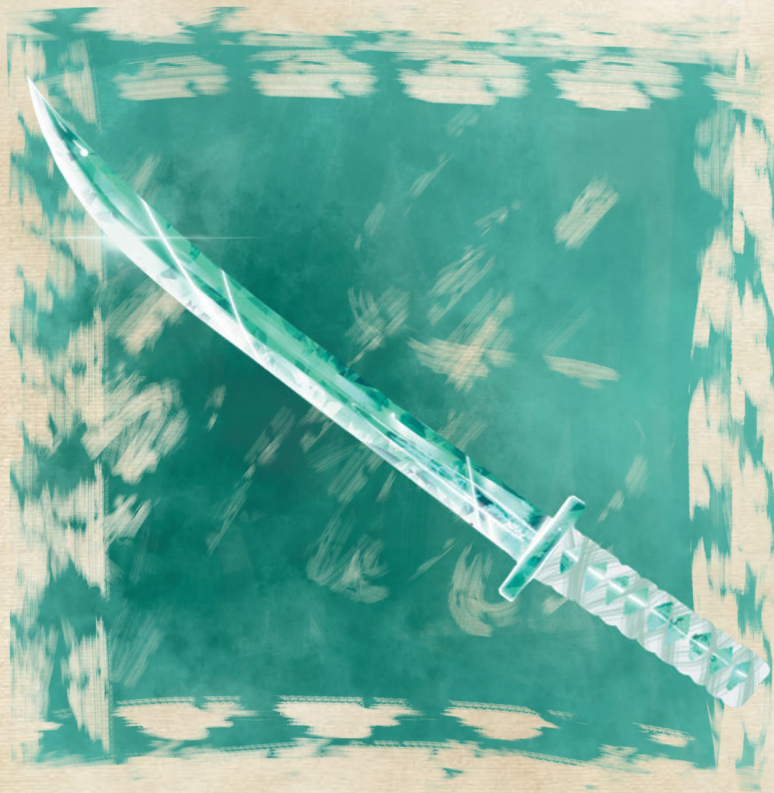
Storm Herald. While attuned to this weapon, any creature that you hit with Emerald Hammer takes an additional 1d8 thunder damage and 1d8 lightning damage. When you roll a 20 on an attack roll made with this weapon, the target must make a DC 17 Strength saving throw or be knocked prone.

Hammer Storm. Emerald Hammer has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer regains 1d4 + 1 expended charges daily at dawn.

Stormforge Mystic. While you are attuned to it and holding Emerald Hammer, you can cast *control weather*. Once you have done so, Emerald Hammer can't be used this way again until the next dawn.

In addition, you have 7 charges to cast spells. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 17) from it: *thunderwave* (1 charge), *call lightning* (2 charges), or *lightning bolt* (3 charges). Emerald Hammer regains 1d6+1 expended charges daily at dawn.

Curse. While wielding this weapon, whenever you use any of Emerald Hammer's features in storm conditions, roll a d20. On a 20, you are struck with a bolt of lightning and take 4d10 lightning damage.



Frost Veil

Weapon (shortsword), legendary (requires attunement)

A shortsword with the blade made of clear crystal, a snowflake is etched near the guard and an alabaster white pommel with a white ribbon. Legends of this weapon often start with a yuki-onna or a fey ice maiden who sought revenge for a fallen lover. The blade formed from her frozen tears, the pommel from the snow where the lover fell, and the ribbon the maiden wore. Practitioners of the Frost Veil school sight the first physical appearance of the sword by an air genasi swordswoman who wore white robes and a cloudy, white veil over her head. The wielder became known as the Frostfell Ghost, wandering the frozen wastelands and indiscriminately slaying any who crossed her path. The genasi was rumored to have red streaks running down from her eyes, like frozen trails of bloody tears.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

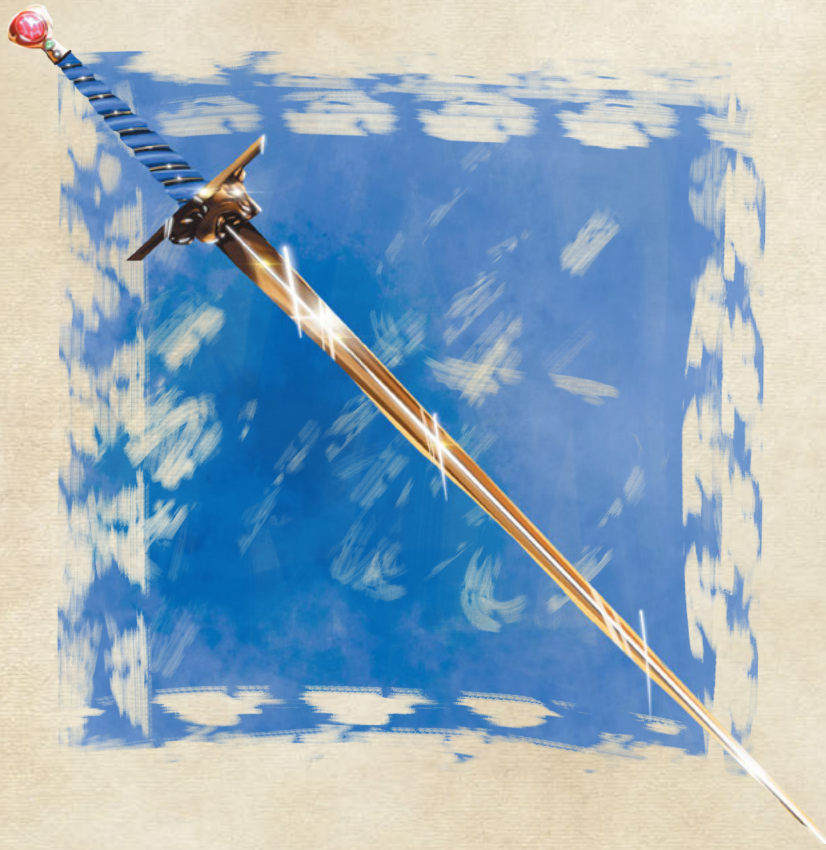
Icy Veil. While attuned to the weapon, you gain the following benefits while you hold Frost Veil:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice and snow.
- You have advantage on saving throws against being charmed.
- You cannot be hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Frostbite. While attuned to this weapon, any creature that you hit with Frost Veil takes an additional 2d8 cold damage and must make a DC 17 Constitution saving throw. On a failed save, the target is restrained for 1 minute as ice begins to form over their body. On a successful save, the creature is not affected. The target can repeat the Constitution saving throw and the of each of its turns, ending this effect early on a success.

Winter's Blessing. You have 7 charges to cast spells. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 17) from it: *blur* (1 charge), *misty step* (1 charge), *ice knife* (2nd-level) (2 charges), *greater invisibility* (3 charges), *ice storm* (3 charges), or *hallucinatory terrain* (4 charges). Frost Veil regains 1d4+3 expended charges daily at dawn.

Curse. Frost Veil imparts a mystical veil over its wielder, making you unrecognizable to others. You must succeed a DC 17 Charisma check to be recognized, otherwise you have disadvantage on all Charisma checks when you interact with someone.



Lion's Roar

Weapon (longsword), legendary (requires attunement by a creature of any lawful alignment)

A golden longsword, a lion's head rests near the blade guard, a ruby sits on the end of the filigree pommel, which is also adorned with emeralds and diamonds. The legacy of the Lion's Roar can find its traces to a mighty ruler clad in golden armor, charging into battle with their armies and nations behind them. The figure is never given any details, besides the golden blade and the lionel helm seen in various tapestries of a now-forgotten kingdom. This weapon serves as the banner of courage and war, passed to each successor who defeated the previous wielder. A legacy etched in blood and defeat. The sword was last seen on the front lines of a crusade by a nameless tyrant. The warrior was defeated, and the Lion's Roar faded into silence and from memory.

You gain a +3 bonus to attack and damage rolls made with this magical weapon. A creature hit by this weapon takes an additional 2d10 radiant damage.

Ruler's Might. While attuned to the weapon, you gain the following benefits while you hold Lion's Roar:

- Your voice carries the gravitose of a mighty ruler. Whenever you make a Charisma check command others, your proficiency is doubled if it applies to the check.
- You have advantage on saving throws against being frightened.
- When you make an attack roll with this weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- You can understand any spoken language you hear, and any creature that hears you and knows at least one language understands you.

Pride Cometh. Lion's Roar has 3 charges. You can use your action to expend 1 charge and cast *spirit guardians* (DC 17). Lion's Roar regains 1d3 charges daily at dawn.

Golden Regalia. While you hold the drawn sword, it creates an aura in a 10-foot radius around you. Whenever you and all creatures friendly to you in the aura make an attack roll or saving throw, the target can roll a d4 and add the number rolled to the attack roll or saving throw. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Flaw. Lion's Roar inspires the wielder to take up a holy cause, often believing they are part of some great destiny. While attuned to the weapon, you gain the following flaw: "I am a chosen being of divine providence and I must bring order to the world under my leadership."



Mirror's Edge

Weapon (longsword), legendary (requires attunement)

A platinum longsword that shines an iridescent hue even in complete darkness, each side of the blade casts a perfect reflection like a mirror. The origin of this enigmatic blade can be traced to a wizard's planar research, which leads to the discovery of the mysterious Plane of Mirrors. After narrowly escaping the secret plane, the wizard managed to take a piece of a mirror back to the Material Plane. Years passed, and another expedition was conducted back to the Plane of Mirrors, the wizard, along with a small adventuring party, sought to exploit the dimension's ability to traverse locations. One of the warriors was slain by their mirror-self, and it escaped into the Material Plane with the group. This mirror doppelganger convinced the wizard to craft a weapon out of the untouched mirror shard. Once completed, the mirror-warrior tricked the wizard back into the Plane of Mirrors and helped the mirror-wizard slay its real-world version. The two escaped back into the Material Plane. They wreaked havoc for several years before they were murdered by the party members of their real-world selves.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

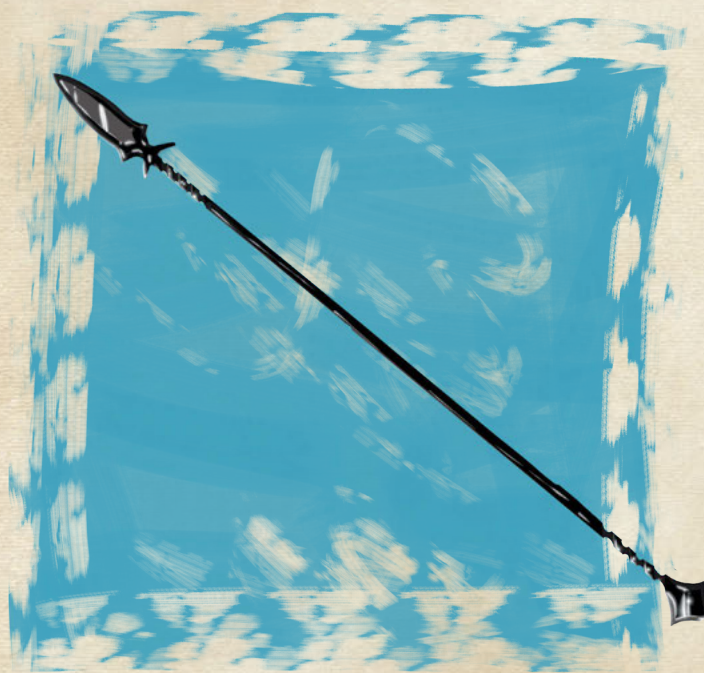
Reflection's Promise. While attuned to the weapon, you gain the following benefits while you hold Mirror's Edge:

- You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- You can cast *disguise self* as an action at will.
- You can step into one mirror and appear in another. As a bonus action, when you are near a mirror or other reflective surface, you can teleport up to 60 feet to an unoccupied space you can see so long as it is near another mirror or reflective surface.

Prism Prison. While attuned to Mirror's Edge, you can use an action to cast the *maze* spell (save DC 17). Mirror's Edge cannot be used this way again until the next dawn.

Mirror, Mirror. Mirror's Edge has 5 charges. While holding this drawn weapon, you can use a reaction to expend 1 charge to cast *shield*. A creature that makes an attack roll and misses because of this feature, takes half the amount of damage if the attack was successful. Mirror's Edge regains 1d4+1 charges daily at dawn.

Curse. You have no reflection. A mirror doppelganger is released from the Plane of Mirrors into the Material Plane. It knows your exact location so long as the both of you are on the same plane. It continuously lobs your demise and take your place.



Onyx Arrow

Weapon (spear), legendary (requires attunement)

A black, glass-like spear with a spiral design through the shaft. It is believed that this weapon was forged from a unique ore that could only be found in the Shadowfell, often known as shadowsteel. Objects made from this material typically possess a black hue and shadowy disposition. Still, the Onyx Arrow seems like a segment of reality removed in its shape without any traces of a shadow. Created either for a shadar kai champion of the Raven Queen or some other foul machinations. This champion was a deadly gloom stalker, renowned for their deadly accuracy, and the promise of death by this special spear. A deadly necrotic curse was placed on all those who touched the spear's edge, and it was rumored to become an ominous black arrow upon command. Cultists from another death god defeated the champion, stole the relic, and fled into the Material Plane. Shadar kai clerics of the Raven Queen continue to seek out the spear, spreading the legend of the mighty spear of dark shadow.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it returns to the wielder's hand immediately after it is used to make a ranged attack..

Onyx Striker. While attuned to the weapon, you gain the following benefits while you hold the Onyx Arrow:

- Your weapon attacks score a critical hit on a roll of 19 or 20.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with this weapon.
- As a bonus action, you can change the Onyx Arrow from its spear form into its arrow form, or vice versa. The Onyx Arrow remains in that form until another bonus action is taken to change it.

Promised Death. When you make an attack roll with this weapon, you may sworn one creature you can see with an oath for death until it dies. The target gains no benefit from cover, except for total cover. You can only have one creature sworn to death at any time. If the attack hits, the target must make a DC 17 Constitution saving throw. The target takes 10d8 necrotic damage and is stunned for 1 minute on a failed save, or half as much on a successful one and is not stunned.

Death's Grip. Whenever this weapon deals damage to a living or undead creature, it cannot regain hit points until the start of your next turn.

Curse. Death haunts you. A spirit of death lurks near you, causing a chilling presence around you as it awaits your untimely demise to collect your soul. You and creatures within 5 feet of you have disadvantage on death saving throws.



Serpent Flash

Weapon (scimitar), legendary (requires attunement)

A scimitar with a rosy red hue on the serpent-etched blade that seems to dance like flames with a golden pommel and jeweled guard. Alchemists forged the Serpent Flash using ores found in the Para-Elemental Plane of Magma, utilizing a mixture of techniques and enchantments. Legends say that when the work was completed, the forge broke from the extreme heat the sword produced. A red dragonborn warrior was able to withstand the blade's extreme heat and use it. While under the dragonborn's possession, the weapon was blessed by a gold dragon, a phoenix, and fire elemental. Servants of an elemental dragon sought the weapon as an offering to their master. The ensuing battle scorched forests and grasslands, leaving behind a wasteland of extreme heat. Unfortunately, the wielder was eventually defeated, and the sword is believed to be lost somewhere in the Bleak Eternity of Gehenna as a trophy by the mysterious elemental dragon that roams the plane.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. A creature hit by this weapon takes an additional 3d6 fire damage.

Blessings of the Three Flames. While attuned to the weapon, you gain the following benefits while you hold Serpent Flash:

- You have resistance to fire damage, and you can tolerate as high as 120 degrees Fahrenheit without any additional protection.
- You gain the benefits of the *water walk* spell while traversing over fiery terrain or lava surfaces.
- You can cast *mirror image* as an action. Once you use this feature, you cannot use it again until you plunge Serpent Flash in flames or take fire damage.

Scorch. A creature hit by this weapon catches fire, that creature takes 2d10 fire damage at the start of its turns until someone takes an action to douse the fire. In addition, you ignore resistance to fire damage caused by this weapon.

Slag Alchemy. You have 7 charges to cast spells. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 16) from it: *burning hands* (1 charge), *scorching ray* (2 charges), *melf's minute meteors* (3 charges), *fire shield* (4 charges). Serpent Flash regains 1d4+3 expended charges daily at dawn.

Curse. The blade irradiates extreme amounts of heat, causing the air around the wielder to always be at 120 degrees Fahrenheit when drawn. The heat ignites flammable objects in the area that aren't being worn or carried. In addition, due to the bejeweled nature of the sword, creatures who see the weapon must succeed a DC 16 Charisma saving throw or be fixated on stealing the weapon from you.



Swan Song

Weapon (longsword), legendary (requires attunement)

A silver longsword with white wings on the guard and a sapphire at the base of the pommel. An elven priest forged this weapon in the hopes of cleansing a region under his protection from a lycanthropic outbreak. It is believed that his house sigil was a swan, which was where the blade acquired its aesthetics and looks. Other tales mention that the priest could shapechange into the guise of a swan, protecting his woodland home from all manner of threats. Practitioners of the Swan Song discipline believe that the blade remained in its woodland realm for centuries after the elf's passing, only to be found by a traveling assassin. The mercurial properties of the sword gave it an elegant style of combat, which proved extremely dangerous in the hands of a professional cutthroat. With each death, the blade began to develop a desire for it, craving to hear the last breath of its victims.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

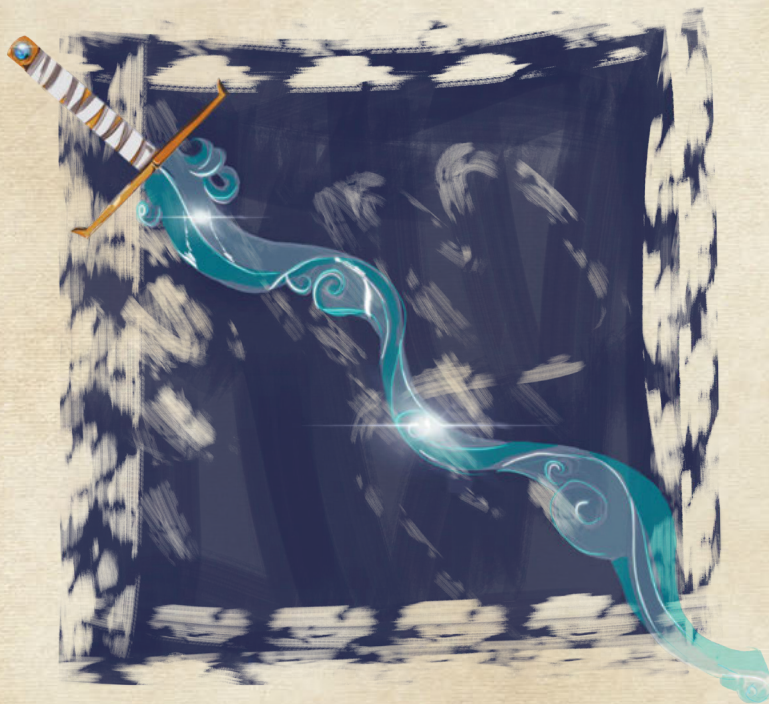
Moonlight Song. This weapon is considered a silvered weapon. In addition, it glows a bright blue light in a 20-foot radius and a soft blue dim light for an additional 20 feet when a lycanthrope creature is within 100 feet of the wielder.

Swan's Ode. While attuned to this weapon, you can use a bonus action to change the weapon's shape into another weapon type. The Swan Song deals damage and gains properties as if it were that weapon. The wielder can spend another bonus action to revert the Swan Song back to its original form.

Blackest Swan. Whenever you use it to reduce a creature to 0 hit points, the sword slays the creature and devours its soul, unless it is a construct or an undead. A creature whose soul has been devoured by the Swan Song can be restored to life only by a *wish* spell.

The Swan Song can store up to 10 souls at any time which can be used as charges to cast spells. While holding it, you can use an action or bonus action and expend 1 or more of its charges to cast one of the following spells (save DC 17) from it: hunter's mark (1 charge), haste (3 charges), shadow of moil (5 charges).

Flaw. The Swan Song's bloodthirst begins to corrupt your mind. While attuned to the weapon, you gain the following flaw: "I want to hear it, your last breath as I take your life."



Tempest Steel

Weapon (greatsword), legendary (requires attunement)

This greatsword has a blue gem near the base and a large opal on the end of a golden pommel. This massive blade was crafted by lightweight metals and carved by the winds. A group of air genasi forged this weapon to fight against servants of Ogrémoch, the Elemental Prince of Evil Earth. After it was created, stories described that the blade floated in the air, unaffected by gravity, and seemingly ethereal to the touch by its wielders. The blade's connection to the Elemental Plane of Air allows it to produce monstrous gusts of wind with each strike, yet its wielders feel free and unbound. Cultists from the Howling Hatred heard the tale of the Tempest Steel and sought to claim it for the glory of their Elemental Prince instead. The air genasi fled to the Elemental Plane of Air, but the weapon became lost in the ensuing struggle. The few survivors failed to find the missing blade. Still, the legends of their exploits continued and led to the current incarnation of the discipline.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Blessed by the Four Winds. While attuned to this weapon, you can subtly control the weather around you. While it is windy, you can use a bonus action to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until you spend another bonus action to change it or end the effect. This feature doesn't alter the speed of the wind.

Light as Air. This magic greatsword has the finesse property and has a weight of 0 pounds.

Windwalker. While attuned to the weapon, you gain the following benefits while you hold Tempest Steel:

- You have 3 charges to cast *fly*, targeting yourself, as an action. You regain expended charges daily at dawn.
- You always land on your feet when falling and take no falling damage.
- While flying in the air, you have advantage on Dexterity saving throws.

Wind Coiled. A creature hit by this weapon must make a Strength saving throw. On a failed save, the target takes 4d8 bludgeoning damage and is pushed 10 feet away from you. On a successful save, the target takes 2d8 bludgeoning damage.

Flaw. Tempest Steel instills a sense of freedom and joy while in the air flying. You always feel sluggish and constrained while on the ground. While attuned to the weapon, you gain the following flaw: "You can't take the sky from me."

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