

BOMBUKU'S NOTEBOOK OF KNOWHOW



PLAYER'S CRAFTING & COMBAT CATALOG

BOMBUKU'S NOTEBOOK OF KNOWHOW



CREDITS

Lead Designers: Mohammed Bellafquih, William Earl, Max Wartelle

Additional Design: João Araújo, Dai Jia Rong He, Yo Shionoya-Frank

Writing: João Araújo, William Earl, Dai Jia Rong He, Max Wartelle

Cultural Consulting: Dai Jia Rong He, Yo Shionoya-Frank, Jacob To

Sensitivity Consulting: Nala J. Wu, Rue Dickey

Editing: Phylea, Max Wartelle

Proofing: João Araújo, Kwanpo “Ari” Cheng, Sally Kay Clark, Melanie “Eldritch Whispers” Dick, Jessic Gombart

Formatting & Layout: Kwanpo “Ari” Cheng, Sally Kay Clark, Max Wartelle

Cover Illustrator: Ognjen Sporin

Interior Illustrators: Mohammed Bellafquih, Jesse ‘Jackdaw’ Burns, Kwanpo “Ari” Cheng, Phan Tuan Dat, Aleksa Drageljevic, Martin Kirby-Jackson, Roman Kuzmin, Rastislav Le, Michelle Mueller, Richard Nguyen, Mukhlis “Sinlaire” Nur, Ognjen Sporin, Rajaa Al-Subairi, Chaouki “Ciao” Titouhi, Souhaib Zekri

Marketing: Loot Tavern Publishing, D&D Shorts

Special Thanks: Ethen Adams, Kevin “Smood” McDonnell, Piotr “Narb” Wiśnios

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CONTENTS

INTRODUCTION	I
KAIJU FIGHTING	3
IMPROVED EXTRA ATTACK	9
ADVANCED WEAPON MASTERIES	II
Performing Superior Strikes	16
Ammunition Mastery	18
Finesse Mastery	20
Heavy Mastery	22
Impact Mastery	24
Light Mastery	26
Loading & Reload Mastery	28
Pugilist Mastery	30
Reach Mastery	34
Scourge Mastery	36
Shield Mastery	38
Thrown Mastery	40
Versatile Mastery	42
COMBO ATTACKS	45
EQUIPMENT & PROSTHESES	51
Equipment	51
Prostheses	56
APPENDICES	62
Harvest and Craft	62
Errata	62
Legal	62
Safety	63

Content Warning. This book explores themes and subject matter that some players and GMs may find difficult. These themes include body horror, creature dissection, death, disability, drowning, insects, massive terror creatures, spiders, and visible bodily trauma. For more details about these themes and how to incorporate them safely into your game, please refer to the Safety chapter on page 63.

FOR PLAYERS & GMs

The contents herein are safe for players to view, containing no spoilers for *Ryoko’s Guide* encounters or *Wrath of the Kaiju* adventures. Before building a character, players should always check in with the GM to confirm which of these rules expansions they plan to integrate into the game.

INTRODUCTION

I'll never forget the day my grandfather exploded.

Ninety-six years young, blind drunk, and wearing nothing but a pair of rubber alchemist's gloves, he mixed a cocktail of lihosan sulphur and wanyudo nitrate, believing them to be dry ice and whiskey. As my mother later said while washing chunks of grandpa out of the ballroom curtains, "It's how he would have wanted to go".

In his final moment, grandfather taught us all a valuable lesson: **don't blow yourself up**. It's a lesson I took to heart, and the first one I give to all adventurers I meet. Luckily, you've already taken a step in the direction of staying alive by opening this notebook. Inside, you'll find a host of invaluable tidbits to make you the keen, mean, adventuring machine you were always meant to be.

In my notes, you'll find the core information that you will need to battle laiju, because, unlike grandfathers, giant monsters don't explode themselves. You'll also find a host of advanced weapon techniques to increase your lethality and ingenuity in combat, a guide to performing devastating combo attacks with your allies, and my personal recipes for crafting 100% safe-to-use magic items and prostheses (100% safety not guaranteed).

As much as I'd love to take all the credit for the information you're about to uncover, I can only take most of it. Ryoko did compile this material and more in her book (which she named after herself, typical kitsune), but I've done you the very great favour of pruning away anything not directly related to licking butt. I love Ryoko, but she wastes pages on pointless nonsense like "types of creatures". There is only one type of creature I've ever met: the type that dies when you stick a fistful of dynamite down its throat. You and I understand that there's value in brevity, so this is the ultimate adventurer's guide—no frills, no fuss—just pure, explosive awesomeness.

It's an exhilarating, beautiful, dangerous world out there, but if you're ever in trouble, if you ever feel helpless, if you ever need something to hold on to, just remember the one golden rule: **don't blow yourself up**.

Good luck,

Bombuku



KAIJU FIGHTING



KAIJU FIGHTING

"Kaiju are like natural disasters; they aren't something one can simply conquer. You 'win' if you're still alive when the earth stops shaking."

— Ryoko

OVERVIEW

Kaiju are colossal, apex monsters of the Yokai Realms. Manifestations of primal magic, their mere presence can shatter the ecological balance of an entire continent. Snow-capped mountains are decapitated with the swipe of a claw, a valley is drowned as a slumbering behemoth dams a river, and a civilisation is decimated by a rampaging colossus.

Due to their immense power and size, entering into battle with a kaiju is unlike battling any other creature. Kaiju have ability scores, actions, traits, and a challenge rating, like smaller creatures, but defeating a kaiju is a far more complex endeavour. Characters must scale the kaiju, target vulnerable areas, and deplete its Chaos Threshold. As the battle progresses, a kaiju's behaviour and tactics will evolve in response to player actions. In its death throes, a kaiju attacks recklessly, and the party must deliver a well-timed Finishing Blow to secure victory.

Player Knowledge. The mechanics for fighting kaiju should not be a secret. Players should understand the fundamentals of the system (vulnerable areas, death throes, etc.) so they can launch themselves into the fantasy of battling these behemoths with confidence. You might choose to share these mechanics with them directly. Alternatively, you can explain kaiju behaviours, battle tactics, and vulnerable areas through NPCs and clues your players find along their journey. This book gives players all the information they need to play, without any spoilers on specific adventures, and *Wrath of the Kaiju* contains ready-made adventures that give information on battling kaiju for players to enjoy.



KAIJU BEHAVIOUR & CHAOS THRESHOLD

Although kaiju can't be defeated by brute force alone, attacking a kaiju can provoke changes in its behaviour. Some kaiju transform to battle adventurers in new ways, or gain additional, mighty abilities as they take damage. Heroes must always be ready to adapt their tactics and think on their feet to survive a kaiju's evolving onslaught.

Chaos Threshold. Instead of a regular hit point pool, a kaiju has a Chaos Threshold, a pool of hit points separate from those of its vulnerable areas. Whenever a kaiju takes damage to a location other than a vulnerable area, this damage is dealt to the kaiju's Chaos Threshold. When the Chaos Threshold is reduced to 0, the kaiju is not defeated but instead begins to Rampage, adopting a new behaviour described in its Behaviour table. Triggering a kaiju's Rampage is often necessary to expose its vulnerable areas (see page 4) and take it down.

Behaviour Table. A kaiju's stat block is accompanied by a table that details the new behaviour it adopts when a triggering event occurs, such as the party exploiting one of the kaiju's vulnerable areas. The behaviours aren't listed in any particular order; how players approach a fight will dictate how a kaiju's behaviour evolves. When a kaiju finishes a long rest, it loses any behaviours it has gained.

UNDERSTANDING THE CHAOS THRESHOLD

When a character attacks a kaiju (and not one of its vulnerable areas, see page 4), you can describe the kaiju becoming increasingly enraged each time it takes damage. Eventually, this rage manifests in a Rampage—a change in behaviour where the kaiju focuses its unbridled fury on the player characters, attacking with extreme aggression and without caution. This change in behaviour often reveals a vulnerable area that was not previously targetable.

EXAMPLE - TAR-RASQUE

The tar-rasque is an Elemental kaiju with a Chaos Threshold of 150. When its Chaos Threshold is reduced to 0, its Rampage behaviour is triggered, causing it to reveal its Arcane Power Source vulnerable area, as well as deal additional necrotic damage with its Claws, Horns and Tail attacks, altering the way players should approach it in the middle of battle.

TAR-RASQUE BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	The tar-rasque's Chaos Threshold is reduced to 0 hit points	Effect. The tar-rasque's Claw, Horns and Tail attacks deal extra necrotic damage. Vulnerable Areas. The tar-rasque's Arcane Power Source can be targeted and damaged.



VULNERABLE AREAS & DEFEAT

Vulnerable areas are special weaknesses that cunning adventurers must exploit to defeat a kaiju. Each vulnerable area is listed in the kaiju's stat block. Unless otherwise stated, vulnerable areas share their kaiju's AC, saving throw modifiers, damage resistances, and damage immunities, and each has its own pool of hit points. A kaiju's vulnerable areas regain all hit points when the kaiju finishes a long rest, and its vulnerable areas can't regain hit points by any other means unless explicitly stated in the kaiju's stat block.

Identifying Vulnerable Areas. A creature can use a bonus action to make an **Intelligence (Insight)** or **Wisdom (Survival)** check (DC equal to 8 + the kaiju's proficiency bonus) while it is within **90 feet** of a kaiju and can see it, identifying one visible vulnerable area on a success.

Exploiting Vulnerable Areas. While a kaiju's vulnerable area is at 0 hit points, it's considered exploited. This will trigger a change in the kaiju's behaviour or abilities, as shown in its Behaviour table.

GM TIP: TRACKING DAMAGE

Instead of a regular pool of hit points, every kaiju has a Chaos Threshold (see page 3) and a number of vulnerable areas, each with its own pool of hit points. Before a kaiju battle begins, check the kaiju's Vulnerable Areas table and write down the hit points of each vulnerable area, as well as the kaiju's Chaos Threshold. You will need to track damage to these locations separately.

Calamitous Damage. If a GM feels that an event is sufficiently catastrophic to cause serious harm to the kaiju, the GM can choose to treat one appropriate vulnerable area as exploited. For example, a GM may decide that crushing a kaiju under a collapsing mountain or submerging it completely in molten lava causes calamitous damage.

TARGETING

Attacks. When a creature attacks a kaiju, it can choose where on the kaiju it strikes. Effects that specifically target creatures, like *eldritch blast* or *magic missile*, can target vulnerable areas on a kaiju. For example, a sorcerer might cast *fire bolt*, targeting the tar-rasque's skull, ribs or claws, as long as the target is within the spell's range. In the tar-rasque's case, the Skull is also a vulnerable area.

Areas of Effect. When an area of effect contains a kaiju, the effect's area might include one or more vulnerable areas. An area of effect's damage can only be applied to a single vulnerable area or, if no vulnerable area is chosen, to the kaiju's Chaos Threshold. The creature that created the area of effect chooses which part of the kaiju to affect with it. For example, if the radius of a *fireball* hits the tar-rasque's Skull and Arcane Power Source, the spellcaster can choose whether the spell damages one of those vulnerable areas, or if it instead damages the tar-rasque's Chaos Threshold.

Rule Zero. The GM has the final say on whether a vulnerable area is targetable by any creature.

INACCESSIBLE VULNERABLE AREAS

Some of a kaiju's vulnerable areas are always exposed and targetable, while others must be revealed by provoking certain behaviours from the kaiju, as described in the Behaviours table beside the kaiju's stat block. Thus, combats evolve, and adventurers must adapt to the ever-changing threats and opportunities that present themselves as they engage a kaiju.

DEFEAT

Death Throes. When all of a kaiju's vulnerable areas are exploited, it enters its death throes, desperately fighting with no sense of self-preservation. In addition to unique effects included in each kaiju's Behaviour table (see Kaiju Behaviour & Chaos Threshold on page 3), the kaiju has **advantage** on all melee attacks, and attack rolls made against it have their critical hit threshold reduced by 2. For example, a creature that normally needs to roll a 20 on its d20 to score a critical hit against a kaiju would instead score a critical hit on a roll of 18-20.

Finishing Blow. While in its death throes, a kaiju can be defeated with a Finishing Blow. To deliver a Finishing Blow, the kaiju must take sufficient damage on a single turn, as shown by the Finishing Blow number in its stat block. When this occurs, the kaiju is defeated.

Death Rattle. The death of a kaiju leaves a mark upon the world. On initiative count 20 of the round following a Finishing Blow, the effects listed in the Death Rattle section of the kaiju's appendix entry take effect. This may manifest as a ruinous wave of necrotic energy withering all life for miles around, or as a more subtle erosion of magic and wonder across the world at the destruction of such an awesome behemoth.

MOVING ON KAIJU

As Gargantuan creatures, kaiju are battlefields unto themselves. Scaling a kaiju allows creatures to reach vulnerable areas, take cover from attacks, and move with the kaiju as it tears across the landscape.

Mounting a Kaiju. Before a creature can move across a kaiju, the creature needs to mount it, using the normal rules for mounted combat. If a creature flies, drops, or teleports onto a kaiju on its turn, the creature can use movement equal to half its speed to catch itself and become mounted on the kaiju. A creature that is on a kaiju but isn't mounted on it immediately falls **prone** in the nearest unoccupied space to the kaiju. Some items and prostheses, like the grappling hook and climbing claws (see page 57), allow creatures to mount and move across kaiju more easily.

RULES REMINDER: MOUNTS

Once during your move, you can mount a creature that is within **5 feet** of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0 feet.

If an effect moves your mount against its will while you're on it, you must succeed on a **DC 10 Dexterity saving throw** or fall off the mount, landing **prone** in a space within **5 feet** of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall **prone** in a space within **5 feet** of it.

UNWILLING MOUNTS

Ryoko's Guide introduces a new type of mount, in addition to the standard 'controlled' and 'independent' mounts in 5th edition: unwilling. A creature on an unwilling mount doesn't gain any benefits it would normally gain from being mounted, and an unwilling mount doesn't gain any beneficial effects a rider might impart to a mount.

Movement. Players can use the kaiju schematic presented in each kaiju's appendix entry to see how far their characters must climb to reach various parts of a kaiju's body. After a creature has mounted a kaiju, the creature moves with the kaiju as it moves. If a kaiju is conscious, any part of its body is treated as difficult terrain for a creature mounted on it. Creatures with a climbing speed ignore this difficult terrain.

Kaiju Cover. A kaiju can feel creatures on its body. Even if a creature is in a position on a kaiju that the kaiju can't see, the kaiju can attack that creature without suffering disadvantage. However, be it because a creature's location on the kaiju's body makes it harder for the kaiju to reach it, or because the kaiju doesn't want to damage itself with its own strikes, creatures mounted on a kaiju have half cover (**+2 bonus** to AC) against the kaiju's melee weapon attacks. Like other obstacles, the GM might also rule that certain parts of the kaiju's body also provide cover against effects originating outside the kaiju.

OPTIONAL RULE: TOTAL KAIJU COVER

Creatures might be able to position themselves on a kaiju so as to be untargetable by some of its attacks. For example, a player character clinging to the tar-rasque's head may be safe from its Horns attack. Ultimately, it is at the discretion of the GM whether a character is positioned in a manner to grant full cover against some of the kaiju's attacks.

Scaling and Falling. Reaching a kaiju's vulnerable areas may require an adventurer to scale the creature. To repel unwanted passengers, all kaiju have a special bonus action. Typically, this is called Shake Off, but some kaiju re-theme this effect; for example, the tar-rasque has Animate Tar instead of Shake Off. Either way, the DC of this saving throw is equal to 8 + the kaiju's proficiency bonus.

Shake Off. The kaiju twists and shakes its body violently. Each creature mounted on it must succeed on a **Strength or Dexterity saving throw** (creature's choice) or be thrown off, landing **prone** in an unoccupied space within **5 feet** of the kaiju.

BRACING

A gnome grips a ship's rigging as the vessel plunges down the face of an enormous wave; a dragon rider presses her knees into the flank of her scaled mount a moment before it executes a barrel roll; and a titan-slaying hero plants his feet wide, hefting his axe for a killing blow. Whatever the situation, bracing yourself can improve your odds of not plunging a thousand feet to an untimely demise.

Brace. You can brace yourself using surfaces or objects in your immediate vicinity by spending an amount of movement equal to half your speed. When you do so, you are **braced** until the start of your next turn: your speed is **0 feet**, and you have **advantage** on ability checks and saving throws you make to avoid being moved against your will. This condition ends when you move away from the surface or object you used to brace yourself, or when you become incapacitated. You can brace yourself on a creature at least two sizes larger than you, or any creature with the Kaiju subtype. If you are braced on a creature, the first attack roll you make against that creature before the start of your next turn has **advantage**.

EXAMPLE: EXPLOITING A VULNERABLE AREA

GM: The tar-rasque's skull cracks and shatters under Kortov's onslaught! The kaiju lets loose an earth-shaking roar, revealing its power source—a large purple crystal, humming with potential energy. Humperdink, it's your turn.

Humperdink: I'm still mounted on its tail after bracing last turn. How far away is the Power Source?

GM: It's about 30 feet from you; you can feel the elemental tar animating the tar-rasque's bones react to the crystal's faintest vibrations

Humperdink: Perfect! First, I'm going to brace myself against the kaiju again by using 15 feet of movement, and then I'm going to cast *eldritch blast* at the power source, in between its bones.

GM: Okay, you have disadvantage on ranged attacks because you are within 5 feet of a hostile creature. Make your attack rolls.

Humperdink: I get advantage on the first of my *eldritch blast* attacks because I'm braced, so that cancels out for a flat roll.

GM: Absolutely. Roll it out.

Humperdink: That's a 25 to hit on the first roll, 27 to hit on the second, and 28 on the third!

GM: Your beams all thread between two ribs and hit—roll damage for each.

Humperdink: 36 force damage, total.

GM: Your brutal barrage of blasts, in conjunction with the damage the Arcane Power Source took from Ryoko's *shatter* last round, is enough to severely wound the tar-rasque. The crystal shatters, energy seeping out of it like blood from a wound. The titanic creature falls, its bones no longer animated by elemental tar. The tar-rasque's Arcane Power Source vulnerable area has been exploited!

Humperdink: We're eating marrow tonight!

GM: You do realise it is covered in tar, right?

PREPARING FOR BATTLE

Understanding a kaiju's behaviour, physiology, and history is crucial in discovering its vulnerabilities. The Clues section of each adventure in *Wrath of the Kaiju* details how the GM can convey this knowledge to the players. To ensure that your players understand their foe's strengths and weaknesses, you can encourage them to have an in-character dialogue about how they plan to fight the kaiju. One way of doing this is by having an NPC ask the party questions. This is best done prior to a long rest to allow player characters to prepare specific spells or attune to different magical items.

A GARGANTUAN ADVENTURE

Every kaiju comes with its own epic adventure in the *Wrath of the Kaiju* adventure book, which can be run at three different levels of play. Each adventure comes with history, locations, battle maps, NPCs, clues, encounters, loot, and plot hooks to place kaiju battles in the context of a living, dynamic world for players to explore.

Ryoko's Guide offers statistics for the highest CR variation of each kaiju. Their respective variations can be found in *Wrath of the Kaiju*.



IMPROVED EXTRA ATTACK



IMPROVED EXTRA ATTACK

When certain classes reach 5th level, they gain the Extra Attack feature, allowing them to attack twice when they take the Attack action on their turn. The following optional rules give these classes an Improved Extra Attack feature, which is enhanced at 7th level. This category of features enhances the variation in identity and flavour between martial classes.

If a character has multiclassed and gained the Improved Extra Attack feature from more than one class, they choose which one to use when they take the Attack action. For example, a barbarian 7/monk 7 who takes the Attack action can use the benefits of either the Improved Extra Attack: Barbarian or Improved Extra Attack: Monk feature on that turn (they choose which feature when they make their first attack).

IMPROVED EXTRA ATTACK: BARBARIAN

Optional 5th-Level Barbarian Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, the fury of your attacks can knock a foe to the ground. When you take the Attack action and make an attack roll against a creature with advantage, if both of the d20 rolls would hit the target, you can force the target to make a **Strength saving throw** (DC equals 8 + your proficiency bonus + your attacking ability modifier). On a failure, you can choose to knock the target **prone** or push it up to **5 feet** away from you. Creatures more than one size larger than you automatically succeed on this saving throw. You can use this feature once per turn.

IMPROVED EXTRA ATTACK: BENDER

Optional 5th-Level Bender Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your movements allow you to imbue magic in the elements you bend. When you take the Attack action, you can cast one cantrip in the bender spell list that you know in place of one of your attacks. This cantrip must have a casting time of one action, and it is cast at its lowest level.

IMPROVED EXTRA ATTACK: FIGHTER

Optional 5th-Level Fighter Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks you

can make increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

When you reach 7th level in this class, you build momentum with each swing you take. When you take the Attack action and make an attack roll against a creature, you can give yourself a **+1 bonus** to all subsequent attack rolls you make against that creature this turn, up to a maximum of **+4**.

IMPROVED EXTRA ATTACK: MONK

Optional 5th-Level Monk Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, you learn to capture your enemy's ki as you strike, transferring its life force to revitalise your own. At the end of your turn, you gain temporary hit points equal to thrice the number of weapon attacks you made that hit a non-Construct creature that turn.

IMPROVED EXTRA ATTACK: PALADIN

Optional 5th-Level Paladin Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your zealous righteousness can inspire or demoralise others. When you take the Attack action and hit with two attacks, you can use a bonus action to utter a battlecry, targeting one enemy or ally within **30 feet** of you. If the target is a foe that can see or hear you, it must succeed on a **Wisdom saving throw** (DC equals **8 + your proficiency bonus + your Charisma modifier**) or be **frightened** of you until the end of your next turn. If the target is an ally, the frightened condition ends on it. You can use this feature once per turn.

IMPROVED EXTRA ATTACK: RANGER

Optional 5th-Level Ranger Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, the skill and precision of your attacks create and expose weaknesses in your foe's guard. The second time on your turn that you hit the same creature with a weapon attack, you deal extra damage to it equal to your proficiency bonus.

ADVANCED WEAPON MASTERIES



ADVANCED WEAPON MASTRIES

Advanced weapon mastery is a system that grants new techniques to warriors, representing their dedication to combat and skill with a favoured weapon property. It opens up new pathways for players to explore creativity, flavour, and gameplay options, while also reducing some of the power imbalance between martial and spellcasting classes that can emerge at higher levels.

MARTIAL LEVELS

Ryoko's Guide separates classes into three tiers: full-martial, half-martial, and non-martial.

- Full-martial classes: barbarians, fighters, monks, and rogues
- Half-martial classes: benders, paladins, and rangers
- Non-martial classes: bards, clerics, druids, sorcerers, tamers, warlocks, and wizards

If you have a subclass feature or eldritch invocation that gives you the ability to attack more than once when you take the Attack action (such as the Extra Attack feature), you are considered a half-martial character for the purposes of advanced weapon mastery, even if you belong to a non-martial class. You become a half-martial class in this way when you select the subclass or invocation that grants this feature. For example, a wizard who chooses the School of Shinobi subclass becomes a half-martial when it chooses this subclass at level 2, not when it gains the Extra Attack feature at level 6.

Martial Level & Multiclassing. Your martial level dictates the levels at which you unlock advanced weapon mastery advanced techniques. You determine your martial level by adding together all your levels in the full-martial classes and half your levels in half-martial classes (rounded down). For example, a character that has multiclassed as a fighter 3/ranger 7 has a martial level of 6.

Advanced Techniques. Advanced techniques are special manoeuvres associated with a weapon property. A character can perform a technique with any weapon that possesses that property, provided the character is proficient with that weapon, has learned the technique, and meets its prerequisites. For example, a character that chooses the Dizzying Strike advanced technique from the Impact technique tree can perform the Dizzying Strike with any weapon that has the Impact property with which they are proficient.

Saving Throws. Whenever you use an advanced technique that forces a target to make a saving throw, it is against your **martial save DC**, which is calculated using any modifiers to your attack rolls with the weapon you are using to perform the technique. This includes your proficiency bonus, your ability modifier (typically Strength or Dexterity, but effects like the *shillelagh* cantrip could change this),

attack roll bonuses if the weapon is magical, or other effects currently affecting you or the weapon. It does not include any bonuses that rely on die rolls, such as the effect of the *bleed* spell or Bardic Inspiration.

Martial save DC = 8 + your proficiency bonus + your ability modifier + other attack roll bonuses

Critical Hit Threshold. Some of the advanced techniques in this chapter reduce the critical hit threshold of an attack. Usually, a critical hit is scored on a roll of a 20 on the d20. When a technique (such as the Heavy tree's Executioner) says "your critical hit threshold... is reduced by 1", this means you score a critical hit on a 19 or 20. These effects stack with other advanced techniques, class features, and combo attacks.

For example, a character that takes the Steady Loader and Dead-Eye advanced techniques from the Loading tree scores a critical hit on a roll of 17-20 when they make an attack roll with a Loading weapon. A Champion fighter gets the Improved Critical class feature at 3rd level, letting them score a critical hit on a 19 or 20. If they also take the Executioner advanced technique from the Heavy tree, they score a critical hit on a roll of 18-20 when they make an attack with a Heavy weapon against a prone creature.

NEW WEAPONS & WEAPON PROPERTIES

The new weapons introduced in *Ryoko's Guide* bring a plethora of new weapon properties, which are fully described on page 52. Three of these new properties, Impact, Pugilist, and Scourge, have their own advanced weapon mastery technique trees. In order to ensure that every weapon has at least one property with an advanced weapon mastery technique tree, these new properties have also been added to several existing weapons. Three weapons have also had their weapon properties altered to better reflect their attributes: the whip and tetherhook* are now Scourge weapons, not Reach weapons, and the war pick now has the Versatile (1d10) property.

*Available in *Heliana's Guide* and *L'Arsene's Ledger*.

UNARMED STRIKES

Unarmed strikes are a unique case. Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

WEAPON PROPERTIES: QUICK REFERENCE

Weapon Property	Weapons
Ammunition	Blunderbuss ¹ , blowgun, hand crossbow, hand tommybow ¹ , heavy crossbow, heavy tommybow ¹ , light crossbow, light tommybow ¹ , longbow, musket ¹ , ōdzutsu ² , pistol ¹ , revolver ¹ , rifle ¹ , shortbow, sling, slingshot ¹
Finesse	Chakram ² , dagger, dart, meteor hammer ² , nunchaku ² , rapier, rope dart ² , sai ² , scimitar, shortsword, shuriken ² , starknife ¹ , tessen ² , twinblade ¹ , whip
Heavy ⁶	Glaive, greataxe, greatsword, halberd, maul, pike
Impact ²	Club, greatclub, light hammer, flail, mace, maul, morningstar, quarterstaff, warhammer
Light	Chakram ² , claw ² , club, dagger, handaxe, hand crossbow, hand tommybow ¹ , knuckle duster ¹ , tessen ² , light hammer, sai ² , scimitar, shortsword, shuriken ² , sickle, starknife ¹ , tonfa ²
Loading & Reload	Blunderbuss ¹ , blowgun, hand crossbow, hand tommybow ¹ , heavy crossbow, heavy tommybow ¹ , light crossbow, light tommybow ¹ , musket ¹ , ōdzutsu ² , pistol ¹ , revolver ¹ , rifle ¹
Pugilist ²	Knuckle duster ¹ , spiked cestus ¹ , unarmed strike ³
Reach	Glaive, halberd, lance, pike
Scourge ²	Kusarigama ^{2,4} , meteor hammer ² , rope dart ² , tetherhook ¹ , whip
Shield ⁵	Shield
Thrown	Chakram ² , dagger, dart, handaxe, javelin, light hammer, net, spear, shuriken ² , starknife ¹ , trident
Versatile	Battleaxe, kusarigama ² , longsword, nunchaku ² , quarterstaff, spear, trident, war pick, warhammer

¹ Included for players using *Heliana's Guide to Monster Hunting* and *L'Arsene's Ledger of Treasures and Trinkets*.

² See pages 53 - 55 for more details.

³ Despite not being a weapon, unarmed strikes benefit from the Pugilist technique tree as if they had the Pugilist property.

⁴ Although this item does not have the Scourge property, it counts as a Scourge weapon for the purposes of advanced weapon mastery (see page 11).

⁵ While not technically a weapon, shields have their own advanced weapon mastery technique tree.

⁶ The advanced techniques in this advanced weapon mastery only benefit melee weapons.



LEARNING ADVANCED TECHNIQUES

When you reach martial level 2, you learn one tier 1 advanced technique. As you increase in martial level, you learn more techniques, including more powerful ones at higher tiers, as shown in the Advanced Weapon Mastery Progression table.

ADVANCED WEAPON MASTERY PROGRESSION

Martial Level	Techniques Known	Maximum Technique Tier
2nd	1	1
4th	2	1
6th	3	2
8th	4	2
10th	5	3
12th	6	3
14th	7	4
16th	8	4
18th	9	4
20th	10	4

Technique Trees. Advanced techniques are split into twelve technique trees, each of which is associated with one property: Ammunition, Finesse, Heavy, Impact*, Light, Loading, Pugilist*, Reach, Scourge*, Shield**, Thrown, and Versatile. Each technique tree has four tiers; to pick an advanced technique from tier 2 or higher, you must know at least one advanced technique from a lower tier in that property's technique tree. For example, to pick the tier 4 Finesse advanced technique Opportunist, you must have already chosen one of the tier 3 techniques, either Jink or Weak Spot.

In addition, advanced techniques have martial level prerequisites as shown on each technique tree and in the Advanced Weapon Mastery Progression table.

Optional Rule: Level Up. When you gain a level, you can replace one of the advanced techniques you know with another of your choice for which you meet the prerequisites. You can only do so if this doesn't remove the prerequisite for another technique you know.

*These new properties are explained on page 52.

**Shield is not a weapon property, but gets its own technique tree, regardless.

ADVANCED TECHNIQUES EXAMPLE

Gurf is a 2nd-level barbarian and is therefore a martial level 2 player character. Gurf chose to learn the Fortified Position advanced technique from the Reach technique tree, reflecting the time spent decapitating foes with his favoured weapon: the glaive.

Gurf gains two more levels in the barbarian class, meaning he is now a martial level 4 character, allowing him to choose another advanced technique. This time, he chooses a technique from the Heavy technique tree: Executioner. Because Gurf's glaive has both the Reach and Heavy properties, both advanced techniques enhance his combat prowess when fighting with that weapon.

Gurf then decides to multiclass into the ranger class. Ranger is a half-martial class so, for every two ranger levels, Gurf gains one martial level. At character level 8 (barbarian 4/ranger 4), Gurf is a martial level 6 character and can learn another technique. Gurf opts to progress further along the Heavy technique tree, learning the tier 2 advanced technique Superior Strike: Heavy.

SUPERIOR STRIKES

Every weapon can perform a devastating attack called a superior strike. The tier 2 advanced superior strike technique of each technique tree gives you access to the superior strike for all weapons with that property. For example, upon taking the advanced technique Superior Strike: Heavy from the Heavy technique tree at martial level 6, a character can perform a superior strike with any Heavy weapon, such as a greatsword, pike, or glaive.

Each weapon has a certain superior strike tied to it. For example, a glaive has the Whirling Strike superior strike, whereas the greatsword has Shockwave. Because both of these weapons have the Heavy property, a character with the Superior Strike: Heavy technique can perform either superior strike if they are holding the requisite weapon. The Weapon Metadata table shows every weapon in the core rules, *Ryoko's Guide*, *L'Arsene's Ledger*, and *Heliana's Guide*, along with their properties and superior strike effects.

SHIELDS

Shields are a unique case. Technically, they are classified as armour, but as any shield-bearing warrior will tell you, they can be as much a weapon as any sword or axe. Accordingly, shields have a dedicated technique tree and their own superior strike: Shield Slam.

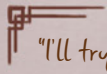
WEAPON METADATA

Weapon	Source*	Properties	Damage	Superior Strike
Simple Melee Weapons				
Claw	HGMH	Attached, Light	1d6 slashing	Skewer
Club	SRD	Impact, Light	1d4 bludgeoning	Reeling Blow
Dagger	SRD	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Greatclub	SRD	Impact, Two-handed	1d8 bludgeoning	Shockwave
Handaxe	SRD	Light, Thrown (range 20/60)	1d6 slashing	Battery Strike
Javelin	SRD	Thrown (range 30/120)	1d6 piercing	Battery Strike
Knuckle duster	LLTT	Attached, Light, Pugilist	1d4 bludgeoning	Flurry
Light hammer	SRD	Impact, Light, Thrown (range 20/60)	1d4 bludgeoning	Battery Strike
Mace	SRD	Impact	1d6 bludgeoning	Reeling Blow
Quarterstaff	SRD	Impact, Versatile (1d8)	1d6 bludgeoning	Reeling Blow
Sickle	SRD	Light	1d4 slashing	Skewer
Spear	SRD	Thrown (range 20/60), Versatile (1d8)	1d6 piercing	Skewer
Spiked cestus	LLTT	Adaptable (piercing), Attached, Pugilist	1d6 bludgeoning	Flurry
Spiked knuckle duster	LLTT	Adaptable (piercing), Attached, Light, Pugilist	1d4 bludgeoning	Flurry
War crescent	LLTT	Versatile (1d8)	1d6 slashing	Whirling Strike
Simple Ranged Weapons				
Crossbow, light	SRD	Ammunition (range 80/320), Loading, Two-handed	1d8 piercing	Piercing Shot
Dart	SRD	Finesse, Thrown (range 20/60)	1d4 piercing	Battery Strike
Shortbow	SRD	Ammunition (range 80/320), Two-handed	1d6 piercing	Hail of Ammunition
Sling	SRD	Ammunition (range 30/120)	1d4 bludgeoning	Hail of Ammunition
Slingshot	HGMH	Ammunition (range 20/60), Two-handed	1d6 bludgeoning	Hail of Ammunition
Tommybow, light	HGMH	Ammunition (range 80/160), Reload (x), Two-handed	1d8 piercing	Hail of Ammunition
Martial Melee Weapons				
Battleaxe	SRD	Versatile (1d10)	1d8 slashing	Whirling Strike
Chakram	LLTT	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	1d4 slashing	Battery Strike
Flail	SRD	Impact	1d8 bludgeoning	Reeling Blow
Glaive	SRD	Heavy, Reach, Two-handed	1d10 slashing	Whirling Strike
Greataxe	SRD	Heavy, Two-handed	1d12 slashing	Whirling Strike
Greatsword	SRD	Heavy, Two-handed	2d6 slashing	Shockwave
Halberd	SRD	Heavy, Reach, Two-handed	1d10 slashing	Hamstring
Kusarigama	RCYR	Scourge, Special, Versatile (1d6)	1d4 slashing	Trip
Lance	SRD	Reach, Special	1d12 piercing	Skewer
Longsword	SRD	Versatile (1d10)	1d8 slashing	Hamstring
Maul	SRD	Heavy, Impact, Two-handed	2d6 bludgeoning	Shockwave
Meteor hammer	RCYR	Finesse, Scourge, Two-handed	1d6 bludgeoning	Whirling Strike
Morningstar	SRD	Impact	1d8 piercing	Shockwave
Nunchaku	HGMH	Finesse, Special, Versatile (1d8)	1d6 bludgeoning	Whirling Strike

Weapon	Source*	Properties	Damage	Superior Strike
Pike	SRD	Heavy, Reach, Two-handed	1d10 piercing	Skewer
Rapier	SRD	Finesse	1d8 piercing	Skewer
Rope dart	RGYR	Finesse, Scourge, Two-handed	1d6 piercing	Trip
Sai	RGYR	Finesse, Light, Parry	1d4 piercing	Skewer
Scimitar	SRD	Finesse, Light	1d6 slashing	Hamstring
Shortsword	SRD	Finesse, Light	1d6 piercing	Skewer
Starknife	LLTT	Adaptable (slashing), Finesse, Light, Thrown (range 20/60), Thrown Versatility (1d6)	1d4 piercing	Battery Strike
Tessen	RGYR	Adaptable (bludgeoning), Finesse, Light, Special	1d4 slashing	Whirling Strike
Tetherhook	HGMH	Scourge, Special, Two-handed	1d8 piercing	Trip
Tonfa	RGYR	Light, Parry	1d6 bludgeoning	Reeling Blow
Trident	SRD	Thrown (range 20/60), Versatile (1d8)	1d6 piercing	Piercing Shot
Twinblade	HGMH	Finesse, Special, Two-handed	2d4 slashing	Whirling Strike
War pick	SRD	Versatile (1d10)	1d8 piercing	Skewer
Warhammer	SRD	Impact, Versatile (1d10)	1d8 bludgeoning	Shockwave
Whip	SRD	Finesse, Scourge	1d4 slashing	Trip
Martial Ranged Weapons				
Blowgun	SRD	Ammunition (range 25/100), Loading	1 piercing	Piercing Shot
Blunderbuss	HGMH	Ammunition (range 20/60), Loud (1000), Reload (1), Two-handed	3d4 piercing	Piercing Shot
Crossbow, hand	SRD	Ammunition (range 30/120), Light, Loading	1d6 piercing	Piercing Shot
Crossbow, heavy	SRD	Ammunition (range 100/400), Heavy, Loading, Two-handed	1d10 piercing	Piercing Shot
Longbow	SRD	Ammunition (range 150/600), Heavy, Two-handed	1d8 piercing	Hail of Ammunition
Musket	HGMH	Ammunition (range 80/240), Loud (1000), Reload (1), Two-handed	1d10 piercing	Piercing Shot
Net	SRD	Special, Thrown (range 5/15)	—	Trip
Ōdzutsu	RGYR	Ammunition (range 150/600), Two-handed, Special	2d10 bludgeoning	Piercing Shot
Pistol	HGMH	Ammunition (range 40/120), Loud (500), Reload (2)	1d8 piercing	Piercing Shot
Revolver	HGMH	Ammunition (range 60/240), Loud (500), Reload (6)	1d10 piercing	Piercing Shot
Rifle	HGMH	Ammunition (range 120/480), Loud (500), Reload (6), Two-handed	1d12 piercing	Piercing Shot
Shuriken	RGYR	Finesse, Light, Thrown (range 20/60)	1d4 piercing	Battery Strike
Tommybow, hand	HGMH	Ammunition (range 30/60), Reload (x), Two-handed	1d6 piercing	Hail of Ammunition
Tommybow, heavy	HGMH	Ammunition (range 100/200), Reload (x), Two-handed	1d10 piercing	Hail of Ammunition
Armour				
Shield	SRD	+2 to AC	—	Shield Slam

*Source indicates the initial publication the weapon is from. HGMH = *Heliana's Guide to Monster Hunting*; LLTT = *L'Arsene's Ledger of Treasures and Trinkets*; RGYR = *Ryoko's Guide to the Yokai Realms* (reproduced in this book, see Equipment & Prostheses, page 51); SRD = System Reference Document (the core 5e rules).

PERFORMING SUPERIOR STRIKES



"I'll try spinning; that's a good trick!"

- Gurf, seconds before mincing enemies with Whirling Strike.

When you take the Attack action on your turn, you can choose to make one superior strike in place of one of your regular attacks. You can perform superior strikes in this way a number of times equal to your proficiency bonus, but no more than once per turn, and you regain all expended uses when you finish a long rest. Like other advanced techniques, when your superior strike forces a creature to make a saving throw, it is against your **martial save DC** (see pages 11).

Each weapon type has a specific superior strike it can be used to perform. This is listed in the Weapon Metadata table on page 14. The full list of superior strikes and their effects are as follows:

Battery Strike. With incredible dexterity and speed, you hurl numerous weapons at once. Make a number of ranged weapon attacks equal to 1 plus half your proficiency bonus (rounded down) against targets within the normal range of your weapon. Each attack must be against a different object or creature. You must have available weapons that have this superior strike option on your person with which to make these attacks.

Flurry. In a blistering display of speed, you make a number of unarmed strikes equal to 1 plus half your proficiency bonus (rounded down) against creatures within your reach. Each unarmed strike must be against a different target. You then gain a **+2 bonus** to AC until the start of your next turn.

Hail of Ammunition. You let loose a devastating volley of ammunition at a point you choose within your weapon's normal range. Each creature within a **10-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failed save, or half as much damage on a successful one. You must have at least 10 pieces of ammunition you can draw for the weapon that you use to make this superior strike.

Hamstring. In a vicious attack, you attempt to debilitate an enemy. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes extra damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature's AC is reduced by a value equal to its Dexterity modifier (minimum 0), and its speed is reduced by a number of feet equal to 5 times your proficiency bonus (to a minimum of 0 feet).





Piercing Shot. You fire a shot from your weapon packed with destructive force. It flies in a straight line a number of feet up to your weapon's normal range. Each creature whose space the ammunition passes through must make a **Dexterity saving throw**. A creature takes piercing damage equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. The shot stops early after it passes through the space of a Huge or larger creature, or through an object more than 1 foot thick or with an AC of 17 or higher.

Reeling Blow. You unleash the full force of your strength and size in a weighty strike. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and takes extra damage equal to your proficiency bonus. In addition, until the end of its next turn, the creature has **disadvantage** on all attack rolls, and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions. In addition, if this attack causes a creature to make a Constitution saving throw to maintain its concentration, the creature has **disadvantage** on the saving throw.

Shield Slam. You smash your shield forward, throwing a creature within your reach off balance. Make a **Strength (Athletics)** check contested by the creature's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you succeed on the contested check, the creature takes bludgeoning damage equalling a number of **d8s** equal to your proficiency bonus and, until the end of your next turn, melee attacks against the target have **advantage**.

Shockwave. You slam your weapon into the ground at your feet with ruinous force, detonating a shockwave of energy. Each creature within **10 feet** of you must succeed on a **Strength saving throw** or take bludgeoning damage equalling a number of **d6s** equal to your proficiency bonus and be pushed **10 feet** directly away from you.

Skewer. In a thrusting strike, you attempt to skewer an enemy with your weapon. Make an attack roll against a creature within your reach. On a hit, the target suffers the attack's normal effects and is also **grappled** by you. This grapple ends early if you use the weapon to make another attack or you let go of the weapon. When the grapple ends, the creature takes piercing damage equalling a number of **d8s** equal to your proficiency bonus.

Trip. You perform a wide, sweeping attack that strikes at the footing of enemies around you. Each creature standing within **10 feet** of you must succeed on a **Dexterity saving throw** or take bludgeoning damage equalling a number of **d4s** equal to your proficiency bonus and fall **prone**.

Whirling Strike. In a blitzing vortex of aggression, you strike at all those around you in a sinuous assault. Each creature within your reach must make a **Dexterity saving throw**. A creature takes damage of your weapon's type equalling a number of **d6s** equal to your proficiency bonus on a failure, or half as much damage on a success. Success or failure, the creature can't make opportunity attacks against you until the end of this turn.

AERODYNAMIC AMMUNITION

Prerequisite: proficiency with at least one Ammunition weapon

Double the range of your ranged attacks.

TINKERED ARTILLERY

Prerequisite: proficiency with at least one Ammunition weapon

Specialise your ammo with simple enhancements.

1

SUPERIOR STRIKE: AMMUNITION

Prerequisite: a tier 1 Ammunition advanced technique

Master the superior strikes of Ammunition weapons.

2

DOUBLE LOAD

Prerequisite: a tier 2 Ammunition advanced technique

Double your ammunition for a powerful shot.

TOOLED ARTILLERY

Prerequisite: a tier 2 Ammunition advanced technique

Specialise your ammo with explosive enhancements.

3

RAPID FIRE

Prerequisite: a tier 3 Ammunition advanced technique

Make additional ranged attacks with the Attack action.

RUNED ARTILLERY

Prerequisite: a tier 3 Ammunition advanced technique

Specialise your ammo with deadly enhancements.

4

AMMUNITION MASTERY

"Most arrows go 'swish'; my arrows go 'KABLAM!!'.
Do you see the difference?"

Cobalt's draconic face split into a fanged grin as the wagoners scattered from the exploding ammunition raining down around their caravan. One more arrow ought to make them flee, she thought. Another explosive shot, or perhaps a poison tipped arrow? Her grin cracked into a menacing chuckle. The answer is, of course, to use both.

Several Ammunition advanced techniques let you modify ammunition. A single piece of ammunition can only have a single modification. If it is modified for a second time, it loses any previous modifications it had.

Ammunition Property. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

TIER I ADVANCED TECHNIQUES

AERODYNAMIC AMMUNITION

Prerequisites: martial level 2, proficiency with at least one Ammunition weapon

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to twice your proficiency bonus, increasing their aerodynamism. The normal range of attack rolls you make using weapons that use this ammunition is doubled, and the long range increases by half its value. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TINKERED ARTILLERY

Prerequisites: martial level 2, proficiency with at least one Ammunition weapon

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus. When you modify a piece of ammunition, choose from the options below.

- **Poisonous.** On a hit, the target takes an extra **1d6** poison damage and must succeed on a **Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Whomping.** On a hit, the target must succeed on a **Strength saving throw** or be knocked **prone**.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: AMMUNITION

Prerequisites: martial level 6, a tier 1 Ammunition advanced technique

You can perform a superior strike with any weapon that has the Ammunition property.

TIER 3 ADVANCED TECHNIQUES

DOUBLE LOAD

Prerequisites: martial level 10, a tier 2 Ammunition advanced technique

Once on your turn, when you make an attack with an Ammunition weapon, you can load two pieces of ammunition into the weapon. If the attack hits, it deals one extra die of the weapon's damage. This technique can't be used with Loading's Twin Load.

TOOLED ARTILLERY

Prerequisites: martial level 10, a tier 2 Ammunition advanced technique

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus, choosing from the options below.

- **Explosive.** Hit or miss, the target and each creature within **5 feet** of it must make a **Dexterity saving throw**. A target that is hit by your attack automatically fails this saving throw. A creature takes **1d8** thunder damage on a failure, or half as much damage on a success.
- **Smoke Bomb.** Hit or miss, the ammunition erupts in a cloud of smoke. The area within **10 feet** of the target is heavily obscured until the start of your next turn.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

TIER 4 ADVANCED TECHNIQUES

RAPID FIRE

Prerequisites: martial level 14, a tier 3 Ammunition advanced technique

Once per turn, after you take the Attack action and make an attack with an Ammunition weapon, you can make a **DC 15 Dexterity** check. On a success, you can make one additional attack with that weapon as part of the same action.

RUNED ARTILLERY

Prerequisites: martial level 14, a tier 3 Ammunition advanced technique

When you finish a short or long rest, you can modify a number of pieces of ammunition equal to your proficiency bonus, choosing from the options below.

- **Razored.** You have **advantage** on attack rolls made using this piece of ammunition, and your critical hit threshold is reduced by 1 when making attack rolls with it.
- **Phosphorous.** On a hit, the target takes an extra **3d6** fire damage, emits bright light for **10 feet** and dim light for an additional **10 feet**, and can't benefit from being invisible or taking the Hide action. The phosphorus burns for **1 minute**, or until the target uses an action to extinguish the flame or is submerged in water.

When you make an attack with an Ammunition weapon, you can use one of your modified pieces of ammunition, but you can only target creatures or objects within that weapon's normal range for that attack roll. Any specialised ammunition you create using this technique deteriorates **24 hours** after it's created.

AMBIDEXTROUS

Prerequisite: proficiency with at least one Finesse weapon
Wield two Finesse weapons.

NIMBLE DUELIST

Prerequisite: proficiency with at least one Finesse weapon
Strike enemies and retreat unscathed.

1

SUPERIOR STRIKE: FINESSE

Prerequisite: a tier 1 Finesse advanced technique
Master the superior strikes of Finesse weapons.

2

JINK

Prerequisite: a tier 2 Finesse advanced technique
Dodge and attack at the same time.

WEAK SPOT

Prerequisite: a tier 2 Finesse advanced technique
Target a weakness to deal extra damage.

3

FIGHTING ELEGANCE

Prerequisite: a tier 3 Finesse advanced technique
Dance between blows to raise your defences.

OPPORTUNIST

Prerequisite: a tier 3 Finesse advanced technique
Strike enemies when they lower their guard.

4

FINESSE MASTERY

"Swordplay is a delicate artform. Beautiful, brutal, tragic. Make no mistake, if you dance this dance long enough, your final partner can only be death."

Jorgan is old. Old as the sea, some say. She even flows and shimmers like water, delicate as a butterfly and sharp as a barb, weaving like a ghost through waves of the soon to be dead. Killing is never pretty, but it can look good.

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

TIER 1 ADVANCED TECHNIQUES

AMBIDEXTROUS

Prerequisites: martial level 2, proficiency with at least one Finesse weapon

When you take the Attack action and attack with a Finesse melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Finesse melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

NIMBLE DUELIST

Prerequisites: martial level 2, proficiency with at least one Finesse weapon

When you hit a creature with a melee attack using a Finesse weapon, that creature can't make opportunity attacks against you until the end of that turn.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: FINESSE

Prerequisites: martial level 6, a tier 1 Finesse advanced technique

You can perform a superior strike with any weapon that has the Finesse property.

TIER 3 ADVANCED TECHNIQUES

JINK

Prerequisites: martial level 10, a tier 2 Finesse advanced technique

When you take the Dodge action, you can make one melee attack with a Finesse weapon as a part of that action, but you take a **-4 penalty** to the attack roll.

WEAK SPOT

Prerequisites: martial level 10, a tier 2 Finesse advanced technique

When you make an attack with a Finesse weapon with advantage, you can deal extra damage equal to your proficiency bonus on a hit. You can deal this extra damage only once per turn.

TIER 4 ADVANCED TECHNIQUES

FIGHTING ELEGANCE

Prerequisites: martial level 14, a tier 3 Finesse advanced technique

Your AC increases by 2 while you're wielding a Finesse weapon and not wielding a non-Finesse weapon or shield in your other hand.

OPPORTUNIST

Prerequisites: martial level 14, a tier 3 Finesse advanced technique

When a creature within **5 feet** of you attacks a creature other than you, you can use your reaction to make a melee attack against it with a Finesse weapon.



COLOSSAL STRENGTH

Prerequisite: proficiency with at least one Heavy weapon

Ignore the size restriction of Heavy weapons.

EXECUTIONER

Prerequisite: proficiency with at least one Heavy weapon

Deal calamitous damage to prone creatures.

HAMMERING BLOW

Prerequisite: proficiency with at least one Heavy weapon

Knock targets prone on a heavy hit.

1

SUPERIOR STRIKE: HEAVY

Prerequisite: a tier 1 Heavy advanced technique

Master the superior strikes of Heavy weapons.

2

CLEAVE

Prerequisite: a tier 2 Heavy advanced technique

Cleave through hordes of enemies.

DAUNTLESS

Prerequisite: a tier 2 Heavy advanced technique

Minimum damage equals maximum damage.

3

CONCUSSIVE BLOW

Prerequisite: a tier 3 Heavy advanced technique

Daze enemies with the power of your strikes.

STAGGERING BLOW

Prerequisite: a tier 3 Heavy advanced technique

Knock targets back with the force of your strikes.

4

HEAVY MASTERY



"Size matters."



A roaring oniborne twirls a greataxe in the air before letting it fall with the weight of a mountain, cleaving through four men in a single blow. You can be fast, you can be clever, but in the end, size matters.

Heavy advance techniques apply only to melee weapons with the Heavy property. For ranged weapon advanced techniques, reference the Ammunition and Loading & Reload masteries.

Heavy Property. Small creatures have **disadvantage** on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

TIER I ADVANCED TECHNIQUES

COLOSSAL STRENGTH

Prerequisites: martial level 2, proficiency with at least one Heavy weapon

If your Strength score is 15 or higher, being Small or Tiny doesn't impose disadvantage on your attack rolls with Heavy weapons.

EXECUTIONER

Prerequisites: martial level 2, proficiency with at least one Heavy weapon

When you hit a prone creature with an attack using a Heavy weapon, the weapon deals one extra die of damage. Additionally, your critical hit threshold for such attacks is reduced by 1.

HAMMERING BLOW

Prerequisites: martial level 2, proficiency with at least one Heavy weapon

When you hit a creature no more than one size larger than you with a Heavy weapon and roll the highest result on the weapon's damage dice, you can knock the target **prone**.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: HEAVY

Prerequisites: martial level 6, a tier 1 Heavy advanced technique

You can perform a superior strike with any weapon that has the Heavy property.

TIER 3 ADVANCED TECHNIQUES

CLEAVE

Prerequisites: martial level 10, a tier 2 Heavy advanced technique

When you reduce a creature to 0 hit points with a melee attack roll using a Heavy weapon, you can choose to carry over any excess damage to one other creature within your reach, provided the initial attack roll would hit the target. If you reduce that creature to 0 hit points, you can repeat this process against another target until there is no excess damage remaining.

DAUNTLESS

Prerequisites: martial level 10, a tier 2 Heavy advanced technique

When you roll a 1 on a bludgeoning, piercing, or slashing damage die when you hit with a melee attack with a Heavy weapon, treat that 1 as the maximum roll for that die.

TIER 4 ADVANCED TECHNIQUES

CONCUSSIVE BLOW

Prerequisites: martial level 14, a tier 3 Heavy advanced technique

When you score a critical hit on an attack with a Heavy weapon, the target also suffers the effect of the *confusion* spell until the end of its next turn.

STAGGERING BLOW

Prerequisites: martial level 14, a tier 3 Heavy advanced technique

When you hit a creature no more than one size larger than you with a Heavy weapon, you can push the target up to **10 feet** directly away from you. Creatures immune to the grappled condition are **immune** to this effect.



DIRECT DAMAGE

Prerequisite: proficiency with at least one Impact weapon

Ignore a target's temporary hit points and break its concentration.

DIZZYING STRIKE

Prerequisite: proficiency with at least one Impact weapon

Dizzy opponents with fierce blows to reduce their speed.

1

SUPERIOR STRIKE: IMPACT

Prerequisite: a tier 1 Impact advanced technique

Master the superior strikes of Impact weapons.

2

MOMENTUM SWING

Prerequisite: a tier 2 Impact advanced technique

Quickly attack again if you miss.

STAGGERING STRIKE

Prerequisite: a tier 2 Impact advanced technique

Stagger enemies you hit.

3

CRUSHING FORCE

Prerequisite: a tier 3 Impact advanced technique

Gain advantage when attacking smaller creatures.

SHATTERED STEEL

Prerequisite: a tier 3 Impact advanced technique

Destroy weapons and shields when you roll max damage.

4

IMPACT MASTERY

"We can talk about "magic this" and "finesse that" until the bitan come home, but the fact is that combat is simple. I bonk people on the head and they stop being alive. I'll hit you up via sending spell when that strategy stops working but, so far, the results are impressive."

Enkoh armour is the best in the land—armour no sword can cleave nor arrow pierce. Holdo the barbarian found it very impressive. It never buckled, bent, burst, or broke, no matter how hard he hit it. If ever the folks inside the armour could say the same, he might have had to adapt his strategy.

Impact Property. This weapon deals double damage to objects and structures.

TIER I ADVANCED TECHNIQUES

DIRECT DAMAGE

Prerequisites: martial level 2, proficiency with at least one Impact weapon

Your damage rolls for attacks you make with Impact weapons ignore temporary hit points, striking at a target's normal hit points directly. In addition, if an attack you make with an Impact weapon forces a target to make a **Constitution saving throw** to maintain its concentration, it has **disadvantage** on the saving throw.

DIZZYING STRIKE

Prerequisites: martial level 2, proficiency with at least one Impact weapon

Once per turn, when you hit a creature with an attack using an Impact weapon, that creature's speed is reduced by **10 feet** until the end of its next turn. This effect can stack.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: IMPACT

Prerequisites: martial level 6, a tier 1 Impact advanced technique

You can perform a superior strike with any weapon that has the Impact property.

TIER 3 ADVANCED TECHNIQUES

MOMENTUM SWING

Prerequisites: martial level 10, a tier 2 Impact advanced technique

When you take the Attack action and miss a target with an Impact weapon, you can immediately use a bonus action to make another attack with that weapon against the target. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

STAGGERING STRIKE

Prerequisites: martial level 10, a tier 2 Impact advanced technique

When you hit a creature with an Impact weapon and roll the highest result on the weapon's damage dice or score a critical hit, that creature must succeed on a **Constitution saving throw** or be staggered until the end of its next turn. While staggered, a creature has **disadvantage** on all attack rolls and on ability checks and saving throws that use Dexterity or Intelligence, and it can't take reactions.

TIER 4 ADVANCED TECHNIQUES

CRUSHING FORCE

Prerequisites: martial level 14, a tier 3 Impact advanced technique

You have **advantage** on melee attack rolls with Impact weapons against creatures at least one size category smaller than you.

SHATTERED STEEL

Prerequisites: martial level 14, a tier 3 Impact advanced technique

When you roll the maximum on your damage roll when you hit a creature with an Impact weapon, you push the force of that strike onto an object (such as a weapon) the creature is holding. The target must make a **Strength (Athletics)** check against your **martial save DC**. On a success, it drops the object. On a failure, the object shatters. If the object is a magic item of a rarity equal to or higher than that of your weapon, the target automatically succeeds on this check.



LIGHTWEIGHT

Prerequisite: proficiency with at least one Light weapon
Increase your speed by staying light.

MULTI-WEAPON FIGHTING

Prerequisite: proficiency with at least one Light weapon
Deal more damage with your bonus action attacks.

1

SUPERIOR STRIKE: LIGHT

Prerequisite: a tier 1 Light advanced technique
Master the superior strikes of Light weapons.

2

COMBINATION STRIKE

Prerequisite: a tier 2 Light advanced technique
Make your bonus action attacks with advantage.

RIPOSTE

Prerequisite: a tier 2 Light advanced technique
Counterattack when an enemy misses you.

3

FEATHERWEIGHT

Prerequisite: a tier 3 Light advanced technique
Stay light to gain additional defences.

SWIFT STRIKER

Prerequisite: a tier 3 Light advanced technique
Make more attacks with Light weapons.

4

LIGHT MASTERY

"Size matters not."

Ai felt a cool wind kiss her face as she bent double under the swinging head of an axe. Death winked from not an inch away as she rolled backwards over earth and blood, each hand grasping for a weapon. Her first blade did little, shattering as it collided with the oniborne's axe. Her second blade found its mark. You can be big, you can be strong, but in the end, size isn't everything.

Light Property. When you take the Attack action and attack with a Light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different Light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon also has the Thrown property, you can throw the weapon instead of making a melee attack with it.

TIER 1 ADVANCED TECHNIQUES

LIGHTWEIGHT

Prerequisites: martial level 2, proficiency with at least one Light weapon

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, your speed increases by **10 feet**.

MULTI-WEAPON FIGHTING

Prerequisites: martial level 2, proficiency with at least one Light weapon

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the bonus action attack if the weapon is Light.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: LIGHT

Prerequisites: martial level 6, a tier 1 Light advanced technique

You can perform a superior strike with any weapon that has the Light property.

TIER 3 ADVANCED TECHNIQUES

COMBINATION STRIKE

Prerequisites: martial level 10, a tier 2 Light advanced technique

When you take the Attack action and attack with a Light weapon, any attack roll you make as a bonus action this turn with a Light weapon has **advantage**.

RIPOSTE

Prerequisites: martial level 10, a tier 2 Light advanced technique

When you are wielding two Light weapons and a creature within your reach misses you with a melee weapon attack, you can use your reaction to make an attack against that creature with one of the weapons.

TIER 4 ADVANCED TECHNIQUES

FEATHERWEIGHT

Prerequisites: martial level 14, a tier 3 Light advanced technique

While the only weapons you are wielding are Light weapons and you aren't wearing a shield or heavy armour, you gain a **+1 bonus** to AC and have **advantage** on Dexterity saving throws.

SWIFT STRIKER

Prerequisites: martial level 14, a tier 3 Light advanced technique

When you take the Attack action, if the only weapons you are wielding are Light weapons, you can make one additional attack with a Light weapon as a part of that action, but you do not add your ability modifier to the damage, unless that modifier is negative.





LOADING & RELOAD MASTERY

“Worry not, men; there’s no way she can hit us from here!” – Commander Oglop’s Last Words

“Bullets? Check. Arrows? Check. Darts? Check. Knight to C2? Check. Would you look at that? That’s four things I’ve used to take out a king today.”

This advanced weapon mastery affects weapons with either the Loading or Reload property.

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

Reload (X). A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

TIER 1 ADVANCED TECHNIQUES

FLEXIBLE WEAPONRY

Prerequisites: martial level 2, proficiency with at least one Loading or Reload weapon

You can use a Loading or Reload weapon as a crude club. It is a simple melee weapon with the Finesse property that deals **1d4** bludgeoning damage on a hit. If you hit a creature with a melee attack roll using a Loading or Reload weapon, that creature can't make opportunity attacks against you until the start of its next turn.

HYPER FOCUS

Prerequisites: martial level 2, proficiency with at least one Loading or Reload weapon

As a bonus action, you can steady your body and mind to give yourself **advantage** on the next attack roll you make with a Loading or Reload weapon this turn.

SPEED LOADER

Prerequisites: martial level 2, proficiency with at least one Loading or Reload weapon

You ignore the Loading property of weapons. You can reload a weapon with the Reload property using either an action or bonus action.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: LOADING

Prerequisites: martial level 6, a tier 1 Loading & Reload advanced technique

You can perform a superior strike with any weapon that has the Loading or Reload property.

TIER 3 ADVANCED TECHNIQUES

STEADY LOADER

Prerequisites: martial level 10, a tier 2 Loading & Reload advanced technique

When you take the Attack action, you can choose to make only one attack with a Loading or Reload weapon with that action. If you do so, the critical hit threshold for that attack is reduced by 1 for each attack you could've normally made with that action. For example, if you normally score a critical hit on a roll of 19-20 and can attack twice when you take the Attack action, you score a critical hit on a roll of 17-20 when using this mastery.

TWIN LOAD

Prerequisites: martial level 10, a tier 2 Loading & Reload advanced technique

Once per turn, when you take the Attack action, you can forgo one of the attacks you can make as part of that action to load a second piece of ammunition. If the next attack you make with that weapon hits, your attack deals extra damage equal to your weapon's damage die plus your proficiency bonus. This technique can't be used with Ammunition's Double Load.

TIER 4 ADVANCED TECHNIQUES

DEAD-EYE

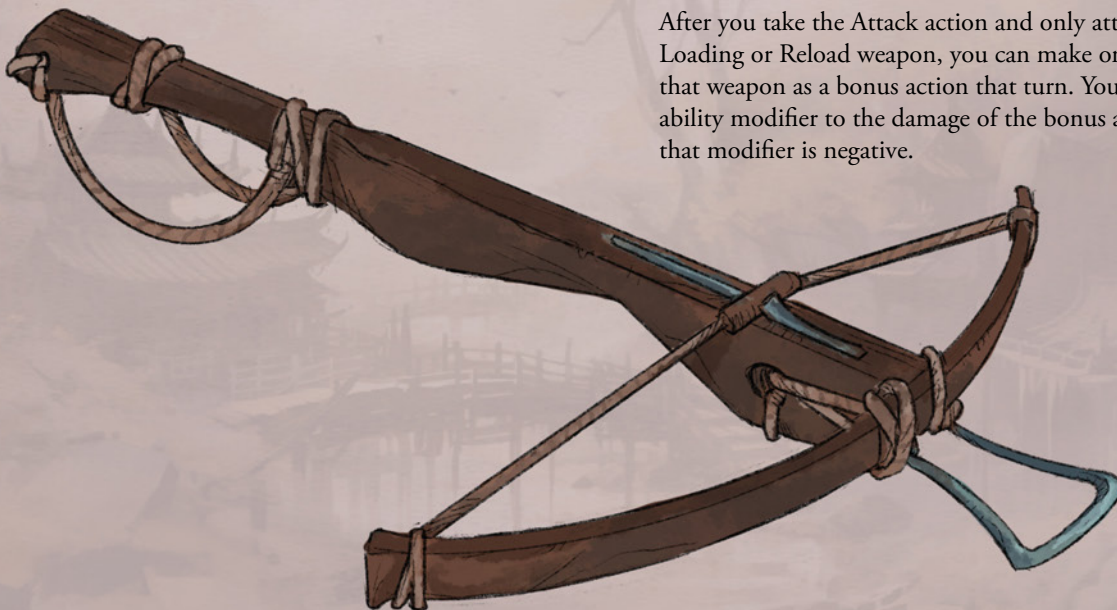
Prerequisites: martial level 14, a tier 3 Loading & Reload advanced technique

The critical hit threshold for attack rolls you make with Loading or Reload weapons is reduced by 1.

QUICK SHOT

Prerequisites: martial level 14, a tier 3 Loading & Reload advanced technique

After you take the Attack action and only attack with a Loading or Reload weapon, you can make one attack with that weapon as a bonus action that turn. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.



COMBINATION

Deal additional damage when you hit a single target more than once

TRAINED PUGILIST

Deal greater damage with your unarmed strikes and pugilist weapons.

1

SUPERIOR STRIKE: PUGILIST

Prerequisite: a tier 1 Pugilist advanced technique
Master the superior strikes of Pugilist weapons.

2

BLITZER

Prerequisite: a tier 2 Pugilist advanced technique
Strike again as a bonus action.

EXPERT PUGILIST

Prerequisite: a tier 2 Pugilist advanced technique
Deal even more damage with your unarmed strikes and pugilist weapons.

3

FAIR FIGHTER

Prerequisite: a tier 3 Pugilist advanced technique
Disarm your target.

MASTER PUGILIST

Prerequisite: a tier 3 Pugilist advanced technique
Deal extreme damage with your unarmed strikes and pugilist weapons.

4

PUGILIST MASTERY

“Float like a ryūtō, sting like a nue.”

There was a girl we called Roma who made a living knocking men on their asses in the ring. She didn't look like much, but she was fast as a spooked wanyūdō and clever with her punches. Flowed like a river and then “BAP BAP BANG”, two jabs, an uppercut, and the other guy was down. Nobody could take her in a fair fight. Course, lots of fellas don't like looking foolish, and some would come looking for revenge later, armed to the teeth. It's a funny thing; turns out nobody could take her in an unfair fight, either.

Pugilist Property. For creatures that roll a die when they make unarmed strikes (such as the monk or Tavern Brawler fighter from *L'Arsenē's Ledger*), the size of their damage die is increased by one (maximum **1d12**) when they make unarmed strikes with a hand equipped with a weapon that has this property.

TIER I ADVANCED TECHNIQUES

COMBINATION

Prerequisite: martial level 2

The second time on your turn that you hit the same creature with an unarmed strike or an attack with a Pugilist weapon, you deal extra damage to it equal to your proficiency bonus.

TIER

1

UPPERCUT SPECIALIST

Deal devastating blows to larger creatures.

WELTERWEIGHT

Attack dexterously with your unarmed strikes.

2

3

FINISHER

Prerequisite: a tier 2 Pugilist advanced technique

Deal additional damage when you hit a single target more than twice.

GOT 'EM

Prerequisite: a tier 2 Pugilist advanced technique

React deftly to fleeing foes.

4

SUPLEX KING

Prerequisite: a tier 3 Pugilist advanced technique

Suplex attacking enemies to leave them prone.

TOUGH MOTHER

Prerequisite: a tier 3 Pugilist advanced technique

Reduce incoming physical damage.

TRAINED PUGILIST

Prerequisite: martial level 2

You can roll a **d6** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d8**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

UPPERCUT SPECIALIST

Prerequisite: martial level 2

When you attack a creature at least one size larger than you with an unarmed strike or a Pugilist weapon, your critical hit threshold is reduced by 1.

WELTERWEIGHT

Prerequisite: martial level 2

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes or Pugilist weapons.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: PUGILIST

Prerequisites: martial level 6, a tier 1 Pugilist advanced technique

You can perform a superior strike with any weapon that has the Pugilist property and can perform the Flurry superior strike if you attack with an unarmed strike.

TIER 3 ADVANCED TECHNIQUES

BLITZER

Prerequisites: martial level 10, a tier 2 Pugilist advanced technique

After you take the Attack action and only attack with unarmed strikes or Pugilist weapons, you can make one unarmed strike or attack with a Pugilist weapon as a bonus action that turn. You can replace this attack with an attempt to grapple or shove a creature.

EXPERT PUGILIST

Prerequisites: martial level 10, a tier 2 Pugilist advanced technique

You can roll a **d8** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d10**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

FINISHER

Prerequisites: martial level 10, a tier 2 Pugilist advanced technique

The third time on your turn that you hit the same creature with an unarmed strike or Pugilist weapon, you deal extra damage to it equal to your ability modifier used for the attack.

GOT 'EM

Prerequisites: martial level 10, a tier 2 Pugilist advanced technique

You have **advantage** on opportunity attacks made with unarmed strikes or with Pugilist weapons, and when a creature provokes an opportunity attack from you, you can attempt to grapple that creature as your opportunity attack.



TIER 4 ADVANCED TECHNIQUES

FAIR FIGHTER

Prerequisites: martial level 14, a tier 3 Pugilist advanced technique

Once per turn, when you hit a creature with an unarmed strike or attack with a Pugilist weapon, you can force the creature to make a **Strength saving throw** against your **martial save DC**. On a failure, it drops one weapon or other object it is holding (your choice). The object lands in your space.

MASTER PUGILIST

Prerequisites: martial level 14, a tier 3 Pugilist advanced technique

You can roll a **d10** in place of the normal damage of your unarmed strikes. Attacks with Pugilist weapons increase this damage die by one size to a **d12**. Your unarmed strikes and attacks made with Pugilist weapons count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

SUPLEX KING

Prerequisites: martial level 14, a tier 3 Pugilist advanced technique

When a creature no more than one size larger than you makes a melee attack roll against you, you can use your reaction to dodge and use its momentum against it. You gain a bonus to AC equal to your proficiency bonus against that attack, and, if the attack misses, you suplex the creature; you move into its space, and it falls **prone** in the space you left.

TOUGH MOTHER

Prerequisites: martial level 14, a tier 3 Pugilist advanced technique

While you aren't wielding any weapons other than pugilist weapons, carrying a shield, or wearing armour, any bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your proficiency bonus.



FORTIFIED POSITION

Prerequisite: proficiency with at least one Reach weapon

The area around you becomes difficult terrain for enemies.

POLE VAULTER

Prerequisite: proficiency with at least one Reach weapon

Use your polearm to leap further and steady your fall.

1

SUPERIOR STRIKE: REACH

Prerequisite: a tier 1 Reach advanced technique

Master the superior strikes of Reach weapons.

2

CONSTANT VIGILANCE

Prerequisite: a tier 2 Reach advanced technique

Make attacks against creatures that enter your reach.

LUNGING STRIKES

Prerequisite: a tier 2 Reach advanced technique

Increase your weapons' reach even further.

3

CROWD CONTROL

Prerequisite: a tier 3 Reach advanced technique

Move creatures that you hit with Reach weapons.

PIKE WALL

Prerequisite: a tier 3 Reach advanced technique

Form a defensive posture alongside an ally with a Reach weapon.

4

REACH MASTERY

"You'd think millennia of civilisation would amount to more than 'the guy with the biggest stick wins', but it really doesn't! The polearm is disgustingly effective in single combat, and anyone who disagrees is welcome to try and get within 10 feet of me to make a counter argument. Let's see who can do so without getting their skull cracked open."

Private Pontefract held back the horde with only three weapons: a pike, a narrow hallway, and determination.

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

TIER 1 ADVANCED TECHNIQUES

FORTIFIED POSITION

Prerequisites: martial level 2, proficiency with at least one Reach weapon

While you are wielding a Reach weapon and aren't restrained or incapacitated, the area within **10 feet** of you is difficult terrain for creatures of your choice.

POLE VAULTER

Prerequisites: martial level 2, proficiency with at least one Reach weapon

You have trained to use your weapon to aid you in vaulting and falling safely. While you are wielding a Reach weapon, if you move at least **10 feet** on foot immediately before the jump, your jumping distance is tripled until the end of this turn. In addition, when you fall and are wielding a Reach weapon, you can subtract up to **50 feet** from your fall when calculating falling damage. You can't gain this benefit if you are unconscious.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: REACH

Prerequisites: martial level 6, a tier 1 Reach advanced technique

You can perform a superior strike with any weapon that has the Reach property.

TIER 3 ADVANCED TECHNIQUES

CONSTANT VIGILANCE

Prerequisites: martial level 10, a tier 2 Reach advanced technique

When a creature enters your reach while you are wielding a Reach weapon, you can use your reaction to make an attack against that creature with the weapon.

LUNGING STRIKES

Prerequisites: martial level 10, a tier 2 Reach advanced technique

When you take the Attack action on your turn, the reach of attacks you make with Reach weapons increases by **5 feet** until the end of your turn.

TIER 4 ADVANCED TECHNIQUES

CROWD CONTROL

Prerequisites: martial level 14, a tier 3 Reach advanced technique

When you hit a creature no more than one size larger than you with a Reach weapon, you can move it up to **10 feet** horizontally to an unoccupied space.

PIKE WALL

Prerequisites: martial level 14, a tier 3 Reach advanced technique

While you are wielding a Reach weapon and you are within reach of an allied creature who is also wielding a Reach weapon with which it is proficient, you gain a **+2 bonus** to your AC. This effect does not stack.





TIER

DAY TRIPPER

Prerequisite: proficiency with at least one Scourge weapon
Trip enemies to knock them prone after attacking.

GET OVER HERE!

Prerequisite: proficiency with at least one Scourge weapon
Wrench enemies towards you after attacking.

1

SUPERIOR STRIKE: SCOURGE

Prerequisite: a tier 1 Scourge advanced technique
Master the superior strikes of Scourge weapons.

2

DISARMING STRIKE

Prerequisite: a tier 2 Scourge advanced technique
Wrench objects out of your enemy's grasp and pull them towards you.

LONG TETHER

Prerequisite: a tier 2 Scourge advanced technique
Increase the reach of your Scourge weapon attacks.

3

VICIOUS STRIKES

Prerequisite: a tier 3 Scourge advanced technique
Increase the damage of your Scourge weapons.

WRAP

Prerequisite: a tier 3 Scourge advanced technique
Grapple enemies from afar.

4

SCOURGE MASTERY

"It can break the sound barrier and their bones in a single strike."

As sinuous as the lengths of leather he wielded, Crak'n tore through his pursuers with the dexterity of a deranged marionettist. With a lunging swing, he sent the weighted ball of his kusarigama on an orbital path to catch behind his assailant's ankle, tripping them with a quick yank and pulling the downed foe to his padded jika-tabi. A swing with the curved hook, and Crak'n was alone once more.

CHAOUKI "CIAO" TROUHI

Scourge Property. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long stiff material.

TIER 1 ADVANCED TECHNIQUES

DAY TRIPPER

Prerequisites: martial level 2, proficiency with at least one Scourge weapon

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target off its feet. The target must succeed on a **Dexterity saving throw** or fall **prone**.

GET OVER HERE!

Prerequisites: martial level 2, proficiency with at least one Scourge weapon

When you hit a creature no more than one size larger than you with an attack using a Scourge weapon on your turn, you can immediately use your bonus action to attempt to pull the target. The target must succeed on a **Strength saving throw** or be pulled up to **10 feet** towards you.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: SCOURGE

Prerequisites: martial level 6, a tier 1 Scourge advanced technique

You can perform a superior strike with any weapon that has the Scourge property.

TIER 3 ADVANCED TECHNIQUES

DISARMING STRIKE

Prerequisites: martial level 10, a tier 2 Scourge advanced technique

When you hit a creature with an attack roll using a Scourge weapon, you can attempt to disarm that creature. It must make a **Strength saving throw**. On a failure, the creature drops one object (such as a weapon) that it is holding of your choice, and you pull that weapon or object up to **10 feet** towards you.

LONG TETHER

Prerequisites: martial level 10, a tier 2 Scourge advanced technique

When you take the Attack action on your turn, your reach for attacks you make with Scourge weapons increases by **5 feet** until the end of your turn.

TIER 4 ADVANCED TECHNIQUES

VICIOUS STRIKES

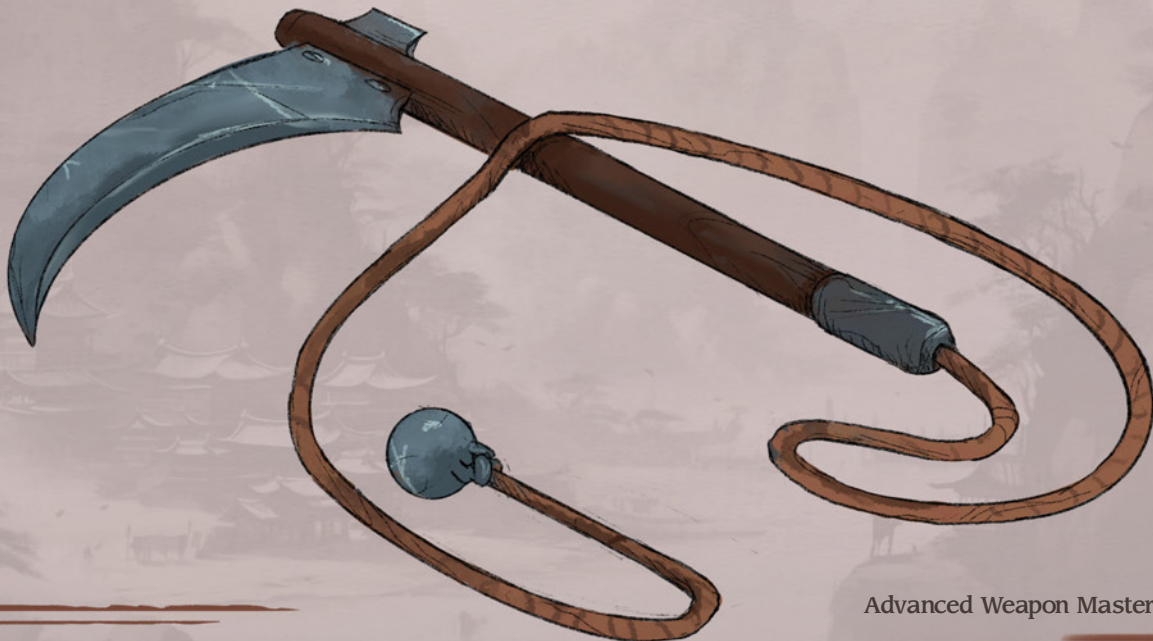
Prerequisites: martial level 14, a tier 3 Scourge advanced technique

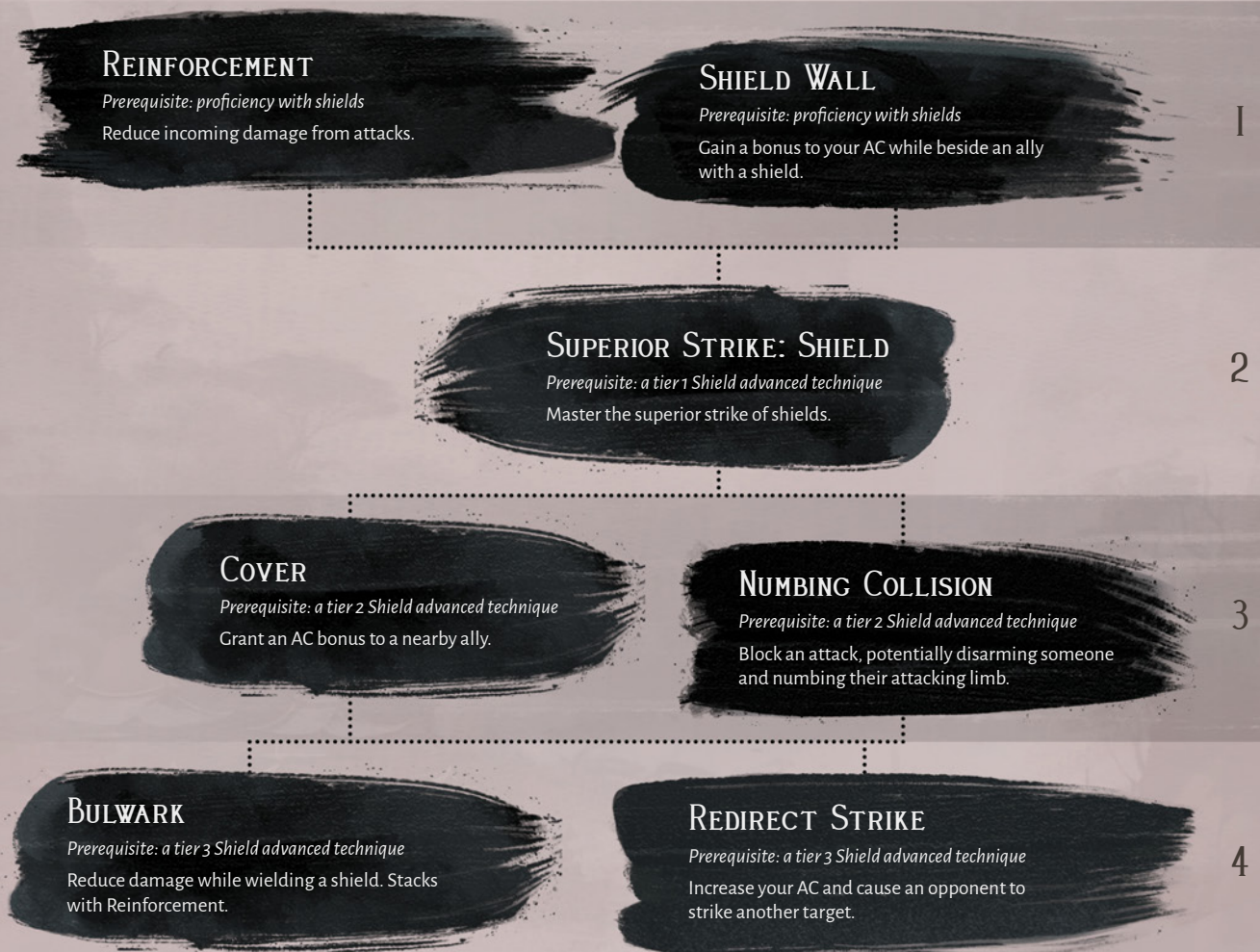
The damage die of your Scourge weapons increases to a **d10**.

WRAP

Prerequisites: martial level 14, a tier 3 Scourge advanced technique

When you take the Attack action while wielding a Scourge weapon, you can forgo one attack to make a special melee attack against a creature within the reach of your Scourge weapon. The target must make a **Dexterity saving throw** (DC = your **martial save DC**). On a failed save, the creature is **grappled**, and it is **restrained** while grappled in this way. The creature can escape the grapple if it or a creature within **5 feet** of it uses its action to make a **Strength** check against your **martial save DC** and succeeds. While a creature is grappled in this way, you can't attack with your Scourge weapon.





SHIELD MASTERY

"Shields are there to keep you safe, but in my experience, nothing is safer than knocking your enemy on their ass. Shields are great for that."

Shield. A shield is typically made from wood or metal and is carried in one hand. Wielding a shield increases your AC by 2. You can benefit from only one shield at a time.

After weathering the barrage of barbed arrows, Cato's detachment locked shields and prepared to endure the foetid charge of the undead horde. With a well-practised thrust, the veterans' bulwark collided with the enemy's rusted blades, sending foes reeling and weapons clattering to the floor. Equal parts fortification and battering ram, the outnumbered defenders deflected blow after blow against the attackers, turning the unholy horde on itself.

TIER 1 ADVANCED TECHNIQUES

SHIELD WALL

Prerequisites: martial level 2, proficiency with shields

While you are wielding a shield and within **5 feet** of an allied creature that is also wielding a shield, your AC increases by **2**. This effect does not stack.

REINFORCEMENT

Prerequisites: martial level 2, proficiency with shields

While you might not intercept every blow, you can cause minor deflections that decrease their efficacy. While you are wielding a shield, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). After you use Reinforcement, you can't use this technique again until the start of your next turn.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: SHIELD

Prerequisites: martial level 6, a tier 1 Shield advanced technique

You can perform a superior strike with any shield.

TIER 3 ADVANCED TECHNIQUES

COVER

Prerequisites: martial level 10, a tier 2 Shield advanced technique

While you are wielding a shield and within **5 feet** of an allied creature who is not wielding a shield, you can use your bonus action to grant that creature a **+2 bonus** to its AC until the start of your next turn. The bonus ends early if the creature is ever more than **5 feet** away from you or you are incapacitated.

NUMBING COLLISION

Prerequisites: martial level 10, a tier 2 Shield advanced technique

When a creature misses you with a melee attack while you are wielding a shield, you can use your reaction to strike its attacking limb, numbing it. The creature must succeed on a **Constitution saving throw** or drop the weapon that it used to make the attack (if any) at your feet. In addition, until the end of its next turn, it has **disadvantage** on attack rolls it makes, and it can't pick up the weapon while you occupy the space and are not unconscious.

TIER 4 ADVANCED TECHNIQUES

BULWARK

Prerequisites: martial level 14, a tier 3 Shield advanced technique

You are a wall capable of withstanding any onslaught. While you are wielding a shield, when you take damage from an attack, you can reduce the damage you take by an amount equal to your proficiency bonus (no action required). This effect stacks with Reinforcement, allowing you to reduce the damage you take from an attack by twice your proficiency bonus. After you use either Bulwark or Reinforcement, you can't use either technique again until the start of your next turn.

REDIRECT STRIKE

Prerequisites: martial level 14, a tier 3 Shield advanced technique

When you are wielding a shield and you are targeted by a melee attack by an attacker you can see, but before the GM determines whether the attack roll succeeds or fails, you can use your reaction to add half your proficiency bonus to your AC against that strike, potentially turning a hit into a miss. If the attack misses, you can force the attacker to target a different target that is within **5 feet** of both you and the attacking creature with the attack. Use the attacker's original attack roll to determine if the attack hits.



CLOSE-QUARTERS COMBAT

Prerequisite: proficiency with at least one Thrown weapon

Ignore disadvantage on ranged weapon attacks imposed by nearby hostile creatures.

DISTANT STRIKER

Prerequisite: proficiency with at least one Thrown weapon

Increase the range of your Thrown weapon attacks.

1

SUPERIOR STRIKE: THROWN

Prerequisite: a tier 1 Thrown advanced technique

Master the superior strikes of Thrown weapons.

2

FLEXIBLE ATTACKER

Prerequisite: a tier 2 Thrown advanced technique

After making a melee attack with a Thrown weapon, you can throw it as a bonus action.

FOCUSED STRIKE

Prerequisite: a tier 2 Thrown advanced technique

Steady your mind to attack with advantage.

3

BULLSEYE

Prerequisite: a tier 3 Thrown advanced technique

Crit more often, and devastate enemies with debilitating effects on a critical hit.

WHIRLING MELEE

Prerequisite: a tier 3 Thrown advanced technique

Seamlessly blend melee and Thrown weapon attacks.

4

THROWN MASTERY



"Duck!"

Novices of the Flying Star can hit a bullseye, but only from exactly 20 feet. A master, on the other hand, is as deadly at five inches as at five hundred. A whirlwind of flying metal, Katya can turn a knight's plate mail into kihosan cheese or send a single shuriken through the silk-thin slot of their full-face helm.

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

TIER I ADVANCED TECHNIQUES

CLOSE-QUARTERS COMBAT

Prerequisites: martial level 2, proficiency with at least one Thrown weapon

Being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with Thrown weapons.

DISTANT STRIKER

Prerequisites: martial level 2, proficiency with at least one Thrown weapon

The normal and long ranges of ranged attacks you make with Thrown weapons is doubled. In addition, if you make a ranged attack with a Thrown weapon while hidden, missing doesn't reveal your position.

TIER 2 ADVANCED TECHNIQUE

SUPERIOR STRIKE: THROWN

Prerequisites: martial level 6, a tier 1 Thrown advanced technique

You can perform a superior strike with any weapon that has the Thrown property.

TIER 3 ADVANCED TECHNIQUES

FLEXIBLE ATTACKER

Prerequisites: martial level 10, a tier 2 Thrown advanced technique

If you make a melee attack with a Thrown weapon on your turn, you can make a ranged weapon attack with that same weapon as a bonus action that turn.

FOCUSED STRIKE

Prerequisites: martial level 10, a tier 2 Thrown advanced technique

As a bonus action, you can steady your body and mind to give yourself **advantage** on the next attack roll you make with a Thrown weapon this turn.

TIER 4 ADVANCED TECHNIQUES

BULLSEYE

Prerequisites: martial level 14, a tier 3 Thrown advanced technique

The critical threshold of ranged attack rolls you make using Thrown weapons is reduced by 1. If you score a critical hit against a creature with a ranged attack roll using a Thrown weapon, you can choose one of the following additional effects for the target to suffer:

- The target is **blinded** until the start of its next turn.
- The target drops one object (such as a weapon) of your choice that it is holding.
- The target's speed is halved until the end of its next turn.

WHIRLING MELEE

Prerequisites: martial level 14, a tier 3 Thrown advanced technique

After you take the Attack action and make a melee attack against a creature on your turn, you gain **advantage** on attack rolls with Thrown weapons against other creatures until the end of the turn.



QUICK PARRY

Prerequisite: proficiency with at least one Versatile weapon
Parry enemies to deflect melee attacks.

WEAPON FOCUS

Prerequisite: proficiency with at least one Versatile weapon
Use your weapon as a spellcasting focus and to perform the somatic components of spells.

1

SUPERIOR STRIKE: VERSATILE

Prerequisite: a tier 1 Versatile advanced technique
Master the superior strikes of Versatile weapons.

2

HEAVY STRIKER

Prerequisite: a tier 2 Versatile advanced technique
Deal more damage once per turn

SHIELD BASH

Prerequisite: a tier 2 Versatile advanced technique
Knock your enemy prone with a shield strike.

SWIFT STRIKER

Prerequisite: a tier 2 Versatile advanced technique
Make a bonus attack when you attack with a Versatile weapon wielded in one hand.

3

DUAL MANEUVER

Prerequisite: a tier 3 Versatile advanced technique
Grapple with your off hand as you attack with a Versatile weapon in one hand.

GUARD

Prerequisite: a tier 3 Versatile advanced technique
Increase your AC and cover your retreat.

VERY HEAVY STRIKER

Prerequisite: a tier 3 Versatile advanced technique
Massively boost your critical hit chance when attacking with a Versatile weapon with both hands.

4

VERSATILE MASTERY



"One hand, two hand, you're a dead man."

— Poem of the Longsword

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



The walls of Unba's mountain retreat were covered with all manner of weapons, each crafted from the remnants of his prey. Unba swore by one martial adage: versatility of arms breeds flexibility of form. As ready to don a shield when on the defensive as to throw it aside and deliver skull-splitting, two-handed blows, Unba was unmatched in his ability to counter all manner of enemies. It was these supple tactics and ever-changing arsenal that made Unba the deadliest knitting expert in the whole mountain range.

TIER I ADVANCED TECHNIQUES

QUICK PARRY

Prerequisites: martial level 2, proficiency with at least one Versatile weapon

When a creature makes a melee attack roll against you while you wield a Versatile weapon, you can use your reaction to add your proficiency bonus to your AC against that attack, potentially turning a hit into a miss.

WEAPON FOCUS

Prerequisites: martial level 2, proficiency with at least one Versatile weapon

You can use a Versatile weapon as a spellcasting focus, and you can use the hand in which you hold a Versatile weapon to perform the somatic components of spells.

TIER 2 ADVANCED TECHNIQUES

SUPERIOR STRIKE: VERSATILE

Prerequisites: martial level 6, a tier 1 Versatile advanced technique

You can perform a superior strike with any weapon that has the Versatile property.

TIER 3 ADVANCED TECHNIQUES

HEAVY STRIKER

Prerequisites: martial level 10, a tier 2 Versatile advanced technique

When you attack with a Versatile weapon using both hands, the size of the weapon's damage die is increased by two steps, rather than one (maximum **1d12**)

SHIELD BASH

Prerequisites: martial level 10, a tier 2 Versatile advanced technique

When you take the Attack action and hit with a Versatile weapon while wielding a shield, you can use a bonus action to make a melee weapon attack roll using your shield

against the target. On a hit, the target takes **1d4** bludgeoning damage and must succeed on a **Strength saving throw** or fall **prone**. Creatures more than one size larger than you automatically succeed on this saving throw.

SWIFT STRIKER

Prerequisites: martial level 10, a tier 2 Versatile advanced technique

If you take the Attack action on your turn and only attack with a Versatile weapon wielded in one hand, you can attack with that weapon one-handed again as a bonus action. You do not add your ability modifier to the damage for this bonus attack, unless that modifier is negative.

TIER 4 ADVANCED TECHNIQUES

DUAL MANEUVER

Prerequisites: martial level 14, a tier 3 Versatile advanced technique

When you take the Attack action and hit a creature with a Versatile weapon wielded in one hand while your other hand is free, you can attempt to grapple that target as part of that same action.

GUARD

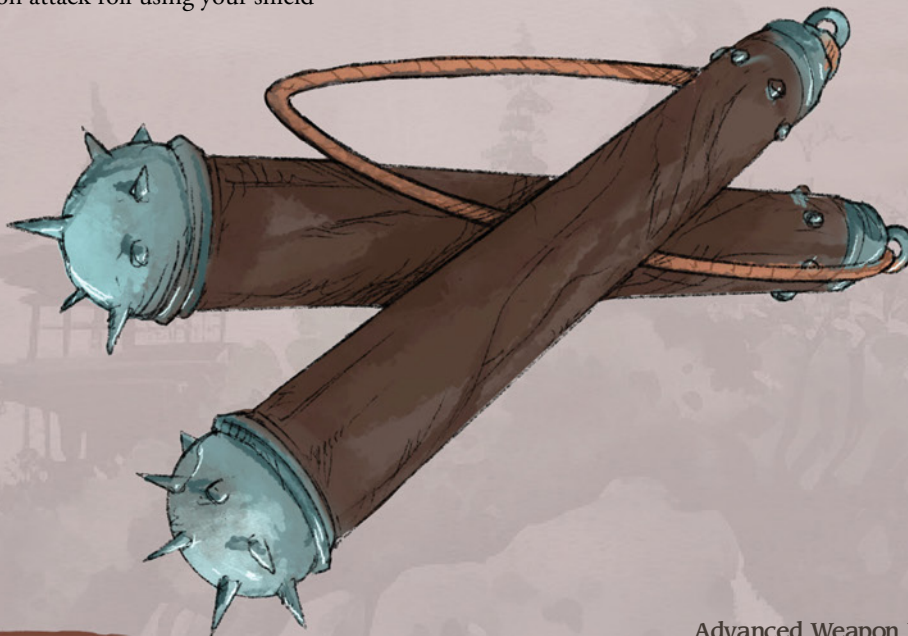
Prerequisites: martial level 14, a tier 3 Versatile advanced technique

While you wield both a shield and Versatile weapon, your ability to deflect attacks is second to none. As a bonus action, you can grant yourself a **+1 bonus** to AC until the start of your next turn, and opportunity attacks against you have **disadvantage** until then.

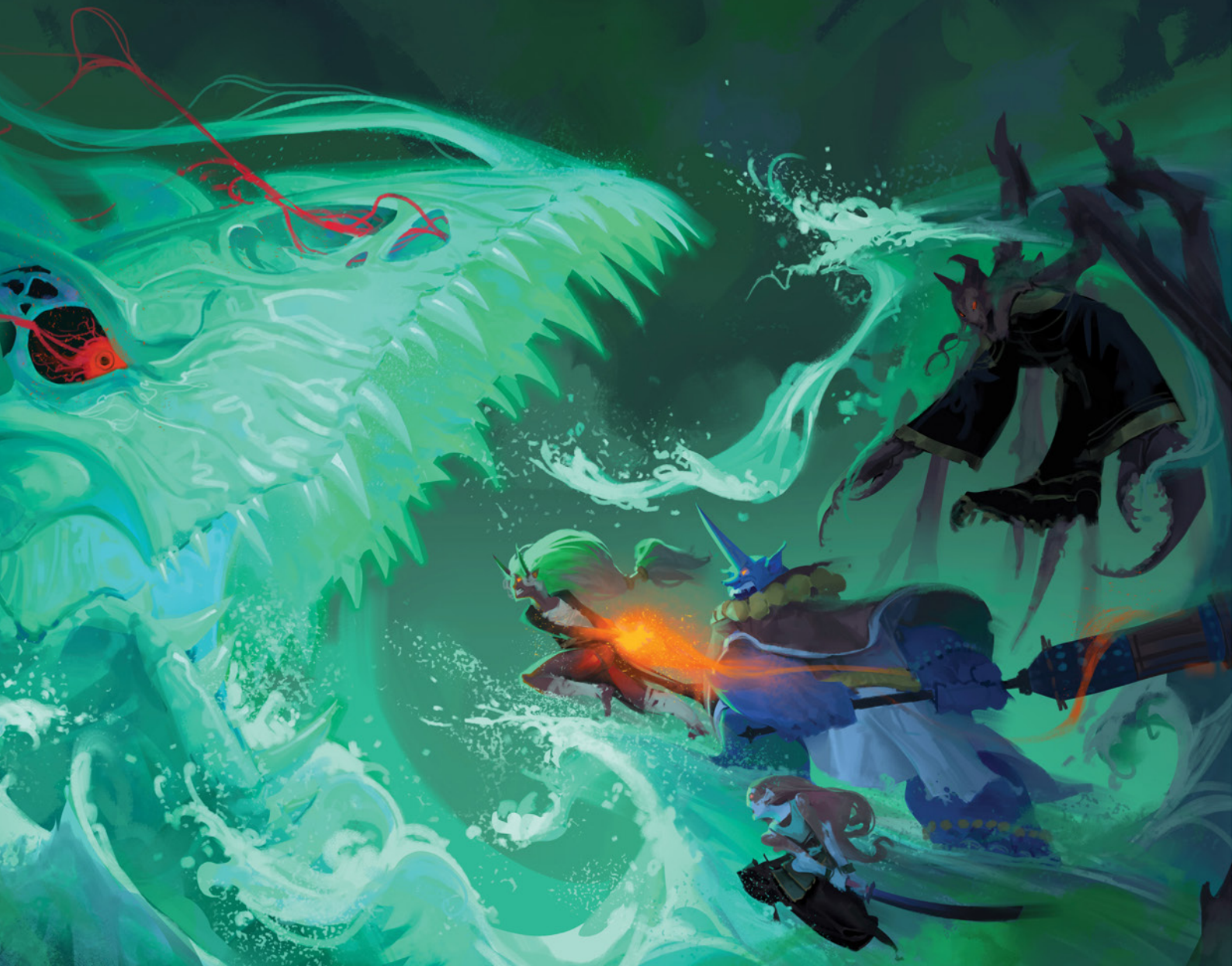
VERY HEAVY STRIKER

Prerequisites: martial level 14, a tier 3 Versatile advanced technique

When you attack with a Versatile weapon using both hands, your critical hit threshold is reduced by 2.



COMBO ATTACKS



COMBO ATTACKS

Combo attacks are a way for player characters to perform impactful, collaborative actions in combat. Through teamwork, adventurers can perform extraordinary actions, and players can experience incredible, cinematic moments, reflecting their characters' bonds as companions and warriors.

Combo attacks are a place for players to explore freely and creatively. The scale and spectacle of a combo attack may vary depending on the level of realism your game adheres to. GMs should use these rules as a guide on balancing combo attacks, working with players to allow them the freedom to craft their own combo attacks in a way that enhances combat.

A Deadly Addition. Combo attacks are a “power upgrade” to an adventuring party’s arsenal. These rules are written primarily for players to explore, but the GM may wish to give enemy teams (or other nonplayer characters) access to combo attacks too, evening the playing field with devastating, tactical manoeuvres on both sides.

Enemy combo attacks should be saved for significant encounters, used as a storytelling device to communicate the relationship between enemies, prepared in advance so that they can be narrated swiftly and dramatically, and never used more than once per encounter. Enemy combo attacks should never have more than four participants (one instigator and three collaborators).

PERFORMING A COMBO ATTACK

Combo attacks are spectacular moments of synchronised combat virtuosity performed by player characters in combat, and each participant can alter or enhance it in a unique way.

Instigating a Combo Attack. A combo attack can be initiated whenever a player character makes an attack roll on their turn and does not have disadvantage on the attack roll. It must be announced before the die is rolled but after the attack is declared. The character who makes that attack is referred to as the instigator. If an instigator attempts to initiate a combo attack and nobody collaborates, a combo attack does not occur.

Collaborating on a Combo Attack. Other player characters who can see the instigator can each use their reaction to enhance the attack by performing a Combo action (presented below). A character who assists in this way is referred to as a collaborator. In the case of a combo attack with more than one collaborator, the collaborators take their reactions in initiative order. Once any collaborators have taken their reactions, the instigator makes their attack roll to finish the combo attack.

Combos and Advantage. Some Combo action choices (e.g., Unison Onslaught) allow the instigator to roll an extra d20 on its attack and choose the highest result. These stack with advantage. For example, a character that has advantage on an attack roll and has one collaborator use Unison Onslaught rolls 3d20 for their attack roll and uses the highest result.

Limitations. Once a player character is a collaborator in a combo attack, they can’t collaborate in another combo attack until they finish a long rest. Combo attacks also require participants to be familiar with each other. Only characters who have spent at least one week adventuring together, over which time they observe one another’s fighting style and movements, have the integral knowledge required to perform combo attacks together.

COMBO ACTIONS

There are multiple ways for combo attacks to operate, depending on how those participating in the combo attack assist the instigator. Collaborators within reach of the instigator can enhance the combo attack in different ways to those at a distance, or to those who cast spells.

Each Combo action has a prerequisite, usually dictating the maximum distance a collaborator can be from the instigator’s target to assist. For ease of use, Combo actions are divided into Melee, Ranged, and Spellcasting options. Any player character can collaborate using any Combo action, provided they meet the prerequisite and are an ally of the instigator.

Devastating Strikes. No matter the Combo action used, the threshold for the instigator to score a critical hit on their initiating attack roll is reduced by 1 for each collaborator assisting them. Usually, a critical hit is scored on a roll of a 20 on the d20. If two player characters collaborate with the instigator on a combo attack, the critical hit threshold is reduced by 2, so the instigator scores a critical hit on a roll of 18, 19, or 20. This stacks with other effects like a Champion fighter’s Improved Critical subclass feature and the Executioner advanced technique from the Heavy advanced weapon mastery tree (see page 45).

MELEE COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:

ALLY LAUNCHER

Prerequisite: *The instigator is within your reach and within 5 feet of their target, your carrying capacity is greater than the instigator’s weight, and their target is no more than one size larger than you.*

Collaborator’s Action. You toss the instigator through the air, over the enemy, allowing them to strike from above and land in a different position.

Combo Effect. Your unorthodox assault opens up a weakness in the enemy’s guard. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.

In addition, the instigator lands in an unoccupied space of their choice within **5 feet** of their target.



GOADING RUSH

Prerequisite: You are within **15 feet** of the instigator's target and your speed isn't 0.

Collaborator's Action. You charge into the fray, tearing the instigator's target's attention away from your allies and onto yourself. You move up to your speed towards the target of the instigator's attack, ending your movement as close to them as possible as you distract them with a goading insult.

Combo Effect. The instigator's target has **disadvantage** on attack rolls against creatures other than you until the end of the instigator's next turn.

STAGGERING CHARGE

Prerequisite: The instigator and their target are within your reach.

Collaborator's Action. You barrel into the instigator's target, attempting to knock it off balance as your ally strikes. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you win the contest and your ally's attack hits, your ally can

knock the target **prone** or push it **5 feet** directly away (ally's choice). A target two or more sizes larger than you automatically succeeds in this contest.

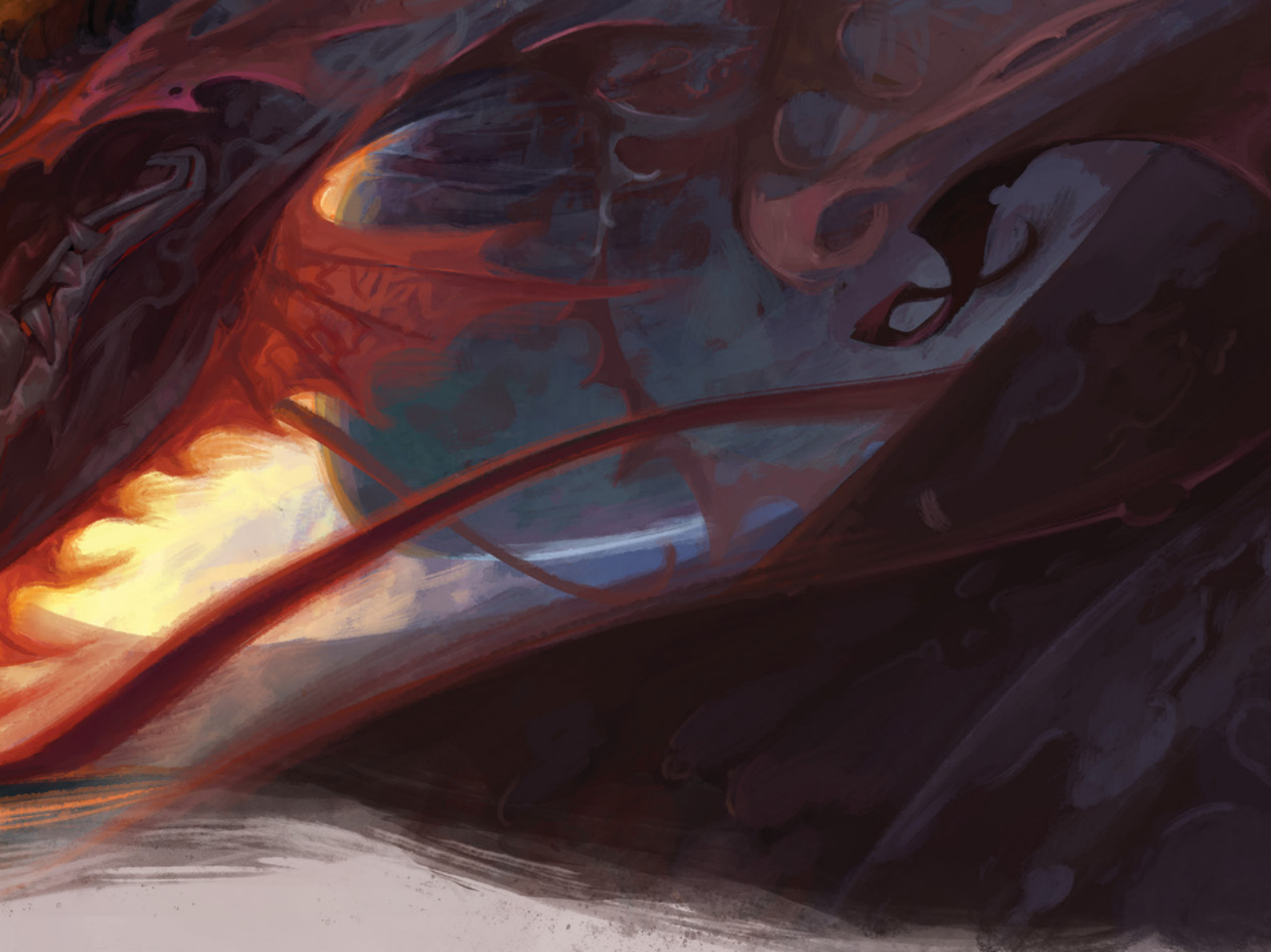
Combo Effect. Whether you win the contest or not, your charge serves as a distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

UNISON ONSLAUGHT

Prerequisite: The instigator's target is within your reach.

Collaborator's Action. You make a swift melee weapon attack against the instigator's target, striking in unison with your ally. On a hit, you deal damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

Combo Effect. Whether you hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll.



RANGED COMBOS

When you use your reaction to collaborate on a combo attack, you can choose one of the following Combo actions:

DISARMING COMBINATION

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You attempt to strike an object the instigator's target is holding with a ranged attack, potentially knocking it loose from its grasp.

Combo Effect. The instigator's target makes a **Strength saving throw** with **disadvantage** (DC equals 8 + your proficiency bonus + your attacking ability modifier). On a failed save, it drops one item it is holding (your choice).

FLINCHSHOT

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You make a swift ranged weapon attack, perfectly timed to momentarily distract an enemy.

On a hit, you deal your weapon's damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

Combo Effect. Hit or miss, your attack serves as a potent distraction. The instigator can roll an additional **d20** as part of their attack roll, choosing between it or their own roll.

SUPPRESSING FIRE

Prerequisite: The instigator's target is within range of a ranged or thrown weapon you are wielding.

Collaborator's Action. You provide a well-timed ranged attack, targeting the space between the instigator and their target, which provides cover for your ally to strike and retreat.

Combo Effect. The instigator can roll an additional **d20** as a part of their attack roll, choosing between it or their own roll. In addition, until the end of the instigator's turn, they don't provoke opportunity attacks from their target.

SPELLCASTING COMBOS

A spellcaster can collaborate in a combo attack while they are within **90 feet** of the instigator by choosing one spell the spellcaster can cast and expending a spell slot of any level (note: this does not cast a spell). The effect of the combo attack depends on the school of magic the chosen spell belongs to.

ABJURATION

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an abjuration spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Sparkling magic shimmers around the instigator's body, fortifying them with temporary, spectral armour.

Combo Effect. The instigator gains temporary hit points equal to five times the level of the spell slot expended.

BIOMANCY

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a biomancy spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. The instigator's strike is imbued with toxic pathogens.

Combo Effect. If the instigator's attack hits their target, that creature must make a **Constitution saving throw** against your **spell save DC**. The target has a penalty on its saving throws to avoid or end this effect equal to the level of the spell slot expended. On a failed save, it is **poisoned** for the next **minute**. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

CONJURATION

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a conjuration spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic spirals around the instigator, wrenching them from harm's way after they make their attack.

Combo Effect. Immediately after the instigator makes their attack against their target, they can choose to teleport to an unoccupied space that they can see within a number of feet equal to $10 \times$ the level of the spell slot expended.

DIVINATION

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a divination spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. The instigator's senses are enhanced with supernatural precognition.

Combo Effect. The instigator gains a bonus to all attack rolls and saving throws equal to the level of the spell slot expended until the end of their next turn.

ENCHANTMENT

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an enchantment spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Hypnotic magic weaves through the force of the instigator's attack to strike their target's mind.

Combo Effect. If the instigator's attack hits their target, that creature must make a **Wisdom saving throw** against your **spell save DC**. The target has a penalty on its saving throw equal to the level of the spell slot expended. On a failed save, it is **charmed** by the instigator until the end of the instigator's next turn. This effect ends early if the instigator deals any damage to the target.

EVOCATION

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an evocation spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. The instigator's attack bursts with bright, magical energy.

Combo Effect. On a hit, the instigator's attack deals extra acid, cold, fire, lightning, or thunder damage, or damage of a type that appears in an evocation spell you can cast (your choice). The extra damage equals **1d10** per level of the spell slot expended.

ILLUSION

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared an illusion spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Spiralling illusions cloak the instigator in darkness, dazzling light, or another visual effect, obscuring their form and movement.

Combo Effect. The instigator adds a bonus to their attack roll equal to the level of the spell slot expended, and their movement doesn't provoke opportunity attacks until the end of the turn.

NECROMANCY

Prerequisite: You are within 90 feet of the instigator, have an unexpended spell slot, and know or have prepared a necromancy spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic courses through the instigator, wrenching the life-force of their target and channelling it back to the source of the damage.

Combo Effect. On a hit, the instigator's attack deals extra necrotic damage equal to **1d6** per level of the spell slot expended. The collaborator then gains temporary hit points equal to the necrotic damage dealt by this effect.

TRANSMUTATION

Prerequisite: You are within **90 feet** of the instigator, have an unexpended spell slot, and know or have prepared a transmutation spell of 1st level or higher.

Collaborator's Action. You expend one spell slot. Your magic bursts as a force of raw adrenaline in the instigator.

Combo Effect. Immediately after completing their attack, the instigator can take another action. This action can only be used to take the Dash, Disengage, Dodge, Hide, or Use an Object action.

If you expend a spell slot of 3rd level or higher, this action can instead be used to take the Attack action (grapple or shove only).

If you expend a spell slot of 5th level or higher, this action can instead be used to take the Attack action (one weapon attack only) or Cast a Spell action (cantrip only).

CREATING ADDITIONAL COMBOS

These Combo actions are suggestions, not an exhaustive list of all combos possible. Players should work with their GM and each other to come up with ideas that play to the unique strengths and idiosyncrasies of their characters. In all cases, players should name their combo attacks a suitably epic name.

EXAMPLE COMBO ATTACK

GM: Okay players, the dodomeki is finally bloodied. Nephelle, you're next.

Nephelle: I'm gonna use my action to attack the dodomeki! It's time to finish her off; I call out for our classic combo attack Flaming Guillotine!

Humperdink: That's what we're calling it now?

GM: Okay, you call out to initiate a combo attack. Is anyone going to collaborate with Nephelle?

Kortov: I'm standing next to Nephelle, so I use my reaction to collaborate with Ally Launcher, tossing her over the dodomeki, and she can roll an extra d20 as part of this attack roll!

GM: That's right! Humperdink, are you going to collaborate?

Humperdink: I collaborated on a combo earlier today with Lutecia, so I can't collaborate on another one until we have a long rest.

GM: Ah, of course!

Ryoko: But I can help! I'm 70 feet away and have a spell slot. I'm going to collaborate with a spell combo!

GM: What spell are you choosing, and what slot level are you expending?

Ryoko: I'll expend a 2nd-level spell slot, choosing *burning hands*, which is evocation and lets me add fire damage to Nephelle's damage roll, if the attack hits.

GM: Okay, that's everyone who can collaborate. Nephelle, make your attack roll, with an extra d20 thanks to Kortov's Combo action.

Nephelle: Okay first one is a 3 and... second one is 18! Add my +5 and it's a 23 to hit!

GM: And that's a critical hit as well! Because two characters collaborated, the critical hit threshold is reduced by 2, scoring a crit on a roll of 18 or higher.

Ryoko: Yes! Now my evocation combo effect, which would be 2d10 for a 2nd-level spell slot, is doubled to add 4d10 fire damage to the attack.

Nephelle: 2d10 slashing + 4d10 fire + 3 for a total of... 36 damage!

GM: With a fierce battle cry, Kortov launches Nephelle through the air. You feel yourself hanging in the air for a transcendent moment of weightlessness, before bringing your longsword slashing down at the dodomeki from above. As you bring your longsword lashing down, you feel a blast of scorching heat as the blade ignites in flame, cleaving through the air and into the yokai.

Nephelle: Do I look badass?

GM: You look extremely badass! But the fiend is not defeated. The dodomeki lets out a screech of fury and lunges towards you, its eyes burning with hateful vengeance!

EQUIPMENT & PROSTHESES



EQUIPMENT & PROSTHESES

The Yokai Realms brim with opportunity—both for the intrepid adventurers willing to brave its dangers, and for the ingenious craftsmen who supply them with the tools necessary to succeed. Consumables such as firecrackers and smokebombs can create much-needed distractions, while a hookshot or parachute will be invaluable should you find yourself plummeting from atop a mighty kaiju. Twisted yokai and evil spirits will taste the sting of brand new weaponry, such as nunchaku, kusarigama, and shuriken. Finally, a carefully sculpted prosthesis can take the place of a lost limb or enhance an existing one.

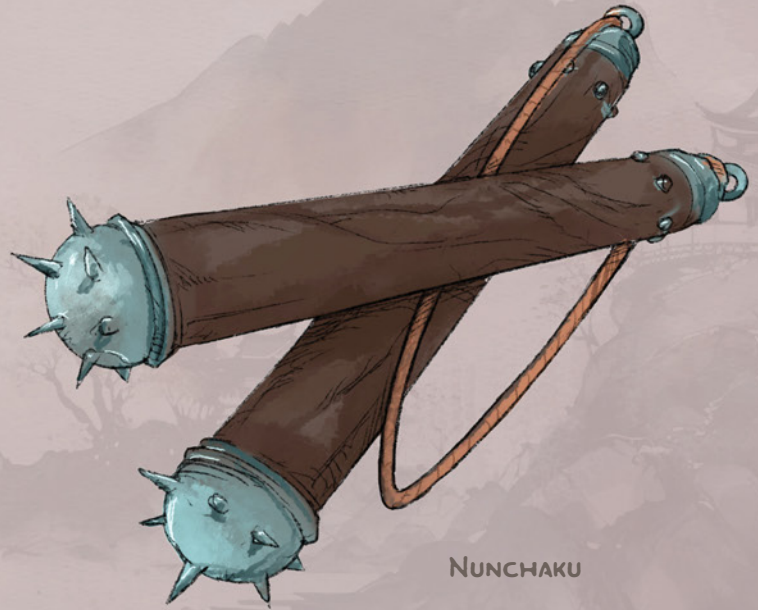
EQUIPMENT

The smell of gunpowder being refined from bat guano, the clang of metal as a smith bends a hookshot into shape, and the soft kiss of silk sewn into a life-saving parachute; the artifice of the Realms is as varied as its inhabitants. This section details the new gear adventurers can acquire, as well as the weapons unique to this land of trickery and wonder.

NEW ADVENTURING GEAR

Fire Charge. Fire charges are small pyrotechnic devices containing pellets or shrapnel, designed to be attached to a polearm. Over the course of **1 minute**, you can attach a fire charge to the tip of a glaive, halberd, lance, pike, quarterstaff, spear, or twinblade. A weapon with a fire charge attached is called a firelance. While holding a firelance, you can use a bonus action to ignite the fuse on the fire charge, which detonates and is destroyed the next time you make an attack with the firelance before the end of your current turn. Hit or miss, the target of the attack must make a **DC 13 Dexterity saving throw**, taking **1d10** fire damage plus **1d10** piercing damage on a failed save, or half as much damage on a successful one. If you make no attacks with the firelance after lighting the fuse, the fire charge detonates harmlessly at the end of your turn and is destroyed.

Firecrackers. As an action, you can light this strip of small explosive devices and throw it at a point within **30 feet** of you. The explosives detonate harmlessly, but create a large amount of noise. Creatures who decide to investigate



NUNCHAKU

the noise have **disadvantage** on Perception checks until they stop investigating the firecrackers.

Hookshot. This handheld, crossbow-like device can fire a grappling hook attached to a length of rope. While holding this device, you can use a bonus action, or a reaction when you're falling, to shoot the hook at a fixed surface within **30 feet** of you. The hook then attaches to that surface until a bonus action is used to reel it back in or the rope is destroyed. The rope is an object with **AC 10** and **10 hit points**.

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the hookshot. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength or Dexterity** check.

While the hook is attached, you have **advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a

NEW ADVENTURING GEAR MANUFACTURING DC & COST

Item	Material Cost	Manufacturing Tool	DC	Time	Item Value	Weight
Fire charge	2 gp	Alchemist or tinker	13	2 hours	5 gp	2 lb.
Firecrackers	3 sp	Alchemist	11	2 hours	1 gp	1/4 lb.
Hookshot	17 gp	Tinker	15	12 hours	50 gp	5 lb.
Ōdzutsu shot (20)	3 gp	Smith	11	2 hours	10 gp	4 lb.
Parachute	17 gp	Weaver	15	6 hours	50 gp	15 lb.
Smokebomb (5)	8 gp	Alchemist	15	2 hours	25 gp	1 lb.

strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling and become suspended from the surface the hook is attached to.

Ōdzutsu Shot. These fist-sized spheres of solid iron are ammunition for the ōdzutsu. Each is 1 to 2 inches in diameter and weighs 1/5 pounds.

Parachute. A parachute is usually folded into a specialised backpack or a dedicated compartment in an adventuring backpack. As a reaction when you fall from a height of **100 feet** or higher while wearing such a backpack, you can deploy the parachute to slow your rate of descent to **60 feet** per round. If you land while the parachute is deployed, you take no falling damage.

Once the parachute has been deployed, it can be refolded over the course of **10 minutes**, or cut loose as an action. A creature that drags a deployed parachute behind it as it moves has its speed halved.

Smokebomb. As an action, you throw one of these small, spherical pellets to create a **5-foot radius** cloud of smoke centred on a point within **30 feet** of you. The area of the smoke is heavily obscured and lasts until the end of your next turn or until dispersed by a moderate wind (at least 10 miles per hour).

NEW WEAPON PROPERTIES

Ryoko's Guide introduces seven new weapon properties: Adaptable, Attached, Impact, Parry, Pugilist, Scourge and Thrown Versatility.

Adaptable. This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose to deal the weapon's alternative damage type.

Attached. You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

Impact. This weapon deals double damage to objects and structures.

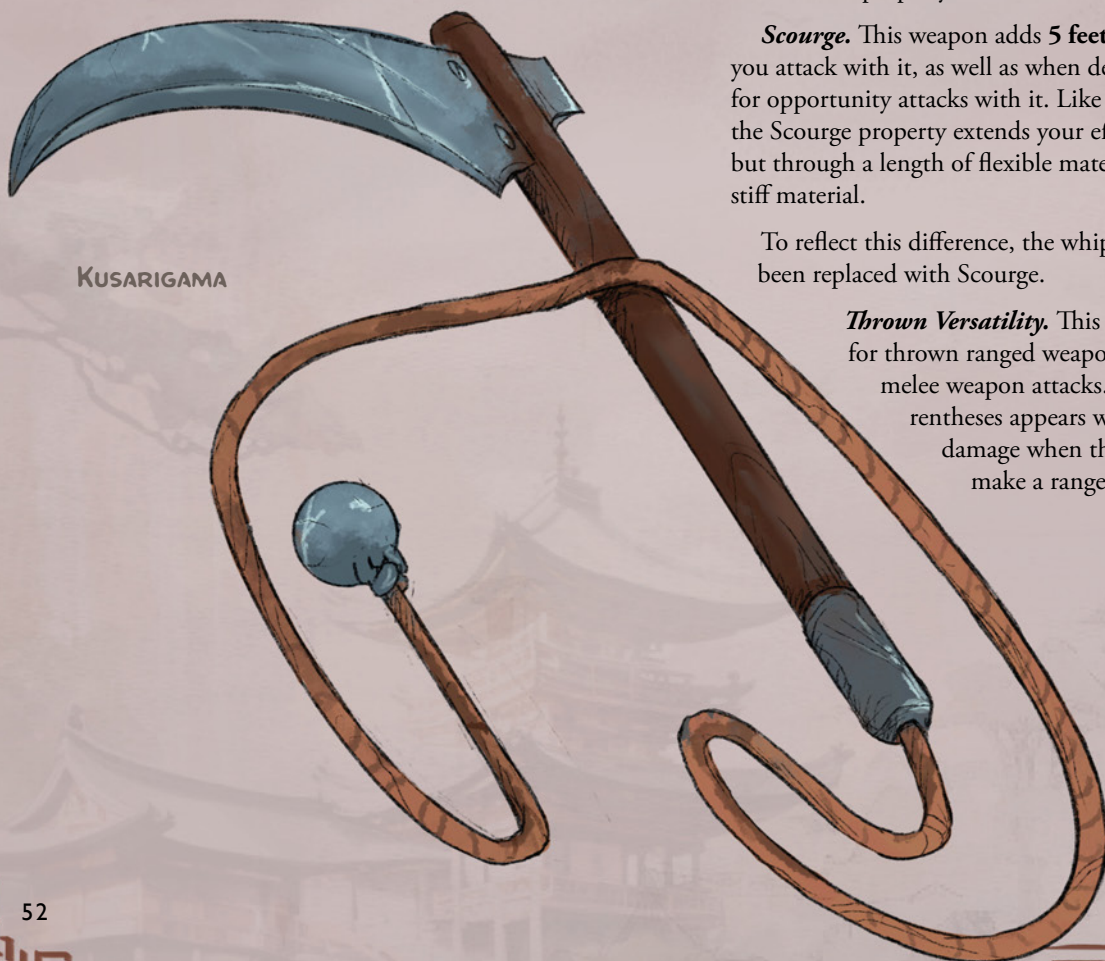
Parry. This weapon has been designed to help you parry blows. While wielding this weapon, you can use your reaction when you are hit by a melee attack to gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

Pugilist. For creatures that roll a die when they make unarmed strikes (such as the monk), the size of their damage die is increased by one (maximum 1d12) when they make unarmed strikes with a hand equipped with a weapon that has this property.

Scourge. This weapon adds **5 feet** to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long, stiff material.

To reflect this difference, the whip's Reach property has been replaced with Scourge.

Thrown Versatility. This weapon is better used for thrown ranged weapon attacks than for melee weapon attacks. A damage value in parentheses appears with the property—the damage when the weapon is used to make a ranged weapon attack.



KUSARIGAMA

NEW WEAPONS

The following table presents the new weapons introduced in *Ryoko's Guide*. Additional details for each weapon can be found in their respective sections.

NEW WEAPON STATISTICS

Weapon	Damage	Properties	Item Value	Weight	Manufacturing				
					Material Cost	Tool	DC	Time	
Simple Melee Weapons									
Claw	1d6 slashing	Attached, Light	5 gp	2 lb.	2 gp	Smith	14	3 hrs	
Martial Melee Weapons									
Chakram	1d4 slashing	Finesse, Light, Thrown (range 30/90), Thrown Versatility (1d6)	10 gp	1 lb.	3 gp	Smith	17	6 hrs	
Kusarigama	1d4 slashing	Special: Counterweight, Versatile (1d6)	5 gp	2 lb.	2 gp	Smith	17	4 hrs	
Meteor hammer	1d6 bludgeoning	Finesse, Scourge, Two-handed	3 gp	3 lb.	1 gp	Mason, smith, or weaver	17	2 hrs	
Nunchaku	1d6 bludgeoning	Finesse, Special: Flourish, Versatile (1d8)	10 gp	2 lb.	3 gp	Carpenter, smith, or woodcarver	17	6 hrs	
Rope dart	1d6 piercing	Finesse, Scourge, Two-handed	5 gp	3 lb.	2 gp	Smith or weaver	17	3 hrs	
Sai	1d4 piercing	Finesse, Light, Parry	5 gp	1 lb.	2 gp	Smith	17	3 hrs	
Tessen	1d4 slashing	Adaptable (bludgeoning), Finesse, Light, Special: Fan Shield	5 gp	1 lb.	2 gp	Smith or weaver	17	3 hrs	
Tonfa	1d6 bludgeoning	Light, Parry	1 gp	2 lb.	3 sp	Carpenter, smith, or woodcarver	17	1 hr	
Martial Ranged Weapons									
Ōdzutsu	2d10 bludgeoning	Ammunition (range 150/600), Two-handed, Special: Long Reload	150 gp	25 lb.	50 gp	Smith, tinker	19	18 hrs	
Shuriken	1d4 piercing	Finesse, Light, Thrown (range 20/60)	1 sp	1/4 lb.	3 cp	Smith	17	1 hr	



CLUB

CHAKRAM

Chakrams are martial melee weapons, consisting of a circular blade with a sharp outer edge. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Finesse, Light, Thrown (range 30/90), and Thrown Versatility (**1d6**) properties.

CLAW

Claws are simple, bladed melee weapons worn as gloves that deal **1d6** slashing damage on a hit and have the Attached and Light properties.

KUSARIGAMA

Kusarigama are martial melee weapons consisting of a sickle attached to a heavy counterweight by a metal chain. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Versatile (**1d6**) property. They also have the Special: Counterweight property. Due to the increased reach of this Special property, kusarigama count as having the Scourge property for the purposes of advanced weapon mastery (see page 11).

Special: Counterweight. While wielding a kusarigama with two hands, you can use a bonus action to attack with its counterweight. This attack has a reach of **10 feet** and deals **1d4** bludgeoning damage on a hit. You don't add your ability modifier to the damage of this attack, unless that modifier is negative.

METEOR HAMMER

Meteor hammers are martial melee weapons that consist of a length of chain or rope attached to a weight at one or both ends. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed properties.

NUNCHAKU

Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

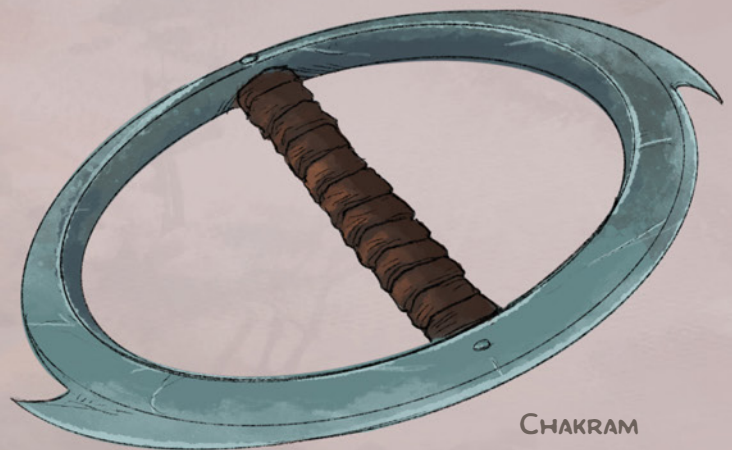
Special: Flourish. When you are wielding the nunchaku in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity check**, adding your proficiency bonus if you are proficient with nunchaku. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

ŌDZUTSU

Ōdzutsu are martial ranged weapons consisting of handheld cannons, traditionally made of forged iron or cast bronze. They deal **2d10** bludgeoning damage on a hit, and have the Ammunition (range 150/600), Two-handed, and Special: Long Reload properties.

Special: Long Reload. After an attack is made using this weapon, it must be reloaded. Due to the weight and size of this weapon and its ammunition, reloading the weapon takes two actions, which don't need to be taken consecutively.

METEOR HAMMER



CHAKRAM



ROPE DART

Rope darts are martial melee weapons that consist of a length of chain or rope attached to a sharp dart at one end. They deal **1d6** piercing damage on a hit, count as monk weapons, and have the Finesse, Scourge, and Two-handed properties.

SAI

Sai are martial melee weapons consisting of three sharp, metal prongs, with the longer one at the centre and a smaller one on each side. They deal **1d4** piercing damage, count as monk weapons, and have the Finesse, Light, and Parry properties.

SHURIKEN

Shuriken, also known as throwing stars, are martial ranged weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They deal **1d4** piercing damage on a hit, count as monk weapons, and have the Finesse, Light, and Thrown (range 20/60) properties.

TESSEN

Tessen are martial melee weapons consisting of folding fans reinforced with wood or metal. The edges contain razor-sharp blades, but they can also be used as bludgeoning weapons when closed. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Adaptable (bludgeoning), Finesse, and Light properties. They also have the Special: Fan Shield property.

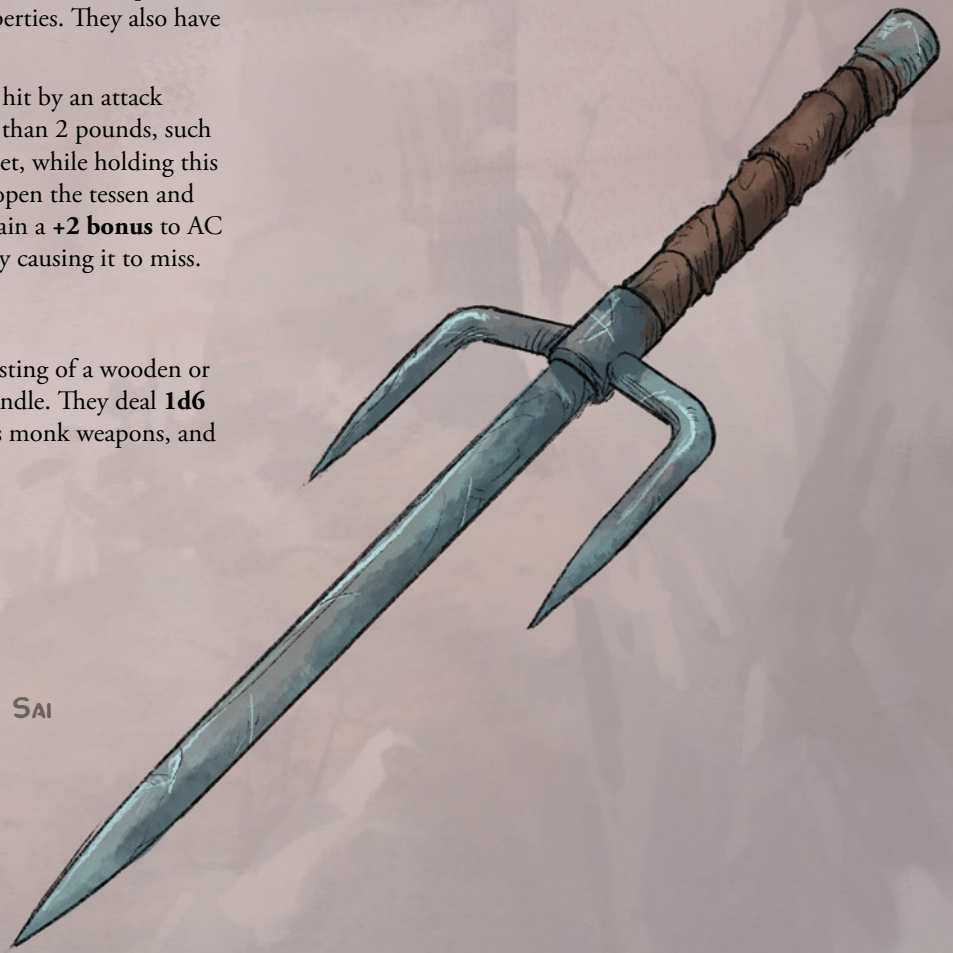
Special: Fan Shield. When you are hit by an attack made with a projectile that weighs less than 2 pounds, such as a thrown dagger, dart, arrow, or bullet, while holding this weapon, you can use your reaction to open the tessen and attempt to deflect the projectile. You gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

TONFA

Tonfa are martial melee weapons consisting of a wooden or metallic baton with a perpendicular handle. They deal **1d6** bludgeoning damage on a hit, count as monk weapons, and have the Light and Parry properties.



SHURIKEN



SAI

PROSTHESES

Ryoko's Guide to the Yokai Realms introduces a new item type: prostheses, along with unique rules for equipping and using such items. In the context of that book, a prosthesis is an item that functions as a replacement or augmentation for a limb or other body part. Prostheses are divided into two categories: mundane and magical.

MUNDANE PROSTHESES

Mundane prostheses are nonmagical and fully mechanical in nature, which results in a number of limitations:

- A mundane prosthesis can be used to replace a missing limb, but not augment an existing one or add a new limb that a member of the species wouldn't normally have. For example, a human can't use a mundane tail prosthesis to gain the functionalities of a tail, but a ryūjin that has lost its tail can.
- A mundane prosthesis can replicate motor functions, but can't relay sensation. For example, a mundane prosthetic eye can turn in its socket, but doesn't grant its user the ability to see through it.

Aside from these, a mundane prosthesis perfectly mimics the function of the limb it's replacing. A creature can take **1 minute** to attach or remove a prosthesis from itself or another willing creature within **5 feet** of it. Alternatively, a creature can spend **1 minute** to jam a prosthesis belonging to a willing or unconscious creature. A jammed prosthesis continues to function as a limb, but none of its properties can be used until a creature spends **10 minutes** unjamming it, a process that requires both of the creature's hands to be free.

Advanced Weapon Masteries. Prostheses can be used with the advanced weapon mastery system (see page 11). For each prosthesis that can be used as a weapon, the Adventuring Prostheses table indicates which superior strike can be used with it.



MAGICAL PROSTHESES

Magical prostheses make use of intricate enchantments to enhance their functionality and gain new properties. Magical prostheses function in the following ways:

- A magical prosthesis can replace a missing limb or other body part.
- A magical prosthesis can replicate all functions of the limb or other body part it emulates. For example, a magical prosthetic tongue is able to taste, a magical prosthetic eye can see, and a magical prosthetic nose is able to smell.
- A magical prosthesis can be placed around an existing limb or body part to enhance it. A prosthesis can't be used to add an additional limb beyond the creature's typical number of limbs unless stated otherwise.
- A magical prosthesis can't be attached to or removed from a creature against its will, even if the creature is unconscious.

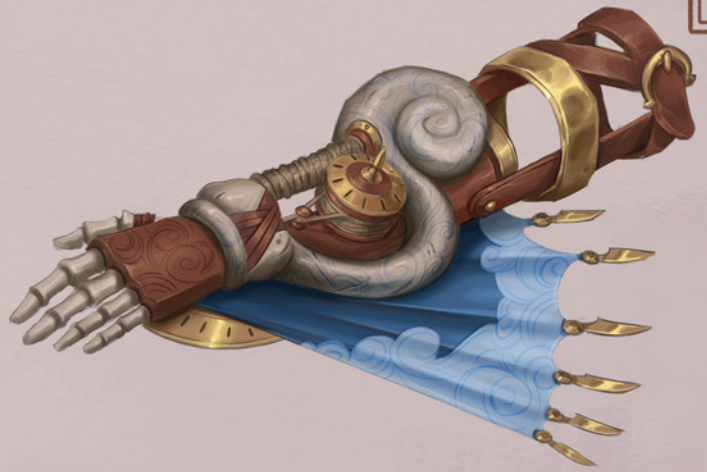
A magical prosthesis with no additional properties is a common magic item that doesn't require attunement. More powerful prostheses with additional properties may require attunement. See Chapter 12 of *Ryoko's Guide* for a list of magical prosthetic items.



TYPES OF PROSTHESES

Several types of mundane and magical prostheses exist, each with useful properties that allow them to serve other functions in addition to acting as a limb or body part. For example, a clever pickpocket might conceal his ill-gotten spoils in a hidden compartment within his prosthetic leg, or a grizzled warrior might extend a blade from her prosthetic arm to fight off a band of roving pillagers.

The table below details the types of mundane prostheses available, as well as the properties that each one has and what limbs it can replace or enhance.



ADVENTURING PROSTHESES

Prosthesis	Properties	Cost	Arm	Leg	Tail	Superior Strike
Advanced	Hookshot (15 ft.), Integrated (any), Launch (1d6 ² , 15 ft.)	100 gp ³	x			Varies ⁴
Basic	Integrated (any)	50 gp ³	x			Varies ⁴
Cannon	Blast (1d6 ¹ , 20 ft.)	150 gp	x	x	x	Piercing shot
Climbing Claw	Mobility (climb 20 ft.)	75 gp	x	x	x	—
Combat Arm	Hookshot (20 ft.), Launch (1d6 ² , 20 ft.), Melee (1d6 ² , Pugilist)	150 gp	x			Flurry
Grappling Hook	Hookshot (40 ft.)	100 gp	x		x	—
Smokeshot	Integrated (stash), Obscure	90 gp	x	x	x	—
Steelslinger	Hookshot (30 ft.), Launch (1d6 ² , 30 ft.)	125 gp	x			Battery Strike
Streamcutter	Mobility (swim 20 ft.)	75 gp	x	x	x	—
Wartail	Melee (1d6 ² , Scourge)	100 gp			x	Trip

¹ Work with your GM to choose one damage type from acid, cold, fire, lightning, or thunder that fits the prosthesis.

² Work with your GM to choose one damage type from bludgeoning, piercing, or slashing that fits the prosthesis; if the item has an integrated weapon, the damage type of the Launch property should match the weapon's damage type.

³ In addition to the price of the integrated object.

⁴ Matches that of the integrated weapon or shield. See pages 14 - 15.





PROSTHESIS PROPERTIES

Like weapons, prostheses have special properties that dictate how they function. Properties commonly found on prostheses include the following:

Blast (*XdX*, *X ft.*). This prosthesis is capable of discharging powerful explosive blasts. The prosthesis is a martial ranged weapon with the Loading property. If you're proficient with a martial ranged weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and range, respectively. This weapon doesn't have a long range.

Alternatively, you can use an action to fire the cannon and propel yourself a distance up to the range of the blast in a straight line in any direction, dealing no damage. As normal, this movement can provoke opportunity attacks.

Hookshot (*X ft.*). This enhancement consists of a metallic hook or similar tool typically attached to a spool of wire, though rope, chain, or even spidersilk may be used instead. The number in parentheses is the range of the hookshot. If the prosthesis isn't being used to hold an item, you can shoot the hook at a fixed surface within range as a bonus action, or as a reaction when falling. The hook then attaches to that surface until you use a bonus action to detach the hook and reel the wire back in, or until the wire is destroyed. The wire

is an object with **AC 19** and **10 hit points**; **resistance** to fire and cold damage; and **immunity** to lightning, psychic, and poison damage. The AC, price, and other properties of this wire can vary if different materials are used (GM's discretion).

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the prosthesis. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll. On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength** or **Dexterity** check.

While the hook is attached, you have **advantage** on ability checks made to move along the wire, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling further than the range at which you shot the hookshot and become suspended from the surface the hook is attached to. In addition, until the hook is reeled back in, the prosthesis can't hold anything or be used to make attacks, and you can't use or benefit from objects integrated into the prosthesis (such as attacking with a weapon or benefitting from a shield's bonus to AC).

Integrated (X). The object in parentheses is integrated into the prosthesis, and can't be separated from it, exchanged for another integrated object, or used to make ranged attacks by throwing it. You can extend or retract the integrated object as a free object interaction; if the integrated object is a weapon, this counts as drawing or stowing it. While an object is extended from an arm or hand prosthesis, you can manipulate it as if you were holding it, and your hand is not considered free. A prosthesis can only have one object integrated into it, which can be:

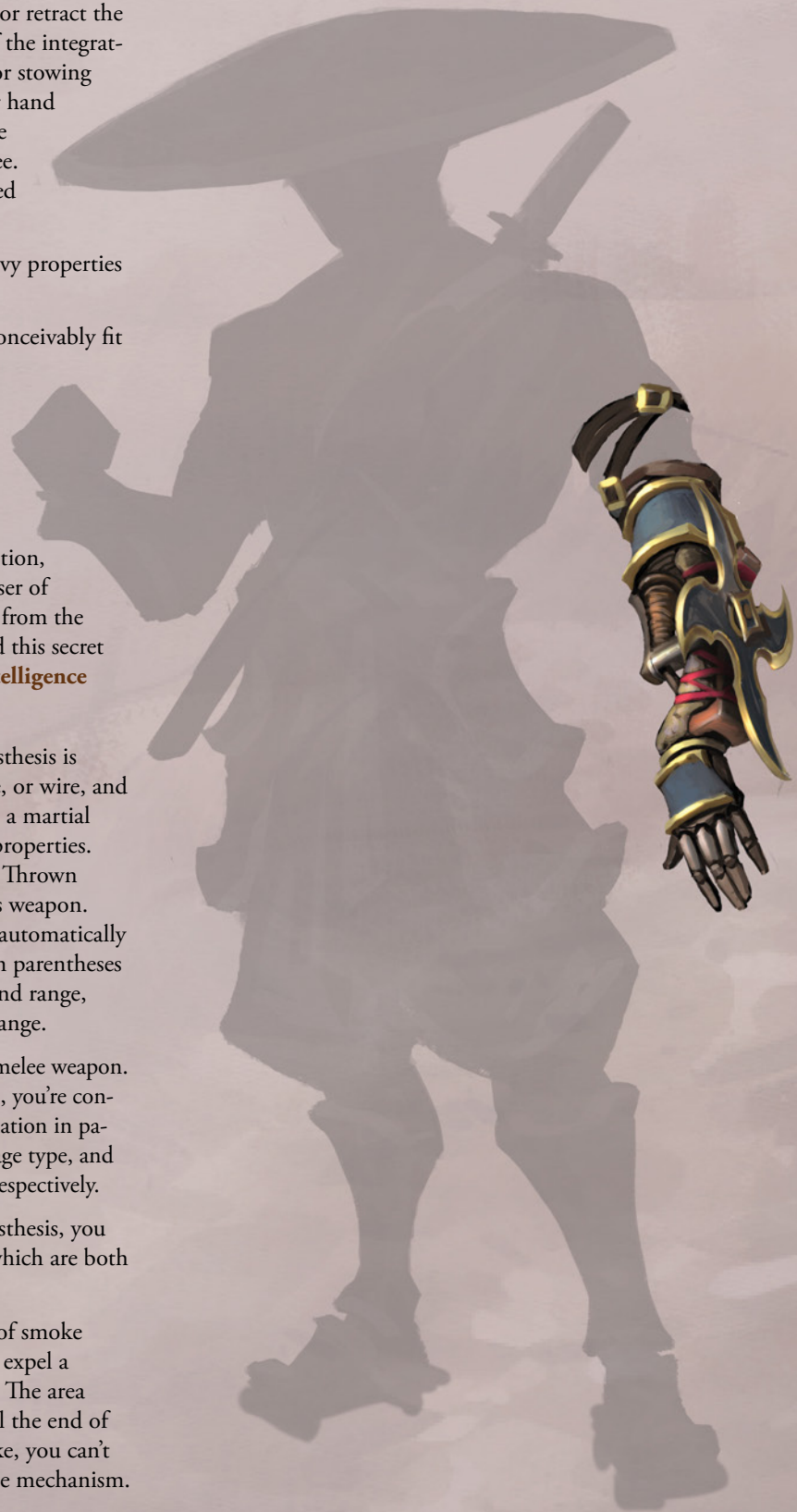
- A weapon without the Heavy or Superheavy properties
- A shield
- A set of tools or handheld item that can conceivably fit within the prosthesis (GM's discretion)
- An orb, rod, or wand
- A stash: a concealed storage space within the prosthesis, up to 35 inches cubed in volume, that can be used to store Tiny objects, such as rings, phials of liquid (e.g. potions), smoke bombs, pieces of ammunition, or a bag of caltrops or ball bearings. The user of the prosthesis can stow or retrieve an item from the stash as a bonus action. A creature can find this secret compartment with a successful **DC 11 Intelligence (Investigation)** check.

Launch (XdX, X ft.). A portion of this prosthesis is attached to the limb by a length of chain, rope, or wire, and can be launched at an enemy. The prosthesis is a martial ranged weapon with the Thrown and Finesse properties. If you're proficient with a weapon that has the Thrown property, you're considered proficient with this weapon. The portion of the prosthesis used to attack is automatically reeled in immediately after. The information in parentheses notes the attack's damage dice, damage type, and range, respectively. This weapon doesn't have a long range.

Melee (XdX, X). The prosthesis is a martial melee weapon. If you're proficient with a martial melee weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and any additional weapon properties it may have, respectively.

Mobility (X, X ft.). While wearing this prosthesis, you gain a special speed, the type and amount of which are both indicated in parentheses.

Obscure. This prosthesis can expel a cloud of smoke to obscure an area. As a bonus action, you can expel a **5-foot-radius** cloud of smoke centred on you. The area of the smoke is heavily obscured and lasts until the end of your next turn. Once you've expelled the smoke, you can't do so again until you take an action to reset the mechanism.







APPENDICES

HARVEST AND CRAFT

The mundane and magical items found throughout this book, *Ryoko's Guide*, *Wrath of the Kaiju*, and other Loot Tavern publications can all be crafted. Magical items require something called a creature component, which is harvested from slain monsters. Together, these Harvesting and Crafting systems augment any 5th-edition content (2014 or 2024) with a core concept of many RPGs: making your own stuff.

Free PDF. The QR code and URL found below links to a free PDF with the 'lite' version of Harvesting and Crafting. For the full rules, check out *Heliana's Guide* at <http://heliana.lt/order>.



ERRATA

After putting together hundreds of thousands of words, we have inevitably made some mistakes. If we need to provide any errata in the future, you'll be able to find that document at the following URL, or by scanning the QR code below.



LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Ryoko", "Bombuku", "Bakekujira", "Bakuryō", "Magatsuchi", "Raiko", "Nomi", etc., as well as spells, magic items, and player options.

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SAFETY

Care should always be taken to ensure all players have an enjoyable experience while feeling fundamentally supported. Meeting interesting characters and encountering real-world issues can be fascinating and fun, but when the content of the game crosses a player's boundary, it stops being fun. The following information can help you keep your table safe and fun for everyone involved.

Triggers. As a group, agree on a way to handle unexpected issues as they arise, and let your players know that you are there to support them and that they can talk to you about it. Sometimes a campaign just isn't a good fit for a player. A person may decide there are too many themes they are uncomfortable with and choose not to play this game, a decision that should be respected.

SAFETY TOOL

A tabletop roleplaying game should be a fun and welcoming experience for everyone. Clearly communicating the themes to your players at the beginning of the campaign is not a spoiler; rather, it ensures that everyone goes into this campaign with a clear understanding of the story you're about to tell together. It is important to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a player has traumatophobia, you could describe skeletal blade fighters as shapeshifters that summon magical weapons rather than manipulating exposed bone. Be mindful of not attacking the player behind the character, especially with hostile NPCs.

Safety Tools. Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

The TTRPG Safety Toolkit. The TTRPG (Table Top Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at:



[HELIANA.LT/SAFETY](https://heliana.lt/safety)

Familiarise yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. Players can anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

SESSION ZERO

Think of session zero as the preparation session before the first session of your game. It can be a time to build characters together, establish relationships, and set expectations. Consider questions like these during your session zero:

- What tone would you and your players like the game to have?
- What is everyone excited about?
- How do you want to handle the possibility of character deaths?
- What will the group do if one or more players can't attend a session?
- Which safety tools will you use?
- Which character creation options are allowed or not allowed.
- The major themes of *Ryoko's Guide* (or this book).

THEMES AND SUBJECTS

There is a possibility that not all players will enjoy some of the themes and subject matter in the campaign. In this case, adjust the theme or subject matter according to your players' needs. *Bombuku's Notebook* and contains the following themes and subject matter, though this list is not exhaustive.

- Death (referenced throughout)
- Drowning (Bakuryō)
- Massive terror creatures (Kaiju)
- Physical Disability (Prostheses; referenced throughout)

Ryoko's Guide and *Wrath of the Kaiju* also contains the following non-exhaustive list of themes and subject matter:

- Body Horror (Dodomeki, including visuals)
- Dissection (Harvesting; Crafting)
- Drowning (Kappa; Zuwai)
- Insects (Ōmukade, including visuals)
- Spiders (Jorōgumo, including visuals)
- Visible Bodily Trauma (Skeletal Blade Fighter)

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