



# The guru's teachings of Bharaja

**Alpha test material v0.1**

First public sharing document

**5E**

Compatible



DIADAMO PUBLISHING

# About Section

## Who are we and why have we created this world?

We are Diadamo Publishing, an independent UK-based publishing company comprised of a group of friends who sought something a little bit different in our tabletop RPG setting. Traditionally, the genre of fantasy tabletop RPGs has been heavily inspired by European legends and history or Tolkien's *Middle Earth*. While we love traditional RPG settings we noticed few were inspired by the vast histories, legends and cultures of South Asia.

Over the last two years, we have focused our efforts on creating a South-Asian inspired tabletop setting of Bharaja, located in the wider continent of Azea (yes we realise that name is a little on-the-nose).

## The purpose of this document

This doc is intended to provide some material for you to use in your tabletop RPG, whether it is simply flavour for your world or a new subclass for you to try. We've done our best to make everything compatible with 5th Edition DnD. We'd love for you to try out the stuff in this document and send us feedback on what you loved, liked, disliked or even hated. Any feedback at all, from pointing out spelling mistakes/typos to mechanical feedback about the subclasses, backgrounds and items we've created would all be greatly appreciated. **You can send feedback to us by emailing:**

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## What's in this document?

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## What's next?

We're hoping to compile the feedback and make edits ahead of launching our Kickstarter later in the year to **produce a full setting book based in Bharaja**, with over 10 nations, 6 subclasses, 40 magic items and a whole lot more! If you would like to take part in further tests or to keep up with our news please follow us on our social media:



# Flavour

## Welcome to Bharaja

From the bustling cities of the Vallean Empire to the sunbaked earth of the Aparadhi Desert, Bharaja is a vast region of magic, monsters and adventure. Dense jungles, forbidden temples, magnificent palaces and legendary mountains await any adventurer brave (or foolhardy) enough to explore the many and diverse cultures and kingdoms that span the continent.

### An ancient continent

Azea is a continent that is many millennia old. The land is teeming with the tales of the numerous kingdoms that have come and gone, battles that have been won and lost, and ruins of ancient cities and temples long forgotten.

The contemporary kingdoms and cultures that exist within the region of Bharaja today reflect this storied past of the continent - some are hundreds of years old, others are much more recent developments - some are as strong as ever, others seem to be on the brink of collapse. Politics across the continent is fractured - war and conquest play significant parts in the continent's history and current existence.

The lands are vast and filled with treacherous jungles, sacred rivers, boiling deserts and sprawling cities. While the history of the continent is long, much remains unexplored, or at least unremembered and disregarded by the powers that be, making travelling between cities a dangerous undertaking.

### Myths and Legends

The myths and legends of the continent intermingle with history to such an extent that even the most learned of scholars often struggle to distinguish fact from fairytale.

These stories of old frequently recount the epic adventures of heroes doing the work of the gods. Some scholars and holy men claim these ancient heroes are in-fact the gods themselves taking mortal forms. These godly avatars are sometimes worshiped in their own right across the continent.

Heroes and avatars are said to have wielded magical weapons and artifacts of phenomenal power. Some believe these artifacts truly exist and remain scattered across the land waiting for the next hero to find them.

### Available races

All races from the [Basic Rules](#) are available to play in Bharaja, but unlike other lands where races like halflings and dwarves are common few have passed the great mountains and so they are rare in Bharaja. As such, the inhabitants of Bharaja in general will be unfamiliar with some of the races found in the *Basic Rules* and other official 5E source materials.

Despite how uncommon the likes of dwarves and halflings are in Bharaja, the continent is home to many peoples and cultures.

**More unique races will be available to play in the completed setting book.**

### Dwarf

*Rare race*

Dwarves are seen relatively rarely in Bharaja and almost exclusively reside in secretive cities carved into the great mountains. If you would like to play a dwarf consider why they have travelled from the safety of their stronghold. Are they a merchant fallen on hard times, or perhaps a mercenary seeking their fortune?

**Here for a purpose** - a dwarf in Bharaja usually has a singular reason to be away from home, with a quest or goal they aim to achieve.

**Stubborn** - dwarves tend to be set in their ways, a dwarf in Bharaja may find the local way of doing things counter intuitive or confusing.

**Fiercely loyal** - dwarves tend to be slow to trust, but once they've made a friend their loyalty is unwavering.

### Playing a Dwarf

The dwarf race can be found in the *Basic Rules* and page 18 of the *PHB*.

## Elf - Komana

### *Uncommon race*

Unlike other lands where elves tend to be shades of human skin-tones, the Komana, are striking shades of blue, green and pink. Komana claim to be the first mortals to have walked in the gods' footsteps and live in Bharaja. Those of nobility claim distant kinship to ancient heroes, and some even claim to be the direct descendants of gods or their avatars. Occasionally a child amongst the Komana will be born with an extra pair of arms. These children are said to be the most-blessed amongst their people and are often sent to monasteries to become clerics or palaces to become mighty warriors.

**A blessed people** - Komana often view themselves as specially chosen by the gods, as such, they can be viewed as pretentious by people of other races.

**Descendents of heroes** - the great legends tell of epic heroes. Many Komana take pride in being able to quote their entire lineage (accurately or not) back to one or more of these heroes.

**Long-lived and longer memories** - like elves from other lands, Komana can live for centuries, many can recall tales and myths long forgotten by other races.

### **Playing an Elf**

The Elf race can be found in the *Basic Rules* and page 21 of the *PHB*.

## Halfling

### *Very rare race*

Halflings, a people famous for their love of food and comfort, are extremely rare in Bharaja - with few ever having the adventuring spirit to cross the great mountains or sail the treacherous seas to get to the continent. As such the halflings that do find themselves in Bharaja are almost exclusively foreigners with a high drive for adventure.

**In a foreign land** - there are no known halfling settlements in Bharaja. Halflings are incredibly rare. The people of the continent may react with shock or surprise when seeing one.

**The spirit of adventure** - unlike perhaps the majority of halflings, the ones that make it to Bharaja love the thrill of adventure.

**Small in stature, big in heart** - for what they lack in size, halflings make up tenfold in determination.

### **Playing a Halfling**

The Halfling race can be found in the *Basic Rules* and page 26 of the *PHB*.

## Human - Manukh

### *Common race*

While often not considered the strongest, quickest or smartest of races, humans in Azea are the most adaptable of all, as such, humans are the most dominant race in Bharaja. From the high mountain peaks in the north, to the low river valleys, to the densest of jungles, human cities and settlements spread wide across the continent. Unlike some other races, humans as a race claim no descent from gods or their avatars, this however, makes them no less devout than their peers. Humans vary, perhaps more than any other race, in shape, size, colour, fortitude, intellect and ambition.

**Adaptability** - humans can adapt to live in most environments meaning they can be found across the continent.

**A human's world** - being by far the most numerous of Bharajas races, human perceptions of the world, and other races, is often a product of this pre-eminence.

**Masters of fate** - many humans, especially adventurers, believe wholeheartedly that they alone shape their own destinies.

### **Playing a human**

The human race can be found in the *Basic Rules* and page 29 of the *PHB*.

# Flavour

## Religion and gods

### Many faiths, more gods

*Incense burns in front of a golden statue, as pilgrims pray for favour. A guru paints himself with clay from the holiest of rivers as his disciples wreath him in flowers. A shopkeeper faces her prayer rug Westward to begin her evening worship.*

Faith, spirituality and enlightenment are intertwined in the everyday lives of the peoples of Bharaja. The gods are many, and these many gods have even more aspects. While gods often remain in the heavens, some mingle with mortals embodying mighty rivers, or appearing as fierce beasts, others walk the earth on two feet - taking the forms of regular people.

The many gods and their avatars cause religion to be as colourful and varied as the peoples of Bharaja. Beliefs can vary from village to village, and some villagers may claim specific gods or avatars look over their communities.

Some are devoted to one god and only one god, and a share of these believers will even reject the existence of other gods, claiming that there are no other gods but theirs. Others still will reject the worship of gods entirely, believing true enlightenment can only be achieved when one frees themselves of immortal meddlers.

Like our world, religion is complicated and deeply personal.

### Some faiths in Bharaja

Information about these faiths and others will be expanded upon in the complete setting book.

**Bato** - disciples of this faith believe to achieve true enlightenment one must look inward rather than to the gods for answers.

**Nirmaatism** - Nirmaatism venerates only the creator god Nirmaata. The most devout Nirmaatists are monotheistic believing no other being but the creator himself can call themselves a god.

**Vadesism** - the most commonly held set of beliefs in the region. This is the faith of many gods who wear many faces. It's not uncommon for devotees to worship local deities that are often considered aspects, or avatars, of other greater gods.

### Gods of Bharaja

We have an entire pantheon of gods planned for the full setting book, here are a couple of examples for you to enjoy.

#### Nirmaata - creation

Nirmaata, also known as "the builder" or "the creator", is the god of creation widely worshipped throughout Bharaja. The ancient tales tell of how he willed the world into existence from the nothingness that came before him - thanks to this, he is worshipped by some as the one and only "true god". To others that do not follow this way of "Nirmaatism" he is often still credited with being the spark that created the universe. To his believers, he resides in the true heaven where one day they will join him in eternal paradise.

**Symbol:** a white plumeria flower

**Depiction:** when depicted Nirmaata is usually portrayed as an elderly man with a large white beard and many arms, wearing a crown of stars.

#### Jangabaa - power

Power, prestige, nobility, lions, tigers and war; these are the domains of Jangabaa, the fierce. Jangabaa is worshipped by warriors, and is considered a conqueror. Those who covet power and desire the thrill of battle worship Jangabaa

**Symbol:** A yellow cat's eye

**Depiction:** A humanoid body with the skin of a white tiger. The body has three heads - a head of a lion, a head of a tiger and a head of a panther. In the tiger's mouth a bloody blue hand is often depicted.

#### Patakarwati - music

Music, instruments, and dancing is what is most commonly associated with the many-armed goddess Patakarwati. Her depiction is often carved on the entrances of inns, and on the wedding dresses of brides.

**Symbol:** the veena

**Depiction:** A beautiful many-armed woman wearing an ornate dress. She is often shown dancing or playing the veena.

# Countries, Kingdoms and Empires

## The Vallean Republic

Located in the North West of the region, the Vallean Republic is not only the oldest existing country in Bharaja, but the sole democratic system. Each city elects its own representative every five (or so) years who travel to the centrally located first city of Lokat, where they partake in parliamentary discussions in the citadel. The republic, or more accurately republics, have no single ruler.

Lokat has undergone a recent, but significant transformation, under their currently elected leader Pasada, who is serving her second term. During the early stages of her initial term, she witnessed a large increase in raids upon the fringe villages of the country. In response to what Pasada saw as unnecessary bloodshed, she decided to embark on a radical urbanisation plan in order to create safer environments for the Vallean populace - behind city walls.

Her vision took people from the small settlements and villages dotted around the region, into the newly created mega city of Lokat. What was once a moderately-sized central hub of the Vallean Republic has transformed into a gargantuan city of uniform fire-baked brick buildings, lined with vast walls around the perimeter to fend off potential threats, and a population of 1 million citizens.

A second city known as Tabidili is undergoing the early stages of a similar mega-city transition, and large scale building developments are moving at a rapid pace.

However, in a republic of many republics not all are aligned with Pasada's vision for uniformity. Naraza, a large province outside of Lokat and Tabidili, has a sizable and vocal minority who do not wish to conform to urbanisation. The leader of this more modest collection of settlements is Viroda who firmly believes this new way of living is a deceptive way for Pasada to seize power.

## People of Interest

### Pasada:

From a farming background, Pasada opted to join the republic's army when she came of age, where she showed an impressive aptitude for combat. Popular with both farmers, due to her background and soldiers, she was a very popular candidate when she transitioned into the political arena. Headstrong, capable and competitive, Pasada is a very well-liked leader amongst the majority of the Vallean Republic's populace. She now resides in the citadel in Lokat.

### Viroda:

An old friend and now rival of Pasada, and similar in more ways than one, Viroda is also from a farming background. She first met Pasada while she also served in the army. Always the more rebellious of the two, Viroda has a penchant for rule breaking, while Pasada always opting to follow rules to the letter. Unlike Pasada, Viroda does not see safety behind huge city walls, rather she views it as the destruction of the republic's long-standing agrarian history.

## Places of Interest

**Lokat's citadel** - a fortress within the old walled city of old Lokat and home of the Vallean parliament and palace of the governor, Pasada. The citadel is the symbol of democracy in the republic.

**The broken aqueduct** - in greater Lokat's newest district the workmen seem to be having an issue where the infrastructure they are trying to build keeps getting destroyed overnight.

**The veena** - an inn just off the market in the old city of Lokat said to be a regular haunt for Viroda's sympathisers.

## The Retalochan Exiles

Outcasts, criminals and vagabonds alike have found refuge amongst the Retalochan Exiles. Located in the depths of the Aparadhi Desert those exiled by the various empires across Bharaja have formed a sizable community in the harsh wasteland. With very few options, the Retalochans provide those who have lost their way with a semblance of safety and often work.

The exiles have split into two distinct factions. The first can be found in the settlement of Duhar. Away from prying eyes, the Duhar tends to attract those who show no repentance for their prior crimes - here you will find smugglers, assassins and gangsters alike. If there is a job to do, you will find those willing to do it...for the right price. A hierarchy is established in Duhar, and at the top of that pecking order sits Badali, a woman whose intelligence, wrath, impulsivity and mercilessness sit in equal measure. She actively recruits warriors and some believe she seeks to build an army to exact revenge on those who exiled her.

The second community is Toba, where it is said a deep sense of shame and guilt hangs in the air. The exiles of Toba look to put their energies into more productive and where possible, more charitable efforts. They frequently look to better themselves in any way they can, and those who come to Toba often try to learn new skills and be useful to the community, perhaps to try and find a sense of belonging.. Many who live here see the harsh desert environment as part of their atonement for their prior wrongdoings. The settlement has no specific leader, but in any quarrels the people tend to look to Rahasma who is the oldest member of the community in both age and time dwelled in the Retalochan.

There is a bizarre peace between the two communities, perhaps because Badali's attention is elsewhere. Perhaps also because she fears that the inhabitants of Toba, despite their peaceful ways, were once all warriors, thieves and assassins in the past and would put up a real fight.

## People of Interest

### Badali:

The authority in Duhar, Badali rules over the settlement with ruthlessness. Some would call her barbaric but those who know her would say she operates by a code....albeit a violent one. Any acts of disloyalty, dishonesty or disrespect are treated severely. The tales about those who disrespected Badali, and the consequences of such disrespect, keep a semblance of order in Duhar. Badali lives in what appears to be a humble cottage in the settlement.

### Rahasma:

With a quiet charisma people look to Rahasma as the elder of the community in Toba. A devout pacifist, Rahasma has a knack for settling disputes in a completely peaceful yet fairway. Many wonder what crimes Rahasma committed before becoming an exile and finding his way to the deserts of Retalocha. However, he almost never speaks of it. All he has ever said on the matter is that the things he did were dark beyond words, and the repercussions of those actions left him feeling undeserving of life.

## Places of Interest

**Duhar's "Court of Law"** - Duhar has its own distinct set of legal proceedings. Any quarrels, backstabbing and wrongdoing are all ironed out in the walls of this building. It is one of the settlements fondest forms of entertainment. Badali acts as judge, top members of her crew serve on the jury (unless they are the ones being trialed of course) and the city's inhabitants watch from the gallery.

**Tomb of the Sand Mandalas** - There is legend of a great tomb which lies somewhere in the vast deserts near Duhar and Toba. It is said to be home to gigantic and beautiful mandalas depicting each and everyone of the gods of Azea. Could their purpose be more than just beauty?

# Mechanics

## Backgrounds

### Backgrounds in Bharaja

The backgrounds on this page are based on the background system outlined on page 125 of the *PHB*, as such, they should be suitable to use in any campaign, not just those set in Bharaja - that said, always speak to your GM about what is and isn't allowed in your campaign.

### Disciple

You've spent much of your life following a great teacher, spiritual leader or guru and have recently left their service. Think about why your character is no longer with their teacher - have they left to evangelise the good word? did their teacher pass away? Have you been sent on a specific mission?

Your experience as a disciple has given you a good background understanding of theology, as well as experience listening to a great orator.

**Skill proficiencies:** *Persuasion, Religion*

**Tool proficiencies:** *Herbalism kit*

**Language proficiencies:** *Any language of your choice*

**Equipment:** A holy symbol, a prayer book or prayer wheel, a set of common clothes, a herbalism kit and a pouch containing 15 gold pieces.

### Background feature: Disciple's Devotion

The teacher you followed was a minor celebrity (establish with the help of your GM the extent of their fame), due to your status as one of their disciples you can find help and allies in unlikely places. Other followers of your teacher will happily provide you with assistance (as long as doing so will not obviously cause them any harm), they will also take you in for the night (not necessarily the rest of your party) and will be willing to replenish your rations up to a week depending on what they can afford.

### d4 Personality Trait

- 1 I always try to see the best in people, even when they treat me poorly.
- 2 I often quote my teacher, even when I'm not sure what the quote actually means.
- 3 I try to bring my teacher's message to everyone, especially those who don't want to hear it.
- 4 I often prefer to sit and listen rather than speak my mind.

### d4 Ideal

- 1 **Evangelism.** Sharing my teacher's words with anyone who will listen is my true calling.
- 2 **Faith.** Logic and rationality must not cloud our judgement to what is right or wrong.
- 3 **Community.** Helping each other is of greater importance than individual freedoms.
- 4 **Spirituality.** My spiritual fulfillment comes before my physical needs.

### d4 Bond

- 1 I will face any challenge to win the approval of my teacher.
- 2 My religious community means more to me than anything else in the world.
- 3 I am the last surviving disciple of my teacher and must continue their message at all costs.
- 4 I have searched my whole life for spiritual enlightenment.

### d4 Flaw

- 1 I am sometimes blinded by my faith and will allow my beliefs to get in the way of reason.
- 2 I think people who don't have the same beliefs as me are inherently evil.
- 3 I am fiercely jealous and dislike when my teacher shows favor to their other disciples.
- 4 I allow myself many vices that do not align with my faith.

## City Guard

Not so long ago you were on the payroll of a city's authorities. Your time as a guard has given you insight into how cities operate - you have an instinctive understanding of which areas to avoid, as well as which palms to grease. Moreover, you have a rapport with other guards. In your home city this could help you get out of trouble more easily, and in other cities guards may be persuaded to help you more easily.

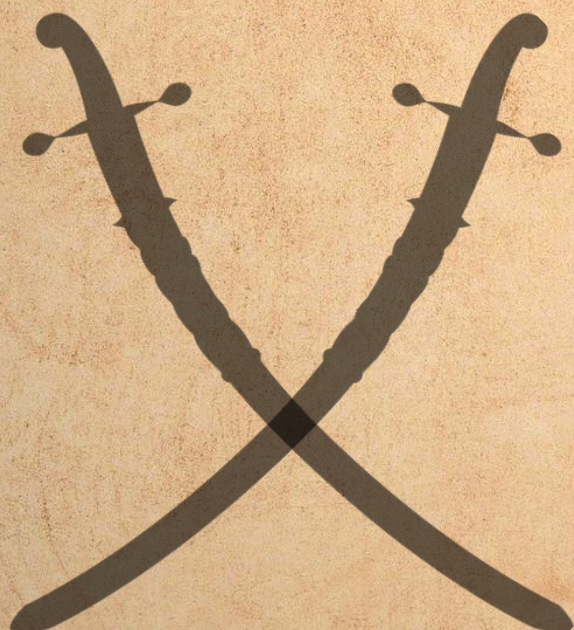
**Skill proficiencies:** *Intimidation, Perception*

**Tool proficiencies:** *One type of gaming set, one type of vehicle (land or water)*

**Equipment:** A set of keys to either a little know city gate or guard barracks, a set of dice or deck of cards, a set of common clothes, and a pouch containing 10 gold pieces.

**Background feature:** Guards' fraternity

You have a rapport with other guards, knowing how to speak to them, when they are trying to shake you down, and when they are just doing their job. In your home city this could help you get out of trouble more easily. In other places guards may be persuaded not to hinder you or even help you more easily than other adventurers are accustomed to expecting. The extent of your character's influence should be agreed with your GM.



### d4 Personality Trait

- 1 I view all crime as a personal choice and despise all criminals as a result.
- 2 I have a crass sense of humour and frequently make bad jokes.
- 3 I'm slow to trust and treat most people with suspicion when I first meet them.
- 4 I am lazy and will avoid doing extra work whenever I can.

### d4 Ideal

- 1 **The Law.** The law is sacred and I will do anything to uphold it.
- 2 **Fraternity.** I support my comrades no matter what.
- 3 **Power.** Having experience with authority figures I want to amass power of my own.
- 4 **Security.** Everyone deserves to live a peaceful and happy life guarded from the dangers of the world.

### d4 Bond

- 1 I would do anything to protect my home city and the people within it.
- 2 Nothing is more important than my friends and comrades.
- 3 I stopped being a city guard due to corruption in the ranks. I want to bring the bad apples to justice.
- 4 A criminal threatened my family, I left the city guard to pursue them.

### d4 Flaw

- 1 My morals become much much more flexible when gold is involved.
- 2 I have a tendency to let power go to my head.
- 3 I believe my friends can do no wrong and will always give them the benefit of the doubt.
- 4 I have no empathy for criminals and would sooner kill them than let them walk free.

# Mechanics

## Subclasses

### BARBARIAN

#### Path of the Jangala Vahsi

Nature and all its might are at the tip of your fingers (or fists). The earth will nourish you, bolster your allies and feed on your enemies.

##### Call of the Wild

*Drawing energy from the earth your eyes glow green and power increases.*

**Starting at 3rd level**, you emanate an aura channeling nature's magic whilst you rage. The aura extends 10 ft from you in every direction, but not through total cover.

When you enter your rage you roll a d4 on the Call of the Wild table deciding a unique effect, using an action on each subsequent turn during your rage can you repeat the use of the effect.

If the effect requires a saving throw, the DC equals  $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ . You are immune to the effects of your own Call of the Wild.

**Starting at level 6** You walk with a stronger presence, cementing your relationship as one of the wild's favoured few.

Within your 10 ft rage aura you and your allies benefit from the following features:

- Resistance to poison and acid damage
- Melee and ranged attack damage made within the aura by you and your allies can be changed from their damage type to poison or acid damage.
- All healing spells cast on your allies within the aura gain a bonus amount of HP equal to your CON modifier.

##### d4 Call of the Wild

- 1 Bulbs sprout from the ground expelling harmful spores that impairs the senses. All creatures within 10ft of you (and not behind total cover) must make a CON save or suffer the poisoned condition until the start of your next turn.
- 2 Carnivorous plants sprout forth and attempt to digest any creatures that tread upon them. Creatures who start their turn within 10 ft of your suffer acid damage equal to your proficiency score.
- 3 The ground within 10 ft turns to sludge making it difficult terrain for all creatures who walk through it.
- 4 An enemy creature within 10ft of you gets wrapped in leeching vines, taking your proficiency score worth of poison damage at the start of each of their turns. They can remove the vines by using an action on their turn.

**Starting at 10th level** the range of the aura effect from Call of the Wild increases by 5 ft to a total of 15 ft and the poison or acid damage inflicted Call of the Wild abilities increased by an additional  $1d6 + \text{your CON Modifier}$ .

**Spiked Carapace** - As a reaction you grant armor to a creature you see within 30 ft successfully hit by a melee attack. This grants the target temporary HP equal to your Barbarian level. While the target benefits from the effects of the Spiked Carapace when they are hit by further melee attacks, the attacking creature suffers piercing damage equal to your Barbarian level. The effects of the armor disappear once the temporary HP is spent.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**From level 14** you now have a greater understanding and power over nature - at the start of each turn whilst raging you can reroll the nature effect from the Call of the Wild table and activate it with a bonus action instead of an action. In addition these effects have become more potent.

#### **d4 Call of the Wild**

- 1 Bulbs sprout from the ground expelling harmful spores that impairs the senses. All creatures within 10ft of you (and not behind total cover) must make a CON save or suffer the poisoned condition until the start of your next turn.  
**Lvl 14:** All creatures affected by the plant toxins now also suffer from temporary blindness on a failed CON save until the start of their next turn
- 2 Carnivorous plants sprout forth and attempt to digest any creatures that tread upon them. Creatures who start their turn within 10 ft of your suffer acid damage equal to your proficiency score.  
**Lvl 14:** In addition to carnivorous plants, strong winds sweep leaves, stone and bramble within the aura's area and target any creatures of your choice. The creatures must make a DEX Saving throw or else suffer 2d6 slashing damage, or half on a successful save.
- 3 The ground within 10 ft turns to sludge making it difficult terrain for all creatures who walk through it.  
**Lvl 14:** Localized earthquakes target creatures of your choice within the Call of the Wild's aura. The creatures must make a CON save, on a fail the targets take 2d6 bludgeoning damage and falls prone.
- 4 An enemy creature within 10ft of you gets wrapped in leeching vines, taking your proficiency score worth of poison damage at the start of each of their turns. They can remove the vines by using an action on their turn.  
**Lvl 14:** A Creature wrapped in the vines will also suffer the poisoned condition as well as damage.

#### **A little lore**

Deep in the Vallean Jungle the Jangalan Clans reside. These clans are home to the renowned Jangala Vasi warriors. Across the continent, there are a multitude of tales, myths and legends told about the Jangala Vasi. To some, they are regarded as "barbaric" warriors with untold strength, others view them as peaceful and kind people who are simply at one with nature, and many more still also believe them to be demons with glowing green eyes who dwell in the Jungle. The latter is a very popular bedtime tale mothers tell to badly behaved children.

All these myths are correct to some extent. The Jangala Vasi are fierce warriors harnessing the power of nature, most do so in order to protect their jungle home. The clans are largely peaceful, and a Jangala Vasi warrior will usually only resort to violence when absolutely necessary, or when their sacred jungle is being threatened. Being at one with nature the clans are completely self-sufficient - the vast jungle provides them with all of the resources and materials they could desire. If they are left alone, they will leave you alone



# MONK

## Way of the Dharat Rakhav

*Mystic monks who have magic mastery over mundane metal.*

**Starting at level 3:** Your manipulation of non-magical metals has granted you the following perks:

- You learn the Mage Hand, Magic Stones and Mending cantrips.
- You can touch an item small enough to fit in your palm and grant it a magical magnetic charge, for the next minute you can cause the object to be attracted or repelled from you or other metal objects within 10ft.

**Lacerating strikes** - When you use the attack action on your turn, you can spend 1 ki point increasing the reach of all your unarmed strikes on that turn by 10 ft. A hit with such an attack deals Slashing or Piercing damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals an extra 1d10 force damage.

**Attract Missiles** - you can use your reaction to attract a missile when a ranged weapon attack hits a creature (other than yourself) that you can see within 15ft of you. When you do so, the damage the creature takes from the attack is reduced by 1d10 + your Wisdom modifier. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged weapon attack with the projectile you have just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 ft and a long range of 60 ft.

**From level 6: Barbed Bondage** - When hit with a Stunning Strike, you can expend 1 additional ki point to restrain the creature in barbed wire for up to 1 minute. A creature restrained by the wire will suffer 1 martial arts die in piercing damage at the end of each of its turns. Any creature may use its action to make a Strength check against your ki save DC to break the restraint.

You can spend 3 ki points to cast the Spike Growth spell.

**From level 11:** You gain tremor sense up to 30ft.

Your Lacerating strikes have now become a line of swirling blades and shrapnel. Any creatures, other than the target of your attack roll, caught within 5 feet of the line must pass a DEX save or suffer slashing damage equal your proficiency bonus.

You can spend 3 ki points to cast the Heat Metal spell.

**From level 17:** As an action you create a magnetic field extending of 30 ft from yourself for 1 minute. It ends early if you are knocked unconscious.

For the duration you gain the following effects:

You and your allies within your the field gain resistance to the non magical bludgeoning, slashing and piercing damage.

As a bonus action you can expend 1 ki point to hit as many creatures as you choose within the field with a magnetic force. The creatures must succeed a CON Save or suffer a martial arts die + your wisdom modifier in force damage.

When you successfully hit a creature with your deflect/attract missile attack, you can spend a ki point to redirect and roll a ranged attack to hit another creature in your aura as a part of the same reaction. You can repeat this action, expending a ki point after every successful hit, adding an additional martial arts die to each consecutive missile as it increases in speed.

Once you create this aura, you can't create it again until you finish a long rest, unless you expend 4 ki points to create it again

## Mechanics

# Magic Items

### Jayavel

Weapon (spear), rare

*When this spear is thrown it heats and glows a searing white.*

This +1 spear gives the wielder +3 on initiative rolls.

When thrown, this spear does an extra 1d4 fire damage when it hits its target. The spear returns to the wielder's hand at the end of their turn.

### Kavacha of the Hero

Armor (plate), very rare (requires attunement)

*This magic suit of armor was once worn by an ancient hero blessed by the gods.*

This +1 suit of plate armor grants resistance to bludgeoning, piercing and slashing damage from non magical attacks. While you wear this armor you also have advantage on saving throws against being knocked prone.

### Moonstone Amulet

Wondrous item, common (requires attunement by a spellcaster)

*This amulet holds a gemstone said to be formed from the rays of the moon*

The amulet has 4 charges and regains 1d4 charges daily at midnight. While wearing the amulet, you can use an action to expend 1 of its charges to cast Moonbeam at 2nd level (save DC 13). If you expend the amulet's last charge, roll a d20. On a 1, the gem in the amulet fades out of existence destroying the item's magical properties.

### Sanje Herb

Wondrous Item, uncommon

*A single leaf from this sacred herb can spare one on the verge of death.*

A pouch of healing herbs, 1d4+1 leaves in a pouch. Consuming a single leaf casts the effects of a "Spare the Dying" spell on the person who consumed the herb, five leaves must be consumed within a minute of dying to cast the effects of the "Revivify" spell.

### Sudchak

Armor (shield), legendary (requires attunement)

*It is said a shield like this one was once used by an avatar of the god Jangabaa.*

You must have a Strength of 18 to attune to this shield. This +2 shield can be thrown as an action up to 60ft. When thrown at a creature the target must make a DEX or STR saving throw vs a DC of 20. If the target fails they are knocked prone and take 1d6 bludgeoning + 4d6 force damage. If they succeed they take half damage. If the target fails their saving throw the shield continues in a straight line the rest of the 60 ft throwing distance.. Any creature in the shield's path must also make a saving throw.



# Mechanics

## Monsters

### Azean Griffin

*Large monstrosity, unaligned*

**Armor Class** 15  
**Hit Points** 42 (5d10 + 15)  
**Speed** 40 ft.  
**Initiative** +1

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	2 (-4)	15 (+2)	8 (-1)

**Skills** Athletics +4 Perception +5  
**Senses** Passive Perception 15  
**Languages** –  
**Challenge** 2 (450 XP) **Proficiency Bonus** +3

**Pounce.** If the griffin moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the griffin can make one razor beak attack against it as a bonus action.

#### Actions

**Multiattack.** The griffin makes two attacks: one with its beak and one with its claws.

**Razor Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
 Hit: 8 (1d10 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
 Hit: 10 (2d6 + 3) piercing damage.

#### Description:

*Like their cousins from other lands "the Griffon", Azean Griffins have the body of a lion and the head and wings of an eagle. However, unlike their cousins they do not possess the ability to fly. Some say this is because Azean Griffins are stronger and stockier than their flying counterparts, others claim they were cursed to never fly by the god of the sky.*

### Monopod

*Huge giant, chaotic evil*

**Armor Class** 13 (natural armor)  
**Hit Points** 105 (10d12 + 40)  
**Speed** 40 ft.  
**Initiative** -1

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

**Skills** Perception +2  
**Senses** Passive Perception 12  
**Languages** Giant  
**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

#### Actions

**Multiattack.** The Monopod makes two attacks.

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.  
 Hit: 18 (3d8 + 5) bludgeoning damage.

**Leaping Attack.** *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target.  
 Hit: 21 (3d10 + 5) bludgeoning damage.

#### Description:

*These monopedal giants like to lay on their backs and shade themselves from the sun with their single giant foot. When seen from a distance sometimes yogis balancing on one foot can be mistaken for these dimwitted and violent brutes.*

# Waq Waq Fruit

Small undead, chaotic evil

**Armor Class** 16  
**Hit Points** 10 (3d4 + 3)  
**Speed** 120 ft.  
**Initiative** +6

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+2)	7 (-2)

**Skills** Acrobatics +8 Perception +5  
**Senses** Darkvision 60 ft., Passive Perception 15  
**Languages** Common  
**Challenge** 6 (450 XP) **Proficiency Bonus** +2

**Face of Mortality.** Each creature that starts its turn within 5 feet of the waq waq fruit must make a DC 14 Wisdom saving throw, unless the creature is a construct or undead. On a failed save, the creature is frightened until the end of the turn. Creatures that are blind or immune to the frightened condition automatically succeed on this saving throw. On a successful save, the creature is immune to this effect from all waq waq fruits for 24 hours.

**Evasion.** If the waq waq fruit is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided it isn't incapacitated.

## Actions

**Multiattack.** The waq waq fruit makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
Hit: 8 (1d4 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
Hit: 10 (1d6 + 6) piercing damage.

## Description:

Those unlucky few who have their body consumed by the Waq Waq tree, face a terrible fate. Thanks to the tree's curse those consumed are forced into an endless cycle of rebirth and death as "fruit" of the tree. Every fruit born from its branches, rapidly goes through its entire un-lifespan within a single day. Some say the tree's curse effects the flow of time - perhaps explaining the rapid movement of the creatures it spawns.



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