

The guru's teachings of Bharaja

Alpha test material v3

Family and friends 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?

Flavour:

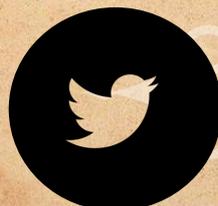
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What's next?

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 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 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*.

Races

Rainbow Fish

Satchi or Sather-Muchi

The rainbow fish have the following traits.

Age - You reach maturity around age 30 and can live up to 200 years.

Alignment - True Neutral

Ability Score Improvement - Your Dexterity score increases by 2, and Charisma scores increases by 1.

Speed - Your base walking speed is 30 feet, and you have a swimming speed of 40 feet.

Size - You are Medium or Small. You choose the size when you select this race.

Shimmering Scales - You tap into the element of your scale's colour. Whenever you make an ability check with the associated colour, roll a d4, and add the number rolled to the check's total.

Red scales; a bonus to Strength checks. Blue scales, a bonus to Intelligence checks. Gold scales, a bonus to Dexterity checks. Green scales, a bonus to any hit points you regain. As a bonus action you can change the colour of your scales once per short or long rest.

Amphibious - You can breathe air and water.

Darkvision - You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colours in that darkness only as shades of grey.

Colour Dive - When you reach 3rd level your elemental connection deepens letting you draw upon a greater expression of your colour's nature. You can use this trait a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

Red Dive - Your scales glow whilst steam escapes your body. As a bonus action, until the start of your next turn you add your proficiency bonus to your attack and damage rolls.

Blue Dive - You find focus and composure in the face of danger, changing the odds. As a reaction to failing a saving throw you can add your proficiency bonus to the total of the roll.

Gold Dive - Electricity dances along the surface of your body, your limbs flicker out of sight. As a bonus action you disengage and can pass through creatures and objects as if difficult terrain, dealing your proficiency modifier in lightning damage when you do.

Green Dive - Pulsing with life and seeking retreat you instinctively know the direction of safety. As an action, a willing creature you touch is teleported 30 feet away and regains hit points equal to twice your proficiency bonus.

Aquatic Authority - You have advantage on Wisdom checks with aquatic creatures.

A rich ancestry...

The Great Rainbow fish was a colossal being that swallowed the avatar of a beloved god. For this act, the fish was slain by the followers of the deity and served as a feast to all of Bharaja for this transgression. For a time the children of the great fish bore the sins of their parent, facing great animosity and danger from those on land and sea. But it was through these trials and hardships that the Satchi would develop the most sought after innate magical abilities, adaptation. Over generations, the Satchi would shed their mighty stature as a means of survival, see their population sizes swell and in time form amicable relations with all of the kingdoms in Bharaja.

The Rainbow fish of today despite their name and ancestry are a species of both land and the sea, their sleek and slender bodies tell a story of their indomitable will throughout the generations. The body of a rainbow fish shimmers and radiates with the colours of the classical elements red for fire, blue for ice, green for grass and gold for lightning. Despite the efforts for peace, some zealot groups and ancient brotherhoods refuse to forgive the first sin of the Satchi, making it their devout purpose to exterminate the rainbow fish, even if it means venturing to their underwater cities.

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.

Deev - Death and Destruction

While the lord of darkness, death and destruction, he is not considered by most to be an evil god, instead he is regarded as a god that brings natural balance to the universe.

Symbol: A Purple Bison

Depiction: A grey-skinned man with black hair and a moustache with a cobra wrapped around his neck. The man rides a purple bison. In one hand is a spear, in the other a set of scales.

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 Untuned Thumbi - 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?

The Dhataka Empire

The Dhataka Empire is located in the North-East of the region and is known as the land of metallic harmony. Two decades ago, Chamat became the empire's king upon the death of his mother. He was quite different from your average monarch even back then, as he had numerous unconventional ideas and views of the world compared to his peers. For example, he was and is a big proponent of mindfulness, and urged the people of Dhataka to engage in the activity in order to instil inner peace and balance in all of their lives.

Wanting a respite from the empire's central city of Lohi, Chamat travelled to the mountains in the most northern part of the region. There, he found a cave opening and curiosity took the better of him. The leader ventured into the unknown and found a gargantuan cavern... the perfect place for a spot of serenity.

Art Placeholder

One day whilst in this cavern during mediation, Chamat was able to reach an extremely deep state of mind. In doing so, the metallic minerals present within the cave walls began to become drawn to him. Whilst in the deep trance-like state, Chamat was virtually encased in the shining silver material. He looked down at his hands and saw them encased in metal. Although initially shocked, to Chamat's relief he immediately saw that he was able to move the metal around his skin at will...as if the metal were made of liquid.

Over a short period of time, Chamat was able to manipulate metal with a significant degree of control. At first, he kept these new found abilities a secret, as he realised that this was the perfect motivation he needed to drive his people towards partaking in mindful activities.

Metal became even more of a central/intrinsic element of Dhatakan society. Structures, defences, weapons, armour, housing...were all comprised of steel. It even formed a very unique economic output for the community as metal could be easily manipulated into any desired shape.

People of Interest

Chamat:

The eccentric leader of the Dhataka Empire. Chamat was seen as a joke to many, and his appointment to the throne caused much uncertainty for the empire's future. However, that all changed after that fateful trip to the mountains.

Citah:

The younger sister of Chamat who, although shares some of the values of her brother, believed that there was a risk that the empire could become too weak mentally with the mass adoption of these new practices. If war ever came to the nation, would the empire be ready? Therefore, Citah proposed a new tournament be established where those blessed engaged in non-fatal combat.

Irakh:

Once upon a time, Irakh and Chamat were the best of friends. Throughout their youth, the pair were inseparable and as they grew, both had a very similar outlook of the world. However, once Chamat discovered his abilities, the two slowly drifted apart as Irakh wasn't blessed with the fantastical power to manipulate metal. As a popular figure amongst the non-blessed community, would Irakh's growing sense of dissent become rebellious action?

Places of Interest

Metal Genesis - What was once a mountainous cavern has been transformed into a striking metallic temple, where the people of Dhataka embark on pilgrimages to see if they are blessed with metal manipulation capabilities.

The Iron Orena - The stadium where the grand finals of the tournament "Casting Championships" take place. The sport has an immensely large following across the Empire, and seeing the final is undoubtedly the hottest ticket in town when it comes around each year.

Mechanics

Backgrounds

Backgrounds in Azea

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 Azea - 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.

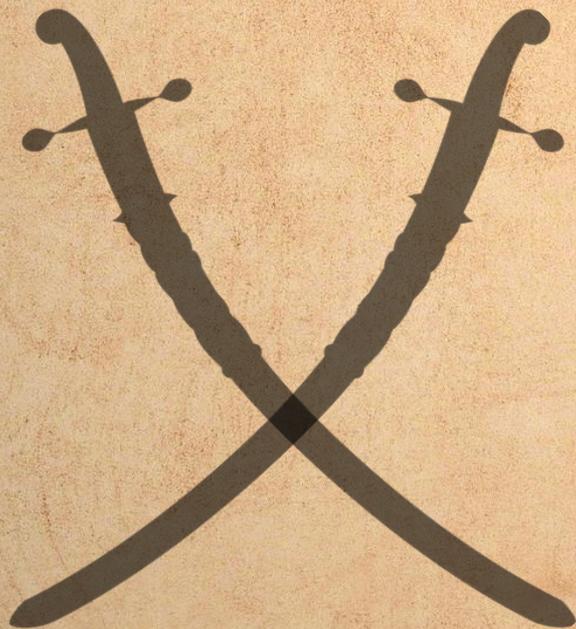
Skill proficiencies: *Intimidation, Perception*

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's Call

Starting at 3rd level, when you enter a rage you emanate a primordial magic aura. The aura extends 10 feet from you in every direction, but not through total cover.

Your aura has an effect that activates when you enter your rage, you can use this effect again on each of your turns as a bonus action. Choose an aura on the nature's Call table below to determine the magical effect. The chosen aura will be the only option available for the duration of that rage.

If your aura's effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

The effect of each aura increases when you reach 6th level, 10th level, 14th level and 18th level in this class.

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.

Nature's Call

| Aura | Effect |
|--------------------|--|
| INSATIABLE | Carnivorous plant life bursts from the ground to attack your enemies. You force a creature you can see within the aura to make a Dexterity saving throw, on failure the target takes 2d4 Acid damage and 2 Acid damage at the start of their next turn. The acid damage increases at Barbarian level 6 (3d4 and 3), level 10 (4d4 and 4), level 14 (5d4 and 5) and level 18 (6d4 and 6). |
| DEEP ROOTED | Roots and saplings grow beneath your feet channelling life's resilience. Until the start of your next turn you and another creature of your choice within the aura gain an AC bonus of +1 and all bludgeoning, piercing, and slashing damage you take is reduced by 2. The damage reduction increases at Barbarian level 6 (3), level 10 (4), level 14 (5) and level 18 (6). |
| ENSNARING | The ground within your aura briefly transforms into quicksand, swamp or entangled vines to capture a creature. You force a creature to make a Strength saving throw, on failure they take 3d4 bludgeoning damage and movement speed is reduced by 10ft until the end of their next turn. The speed reduction and bludgeoning damage increase at Barbarian level 6 (3d6 and 15ft), level 10 (3d8 and 20ft), level 14 (3d10 and 25ft) and level 18 (3d12 and 30ft). |
| NOXIOUS | Poisonous spores attack a creature you choose within your aura. The creature must make a Constitution saving throw, on failure they take 2 poison damage and are poisoned until the start of your next turn. The poison damage increases at Barbarian level 6 (3), level 10 (4), level 14 (5) and level 18 (6). |

Verdant Veins

You walk with a stronger presence and authority amongst nature, cementing your relationship as one of the earth's favoured few. At 6th level whilst raging your aura grants the following bonus features to you and any friendly creatures:

- Resistance to Poison and Acid damage.
- You can move across difficult terrain without expending extra movement if you are using your walking speed.
- Your Constitution modifier is added to the total number of hit points restored by a healing spell cast on you and your allies within your aura.

Grasping Vine

Starting at 6th level, when you take the Attack action on your turn, you can replace one or both of your attacks with a stocky vine you beckon into your free hand.

You can use this appendage to strike at one creature of your choice that you can see within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or take 2d6 slashing damage and be pulled up to 15 feet in a straight line towards you. The target must be no more than one [size](#) larger than you.

Master Territory

At 10th level, you learn to channel a greater mastery of nature's aspects in your aura, extending its reach and influence in the following ways:

- The range of your auras is extended by 5ft.
- You may choose to switch your auras at the start of your turns
- Your Auras now targets a number of creatures equal to your Constitution modifier (minimum 1)

Green Sentinel

At 14th level you achieve the highest authority of nature transforming into a physical embodiment of its rage.

As an action you transform into a Green Sentinel, a large wooden treant rooted into the ground. In this form the following effects apply:

- Your aura extends a further 5ft
- You gain 5 temporary hit points per barbarian level
- Your movement speed is reduced to 0

These effects remain until your temporary hit points are reduced to zero or you are incapacitated.

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

Art Placeholder



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** 28 (3d10 + 9) **Speed** 40 ft

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|---------|--------|------------|--------|
| 16 (+3) | 14 (+2) | 16 (+3) | 2 (-4) | 15 (+2) | 8 (-1) |

Saving Throws DEX +4, WIS +4

Skills Athletics +5, Perception +5, Survival +5

Damage Resistances Thunder

Senses Passive Perception 15

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Sight. The Griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

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) slashing damage.

Razor Wings(Recharge 3–4). The Griffin flaps their wings conjuring powerful gusts loaded with their feathers in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 14 (3d8) Piercing damage on a failed save, or half as much damage on a successful one.

Description:

A Griffin is a large magical creature with the face of an eagle and the stocky build of a lion. Despite their large wings the griffin is flightless, instead using their wings to conjure deadly winds..

Description:

A person, cursed by the gods to walk the earth as a loathsome one eyed hideous demon. Headless, a Kabandha's face is located on the torso making it unrecognisable to their loved ones and unable to communicate to any who will not look beyond his dreadful exterior. Kabandha are notorious for their quick tempers, when enraged a Kabandha's tantrum will not cease until it runs out of objects or creatures to smash.

Kabandha

Large giant, chaotic neutral

Armor Class 15 (natural armor) **Hit Points** 110 (9d12 + 45) **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|-----------|--------|--------|
| 19 (+4) | 13 (+1) | 20 (+5) | 8 (-1) | 9 (-1) | 8 (-1) |

Saving Throws STR +8, CON +9, CHA +3

Skills Athletics +8, Intimidation +3, Perception +3, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Magic Weapons

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Telepathy (Look it directly in its eye)

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Cursed Resilience. The Kabandha regains 10 hit points at the start of its turn. If the Kabandha takes acid or fire damage, this trait doesn't function at the start of the troll's next turn.

If damage reduces the Kabanadha to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is Fire or Acid or from a critical hit. On a success, the Kabandha drops to 1 hit point instead.

Actions

Multiattack. The Kabandha makes three attacks: two with its Great Club and one loathing embrace.

Great Club. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Loathing embrace. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16 Strength Save) if it is a Large or smaller creature. Until the grapple ends, the target takes 18 (4d6 + 4) Piercing damage at the start of each of the Kabandha turns.

Wail (1/Day). When cornered or surrounded the kabandha releases a mournful Wail, forcing any creature within 30 feet that can hear to make a DC 17 Wisdom saving throw. On a failure, the creature takes 8d6 psychic damage and for 1 minute is under the frightened condition. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

Waq Waq Fruit

Small Undead, Typically Chaotic Evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 60 ft.

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

Skills Acrobatics +8 Stealth +8

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 2 (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 11 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 the effects of all Waq Waq 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 bite attacks.

Bite. *Melee Natural Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Descriptions:

Those unlucky few who have their body consumed by the Waq Waq tree, face a terrible fate. The Tree's curse forces endless rebirth and death for every head born from its branches, rapidly cycling through its entire lifespan within a single day. The passage of time is evident in the creature's rapid movements, giving the Waq Waq ample time to enact its deadly tricks, lies and mischievous mind games.



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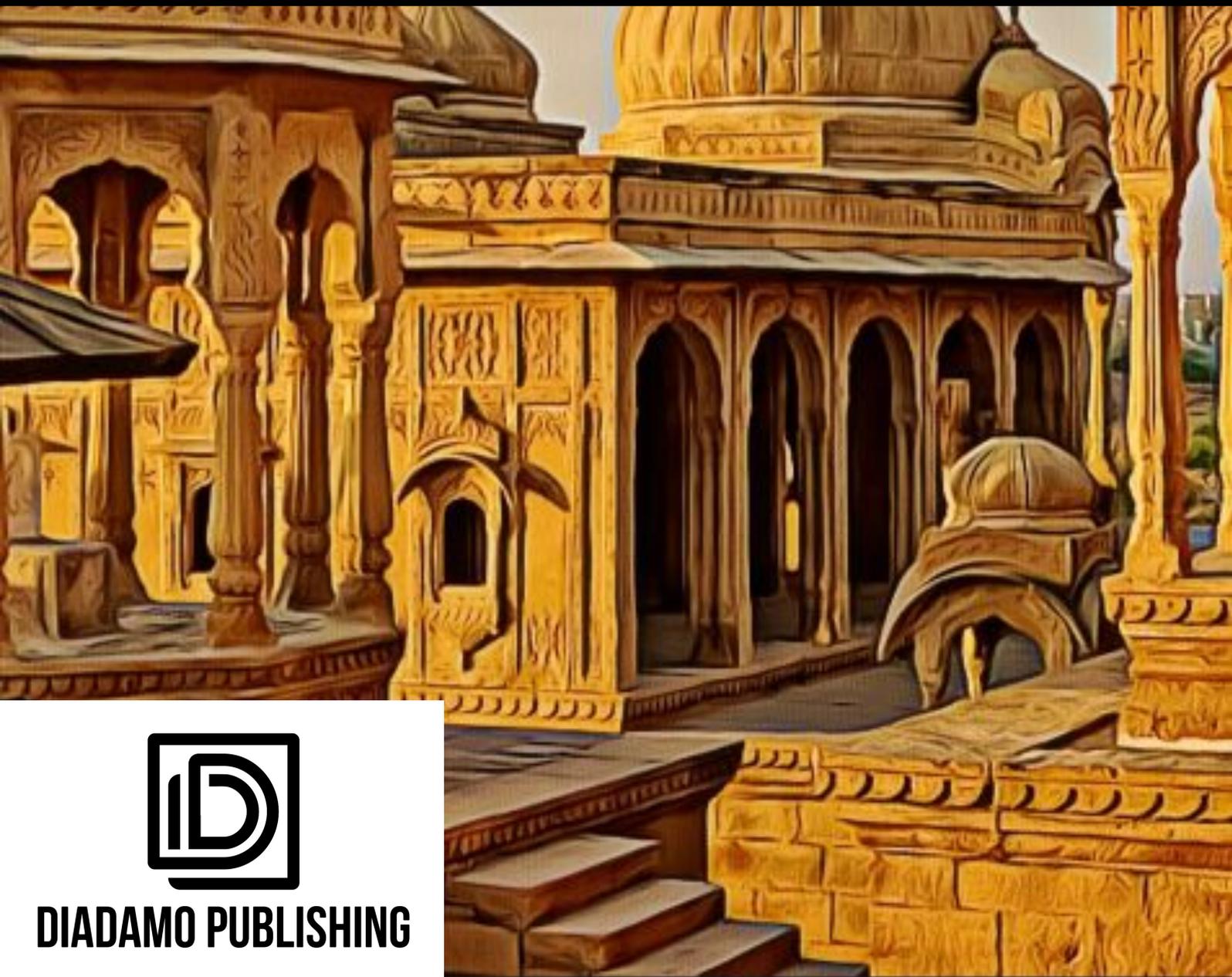
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