Complete WAIFU Handbook

By Stuart Jones

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COMPLETE WAIFU HANDBOOK

BY STUART JONES

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COMPLETE WAIFU HANDBOOK

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A MESSAGE FROM STUART

You might be asking yourself "what did I just buy?"

First of all, I would personally like to thank you for purchasing this book. This project was something of an impulse creation that turned into a fascinating and very fun learning experience.

Originally this book was designed as what I called a "Valentines day sh*tpost" that I intended to drop for my YouTube Channel. *The Complete Waifu Handbook* was meant to be a small 20 page document that had "Waifu themed" subclasses for 5e and was meant to serve as practice so I could design more 5e stuff in the future.

However, right before I was about to post the PDF on our website, a commenter named "Mine Flameblade" asked us to add Waifu Races so they could "play as a fox girl". A year and a half later, we raised an incredibly successful kickstarter and my little sh*tpost became some of the finest work I've ever produced.

This book is meant to be a fun and goofy experiment. I, myself, am in a happy and committed marriage and I have taken elements of what I have learned from that marriage and incorporated that into this book.

While we included enough flavor text for more serious players, the concepts, classes, races, and ancestries found in this book is meant to bring levity and wholesomeness to your RPG table. I genuinely hope you find content that is both funny but also sweet.

INTENTIONS

Many of the classes and subclasses in this book are developed with teamwork in mind. Nearly all of them mention that you are married, are in a relationship, have close friends, or have mechanics that only work on allies.

Our design philosophy is to eliminate concepts that encourage what is commonly referred to as "Main Character Syndrome" where a single person is capable of defeating an entire encounter or have several abilities that either invalidate or completely overshadow other characters and classes.

GENDER AND RELATIONSHIPS

While most of the artistic examples in this book feature women, all races, classes, and features are available to all characters regardless of any gender or orientation.

Nearly every class is designed around monogamous relationships, there is nothing that limits these to traditional straight or hetero relationships.

SO WHAT'S IN THIS BOOK?

This book contains 7 chapters worth of content, all with anime, parody, or "Waifu" themes in order to maximize player amusement and fun:

Chapter 1: Races and Ancestries
- 8 New Races - All systems
- 42 Racial Feats - 5e
- 43 Racial Feats + 1 Prestige Class - Pathfinder 1e
- 203 Ancestry Feats + 1 Archetype - Pathfinder 2e

Chapter 2: Classes, Subclasses, and Archetypes
- 13 subclasses + 1 feat tree - 5e
- 10 Archetypes + 1 hybrid class + 1 prestige class - Pathfinder 1e
- 11 subclasses + 2 Archetypes - Pathfinder 2e

Chapter 3: Backgrounds, Traits, and Feats
- 6 Backgrounds and Traits - All Systems
- 8 General Feats - All Systems (6 pf2e)

Chapter 4: Waifu Equipment
- 18 Items - All Systems

Chapter 5: Waifu Spells
- 10 Standard Spells - All Systems
- 10 Shoujo Spells - All Systems

Chapter 6: Cooking and Camping
- Camping and Cooking rules - All Systems
- 30 Camping Activities - All Systems
- 32 New Meals - All systems
- 7 Legendary Meals - All systems

Chapter 7: Waifu Setting
- World and Setting Information
- New Religion
- New Kingdoms
- 17 NPC - All systems
- 31 Camping Activities - All Systems

THE "HONEYMOON" MOMENTS

There are a few subclasses and mechanics in this book that allude to potential erotic encounters. The subclass found on Page 136-138 called the "Love Mage" specifically mentions that you must take your long or short rests "in the arms of another". While the implication is certainly there, that does not mean that your character is required to have sexual encounters in order to regain their abilities.

The Warlock subclass "The Affair" also mentioned similar situations where the player character and their patron are courting need 8 hours of privacy in order to gain "Tokens of Affection".

We suggest stretching the terms and allowing those classes to encourage role play. Maybe the Patron in The Affair allows the party to hang out with them for a platonic evening full of food and fun stories while still granting a Token of Affection. Alternatively, the Love Mage might just be giving a comforting hug to someone.

Eroticism isn't required for these mechanics to work and we do not recommend attempting to force that into your game if your GM and table are not comfortable with those scenarios. Teamwork is the main theme of this book and the puns, names, and innuendos are meant for comedy.

NOTES FROM STUART

Periodically, throughout this book, you will see notes from me, Stuart, the creator and author of this book.

HI!~ :D

These notes are candid suggestions to help make the experience as fun and engaging for the players as possible. It's also a good way to explain the goal of the entry without diving into "game speak"

MARRIAGE

Keep it Simple - For the purpose of this book, a marriage is a sacred contract between two people to stay committed to each other for the remainder of their lives. While you can change the meaning for your games, the classes and subclasses presented in this book are balanced around single partner marriages.

The Waifu Setting

As with any good TTRPG, The Complete Waifu Handbook has a built-in setting with it's own history, cultures, and terminology. Though the setting is expanded upon in the Waifu Setting Chapter, we felt it was important to establish a few base terms in order to prevent confusion.

The Waifu setting takes place on a planet called Xerros, an ancient world where the Fey of the material plane originated. The material plane in the Waifu setting is set far into the future of our real-life universe.

Humans (Masics)

Humans are one of the youngest new races on the world of Xerros. After an apocalypse on their home planet, the Human Paragon, Saint Nicholas brought the last tribe of humans to the world of Xerros along with his legion of Winter Elves. Throughout the last 10,000 years, these tribes of Mankind expanded and evolved into new empires.

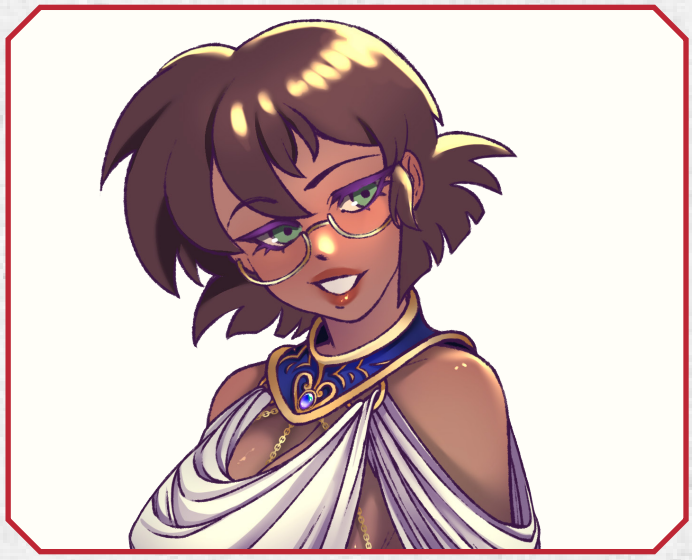
Masics: What is commonly called Human in most settings, are known as Masics in the world of Xerros. A combination of the words "Basic" and "Man".

Dwarves & Halflings: The Dwarf and Halfling races are considered Humans on Xerros and come from the same homeworld. They're just magically gifted racial cousins.

Race, Species, or Ancestry: For the purpose of this book, we will be using the term "race" to denote the various denizens of The Waifu Setting.

For Taxonomic rankings, the 5 entries here are treated as the same species of "Humans". All of these entries are capable of producing fertile offspring with each other, though some have different distinctions and conditions in which they can produce children.

For example: Masics are capable of producing children with nearly any of the races, but Nekomata can't produce children with Goblinkin. The races listed here are either mentioned, referenced, or spoken of in some way within the pages of this book.



Yokai

Yokai are Monstrous Humanoids that can credit their origins to the various Underworlds of Xerros. Typically speaking, if a creature has animal-like features with humanoid bodies and magical powers, they are usually Yokai. The Yokai races are diverse and wide-spread, even more so than the human races. This book features 3 Yokai races originating from 2 different Underworlds as well as Zenko.

Lamia: Snake Yokai that can trace their origins to the Primordial serpent-men of an Underworld called Duat and a human slave-bride named Lamia.

Nekomata: Nekomata are cat yokai that originate from the Underworld known as Yomi along with the Yurei.

Okami: Which underworld they're from is unknown, these Wolf Yokai have a presence on nearly every land in the world of Xerros including the Skyrealms.

FEY/FAY/FAE

In its ancient past, Xerros was originally a flat and seemingly endless realm where the Fey Folk roamed called the Fane (or Fey Planes). All life on Xerros stem from the Fane.

Elves: Before the yokai invasions, fey known as the elves left Xerros to start a life on a far off world. They returned to Xerros thanks to the Human Paragon.

Nymphs: Modern fairies who have adapted to the surface world's material elements and bonded with nature. One of the more populous races on Xerros.

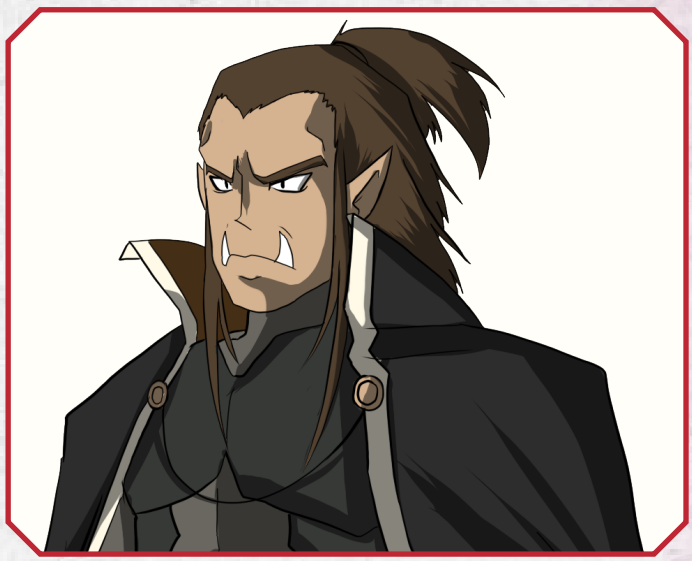
Fairies & **Gnomes**: Races of the original denizens of the Fane. Though many are found on the surface world, most fairies and gnomes prefer to live on the Fey Planes.

GOBLINKIN

There is no agreed upon place where the goblinkin originated, but orc scholars believe that they come from the Fane and are distant cousins of the Fey. Many fey lore-keepers will insist that they are from the Underworlds and are a part of the Yokai, which the Goblinkin deny.

Tan Orcs: The Tan Orc nation of Anamigo is in constant struggle with the Sand Elf nation of Sala'bhim and the Lamia of Southern Horren. The Tan Orcs, in their past, once held an industrial alliance with the High Gnomes but have since left to carve out their own land in Eastern Horren.

Half-Orc: If a member of one of the orc races and another race have a hybrid child, they are considered half-orcs by most societies regardless of their genealogy.



SKYREALM RACES

The Skyrealms are realms found in the skies above the surface world. Those that call these lands their home are granted undying life, similar to how underworlds grant mortal races with undeath.

Shinryujin: The Shinryujin were created by the Skyrealm demigods to protect the mortal races. These Divine Wyrms used their sacred fire to destroy the oppressive presence of the ancient Yokai, allowing the surface fey and the human races to create their own nations.

Zenko: Zenko have a few origins. They are either evolved fox Yokai or common everyday foxes that have ascended to the heavens through age. They, like the Shinryujin, are made to serve the surface.

World of Xerros

The world of Xerros is a vast world filled with many different environments that can be found in our own world as well as many magical lands. Xerros is set in the material plane but, due to the magic found on the world, there are many metaphysical realms that can be found on, above, and below the surface world that are occupied by the supernatural creatures found on the previous pages.

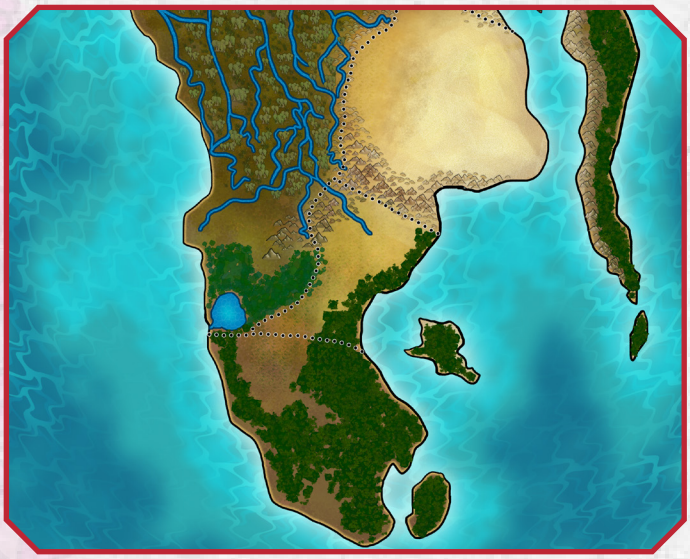
The magic of Xerros has done a great deal in shaping the evolution and cultures of it's denizens. The presence of magic, demigods, and other supernatural forces are self-evident and a natural part of life. These supernatural forces all have their own agenda and will frequently place their will on the mortal races.

The Complete Waifu Handbook examines two continents of the Western Seas: Erovat and Horren. Though there are many small nations and cultures within it, each continent has a few major powers that will be discussed within the pages of this book.

The Surface World

Before the time of Humans or Nymphs, the world was a flat metaphysical surface called the Fane (see next page). This Fey Plane was eventually beset by other metaphysical planes, surrounding it on all sides. These planes were called Overworlds. For centuries, the Fane was beset by the Yokai and their Overlords within them.

In an attempt to eliminate these threats, the Fey called upon the stars in an attempt to annihilate them. Stars fell and collided with these Overworlds, but failed to destroy them, instead segregating them into small dark realms called Underworlds separated by rock and stone. This eventually formed into a crust that developed into a physical land called The Surface World.



The Western Seas

Xerros is a gigantic world, covered in great land masses. One section of land and sea was given the name "The Western Seas" as Fey, Human, and Yokai began to settle it and develop countries.

Mehlovia: The northernmost kingdoms covered largely in ice and snow. Inspired by Nordic and Slavic cultures.

Monshojil: Fertile kingdoms directly south of Mehlovia. Inspired by Greek and Japanese Cultures.

Sala'bhim: Small country in the northwest region of the continent of Horren. Inspired by Catholic and Arabic cultures.

Southern Horren: Small country in Southernmost Horren, a shadow of it's former glory. Inspired by Egyptian and Indian Cultures.

Anamigo: Small nation of tan orcs in Eastern Horren. Inspired by United States and Mexican Cultures.

THE UNDERWORLDS

The Underworlds are both physical and metaphysical demiplanes that reside beneath the Surface World and above The Fane. Each Underworld has their own unique culture, races, and history spanning back thousands of years, even before the Fane invasions.

Yomi: Yomi is the Underworld that lies beneath the lands of Monshojil. It is largely occupied by Yurei, Nekomata, Hellhound Okami, and Tenebrae Nymphs.

Duat: The Underworld beneath the continent of Horren is called Duat. It is a massive realm that spans at least the distance of the vast landmass. Not much is known about it other than the Primordial Serpent race that are responsible for spawning the Lamia reside there.

THE FANE (FEY PLANES)

The Fey Planes are an impossibly large and flat world called The Fane located in the center of the world. Fairies, Gnomes, and other Fey creatures called this land their home. While it would be naive to call the land peaceful or even serene, it was a world without true death. When death occurred, the Fey would simply appear a short time later, barely bothered by the altercations.

Until the Overworld invasions, time was not even kept in these lands because of how unnecessary it was. Fortunately, for its denizens, they understand the language of stars and called for their aid to bury the Underworlds. Now, the Fane is the home of the true fey, along with deadly invading Kaiju from the Underworlds.

THE SKYREALMS

After the Overworld invasions , many denizens began to seek refuge on the surface. This sudden population rush, combined with a grab for land caused untold death among Humans, Yokai, and Fey alike. In a plea for salvation, the Skyrealms were pulled towards Xerros, answering their calls.

From the Skyrealms descended the immortal races such as the Shinryujin, the Zenko, and other beings that helped establish order to the fresh surface world. The rulers of the Skyrealms asked for little in return aside from worship and reverence, to which the mortals agreed.

CHAPTER 1

RACES & ANCESTRIES

Race	Description	Pages
Lamia	Snake Yokai Race born with the curse of passion.	Page 12-21
Nekomata	Cat Yokai Race with natural necromancy and a breath weapon that acts as a fireball.	Page 22-29
Nymph	Beautiful fey who act as the true shepherds of the natural world	Page 30-39
Okami	Wolf Yokai race hailing from many different magical wolf tribes.	Page 40-49
Sala'dhin	Honorable sand elf warriors from the deserts of Sala'bhim.	Page 50-57
Shinryujin	Immortal godkin who can transform into dragons that are sent to protect humanity.	Page 58-71
Yurei	Corporeal undead ghosts who aren't ready to leave their loved ones.	Page 72-85
Zenko	Fox Folk who serve the god of luck and fortune.	Page 86-95

Waifu Races

The races presented in this book are inspired by Arabic, Celtic, and Japanese mythology, as well as a popular tactics RPG. While these races and ancestries are inspired by these cultures and games, we would like to emphasize that these were designed to fit an original anime flavored setting and have no direct ties to their original cultures.

Examples NPC's of each of these races can be found in **Chapter 7: Waifu Setting** starting on **page 262**.

We hope that the races and content found in this book can both be humorous and interesting. Emphasis on the humor aspect. Most of the content in this book has been balanced and play tested to fit their respective systems but, as always with 3rd party content, consult with your GM before introducing new material.

More information as to the setting and lore can be found in **Chapter 7: Waifu Setting.** The flavor text on the first two pages of each new race reflect the Waifu setting. Though each one can be played in an agnostic setting with your own lore and histories if you so choose.

5th Edition

Pathfinder 1e

Pathfinder 2e

Reading the Content

This is a multi-system book which includes content for Pathfinder 1st edition, Pathfinder 2nd edition, and the system we can't legally name (we will simply call 5e or 5th edition). The colors above represent the intended system. Each game mechanic that is introduced will be in a colored text box with the following colors;

5e - Red, Pf1e - Yellow, Pf2e - Green.

Any content not in a colored box should be considered flavor text or system flexible.

Dusa
Lamia

Lamia

"Yes darling, my people were cursed with obsession. But it's thanks to this curse that sparked my desire to wander, my desire to create, and my desire for you. Regardless of where my passions come from, just know that it brought me to you."

Su'maiya the Love Brewer

Passion: While every race has their own obsessions and habits, few are as fierce as the hybrids of Humans and the Primordial Serpentfolk. The modern Lamia are driven by both their curse for lust and their thousands of years of violence and hatred by their matriarch.

Physical Description

Lamia have the body and tail of great serpents from the waist down, demonstrating their Yokai heritage. From the waist up, they appear to be human or fey-like with smooth faces, pointed ears, and colorful hair. Certain breeds of Lamia may differ with scale, hair, or body markings, but they can be identified very quickly even by those who have never seen one.

Origin Myth

The Lamia are named after their patron Mother. Long before the first Humans stepped foot on Xerros, the Primordial Serpent tribes emerged from the Underworld Duat with their patron deity, Wrathamon. When he reached the surface, he used his mythic powers to travel to the human world and brought home an alien mistress named Lamia. Wrathamon's first wife was disgusted by Lamia's scaleless flesh and cursed her. Lamia's legs transformed into a tail and her smooth skin into scales. She was then removed from their palace and banished to breed with the Primordial Serpents. Her children became the Lamia Race.

Patron Deity: Millennia passed and Lamia learned that in order to weaken their twisted demigod, she and her children would need to go directly against his evil tenets. Lamia encouraged her children to adopt a life of generosity, empathy, and kindness. As Wrathamon's powers waned, he returned to the surface of Horren demanding his once mistress's children resume their worship and dark rituals. When he appeared, Lamia struck with a horde of her most loyal children. Together, they slew Wrathamon and took his mythic power as their own. For the past 500 years, the demigod known as Lamia and her Coatl live on the secret moon that only the most faithful can perceive.

Society

Lamia live in highly communal villages and towns. Everyone is born with a purpose and they are granted a destiny by their local matriarchs.

Population: Uncommon. While there are nearly half a million Lamia on the planet Xerros, this population is spread thin across the vast lands of Southern Horren. They tend to live in communities rarely exceeding 10,000.

The Lamia population is also skewed heavily towards women. Four out of five Lamia are born female and the males tend to live very comfortable lives, being seen as too valuable to lose. However, male Lamia are often overlooked, as females tend to believe Human males are much more aesthetically pleasing.

Offspring: Lamia are capable of producing fertile offspring with any of the Lamia or Human races. Offspring produced by Lamia and Human pairings usually produce a child that is either Human or Lamia. Lamia women give live birth, but children are usually raised by the community rather than by paired parents.

Reputation: Lamia are looked at suspiciously by the other races. Although modern Lamia are often kind and passionate, their ancient past of being ruled by an evil demigod has not been forgotten by the long-lived races of Xerros. A Lamia's passionate nature is often seen as a byproduct of their old bloodlust.

Relationships: Lamia tend to view the fey races with distrust. They also do not tend to get along with the other Yokai races, unless they also have history with the various Underworlds such as the Hellhound Okami. Lamia are fascinated by Humans. For whatever reason, the various Human and Lamia races have an unseen connection that neither can explain. Masic and Lamia pairings are fairly common.

ADVENTURERS

Lamia are driven by their passions and their desires. Although they have a strict caste system, they are usually granted permission to leave their homes at any time to make their way into the world. If a Lamia leaves their home, they are expected to return with something new. Whether this be new knowledge, new material wealth, or a new Waifu is up to the individual Lamia.

An adventuring Lamia is excitable and eager. They love new experiences and getting lost in the wonders of the world.

LAMIA NAMES

Lamia tend to have two names. The first is the one assigned by their mentor or matriarch that reflects their station. These names are either material or philosophical in nature signifying their place in their communities. These names are followed by a name chosen by individual Lamia once they reach a mature age which can be anything from a second pre-name or the name of their favorite flower.

Philosophical Pre-Names: Ayy, Bhi, Cha, Da, Ji, Su, Tai

Physical Pre-Names: Amar, Ksha, Rak, Ran, Sen, Vir, Yoh

Chosen Names: Amon, Benni, Lami, Maiya, Nahla, Zara

PHYSIOLOGY AND PHILOSOPHY

Half human and half serpent, Lamia are quite unique.

Diet: Omnivore. Lamia can consume all foods that humans can eat but prefer meats and fruits.

Lifespan: Lamia have the lifespan of the average masic. They can live to be 500 but become middle aged around 350 and venerable around 450 or older.

Alignment and Religion: Lamia tend to be a chaotic bunch. Being a race that was initially seen as little more than slaves, plus being birthed from a chaotic and evil patron, has influenced their nature and desires more than they would care to admit. Most Lamia worship their patron mother or the secret moon that she calls her home. Some will adopt the religion of their spouses.

Subrace: Lamia are born as a random subrace called a breed. These breeds are then segregated into different castes that assign them roles based on what is most "optimal" for Lamia society.

BREEDS

Lamia living in Horren are born into different breeds that usually determine their place in their society. While some may reject these paths and wander, most Lamia fit comfortably into their born roles.

Anaconda: Built strong and tough, these Lamia are the strongest amongst their race and are given strong material names. They tend to be assigned jobs and duties best suited for Fighters, Barbarians, and occasionally Rangers.

Cobra: Lamia that are born as Cobra are considered to be blessed by the Coatl and are taken to philosophy, education, and worship. They are seen as the noble caste, given noble philosophical names, and are often trained to be Bards, Clerics, Druids, and occasionally Paladins of the Matriarch.

Dusa: Dusa are innately magical, inheriting the paralyzing gaze of the Matriarch Mother. These Lamia are trained in the arcane arts, given brilliant philosophical names, and are often Alchemists, Wizards, and occasionally Sorcerers.

Viper: Born with keen eyes and senses, Vipers are taken into secret sects, trained in subtle arts, and given subtle physical names. You will often hear the rattle or taste a Viper's venom before you ever see them, making them excellent Rangers, Rogues, or on rare occasions, Monks of assassin orders.

5E - LAMIA TRAITS

Ability Score Increase. Your Constitution increases by 2.
Size. Your full body length is around 18ft, however it takes a vast majority of your long serpentine body to maintain balance allowing you to truly only stand around 5 and a half to 6 feet tall. Your size category is medium.
Speed. Your base movement speed is 30ft.
Coiled Ferocity. As part of the first melee or spell attack you roll each turn, you may lunge up to your long jump distance without provoking opportunity attacks.
Cold Blooded. Your semi-reptilian anatomy inclines you towards warmer environments. You gain advantage on saves against extreme heat environmental conditions, but suffer disadvantage on saves against cold environmental conditions.
Serpentine Form: You count as 1 size category larger for the sake of grappling.
Languages. You can speak, read, and write Common & Draconic.
Subraces. Many different types of lamia exist, all built and evolved to serve a specific purpose.

5E - SUBRACES

ANACONDA

Ability Score Increase. Your Strength score increases by 1.
Coiled Climber. You gain a climbing speed equal to your movement speed
Crushing Constrictor. You can make a special unarmed attack, this attack automatically grapples a target on hit and deals 1d8 plus your strength modifier in bludgeoning damage. A creature grappled with this attack can attempt an Athletics or Acrobatics Check (DC 8 + Your Proficiency bonus + Your Strength Modifier) to escape. A creature grappled this way is restrained and you can only constrict one creature at a time. The damage of this attack is increased to 2d8 at level 5.

COBRA

Ability Score Increase. Your Charisma score increases by 1.
Imposing Form. You gain proficiency in Intimidation and Performance
King's Command. Once per short or long rest you can cast the *command* spell. DC 8 + Your Charisma modifier + Your proficiency bonus.
Royal Neurotoxin. You gain a natural weapon you can use to make unarmed strikes. Similar to the Viper, you also have a venom gland but you can create strong but short lived neurotoxins. A number of times per long rest equal to half your proficiency bonus when you use this unarmed strike, you can make the creature attempt a Constitution save. The DC for this save is 8 + Your Charisma Modifier + Your Proficiency bonus. On a failure, the creature takes Xd6 psychic damage, where X is equal to half your proficiency bonus, and they suffer disadvantage on the next intelligence saving throw they make within 1 hour.

PATHFINDER 1E - LAMIA RACIAL TRAITS (15 RP)

+2 Constitution, -2 Intelligence: Lamia are sleek and slippery, but still have reptilian minds.

Type (2 RP): You're a Humanoid with the Yokai Subtype
- Yokai have low-light vision.
- Yokai breathe, eat, and sleep.

Size: Your full body length is around 18ft, however it takes a vast majority of your long serpentine body to maintain balance allowing you to truly only stand around 5 and a half to 6 feet tall. Your size category is medium.

Speed: You have a base speed of 30 feet.

Coiled Ferocity (Ex) (2 RP): As a part of your standard action, you roll either an Acrobatics, Athletics (unchained), Climb, or Swim skill check and move distance as a long jump before rolling the attack. This movement doesn't provoke an attack of opportunity.

Cold Blooded(Ex) (1 RP): In environments with extreme heat, you gain the benefit of *endure elements*. In cold environments, you take a -2 penalty to environmental Fortitude Saves.

Serpentine Form (Ex) (4 RP): You count as one size larger for Combat Maneuver Defense and Combat Maneuver Bonus. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. You are treated as a serpentfolk for the purposes of qualifying for the Final Embrace combat feat chain.

Breed (5 RP): Choose a breed from your listing to add to your skills and abilities on the next page.

Languages (1 RP): You can speak and read Common and Draconic. Lamias with high Intelligence scores can choose any other languages aside from secret ones.

DUSA

Ability Score Increase. Your Wisdom score increases by 1.

Snake Hair. While you are grappling a creature, you can use a bonus action to have your vicious hair lash out as a natural weapon or unarmed strike dealing a number of d4's equal to half your proficiency bonus in piercing damage.

Paralyzing Glare. Once per short or long rest, you can glare a creature down with such disdain they feel the physical weight of your disgust, feeling as though they turned to stone. The creature must succeed a Constitution save (DC 8 + Your Constitution Modifier + Your Proficiency bonus). A creature who fails can only move half their speed, and suffers a penalty to AC equal to half your proficiency bonus for 1 minute. They can repeat this save at the end of their turns.

VIPER

Ability Score Increase. Your Dexterity score increases by 1.

Venomous Fangs. You have long fangs naturally laced with a venom produced within a special organ on the roof of your mouth. You can use these fangs as natural weapons dealing 1d4 piercing on a successful hit. Additionally, the first time you hit a creature with your fangs each turn, the creature takes a number of d6 poison damage equal to half your proficiency bonus.

Heatsense. As a bonus action you can shift your focus from the visual light around you to the infrared, allowing you to see the heat signatures of creatures around you. This grants you blindsight out to 10 feet times your proficiency bonus, however you must maintain concentration on it as though it were a spell. Additionally, this sight can not pick up creatures who do not emit body heat such as oozes, undead, and some elementals

PATHFINDER 1E - BREED (5 RP)

ANACONDA

Ability Score Increase: +2 STR
Coiled Climber (Ex): You gain a climb speed of 20 ft and gain the +8 racial bonus on Climb checks that a climb speed grants.
Crushing Constrictor (Ex): You gain the Constrict (ex) special attack dealing an additional 1d8+ ½ STR whenever making a successful grapple check.

COBRA

Ability Score Increase: +2 CHA
Imposing Form: Intimidation and Performance are treated as Class Skills for you.
King's Command: If you have a Charisma of 11 or higher, you may cast *Command* once per day as a spell-like ability. Your caster level is considered to be your character level and you use Charisma as you spellcasting modifier.
Royal Neurotoxin: You gain a single Claw natural weapon that deals damage based on your size. In addition to the damage, once per 5 character levels (round down), you may force the target to make a Fortitude save (10 + ½ your level + your CHA Modifier). On a fail, they take 1 wisdom damage.

PATHFINDER 2E LAMIA ANCESTRY

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Constitution, Free
Languages: Common, Aklo, plus Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to (such as the languages prevalent in your region).
Traits: Lamia, Humanoid
Cold-Blooded: You gain fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on). However, you also gain weakness to cold equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step more extreme (extreme cold becomes incredible, severe cold becomes extreme, and so on).
Serpentine Body: You've practiced taking advantage of your serpentine body. You gain a +2 circumstance bonus to Acrobatics checks to Squeeze
Long Fangs: You gain a fangs unarmed attack that deals 1d6 piercing damage. It has the agile and finesse traits.

LAMIA HERITAGES

ANACONDA

Your massive and muscular body makes you perfect for constricting. If you roll a critical failure on an Athletics check to grapple, you get a failure instead.

COBRA

You can Demoralize by flaring your hood. You are trained in Intimidation and gain the Intimidating Glare skill feat as a bonus feat.

DUSA

Your hair is a group of individual snakes. Whenever you grab or restrain a target with a grapple, you can spend an action to deal piercing damage equal to half your level.

VIPER

You are born with deadly fangs and a venomous bite. You gain the Venomous Fangs lamia ancestry feat as a bonus feat.

DUSA

Ability Score Increase: +2 WIS

Snake Hair: While you are grappling a creature, you may as part of a full round action, have your hair attack as a natural weapon. This weapon follows the damage scaling of Claws, and hits once at level 1, and an additional time for every 3 levels.

Paralyzing Glare: Once per day, you can use a Gaze (su) attack with a range of 30 feet. An affected creature must make a Will save (DC 10 + ½ your level + your CON modifier) or suffer the Staggered condition for 1 round + 1 additional round per level.

VIPER

Ability Score Increase: +2 DEX

Venomous Fangs: Gain a Bite as a primary natural weapon dealing 1d4 damage. It is a primary attack that applies a poison on hit, negated by a Fortitude Save (DC 10 + ½ Level + CON). On a failed save, the target takes 1d6 Acid Damage for every 2 character levels (rounded up).

Heatsense: You have a special quality to detect enemies via heat. As a swift action you gain blindsense with a distance equal to 10 feet plus an additional 10 feet for every 5 levels you possess. This effect lasts 1 round and your blindsense can't detect creatures that don't give off heat such as certain undead or oozes.

5E - LAMIA FEATS

AQUATIC ASSASSIN

Prerequisite: Anaconda Lamia

Much like aquatic pythons, you are trained and capable in the art of aquatic combat. You gain the following benefits:

- Increase your Strength or Constitution Score by 1, up to a maximum of 20.
- You gain a swim speed equal to your walking speed.
- While swimming, you become Proficient in Stealth checks and may use Strength (Stealth) instead of Dexterity.
- You gain advantage when grappling against a creature if you are both submerged in water.

COBRA COMMANDER

Prerequisite: Cobra Lamia

You carry yourself with a king's authority. You gain the following benefits:

- Increase your Constitution or Charisma Score by 1, up to a maximum of 20.
- You learn the *Heroism* spell as part of your King's Command racial ability. You may use your King's Command racial ability a number of times equal to half your proficiency modifier before needing to take a short or long rest .
- Your spellcasting ability modifier for these spells is Intelligence, Wisdom, or Charisma.

GORGON GAZE

Prerequisite: Dusa Lamia, 4th level

Your gaze is much more potent and carries all of your emotions with it. You gain the following benefits:

- Increase your Constitution or Wisdom Score by 1, up to a maximum of 20.
- You may use your Paralyzing gaze a number of times equal to your proficiency modifier before needing to take a long rest.
- Your Paralyzing Gaze now gains the effect of the *Hold Person* spell. If the enemy is immune to Paralysis effects, your Paralyzing Gaze uses its original effect.

RATTLESNAKE

Prerequisite: Viper Lamia

You shed some skin on your tail, creating a rattle. You gain the following benefits:

- Increase your Dexterity or Constitution Score by 1, up to a maximum of 20.
- You gain proficiency in Charisma (Intimidation) checks. If you already have proficiency in Charisma (Intimidation), then you gain expertise in it.
- As a reaction to rolling initiative you may rattle your tail making an opposed Charisma or Dexterity (Intimidation) check versus your enemies' Wisdom saves. Enemy creatures who fail are frightened of you until the end of their turn. You must take a long rest before using this ability again.
- If a creature is immune to the condition, they are instead hesitant to approach you and treat movement towards you as if difficult terrain until the end of your turn.

PATHFINDER 1E LAMIA FEATS

AQUATIC ASSASSIN

Prerequisite: Lamia with Anaconda Breed
Much like aquatic pythons, you are trained and capable in the art of aquatic combat.
Benefit: You gain a swim speed of 20 feet. Swim is a class skill for you. In addition, you gain a +8 racial bonus to Swim checks.

COBRA COMMANDER

Prerequisite: Lamia with Cobra Breed
You carry yourself with the authority of a king.
Benefit: You gain an additional use of the King's Command racial ability per day. You may also use King's Command to cast *Bless* as a spell-like ability. In addition, all spell-like abilities that King's Command grants are added to your available spell list or known spells.

GORGON GAZE

Prerequisite: Lamia with Dusa Breed, 4th level
Your gaze is much more potent and carries all of your emotions with it.
Benefit: Your Paralyzing Gaze may apply the Paralyzed or Staggered condition (your choice). The Paralyzed condition can only be applied to humanoids and the target may remake the saving throw each round. You may use this racial ability an additional time per day.

RATTLESNAKE

Prerequisite: Lamia with Viper Breed
You shed some skin on your tail, creating a rattle.
Benefit: Once per day, when rolling initiative if there is not a surprise round, as an immediate action, you may use an Intimidate check. All enemy creatures within 10 feet plus 10 more for every 5 levels you have must make a Will Save equal to your Intimidate check. If they fail, they become shaken before rolling initiative.

PATHFINDER 2E ANCESTRY FEATS

1st Level

CONSTRICT ◆ FEAT 1

Lamia

Prerequisite *Anaconda Heritage*
Requirement *You have a foe grappled or restrained*
You deal bludgeoning damage equal to your level to any number of creatures grabbed or restrained by you. Each of those creatures can attempt a basic Fortitude save vs your Athletics DC.

HEATSENSE FEAT 1

Lamia

Prerequisite *Viper Heritage*
A Lamia can sense creatures whose bodies are hotter than their surroundings as an imprecise sense at 60 feet. Creatures that produce no heat—such as many undead or constructs—are concealed to a Lamia, as are creatures who successfully mask their body heat (such as by submerging themselves in cold water). This sense improves to a precise sense at level 9.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

SNAKETONGUE FEAT 1

Lamia

You subconsciously flick your tongue through the air to taste the world around you. You gain imprecise scent with a range of 30 feet.

VENOMOUS FANGS FEAT 1

Lamia

Prerequisite *Cobra, or Viper Heritage*
When you deal damage with your fangs unarmed strike, you can spend an additional action to add 1d6 poison damage. This poison damage increases by 1d6 every four levels.

5th Level

COILED FEROCITY ◆ FEAT 5

Lamia | Flourish

You spring into action and Make a Strike, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

DOUBLE COIL ◆◆ FEAT 5

Lamia

Your lengthy body allows you to make two Grapples, each using your current multiple attack penalty. Both Grapples must have different targets who are within 5 feet of each other.

HYPNOTIC EYES ◆◆ FEAT 5

Concentrate | Enchantment | Lamia | Mental | Occult | Visual

Prerequisite *Cobra Heritage*

Frequency *Once per day*

Your unblinking gaze is so intense it can befuddle the mind of others, drawing your victims toward you even against their better judgment. You stare at a creature within 30 feet. The target must attempt a Will save against the higher of your class DC or spell DC.

Success The target is unaffected.

Failure On its turn, the target must spend its first action to approach you. It can't Delay or take reactions until it has done so.

Critical Failure The target must use all its actions on its next turn to approach you. It can't Delay or take any reactions until it has reached a space that's adjacent to you (or as close to you as possible if it reaches an impassable barrier).

Cobra Lamia

RATTLESNAKE ◆ FEAT 5

Lamia

Prerequisite *Viper Heritage*

You have continuously shed skin on your tail, creating a rattle. If your next action is to Demoralize, it is made with a +2 circumstance bonus.

VENOM SPIT FEAT 5

Lamia | Poison

Prerequisite *Cobra or Viper Heritage*

You've learned the art of lobbing toxic spittle at vulnerable spots on your foes, especially the eyes. You gain a venomous spit ranged unarmed attack with a range increment of 10 feet that deals 1d4 poison damage. On a critical hit, the target takes persistent poison damage equal to the number of weapon damage dice and is also dazzled until the start of your next turn. Your spit doesn't have a weapon group, nor a critical specialization effect.

9th Level

AQUATIC ASSASSIN FEAT 9

Lamia

Prerequisite *Anaconda Heritage*

Much like aquatic pythons, you are trained in the art of aquatic combat. You gain a swim speed equal to your land speed and a +2 circumstance bonus to Athletics checks to grapple while in water.

NIMBLE WRESTLER FEAT 9

Lamia

Requirement *You have a foe grabbed or restrained with your tail*

Moving while grappling? No problem! If you Stride, the grabbed or restrained foe doesn't lose the condition and instead attempts an Escape as a free action. On a failure, they remain grabbed or restrained and you move up to half your speed. On a critical failure, you move up to your speed.

POISON SWAP ◆◆◆ FEAT 9

Lamia

Prerequisite *Venomous Fangs*

Your teeth absorb a contact or injury poison, consuming the item. The next time you make a successful strike with your fangs, that foe is affected by the absorbed poison instead of taking the attack's normal poison damage. Your fangs can only hold one absorbed poison at a time, so absorbing an additional poison nullifies the first poison.

SINKING FANGS ◆◆ FEAT 9

Lamia

Prerequisite *Long Fangs or Venomous Fangs*

You've bitten your target and you're not letting go! Make a fangs unarmed Strike. If the Strike hits, make a grapple attempt at the same MAP. If successful, the creature remains grabbed until the end of your next turn or until it Escapes, whichever comes first.

13th Level

COBRA COMMANDER FEAT 13

Lamia

Prerequisite *Cobra Heritage*

You carry yourself with the authority of a king. Once per day you can cast *Heroism* as an occult innate spell and cast it at a range of 20 feet. Before the duration expires, you can use a single action to move the effect of *Heroism* to another ally.

CRUSHING CONSTRICTOR FEAT 13

Lamia

Prerequisite *Constrict*

Requirements *you have a medium or smaller foe grabbed or restrained*

A creature that fails the save against your constrict falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Crushing Constrictor for 1 minute.

SERPENTINE ADEPT ◆◆ FEAT 13

Lamia

Prerequisite *Anaconda Heritage*
Your grappling martial arts have improved. If you roll a success on an Athletics check to Grapple, you get a critical success instead.

STRONG COILS FEAT 13

Lamia

You never skip tail day and now constrict like an iron vice. If you fail but don't critically fail to grapple a foe you already have grabbed or restrained, they remain grabbed until the start of your next turn.

PARALYZING GLARE ◆◆ FEAT 13

Concentrate | Lamia | Incapacitation | Visual

Prerequisite *Dusa Heritage*
Your piercing gaze can petrify and paralyze. You stare at a creature within 30 feet. The target must attempt a Fortitude save against the higher of your class DC or spell DC. After attempting its save, the target is then temporarily immune to your Paralyzing Glare until the start of your next turn.

Success The target is unaffected.
Failure The target is slowed 1 until the end of its next turn.
Critical Failure The target is paralyzed until the end of its next turn.

17th Level

BROKEN FORCE ◆ FEAT 17

Lamia

Prerequisite *Anaconda Heritage*
Requirements *You have a creature grabbed or restrained.*
Your machine-like coils do not discriminate between flesh and steel, nor do they care. Attempt an Athletics check to Grapple the creature you have grabbed or restrained, with the following effects instead of the usual effects. If it is already broken, then you deal damage equal to your level to the object and ignore the object's hardness.

Critical Success Choose an item target is carrying or wearing. The item becomes broken, regardless of its hardness value, hit points, or broken threshold.
Success You deal damage equal to half your level to the object, and ignore the object's hardness.

GORGON GAZE FEAT 17

Concentrate | Lamia | Incapacitation | Visual

Prerequisite *Paralyzing Gaze*
Your magical glare can turn others to stone. If the target critically fails its saving throw against your Paralyzing Gaze, they are affected by a 6th level petrify and must make an additional saving throw against its effects using your Class DC or Spell DC (whichever is higher).

MAJESTIC HOOD ◆◆◆ FEAT 17

Emotion | Fear | Lamia | Mental | Visual

Prerequisite *Cobra Heritage*
Frequency *Once per day*
You flare your glorious hood. Each enemy within 20 feet must attempt a Will Save vs your Class DC.

Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3.

VENOMOUS OVERPUMP ◆ FEAT 17

Lamia

Prerequisites *Viper Heritage, Venomous Fangs, Poison Swap*
Requirements *You have a swapped poison in your fangs and made a successful venomous fangs unarmed Strike*
Frequency *Once per day*
You make sure to pump in every last drop of your bite's venom. The poison in your fangs instead uses your Class or Spell DC (whichever is higher)

Domestic Nekomata

Nekomata

"Domestic catgirls? Yeah, that's technically a thing. Sounds like a dream, right? Well, you better be sure which one you find because domestic catgirls do more than ***imply*** *the existence of the feral ones."*

Princess Hime, Domestic Catgirl

Charm: The Nekomata have existed on the surface since before the arrival of humans. However, in the last several hundreds of years, these Yokai have joined the ranks of society in order to reap the benefits of Mankind. These mischievous people show their citizenship in their own special way. The Nekomata are strange creatures with powers over fire and necromancy. They're also not afraid to bite the hands that feed them because frankly...People seem to like it.

Physical Description

Once monsters, the Nekomata race have evolved to take humanoid forms. Domestic Nekomata have evolved Masic-like skin, facial features, and hair. The only way anyone would notice they are not masic are by their catlike ears and their two pronged tails. Feral Nekomata retain much of their original monstrous features, being covered in thick fur and are much bulkier, while the more urban Nekomata tend to shed their fur to adapt to Human settlements.

Origin Myth

Like most other Yokai, the Nekomata emerged from various Underworlds scattered across Xerros. The majority of their population emerged from the Underworld called Yomi, the realm of the Undead. As Human civilizations became more prevalent, some Yokai simply found that life was easier around such settlements. Slowly, over the course of centuries, these Yokai morphed their form to appear more Human-like. Much like real world cats, the Nekomata domesticated themselves while the ones who cling to their ancient ways still claim wild territories as their home.

Patron Deity: Nekomata have no deity to call their own that they care to remember. There are great cats in their history that have gained mythic power and risen to demigod status but their existence isn't known to most. Many Nekomata will choose to worship The Manbeast God or (as they have come to know him) "The God of Pets".

Society

Nekomata have no land to call their own. Urban Nekomata tend to do whatever they want and are not concerned with the opinions of others. Their bratty personalities, while often seen as a distasteful Human trait, *somehow* has granted them a place in Human societies. Their most populous towns are Nekomancer Village and Yomiko (see Chapter 7).

Population: Relatively Common. Nekomata are one of the most plentiful races in Xerros. They are seen mingling amongst Human cities so often that people tend to forget they are Yokai.

Offspring: When paired with other Nekomata, they reproduce rapidly, often having children on accident. While they can reproduce fertile offspring with any Human, Fey, or Yokai relatively well, it is more difficult for couples who are actively "trying". They are incapable of producing children with Goblinkin such as Tan Orcs.

Reputation: Among Human and Fey cities, the Nekomata are well accepted. In fact, their antics are often seen as endearing. Among the other Yokai races, such as Okami and Lamia, they are seen as a nuisance and have to go to great lengths to be accepted.

Relationships: Nekomata prefer the company of other Nekomata and Humans, especially Masics. Nekomata will often join masics and their families as friends, lovers, or even something akin to a pet. Fey are tolerable in their eyes, but less desirable to be around due to their fickle nature. Other Yokai races make them nervous due to their shared bestial tendencies. They are completely unprepared when seeing a Goblinkin, often becoming suspicious or hostile. They get along well with most Yurei due to their natural necromancy.

ADVENTURERS

Nekomata adventurers are relatively common. Nekomata love to travel and experience new things. They tend to bond and stick to an adventuring troupe as if they are family, and when you earn a Nekomata's trust, you have a companion and friend for life.

NEKOMATA NAMES

Nekomata grow up fast and become adults quickly. In domestic families, they tend to name their children as any other humanoid, usually picking names appropriate for whatever settlement they live in. Domestic Nekomata typically do not have a cultural identity, nor are they interested in one. As such, they name their children something to fit in.

Feral Nekomata tend to have proud names. Each clan will rename themselves based on the most powerful kill they have achieved as a tribe. Individuals will often choose a name that indicates an accomplishment they have achieved or plan to achieve within their lifetime. As children, they tend to simply be called "kitten" or "child" until they make their first kill. After that, the child (now adult) will decide a name for themselves. There is no distinction between male and female Feral Nekomata names.

Feral Personal Names: Beastheart, Longfang, Hotclaw, Pouncer, Real Tiger, Strongleg, Widepaw

Feral Clan Names: Manslayer, Elfbane, Orckiller, Dwarfbleeders, Wyrmeaters, Deathward

PHYSIOLOGY AND PHILOSOPHY

Nekomata are a lot like cats. Therefore, they have a different physical and mental outlook on life.

Diet: Obligated Carnivore. Much like cats, Nekomata can only eat meat. They favor fish and fowl.

Lifespan. Nekomata have much shorter lifespans than other Yokai. They become adults at incredibly young ages. A Nekomata reaches adolescence around a years time, become young adults around age 6, and can live to be nearly 60 years old.

Feral Nekomata take advantage of this rapid growth period and insist their young choose mates by the age of 10 or earlier, in order to continue the strength of their clans. Due to the nature and homes of Feral Nekomata, few tend to live past the age of 30, or live long enough to experience a venerable age.

Domestic Nekomata will encourage their young to wait as long as possible to choose a mate or family, especially considering how differently they age from other races.

Alignment and Religion. While Nekomata can have any alignment, most tend to gravitate towards chaotic. Domestic Nekomata tend to be good, Alley cats are often neutral, while Feral ones tend to choose violence and evil. There is no unifying religion for the Nekomata; their own gods and great cats are lost to time and their notorious short memory. The most popular deity among them is called The Manbeast God and is one worshiped by many Yokai. The Domestic Nekomata have come to know him as "The God of Pets" which infuriate the Okami and Feral Nekomata.

DOMESTICATION

Nekomata are divided into varieties of domestication. While that distinction may seem insulting, it is a naming convention they developed themselves. Even before the time where Nekomata evolved humanoid bodies, they separated themselves into urban and mountainous environments.

Alley Cat: The urban Nekomata are somewhere in between domestic and feral biologies. They gravitate towards seedier classes such as Alchemists or Rogues.

Domestic: Nekomata who have lived in civilization for several generations. They gravitate towards social classes such as Bards or Sorcerers.

Feral: Living in harsh mountain lands, these Yokai retain much of their monstrous forms. They gravitate towards classes that thrive in the wilderness such as Barbarians, Druids, Fighters, Rangers, and sometimes even Warlocks.

5E - NEKOMATA TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Size. Nekomata tend to stand anywhere from 4 to 6 feet in height. Your size is medium.

Speed. Your base walking speed is 30 feet.

Breath Weapon. You can use your action to exhale ghostly fire that acts similar to *fireball*. When you use your breath weapon, choose a point within 30 feet. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save and half as much damage on a successful. The damage of this fireball is considered half fire and half necrotic. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your breath weapon a number of times equal to your proficiency modifier per long rest.

Natural Necromancy. You learn the *Spare the Dying* cantrip. Starting at 3rd level, you can also cast *Gentle Repose* with this trait. When you reach 5th level, you can also cast *Animate Dead* with this trait. Spells cast with your natural necromancy trait do not expend their material cost. After casting each of these spells, you must take a long rest before casting it again. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. The subraces of the Nekomata are based on their domestication. Choose one of the following subraces:

5E - SUBRACES

ALLEY CAT

Ability Score Increase. Your Wisdom score increases by 1.

Climbing Claws. You have claws that act as natural weapons dealing 1d4 + either Strength or Dexterity modifier. These natural weapons are considered to have the finesse property and can be considered an unarmed strike. However, where Feral cats are battle ready, your claws are more honed to quick escapes giving you a climb speed of 30ft.

Street Smarts. Your difficult life living in back alleys near where criminals live allow you to pick up on their codes and meanings. You can speak, read, and write Thieves Cant as a language.

DOMESTIC

Ability Score Increase. Your Charisma score increases by 1.

Calming Purresence. You may cast the *Calm Emotions* spell with this trait by purring. However, the range of this spell is all creatures within 15 feet of yourself. Once you cast this spell, you can't cast it again until after you take a short or long rest.

Pretty Privilege. You are proficient in the Persuasion skill.

FERAL

Ability Score Increase. Your Strength score increases by 1.

Cat Claws. You have a pair of extremely sharp claws that you can use as a natural weapon with the finesse and light properties you can make unarmed strikes with. If you hit with them, you can deal slashing damage equal to 1d6 + either your Strength or Dexterity modifier for damage.

Wild Life. You are proficient in the Survival skill.

Feral Nekomata retain their monstrous features, such as huge paws, cats eyes, and fur.

PATHFINDER 1E - NEKOMATA RACIAL TRAITS (14 RP)

+2 Dexterity, -2 Intelligence: Nekomata are nimble but not very bright.

Type (2 RP): You're a Humanoid with the Yokai subtype.

- Yokai have low-light vision.
- Yokai breathe, eat, and sleep.

Size: You are a medium creature and have no bonuses or penalties due to your size.

Speed: You have a base speed of 30 feet

Breath Weapon (Su) (3 RP): You have a breath weapon that acts similar to *fireball,* usable a number of times per day equal to ¼ your level. You throw a ball of ghostly fire up to 30 feet that explodes in a 10-foot radius. The breath deals 1d8 points of damage per two character levels (maximum 5d8). Half the damage is fire damage and the other half is negative energy damage. A Reflex saving throw (DC 10 + ½ your level + your Charisma modifier) halves the damage.

Natural Necromancy (Su) (5 RP): You may cast *Stabilize* as an at-will spell-like ability. Starting at level 3, you may cast *Gentle Repose* as a spell-like ability. At 5th level, you can cast *Animate Dead* as a spell-like ability. Spell-like abilities cast by your natural necromancy trait do not expend their material component costs and may each be cast once per day. These abilities use your character level to determine caster level and your Charisma modifier to determine saving throw DC's for these abilities.

Domestication (4 RP): Choose one domestication of Nekomata and gain their benefits below:

Languages: You begin play speaking Common. If you have a high Intelligence score you can choose any languages you want (except secret languages, such as Druidic).

PATHFINDER 1E - DOMESTICATIONS (4RP)

ALLEY CAT

Ability Score Increase: +2 WIS

Typical Alignment: Chaotic Neutral

Climbing Claws: You have a pair of claws you can use as natural weapons. These claws are primary attacks and deal 1d4 points of slashing and bludgeoning damage. They also grant you a climb speed of 20 ft. and you gain the +8 racial bonus on Climb checks that a climb speed grants.

Street Smarts: Bluff and Linguistics are class skills for you and you begin play with an additional language.

DOMESTIC

Ability Score Increase: +2 CHA

Typical Alignment: Chaotic Good

Calming Purresence: As a standard action, you may purr casting the *calm emotions* spell as a spell-like ability with a caster level equal to your character level. The range of this spell is focused on you with the same area of effect. The DC for this ability is Charisma based. You may use this ability once per day.

Pretty Privilege: Diplomacy is a class skill for you.

FERAL

Ability Score Increase: +2 STR

Typical Alignment: Chaotic Evil

Cat Claws: Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d6 points of slashing and bludgeoning damage plus your Strength modifier (1d4 if you are Small).

Wild Life: Survival is a class skill for you.

Notes from Stuart

Necromancy, in most RPG settings, is considered an evil act. For the purpose of Nekomata necromancy, we encourage this distinction since it adds to the mystique of Nekomata.

For the Waifu setting, Nekomata's natural necromancy is a neutral power and could be compared to using solar powered energy as opposed to the gas guzzling semi-trucks of typical necromancers.

Pathfinder 2e Nekomata Ancestry

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Dexterity, Charisma, Free
Ability Flaw: Intelligence
Languages: Common; plus Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to (such as the languages prevalent in your region).
Traits: Nekomata, Humanoid
Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Nekomata Heritages

Alley

You descend from Nekomata who lived in domestic areas, but still have a touch of ferality within you. You are trained in Society and gain the Sign Language skill feat as a bonus feat. You gain a +1 circumstance bonus to Society checks to notice signs of organizations or secret societies that operate outside the law.

Domestic

You tend to get away with stuff because you're cute and/or lucky. When you critically fail a Diplomacy check, you can re-roll the triggering check. This is a fortune effect.

Feral

You still retain much of your monstrous heritage and you are able to utilize your ancient natural weapons. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

5e - Nekomata Feats

Ghostfire Soul

Prerequisite: Nekomata
Your soul becomes permanently engulfed in Ghostfire. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- You gain resistance to both fire and necrotic damage.
- Whenever you cast a spell or use an ability that deals fire or necrotic damage, you may treat half of that damage as fire damage and the other half as necrotic damage. Whenever you cast a spell this way, you can re-roll any roll of 1 on the damage dice, but you must use the new roll, even if it's another 1.
  - Creatures cannot resist this damage unless they're resistance to both fire and necrotic damage.

Nekomancy

Prerequisite: Nekomata
Your natural necromancy grows as you tap into the innate magic of your people. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- At 7th level, your natural necromancy trait allows you to learn *Speak with Dead*. You also learn *Revivify* and may cast it upon a creature that has died within a number of minutes equal to half your level.
- Your spellcasting ability modifier for your Natural Necromancy trait is Intelligence, Wisdom, or Charisma.

Nekomancy Expert

Prerequisite: Nekomancy Feat
You become a Nekomancer and wield its powers as if it were part of your own tail. You gain the following benefits:

- You gain advantage on saving throws against necromancy spells and reduce any damage you take as a result of a spell from the necromancy school by an amount equal to your proficiency modifier.
- You are able to cast *Speak with Dead* at will.
- At 13th level You learn *Yurei Shokan* as part of your Natural Necromancy trait.

Pathfinder 1e Nekomata Feats

Ghostfire Soul

Prerequisite: Nekomata
Your soul becomes permanently engulfed in Ghostfire.
Benefit: You gain fire resistance 5 and negative energy resistance 5. Whenever you cast a spell or use an ability that

deals fire damage or negative energy damage, you may treat half of that damage as fire damage and the other half as negative energy damage. Spells cast this way cannot be resisted unless the target is resistant to both fire and negative energy (or undead).

NEKOMANCY

Prerequisite: Nekomata

Your Natural Necromancy grants you additional powers you weren't fully aware of before.

Benefit: All spell-like abilities from your Natural Necromancy trait may be cast with your highest mental attribute and are added to your available spell list or known spells. In addition, at 7th level you may cast *Speak with Dead* and *Breath of Life* with your Natural Necromancy trait. When casting *Breath of Life* this way, it is treated as a 3rd level necromancy spell that cannot harm undead, only cures 2d8 + 1 point per caster level (maximum 10), and may be cast upon a creature that has died within a number of minutes equal to half your level.

NEKOMANCY EXPERT

Prerequisite: Nekomancy

Benefit: You become a Nekomancer and wield its powers as if it were part of your own tail. You get a +1 bonus to all saving throws against necromancy spells. In addition, your *Speak with Dead* from your Natural Necromancy trait may be cast at will. At 13th level, you may add *Yurei Shokan* to the spells you may cast with your Natural Necromancy trait.

PATHFINDER ZE ANCESTRY FEATS

1st Level

CAT CLAWS — FEAT 1

Nekomata

Your claws are honed well. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

Special if you are a Feral Nekomata, your claws deal 1d6 slashing damage instead.

DEATH DIPLOMACY — FEAT 1

Nekomata

You have a natural connection to the undead. You learn Necril and gain a +1 circumstance bonus to using Diplomacy checks to Make an Impression with creatures with the undead trait.

FERAL MEAL — FEAT 1

Nekomata

Prerequisite *Feral Heritage*

It was fresh meat at some point! You can keep yourself fed with poor meals in a settlement, as long as any meat is readily available, without using the Subsist downtime activity. You can eat and drink things when you are sickened.

KEEN EYE — FEAT 1

Nekomata

Your feline eyes can see well at night. You gain darkvision.

KEEN SMELL — FEAT 1

Nekomata

You practice to hone your powerful nose. You gain imprecise scent with a range of 30 feet.

NATURAL MUSICIAN — FEAT 1

Nekomata

Prerequisite *Trained in Performance*

Your people used to guide those to the afterlife with music. You can cast *summon instrument* as an innate occult cantrip. You gain a +1 circumstance bonus to Performance checks when playing the shamisen.

NATURAL NECROMANCY — FEAT 1

Nekomata

Your connection with death allows you to preserve life. You may cast *Stabilize* as an innate primal cantrip.

NEKOFIRE BREATH ◆◆ — FEAT 1

Nekomata | Void

Your necromantic soul allows you to exhale ghostfire. Choose an area within 30 feet. You exhale powerful burning necrofire in a fireball that explodes in a 10 foot burst. Each creature in the area must attempt a basic Reflex saving throw against the higher of your class DC or spell DC or take 1d4 void damage. You can't use this ability again for 1d4 rounds.

Level +2: the damage increases by 1d4.

PASS AS HUMAN — FEAT 1

Nekomata

Your ears and tails are smaller than normal, granting you a +1 status bonus to Deception checks to Impersonate a regular humanoid.

TWIN TAILS ↷ — FEAT 1

Nekomata | Fortune

Trigger *you fail a skill check involving Acrobatics*

Your twin tails give you two chances at Acrobatics checks. Re-roll the triggering check, and you must take the second result, even if it's worse.

5th Level

CLIMBING CAT — FEAT 5

Nekomata

Prerequisite *Alley Cat or Feral Heritage, Cat Claws*

You can extend your claws to aid you in climbing. You gain a climb Speed of 10 feet.

DEATH THE CAT — FEAT 5

Nekomata | Void

You accept undeath as a friend. Although you are still living, you gain the undead trait and gain basic undead benefits and learn necril.

NEKOMANCY — FEAT 5

Nekomata

Prerequisite *Natural Necromancy*

Your natural necromancy grows as you tap into the innate magic of your people. You may cast *summon undead* once per day as a 1st-rank occult innate spell. At 9th level, you may cast it as a 2nd rank spell. At 13th level, you may cast it as a 3rd rank spell. At 9th level, may also cast *talking corpse* once per day as a 4th-rank occult spell. At 17th level, you cast *summon undead* as a 5th rank spell.

CALMING PURRESSENCE — FEAT 5

Nekomata

Prerequisite *Domestic Heritage*

Your purr can calm those around you. You can cast *Calm Emotions* as a 2nd level occult innate spell once per day using purring as your verbal components.

9th Level

NINE LIVES CURSE ↷ — FEAT 9

Nekomata

Trigger *You fail or critically fail a recovery check*

Frequency *Once per day*

Your close familiarity with death has gotten you good at avoiding her gaze. Improve your recover checks by 2 stages. However, when you regain consciousness you feel Death nipping at your heels. Because of this paranoia, you are permanently Doomed 1 and Frightened 1. You cannot remove these conditions until the next time you do your daily preparations and you apologize to Death.

WHITE NEKOFIRE — FEAT 9

Nekomata

Prerequisite *Nekofire Breath*

Your burning necrofire is hard to put out when it inflames your foes. If any target critically fails its save, they take persistent void damage equal to the number of damage dice.

13th Level

DEATH GIVEN PAWS — FEAT 13

Nekomata

Your Nekomata unarmed attacks channel the spiritual energy of your ancestors. Any unarmed attacks you acquire from Nekomata heritages or ancestry feats gain the effects of a ghost touch property rune.

EYE SEE DEAD PEOPLE — FEAT 13

Nekomata

They say when cats look off in the distance, they see the faces of the dead. You have found this to be true. You gain spiritsense as an imprecise sense as the feat Soulsight and learn Necril.

NEKOMANCY EXPERT — FEAT 13

Nekomata

Prerequisite *Nekomancy*

You learn the *Yurei shokan* ritual and may cast it with 1 fewer secondary caster and without expending the material components. You also may cast the *talking corpse* spell you gained from Nekomancy at-will.

MISFORTUNE FAVORS THE BOLD ↷ FEAT 13

Nekomata

Trigger *A foe you can attack with a cantrip critically fails a Spell Attack roll against you.*

Your enemies loss is your opportunity. You cast a cantrip with the attack trait that requires two actions or fewer against the triggering foe.

SNATCHED FROM DEATH ↷ FEAT 13

Nekomata | Healing | Vitality

Frequency *Once per day*

Trigger *A living creature within range would die.*

Range *60 feet;* **Targets** *The triggering creature*

With your bonds with both your friends and death, you prevent the target from dying and restore Hit Points to the target equal to half your level. You can't use Snatch from Death if the triggering effect was a disintegrate or a death effect.

17th Level

NEKO POSSESSION FEAT 17

Nekomata | Incapacitation | Mental | Possession

Prerequisite *Body Borrower*

The frequency for the body borrower general feat increases to three times per day. In addition, you can switch between possessed targets as a free action. Additionally, you can have the target forgo rolling the saving throw and is treated as having scored a Success on the saving throw. As a result, you don't leave your body behind and you ride around in the host, unable to take any Actions except to communicate with the target mentally. When communicating in this way, the target always perceives your words as its own thoughts so long as they are phrased in such a way as to seem sensible to the creature and so long as they do not run directly contrary to the target's own thoughts, feelings, or normal behavior. You are expelled immediately should the target realize you are possessing it. A Perception check against your Deception DC may reveal subtle signs that the target has been possessed, such as face or personality changes.

Alley Cat Nekomata

Aqua Nymph

Nymph

"'Two women? One a homemaker, and one a nymph?' I laughed. 'Certainly, you must understand that we have a special name for men like you? And I suspect your wife would agree with us.'
'Lecherous? Lustful? Greedy?', He asked.
'No,' I clarified, 'a fool!'"

Water Sword, Sassy Merchant

Harmony: Highly adaptable to the elements and to the life around them, the Nymphs have evolved to adopt both Fey and Human characteristics. While Humans sometimes believe that they shepherd the world, it is the Nymphs that are the true caretakers of nature.

Physical Description

Nymphs are fey beings tied to nature. Each one displays outward signs of their connection. Aqua Nymphs will have scales or flowing watery hair. Others such as the Flora will have bark-like skin or natural leaf-like clothing. The Sora have wings or beautiful singing voices. The Tenebrae adopt elements of undeath into their being, while the Terra have stone flesh or blood of magma.

Origin Myth

The Fey were the first denizens of Xerros. Deep within the core of the world, below the Underworlds lies the Fane. Before the world was ever given a name, there existed only the Fey Lands. As the darkness of what are now called The Underworlds surrounded the Fane, the Fey resisted their invasion. Their magic summoned the stars to bury both the Fey and Yokai beneath a massive layer of earth and stone. As the Fey fought back against the darkness and the profane, many of them emerged to the surface of the new world and began to build lives and adapt to their new environment with ease.

Patron Deity: The Fey do not put their faith in gods or deities and instead tie themselves to the land that they call home. Some Fey that gain mythic power will sometimes become archfey or other demigods of Xerros, but otherwise keep things as secular as the land they tend.

Society

Nearly all nymphs are bound to their realm. Be it a pool of water, a tree, a patch of sea grass, Nymphs are literally and figuratively tied to nature. Their home is their well being and thus will do whatever they can to defend it if threatened. Nymphs are not above using any means necessary, whether it be magic, violence, or even seduction.

Population: Common. Nymphs are as common as the human races within the world of Xerros. In many parts of the world, they actually outnumber masics.

Offspring: Nymphs can produce fertile offspring with almost any race of Humans or Yokai. Nymphs are only able to produce children during certain reproduction cycles that are unique to each individual Nymph. For example, a Flora Nymph tied to an ash tree might only be able to produce children in autumn. This cycle applies to both male and female Nymphs.

Reputation: Being a varied and wide reaching race, the Nymphs have a mixed reputation depending on where they are from. Aqua and Sora Nymphs are fairly well liked, while the Terra and the Tenebrae are generally mistrusted or misunderstood. The Flora Nymphs are regarded based on how convenient they are to their neighbors.

Relationships: Nymphs tend to keep to their homes and territories. The Aqua and Sora are the most frequent in interacting with other races. Others tend to be either unsociable to Humans and Yokai or outright hostile.

ADVENTURERS

Calling a nymph an adventurer is almost paradoxical. In the loosest sense, adventurers are individuals who leave society to go into the world to discover fortune and power. A Nymph is a creature who disengages with mortal society, lives in nature, and is a representative of timeless fortune and magic.

However, that doesn't mean that there aren't Nymphs who will leave the environment they are most comfortable with in order to expand their territory or help other natural creatures. These proactive Nymphs who leave their natural born lands are considered quite unusual by their kinds' standards, but fit in well with parties of other Fey adventurers such as Fairies, Elves, or sometimes Masic druids and rangers.

NYMPH NAMES

Like all Fey, Nymphs have public names and true names. A public name is like a pseudonym in order to protect themselves. A Fey's true name holds great power over them. Almost no creature will ever learn this name, including the Nymph's own parents. A true name is discovered by the Fey as they become an adult.

A Fey's true name will bind them to magical contracts and demands. Typically, a Nymph will only share their true name to any archfey, liege they decide to swear fealty to, or their Waifu.

Public Names: Bright Luster, Dark Embrace, Nutmeg Shinygarden, Sea Bloodshaw, Sky Starlily, Water Sword.

True Names: Chione, Euphymes, Kiiza, Kurai'to, Klymeina, Myressei, Othreis, Plateila, Sara, Zarashae.

PHYSIOLOGY AND PHILOSOPHY

Nymphs come in a wide variety of body types, from very small to very large. However, they tend to stick to a basic masic template. Their aging is fairly consistent across all subraces.

Diet: Facultative Herbivores. Nymphs prefer a diet of fruits and vegetables, but are capable of eating grains and meat. Tenebrae prefer more carnivorous diets due to Underworld influence.

Lifespan: Nymphs age at the same rate as Elves reaching full maturity around age 20. Like most true fey however, once they reach adulthood, they age extremely slowly, rarely showing signs of aging around 1000 years or more. Nymphs and other fey do not typically die of old age.

Alignment and Religion: Most Nymphs tend to lean towards neutral ethics and good moralities, however a Nymph can be of any alignment. Tenebrae and Terra nymphs sometimes choose neutral or evil moralities.

Subrace: Nymphs come in many varieties tied to their elements and environment.

ELEMENTS

Nymphs are mostly defined by their bound element and the environment that they adapt to as their home.

Aqua: Nymphs born of bodies of water. Their proper names are the Naiad or Nereid, as freshwater or saltwater Nymphs respectively. They're often friendly and work well with others, making them excellent Bards, Clerics, or Rogues.

Flora: Nymphs born from plants. Proper names include Alraune, Dryads, Maliae, or even Mandragora to denote what sort of plant they are bound to. Despite often indifferent to societal affairs, they are noted for having the most members in The Consortium. As such, they make excellent Clerics, Druids, or Rangers.

Sora: Nymphs born from the element of air. Sometimes referred to as the Aurae, Ourea, or Sylph. Regardless, they are all attuned to the winds of whimsy and hear all kinds of lore on the breeze. They make great Alchemists, Witches, and Wizards.

Tenebrae: Nymphs born from the shadows of the underworlds. Sometimes called Lampades, they are born in the darkness, molded by it, and rarely see the light even when fully grown. They make excellent Clerics, Rogues, or even dark Paladins.

Terra: Nymphs born from the earth of Xerros. Often referred to as Oreads, they are as strong and stubborn as rock and stone. They make great Barbarians, Fighters, and Monks.

5E - NYMPH TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Size. Nymphs can grow to any size. Most stay at medium size between 4 to 6 feet in height, while some will occasionally only grow to 3 feet and be small size.

Speed. Your base walking speed is 30 feet.

Blinding Beauty. As an action, you can unleash your fey charms as a blinding attack. All enemy creatures within 15 feet must succeed a constitution saving throw. This DC of this saving throw equals 8 + your Charisma Modifier + your proficiency bonus. Creatures who fail this saving throw are blinded and must make the saving throw every round until the save is made. Once made, they regain their sight. Once you use this trait, you can use it again after taking a long rest.

Sylvan Spellcraft. You gain a number of charges, equal to your proficiency bonus, with which to cast the spells provided by your subrace. Each spell consumes 1 + the spell's level charges. Choose between Intelligence, Wisdom, or Charisma for your spellcasting ability score with these spells. You regain spent charges when you complete a long rest.

True Fey. Your creature type is considered to be fey as well as humanoid. Additionally you have advantage on saving throws against being charmed, and magic can't put you to sleep.

Unearthly Grace. Your beauty does more than just dress your face. When you aren't wearing armor, you may choose to calculate your AC as 13 + your Charisma modifier. If you are wearing light or medium armor that would leave you with a lower AC you may choose to use this calculation instead. A shield's benefits apply as normal while you use your Unearthly Grace.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Though there are many different types of Nymphs that are environment relevant, the main types of Nymphs are tied to an element. Choose a subrace on the following page to gain that element's bonus.

PATHFINDER 1E - NYMPH RACIAL TRAITS (16 RP)

+2 Charisma, -2 Constitution: You are beautiful, but frail because your life is tied to a specific point in nature and you are weaker when away from your home.

Type (2 RP): You're a Fey with the Nymph subtype.

- Fey have the low-light vision racial trait.
- Fey breathe, eat, and sleep.

Size: You are a medium creature and have no bonuses or penalties due to your size.

Speed: You have a base speed of 30 feet.

Blinding Beauty (Su) (3 RP): Once per day, as a standard action, you can use this ability which affects all humanoids within 15 feet of you. Those who look directly at you must succeed on a Fortitude save (DC = 10 + ½ your level + your Charisma modifier) or be blinded for a number of rounds equal to half your level (minimum 1).

Elemental Type (4 RP): Choose an Elemental Type from the listed options on the next page.

Sylvan Spells (4 RP): If your Charisma score is 11 or higher, you gain a 1st level spell-like ability determined by your Elemental Type you can cast once per day. The DC for these spells is equal to 10 + the spell's level + your Charisma Modifier. If your Charisma score is 12 or higher, you gain the 2nd level spell at your 3rd level.

Unearthly Grace (Ex) (2 RP): Gain a +1 Natural Armor Bonus.

Languages (1 RP): You begin play speaking Common and Sylvan. If you have a high Intelligence modifier, you can choose the following: Elven, Draconic, and Gnome.

5E - SUBRACES

AQUA NYMPH

Ability Score Increase. Your Dexterity score increases by 1.
Amphibious. You can breathe air and water. Also, you have a swimming speed equal to your movement speed.
Sylvan Spells.
1st level spell. *Charm Person*
2nd level spell. *Invisibility*

TENEBRAE NYMPH

Ability Score Increase. Your Wisdom score increases by 1.
Sylvan Shadow. You gain 60 feet of darkvision. In addition, you can hide in light obscurement. When hiding using darkness or dim light as part of your obscurement, you gain a +1 bonus to Stealth checks and AC.
Sylvan Spells.
1st level spell. *Faerie Fire*
2nd level spell. *Pass without Trace*

FLORA NYMPH

Ability Score Increase. Your Wisdom score increases by 1.
Speak with Plants. You can communicate with plants as though you shared a language.
Sylvan Spells.
1st level spell. *Cure Wounds*
2nd level spell. *Animal Messenger*

TERRA NYMPH

Ability Score Increase. Your Strength score increases by 1.
Mountains Majesty. You may calculate your Unearthly Grace as 14 + your Charisma modifier or Constitution modifier (Whichever is higher).
Sylvan Spells.
1st level spell. *Hunter's Mark*
2nd level spell. *Enlarge/Reduce*

SORA NYMPH

Ability Score Increase. Your Intelligence score increases by 1.
Artistic Flair. You gain proficiency in any 3 Musician's Instruments or Artisan Tools of your choice.
Flight. You have a beautiful pair of hummingbird wings that grant you a fly speed equal to your walking speed, so long as you aren't wearing medium or heavy armor.
Sylvan Spells.
1st level spell. *Bless*
2nd level spell. *Enhance Ability*

PATHFINDER 1E - ELEMENTAL TYPE (4 RP)

AQUA NYMPH

Ability Modifier: +2 DEX
Typical Alignment: Neutral Good
Amphibious Nature (Ex): You may breathe water and air interchangeably, and have a swim speed equal to your movement speed.
Sylvan Magic (Su):
1st level spell. *Charm Person*
2nd level spell. *Invisibility*

TENEBRAE NYMPH

Ability Modifier: +2 WIS
Typical Alignment: Neutral Evil
Sylvan Shadows: You gain darkvision out to 60 feet. You also gain cover from darkness and shadows. You gain partial cover in dim light, and a +1 Circumstance bonus to Stealth checks and AC.
Sylvan Magic (Su):
1st level spell. *Faerie Fire*
2nd level spell. *Raven's Flight*

FLORA NYMPH

Ability Modifier: +2 WIS
Typical Alignment: Chaotic Good
Speak with Plants: You can communicate with plants as though you shared a language.
Sylvan Magic (Su):
1st level spell. *Cure Light Wounds*
2nd level spell. *Animal Messenger*

TERRA NYMPH

Ability Modifier: +2 STR
Typical Alignment: Neutral
Mountains Majesty (Su): Increase your Natural Armor Bonus from Unearthly Grace by 1.
Sylvan Magic (Su):
1st level spell. *Hunter's Howl (single target only)*
2nd level spell. *Enlarge Person or Reduce Person (choose one at character creation)*

SORA NYMPH

Ability Modifier: +2 INT
Typical Alignment: Lawful Good
Artistic Flair: Performance is a class skill for you and you gain a +4 racial bonus to that skill.
Flight: You have a beautiful pair of hummingbird wings that grant you a fly speed of 20 feet (poor) so long as you aren't wearing medium or heavy armor.
Sylvan Magic (Su):
1st level spell. *Bless*
2nd level spell. *Owl's Wisdom*

PATHFINDER 2E - NYMPH ANCESTRY

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Dexterity, Charisma, Free
Ability Flaw: Constitution

Languages: Common, Sylvan, and Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to (such as the languages prevalent in your region).
Traits: Nymph, Humanoid, Fey
Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

NYMPH HERITAGES

AQUA

Beautiful Nymphs born of bodies of water. These aquatic Nymphs are known to either enthrall sailors with their song and drown them, or to be admired by artistic souls from afar for their beauty. You gain the amphibious trait and have a swim speed of 15 feet.

FLORA

Nymphs born of trees and flora known as healers and guardians of nature. You are trained in Nature and gain the *Natural Medicine* skill feat as a bonus feat.

TENEBRAE

Nymphs born of the beauty found in darkness and the underworld. These dark Fey are known to guide lost souls. You are trained in Stealth and gain a +1 circumstance bonus to Stealth checks when in darkness or water.

SORA

Sora Nymphs are the children of song and the very air itself. They commune with both man and bird by singing both their songs. You gain *Hummingbird Wings* as a bonus feat.

TERRA

These Nymphs are born from stone and soil and rumored to be daughters of fiery volcano gods. You are covered in rocky armor that grants you a +1 item bonus to AC and a Dex cap of +4. You are trained in this rocky armor; it does not use your armor or unarmored proficiencies. Starting at 7th level, you can use your unarmored proficiency if it is better.

Furthermore, you can inscribe fundamental and property runes directly into your rocky armor. If you do, potency runes increase your rocky armor's item bonus to AC, just as they normally do for armor. You can also affix a talisman to your rocky armor.

If you wear armor of any kind, your fundamental and property runes on your rocky armor don't function, and if you don armor with an affixed talisman while a talisman is affixed to your rocky armor, both talismans cease to function and you must affix them again. Like explorer's clothing, your rocky armor isn't true armor, so you can't inscribe property runes that specify a particular type of armor.

5E - NYMPH FEATS

NYMPH BEAUTY

Prerequisite: Nymph

Your beauty is beyond compare and too much for many creatures. You gain the following benefits:

- Increase your Constitution or Charisma Score by 1, up to a maximum of 20
- Your Blinding Beauty ability may be used a number of times equal to your proficiency bonus per long rest.
- Your Blinding Beauty radius is now 30ft instead of 15ft.

SOARING SORAN

Prerequisite: Nymph

You grow beautiful pair of wings that allow you to float upon the breeze. You gain the following benefits:

- Increase your Constitution or Charisma Score by 1, up to a maximum of 20.
- You gain a fly speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.
  - If you are a Sora Nymph, you may wear armor and you may add 20 feet to your fly speed.
- A number of times equal to your proficiency bonus, you are able to take a dash action while flying as a bonus action. You can use this ability again after taking a long rest.

SYLVAN SPELL STYLE

Prerequisite: Nymph

You have become accustomed to all forms and art of nymph-craft. You gain the following benefits:

- Increase your Constitution or Charisma Score by 1, up to a maximum of 20.
- You learn the *druidcraft* cantrip.
- Your Sylvan Spellcraft casting now only consumes charges equal to the spell's level.
- You learn an additional third level spell when you reach 8th level based on your subrace.

Aqua:	*Water Walk*
Flora:	*Plant Growth*
Sora:	*Beacon of Hope*
Tenebrae:	*Bestow Curse*
Terra:	*Meld into Stone*

PATHFINDER 1E NYMPH FEATS

NYMPH BEAUTY

Prerequisite: Nymph

Benefit: You may use your *Blinding Beauty* racial ability an additional number of times per day equal to 1 plus 1 more for every 6 levels you have. The range of it is now 30 feet instead of 15 feet.

SOARIN SORAN

Prerequisite: Nymph

Benefit: You grow a beautiful pair of wings that allow you to float upon the breeze. You gain a fly speed equal to your movement speed with Average maneuverability (if you are a nymph with the Sora element, this speed increases to 60 ft. with good maneuverability). A number times per day equal to 1 plus 1 more for every 6 levels, as a swift action, you can have your maneuverability become perfect for 1 round.

SYLVAN SPELL STYLE

Prerequisite: Nymph

You have become accustomed to all forms and art of nymph-craft.

Benefit: All spell-like abilities that your Sylvan Spells may cast are added to your available class spell list or known spells. At 7th level, you may add the following spells to your Sylvan Spell trait and may cast them once per day as a spell-like ability treating your character level as your caster level.

Aqua:	*Water Walk*
Flora:	*Plant Growth*
Sora:	*Beacon of Luck*
Tenebrae:	*Bestow Curse*
Terra:	*Meld into Stone*

In addition, As a standard action, you can create the following effects:

- You can predict the weather in your location for the next 24 hours.
- You can make flowers bloom, seeds burst, or leaves grow. You can also create a smell or sound found in nature such as a small breeze of wind, the sound of an animal, or the smell of a flower. This effect cannot expand past a 5 foot cube.
- You can instantly light or snuff out a candle, a torch, or a small campfire.

PATHFINDER ZE ANCESTRY FEATS

1st Level

AMOROUS DISTRACTION ◆ FEAT 1

Nymph | Emotion

Duration *Until the start of your next turn*

You give a gentle and alluring smile, briefly throwing off your opponents' resolve to hurt you. You gain a +1 circumstance bonus to AC until the start of your next turn. If a foe critically misses an Attack against you while *Amorous Distraction* is active, then you can use your reaction to extend its duration until the end of your next turn.

BLINDING BEAUTY ◆◆◆ FEAT 1

Nymph | Incapacitation | Visual

Area *15-foot emanation*

Frequency *once per day*

You channel your beauty into an otherworldly attack. Each creature in the area around you must make a Will saving throw.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned 3 and blinded for 1 minute.

CITY NYMPH FEAT 1

Nymph

Growing up around humans, you are familiar with the cultures of both civilization and nature. You are trained in Performance and the Lore of a city of your choice. You gain a +1 circumstance bonus to Performance checks whenever you are in a city and you are trained in the Lore for that city.

FOREST STEP FEAT 1

Nymph

Prerequisite *Flora Heritage*

You run through the forest like a fish through water. You gain a +5 circumstance bonus to your land speed and an additional +5 circumstance bonus to speed when calculating land speed for extended traveling within wooded areas.

LINKS BETWEEN WORLDS FEAT 1

Nymph

You are accustomed to speaking both to nature and mankind. You are trained in Society and gain the Multilingual skill feat.

NYMPH MAGIC FEAT 1

Nymph

Prerequisite *Any nymph Heritage*

Your element can be conjured as innate magic. You can cast a certain cantrip as a primal innate cantrip at will. The cantrip depends on your Heritage:

- **Aqua** *spout*
- **Flora** *tangle vine*
- **Sora** *prestidigitation*
- **Tenebrae** *guidance*
- **Terra** *scatter scree*

HUMMINGBIRD WINGS FEAT 1

Nymph

You grow wings allowing you to eventually fly. A strong flap of your wings allows you to travel longer distances when jumping. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed.

SONG OF THE WILD ◆◆◆ FEAT 1

Nymph | Auditory | Concentrate | Emotion | Linguistic | Mental

Prerequisite *Trained in Performance*

Frequency *Once per day*

You sing a song as relaxing as a calming stream. Attempt a Performance check, comparing it to the Will DC of creatures in a 15-foot emanation around you who are frightened.

Critical Success Reduce the creature's frightened value by 2.

Success Reduce the creature's frightened value by 1.

5th Level

ALLURING SONG ◆▶▶ FEAT 5

Nymph | Auditory | Concentrate | Emotion | Linguistic | Incapacitation | Mental | Mental

Prerequisite *Trained in Performance*
Range *30 feet;* **Targets** *1 creature;*
Duration *1 hour;* **Frequency** *once per day*
To the target, your song is the most beautiful thing they've ever heard. It must attempt a Will save versus your Performance DC, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.
Success: The target is unaffected.
Failure: The target is fascinated by you.
Critical Failure: As failure and the target must use its next action to move towards you.

CALLING TO THE NIGHT FEAT 5

Nymph

Prerequisite *Tenebrae Heritage*
You gain darkvision and a +1 circumstance bonus to Stealth checks made in dim light or darkness.

CHEEKY MISCHIEF ↻ FEAT 5

Nymph

Frequency *Once per day*
Trigger *You critically hit with a melee Strike*
You call forth a swarm of angry fairies to quickly help you in battle, dealing additional slashing damage equal to half your level to the target.

NATURE'S ASSISTANCE FEAT 5

Nymph

As a representative of nature, you may cast *Summon Animal* as an innate primal 1st-level spell once per day. At 9th level, you may cast it as a 2nd level spell. At 13th level, you may cast it as a 3rd level spell. At 17th level, you cast it as a 5th level spell.

NATURAL SHEPHERD FEAT 5

Nymph

You gain the service of a young animal companion that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities. See Animal Companions for more information.

SENSE EMOTION FEAT 5

Nymph

Frequency. *Once Per Day*
Prerequisite *Sora Heritage*
Your natural empathy extends to more than just beasts. With at least 1 minute of conversation with someone, you glean the following information:

- The target's current apparent attitude toward you (friendly, indifferent, and so on).
- The target's current apparent emotional state

UNDERWORLD'S EMBRACE FEAT 5

Nymph

Prerequisite *Tenebrae Heritage*
Your home in the underworld grants you powers of undeath. Although you are still living, you gain the undead trait and gain basic undead benefits.

WINGS OF WIND ◆▶▶ FEAT 5

Nymph

Prerequisite *Hummingbird Wings*
Your grown wings allow you to take flight. However, you are slow and maneuver poorly. You Fly a distance equal to your land speed. If you don't end your movement on solid ground, you fall at the end of your turn.

9th Level

SOARIN SORAN FEAT 9

Nymph

Prerequisite *Wings of Wind*
You have gotten better at flying. When flying using Wings of Wind, you may instead spend 2 actions to fly instead of 3.

TREE MELD FEAT 9

Nymph | Plant

Prerequisite *Flora Heritage*
You can cast *one with plants* as an innate primal spell three times per day, but you can only merge with trees.

WATER GLIDE FEAT 9

Nymph

Prerequisite *Aqua Heritage*
Your swim Speed increases to 30 feet. You gain a +1 circumstance bonus to Performance checks to perform while in water.

13th Level

EARTH REBIRTH ◆▶▶ FEAT 13

Nymph

Requirements *Terra Heritage, Master in Nature*
Frequency *Once per Day;* **Area** *50-foot emanation*
You summon the heart of the earth to aid you. The ground around you transforms into difficult terrain, filled with sharp rocks and hot lava. Any creatures that begin their turn in the affected area must make a basic Reflex saving throw versus your Class or Spell DC (whichever is higher) or take piercing damage equal to half your level and fire damage equal to half your level. Any allies you designate that begin their turn in the area treat the result of their saving throw as one step better.

ELDER SHEPHERD FEAT 13

Nymph

Prerequisite *Natural Shepherd*
As your powers grow, so does your beast partner. Your animal companion grows up, becoming a mature animal companion which grants it additional capabilities. See the animal companion rules for more information. Your animal companion is better trained than most. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn that round to Stride or Strike.

FEY FROLIC ◆▶▶ FEAT 13

Nymph

Prerequisite *Sora Heritage, Master in Performance*
Requirements *You are in a forest or woodland area with abundant plant life.*
Frequency *Once per day;* **Area** *50-foot emanation*
You begin a dance and the forest joins you in a duet. The ground around you transforms into difficult terrain, filled with undergrowth, vines, and other foliage. Any enemy that enters the area must attempt a Will save versus your Class or Spell DC (whichever is higher).

Critical Success the creature is unaffected.
Success the creature is frightened 1
Failure the creature is frightened 2
Critical Failure the creature is frightened 3

MALIAE MEDICINE ◆▶▶ FEAT 13

Nymph

Prerequisite *Flora Heritage, Master in Medicine*
Requirements *You are in a forest or woodland area with abundant plant life.*
Frequency *Once per week;* **Area** *50-foot emanation*
A field of medicinal herbs and soothing aromatic plants fills the area around you. By harvesting the plants, they function as healer's tools and you gain a +2 circumstance bonus to Medicine checks to Treat Wounds, Treat Poison, and Treat Disease. Additionally, five fruits are grown that can be harvested and restore 1d4 hit points for every two levels you have. These fruits wither away 1 day after being harvested.

NAIAD NIGHT ◆▶▶ FEAT 13

Nymph

Requirements *Aqua Heritage, Master in Diplomacy*
Frequency *Once per week*
You give your allies an evening to remember. You and up to six other allies can rest together for 8 hours in a body of water large enough to contain you all. You gain Temporary Hit Points equal to the number of allies who rested with you plus your level until your next daily preparations. Any ally who rests with you gains a lock of Naiad's hair, which functions similarly to a *Matchmaker Fulu*.

NATURE'S AMBASSADOR FEAT 13

Nymph

Prerequisite *Any Nymph Heritage*
Depending on your Heritage, you gain a +1 circumstance bonus to Diplomacy checks when speaking to creatures with a specific trait and can cast a specific spell as a Primal innate spell once per day, but you can only ask one question:

- **Aqua** Aquatic; *speak with animals*
- **Flora** Plant; *speak with plants*
- **Muse** Humanoid; *tongues*
- **Tenebrae** Undead; *speak with dead*
- **Terra** Earth; *stone tell*

NEREID NATURE FEAT 13

Illusion Nymph

Prerequisite *Tenebrae Heritage, Master in Stealth*
While you are in saltwater in dim light or darkness, you are Invisible. You can suppress or reestablish this invisibility with a single action, which has the concentrate trait. If you suppress it, you glow with phosphorescent light similar to the *Light* spell.

SYLPH'S SKY WALK — FEAT 13

Nymph

Prerequisite *Soarin Soran*

Your wings carry you through the sky as easily as your legs walk you on the earth. You gain a fly speed equal to your land speed.

17th Level

HOVHANESS — FEAT 17

Earth | Fire | Nymph

Prerequisite *Earth Rebirth, Legendary in Nature*

Frequency *Once per Day;* **Area** *50-foot emanation;*

You beseech the earth to harm your foes and not your friends. Any allies you designate that begin their turn in the affected area of Earth Rebirth take no damage and are not affected by the difficult terrain.

LA MER — FEAT 17

Illusion | Nymph

Prerequisite *Nereid Nature, Legendary in Stealth*

Requirements *You are in dim light or darkness.*

Water is water, and you are a great kami of just that. You are invisible while in water-based fog or in rain.

MIDSUMMER DREAM — FEAT 17

Nymph

Prerequisite *Naiad Night, Legendary in Diplomacy*

The night belongs to you and your friends. You can use *Naiad Night* once per day.

RITE OF SPRING — FEAT 17

Nymph

Prerequisite *Maliae Medicine, Legendary in Medicine*

Your green thumb will allow you to reclaim the land in places it reasonably shouldn't. You can use *Maliae Medicine* in non-wooded areas.

WHIMS OF THE WIND — FEAT 17

Nymph

Prerequisite *Sylph's Sky Walk*

You are more comfortable in the air than on the ground. While flying, You gain a +5 bonus to your fly speed. This bonus increases to +10 when calculating fly speed for extended traveling.

WALTZ OF THE FLOWERS — FEAT 17

Nymph

Prerequisite *Fey Frolic, Legendary in Performance*

When you dance, the forest goes with you. You can use *Fey Frolic* in non-wooded areas.

Tenebrae Nymph

Direwolf Okami

Okami

"No fire, no water, no poison, and no explosions...That's fine. I'll fight them with these claws. Just how I like it!"

Kriga, the Mad Dog

Loyalty: Okami are the embodiment of canines and exemplify the best and worst of their traits. They have close knit communities that combine the intelligence of men, the ferocity of demonkind, and the coordination of the wolf.

Physical Description

From a distance, it is near impossible to differentiate the Okami from the average Masic. While they might have more muscle mass, they share nearly identical features to Masics with the exception of their wolf-like ears, tails, and, most importantly, their claws. Most Okami tend to be slightly taller than Humans but can vary in size from 4 and a half feet tall to a towering 8 feet tall. The men are almost always hairy with majestic manes and the women style theirs just as ferociously.

Origin Myth

Like other Yokai, the Okami originate from the Underworlds of Xerros. It is believed that they originated from the Underworld known as Yomi, since most of the Okami tribes live on the continent of Erovat, in the lands of Mehlovia and Monshojil. The first tribe of Okami discovered were the Hellhounds when the conquering Masic kingdoms came south, the Okami were the first race they waged war with.

Patron Deity: All Okami respect the first of the Yokai who ascended to godhood. Depending on who you ask, this Demigod has a different title. The Okami prefer to call him the "Manbeast God" rather than "The God of Pets" that the Nekomata tend to call him.

Society

The Okami are as varied as real life human tribes and as adaptive as wolves. They are found in many ecosystems from forests, to tundras, and even deep in the mountains. If packs of wolves can be found, there's a good chance that a tribe of Okami might also be nearby.

Population: Relatively Common. Though there are several million Okami in the world, they are spread across the vast continent of Erovat, the Underworld Yomi, and even as far as the Skyrealms.

Offspring: Okami can produce fertile offspring with Humans and other Yokai. However, reproduction is more difficult with any sort of Fey, including Nymphs and Elves.

Reputation: Okami are well accepted by most Human races, especially Masics. They do not get along with most Fey races and are distrusted by other Yokai like the Lamia or the Nekomata.

Relationships: The Okami tribes all have an innate distrust of each other. It is very common for warfare to be held between tribes for long periods of time and for that to be the focal points of their relationships. They get along with Masics and have very little interest in communication with Lamia, the Fey, or Nekomata. The more warlike tribes such as the Direwolves have a history of hunting the Shinryujin and warring with Masics.

ADVENTURERS

Okami adventurers are relatively common, even more common than elves, dwarves, or Nekomata. If an Okami is adventuring and not with a party, they have either been sent away from their tribe for breaking one of their several complicated social codes or is on a spiritual hunt. When forming a party, they consider their comrades their new pack, and often become incredibly loyal to them.

OKAMI NAMES

Each Okami tribe has a different set of naming conventions that they practice:

Okami tend to have simple but strong names. In fact, it is not uncommon for an Okami to simply be named "Strong". Naming conventions for their people are simple and utilitarian, naming themselves after their practical aspect or whatever is useful.

Blinkdog Public Names: Bailey, Charlie, Daisy, Fido, Lady, Max, Princess, Ripley, Scout, Tank, Zeke.

Direwolf Names: Choker, Flash, Healer, Prayer, Runner, Strong, Speaker, Tough.

Ghostwolf Names: Aeden, Conan, Esker, Gwent, Killgrim, Lethnor, Renard, Tresk, Vasen.

Hellhound Names: Argones, Cerberes, Eros, Gaea, Helios, Nicholas, Sophisticles, Uranos, Zidane.

Sunwolf Names: Akari, Asahi, Hikari, Hinomaru, Hoshino, Kagerou, Kousen, Nikandros, Taiyo, Yoko.

Winterwolf Names: Akina, Fuyusame, Koriko, Miyukumi, Setsumaru, Shimora, Yukina.

Their tribes also neglect fancy names in favor of whatever territory they control or what their unique powers might be.

Tribe Names: Black Fur Clan, Deep Forest Clan, Farstep Clan, Long Dead Clan, Sol Fur Clan, Soul Fur Clan, Sulfur Clan.

PHYSIOLOGY AND PHILOSOPHY

Okami, though having wolf-like features, are very close to masics.

Diet: Facultative Carnivores. Okami eat meat as their main food source. However, they love and have a taste for dairy, grains, and especially sugar.

Lifespan. Okami tend to age as quickly as Masics, becoming adults in their late teens and can live up to four centuries.

Alignment. Okami form extremely strong family bonds, nearly all of them being some form of lawful. Blinkdogs and Sunwolves will lean good, while Direwolves and Ghostwolves lean Neutral, and Winterwolves and Hellhounds tend to be evil.

Subrace. Okami are divided into several different tribes spread out across Erovat. They tend to be as varied as the Fey when it comes to adapting to their environment.

TRIBES

The Okami are a widespread and extremely varied race of Yokai with tribes as deep as the Fane or as high as the Skyrealms.

Blinkdog: One of the few Yokai races accepted in the Fane. These Yokai incorporated the chaotic magic of the Fey Planes into their very being. They make excellent monks, rogues, or sorcerers.

Direwolf: The most common type of Okami. Direwolves are strong and proud. They are the largest and most combat obsessed of their kind. They make excellent barbarians, fighters, and rangers.

Ghostwolf: The most mysterious of the wolfkin races. They are a quiet and mysterious bunch that often wander the world as monster hunters. They make excellent clerics, paladins, and rangers.

Hellhound: One of the few Yokai to retain their fiendish powers. They still remain in the Underworld of Yomi content with the harsh lands. They make excellent alchemists, fighters, and wizards.

Sunwolf: The devout Okami that ascended to celestial-hood and became denizens of the Skyrealms. They make excellent clerics, monks, and paladins.

Winterwolf: These Okami are like their monstrous brethren and capable of mystical mastery over ice and snow. Their breath is colder than their instincts making them excellent oracles, rangers, and sorcerers.

5E - Okami Traits

Ability Score Increase. Your Strength score increases by 2 and your Wisdom score by 1.

Size. Okami can be anywhere between 4 feet to 8 feet tall and have any amount of bulk ranging from 100 to 400 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Keen Senses. You gain advantage when using Wisdom (Perception) skills if the check involves checking for smells, scents, or hearing.

Natural Weapons. You have a pair of extremely sharp claws and a set of fangs that you can use as a natural weapon which have the light and Versatile (d8) properties. You can make unarmed strikes with these natural weapons. If you hit with them, you can deal damage equal to 1d6 + your Strength. Your claws deal slashing damage and your fangs deal piercing damage.

Languages. You can speak, read, and write Common and one other language of your choice

Subrace. There are several tribes of wolves that you can choose from. Select one on the following pages:

Pathfinder 1e - Okami Racial Traits (14 RP)

+2 Strength, +2 Wisdom, -2 Charisma: The Okami are strong and wise to the ways of nature. They however put very little effort into being likable outside of their own tribe.

Type (2 RP): You're a Humanoid with the Yokai subtype.

- Yokai have low-light vision.
- Yokai breathe, eat, and sleep.

Size: You are a medium creature and have no bonuses or penalties due to your size.

Speed: You have a base speed of 30 feet.

Keen Smell (4 RP): You gain the *Scent* ability.

Natural Weapons (1 RP): You have claws that can grow as a free action. They are treated as Primary Natural Weapons, each of which deals 1d4 slashing and bludgeoning damage plus your STR Modifier.

Wolf Tribes (7 RP): You are from one of several tribes. Choose one on the following pages.

Languages: You begin play speaking Common. If you have a high Intelligence score you can choose any languages you want (except secret languages, such as Druidic).

Pathfinder 2e Okami Ancestry

Hit Points: 8

Size: Medium

Speed: 25 feet

Ability Boost: Strength, Wisdom, Free

Ability Flaw: Intelligence

Languages: Common; plus Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to in life (such as the languages prevalent in your region).

Traits: Okami, Humanoid

Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Claws: You gain a claw unarmed attack that deals 1d8 slashing damage. Your claws are in the brawling group and have the forceful and unarmed traits.

OKAMI HERITAGES

BLINKDOG
You gain the Fey trait and can choose to have your claws attack instead deal 1d4 force damage.

DIREWOLF
Your large size and rough upbringing means you're more physically capable than others. You're trained in Athletics and gain either the *Hefty Hauler* or *Titan Wrestler* skill feats.

GHOSTWOLF (INUGAMI)
Your undead connections grant you the Ghost dedication feat, even though you don't meet its level Prerequisites.

HELLHOUND
You gain the Fiend trait and you gain fire resistance equal to half your level (minimum 1). You treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

SUNWOLF
You gain the Celestial trait and your claw attacks gain the Holy trait.

WINTERWOLF
Your fur is naturally thick and warm, so you have gained incredible resilience against cold environments, granting you cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Sunwolf Okami

5E - SUBRACES

BLINK DOG

Creature Type. Your creature type is Fey instead of humanoid.

Additional Languages. You can speak and understand Blink Dog and Sylvan.

Blink Step. As a bonus action, you can briefly flash through the border of the material plane and the realm of Fey. By doing so, you can teleport a number of feet equal to 5 times your proficiency bonus to an unoccupied space you can see. At 3rd Level you can take a willing creature with you when you blink. You can do so a number of times per long rest equal to your proficiency bonus.

Fey Fangs. You are specially trained to act swiftly in tune with the nature of the fey. Your natural weapons gain the finesse property and can choose to deal force damage instead of piercing or slashing.

DIREWOLF

Great Wolf. You have proficiency in the Athletics skill. Additionally, you may use the larger damage die for versatile weapons when wielding them one handed.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Push Harder. When you strike with a natural weapon attack, you may roll one of your weapon dice again, adding the extra roll to the damage total. You may use this ability a number of times per short rest or long rest equal to your proficiency bonus.

HELLHOUND

Creature Type. Your creature type is Fiend instead of humanoid. You gain Darkvision out to 60 feet.

Hellish Adaptation. You gain resistance to Fire damage. Also, you can speak, read, and understand Infernal or Abyssal (Your Choice).

Breath Weapon. In place of an attack, you can exhale a 15 foot cone of cindering ash. When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw.

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 fire damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Cindering Fangs. Your natural weapons can choose to deal fire damage instead of piercing or slashing.

SUNWOLF

Creature Type. Your creature type is Celestial instead of humanoid. You gain Darkvision out to 60 feet.

Divine Heritage. You are resistant to Radiant damage. Also, you speak, read, and understand Celestial.

Rallying Sun. A number of times per long rest equal to half your proficiency bonus, you can unleash a miniature sun to shine down on allies within 10ft of you as a bonus action. This miniature sun lasts for 1 minute or until you dispel it, no action required.

While this light is active, you and your allies gain the following benefits

- Allies within 10ft deal extra damage equal to your proficiency bonus on their first successful attack each turn.
- Yourself and allies who start their turn within your light receive temporary hit points equal to your proficiency bonus.

Shining Fingers. Your natural weapons can choose to deal radiant damage instead of piercing or slashing.

GHOST WOLF (INUGAMI)

Creature Type. Your creature type is Undead instead of humanoid. You gain Darkvision out to 60 feet.

Guardian Spirit. As a reaction to a creature declaring an attack targeting your ally, you may immediately make 1 attack or cast a damage dealing cantrip targeting the attacker. If your attack is successful, the target suffers disadvantage on the triggering attack roll. You may use this a number of times equal to your proficiency bonus per day.

Social Spirit. Your undead nature as an Inugami allows you to derive energy from those around you. You can benefit from healing spells as if you were humanoid. Additionally, when you are the target of a healing spell from a creature other than yourself, you can expend a number of hit dice equal to or less than the dice of the spell being cast to roll them and add it to any healing you would receive.

Spectral Weapon. Your natural weapons can choose to deal necrotic damage instead of piercing or slashing.

WINTERWOLF

Breath Weapon. In place of an attack, you can exhale a 15 foot cone of ice. When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw.
The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.
A creature takes 2d6 cold damage on a failed save, and half as much damage on a successful one.
The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.
After you use your breath weapon, you can't use it again until you complete a short or long rest.

Frost Wolf. You have resistance to cold damage. You also gain advantage to Wisdom (survival) checks made in snow or icy terrain.

Ice Claws. Your natural weapons can choose to deal cold damage instead of slashing or piercing.

5E - OKAMI FEATS

BLOODHOUND

Prerequisite: Okami

Your senses are so advanced, they're practically supernatural. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- You gain proficiency in Wisdom (survival) checks. If you already have proficiency in Wisdom (survival), then you gain expertise in it.
- If a creature you are tracking has taken slashing damage, piercing damage, has less than half their maximum hit points, or is bleeding in some way, then the first attack you deal against them each round has advantage and the creature cannot benefit from being invisible from you.

ELEMENTAL WEAPONS

Prerequisite: Okami

Your weapon has become a part of you. As such, you have learned to imbue the weapons you carry with your own properties. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- You may apply any racial benefit that affects your natural weapons to any weapon you wield with which you are proficient.
- As a reaction, you can parry an attack. When you take damage of a type your current weapon can deal, you may roll the weapon's damage die and reduce the damage you take by that amount. You can use this ability a number of times equal to your proficiency bonus before needing to take a short or long rest.

OKAMI PACK TACTICS

Prerequisite: Okami

As a wolf-kin, your sense of camaraderie and family are stronger than most humanoids. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20
- Whenever you complete a long rest, you may choose a number of creatures up to your proficiency bonus to declare as you pack.
- Whenever you make an attack roll on an enemy while a member of your pack is within 5ft of the target, you gain a +2 bonus to hit.
This bonus is increased to +3 at level 10.

Winterwolf Okami

PATHFINDER 1E -WOLF TRIBES (7 RP)

BLINK DOG

Creature Type: Your creature type is Fey.
Additional Languages: You speak and write Sylvan and Blink Dog.
Blink Step (Su): As a swift action, you may teleport a number of feet equal to your movement capability to an unoccupied space you can see. You may use this a number of times per day equal to ¼ your level, rounded up.
Fey Fangs (Ex): You are specifically trained in the fey lands. You may have any natural weapon deal Force damage instead of their normal damage type.

HELLHOUND

Creature Type: Your creature type is Outsider with the native subtype.
Hellish Adaptation: You have Fire Resistance 5. Also, you can speak and read either Infernal or Abyssal.
Breath Weapon : A number of times per day equal to ¼ your level (minimum 1), you can use a breath weapon as a standard action that ejects a 15 foot cone of fire. The breath deals 1d8 points of fire damage per two character levels (maximum 5d8). A Reflex saving throw (DC 10 + 1/2 your level + your Strength modifier) halves the damage.
Cindering Fangs (Su): Your natural weapons may deal Fire damage instead of their normal damage type.

DIREWOLF

Great Wolf (Ex): Climb and Swim (or Athletics (unchained)) are class skills for you.

Powerful Build (Ex): Despite being a medium creature, you are considered large for Combat Maneuver Bonuses or Defenses if you benefit from it. You may also use weapons one size category larger without penalty. Your space and reach remain the same as your current size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. Your natural weapons are considered one size larger for the purpose of damage calculation.

Push Harder (Ex): If you are wielding a one-handed weapon in one hand and your off-hand is free or occupied with a shield, you may treat it as if held in two hands for all feats, effects, and damage. If you are wielding a two-handed weapon, you may multiply your Str mod and the damage from Power Attack and similar feats and effects by x2.

GHOST WOLF (INUGAMI)

Undead Form: You are considered undead for the purpose of using spells, feats, equipment, and skills. You can heal from both negative energy and positive energy at half effectiveness.

Guardian Spirit: When an attack is being made against you or an ally, you may make an attack of opportunity on the attacker. You may use this once per day, and an additional time for every 4 levels.

Social Spirit (Ex): When you are the target of a healing spell from another, you may heal up to ½ your level in additional healing (minimum 1).

Spectral Weapons (Su): Your natural weapons may deal Negative Energy damage instead of their normal damage type.

SUNWOLF

Creature Type: Your creature type is Outsider with the native subtype.

Divine Heritage: You can speak and understand Celestial.

Rallying Sun (Su): A number of times per day equal to ¼ your level (minimum 1), you may use a standard action to create a miniature sun that hovers over your head. This lasts for 1 minute and gives the following benefits:

- Allies within 10ft deal extra damage equal to ¼ your level on their first successful attack each turn. Undead take double from this damage.
- Your allies and yourself who start their turn within your light receive temporary hit points equal to your level.

Shining Fingers (Su): Your natural weapons may deal Positive Energy Damage instead of their normal damage type.

WINTERWOLF

Breath Weapon : A number of times per day equal to ¼ your level (minimum 1), you can use a breath weapon as a standard action that ejects a 15 foot cone of frost. The breath deals 1d8 points of cold damage per two character levels (maximum 5d8). A Reflex saving throw (DC 10 + 1/2 your level + the your Strength modifier) halves the damage.

Frostwolf : You have Cold Resistance 5 and gain a +4 racial bonus to survival checks made in Snow/Icy Terrain.

Ice Claws (Su): Your natural weapons may deal Cold damage instead of their normal damage type.

PATHFINDER 1E OKAMI FEATS

BLOODHOUND

Prerequisite: Okami

Your senses are practically supernatural.

Benefit: Survival becomes a class skill for you and you gain a +4 racial bonus when tracking a creature that has taken slashing damage, piercing damage, bleed damage, or has lost over half of their maximum hit points.

ELEMENTAL WEAPONS

Prerequisite: Okami

Benefit: While wielding a weapon you are proficient in, your weapon may deal the same damage type you can deal with your natural weapons instead.

OKAMI PACK TACTICS

Prerequisite: Okami

Benefit: You gain a +3 to attack rolls when flanking with an ally.

PATHFINDER ZE ANCESTRY FEATS

1st Level

BREATH WEAPON ◆▶▶ FEAT 1

Okami

Prerequisite *Hellhound or Winterwolf Heritage*

You learn to harness the element in your soul. You exhale powerful energy in a 15-foot cone. Each creature in the area must attempt a basic Reflex saving throw against the higher of your class DC or spell DC or take 1d4 damage. This damage is fire if your heritage is hellhound and it is cold if your heritage is winterwolf and gains the Fire or Cold traits respectively. You can't use this ability again for 1d4 rounds.

Level +2: add 1d4

ELEMENTAL CLAWS FEAT 1

Okami

Prerequisite *Blinkdog, Ghostwolf, Hellhound, Sunwolf, or Winterwolf Heritage*

Your claw attack instead deals damage depending on your character's heritage:

- **Blink Dog** sonic
- **Ghostwolf** void
- **Hellhound** fire
- **Sunwolf** vitality
- **Winterwolf** cold

NIGHT HUNTER FEAT 1

Okami

Your eyes are acclimated to hunting at night. You gain darkvision.

POWERFUL BUILD FEAT 1

Okami

Prerequisite *Direwolf Heritage*

You complete your direwolf training. You gain the skill feat you did not choose when selecting the direwolf heritage (*Hefty Hauler* or *Titan Wrestler*) and a +1 circumstance bonus to Athletics checks for actions without the attack trait.

HUNTER'S HEARING FEAT 1

Okami

You have large and sensitive ears. You gain a +1 circumstance bonus to Perception checks that involve hearing and can Seek in a 60 foot cone.

HUNTER'S SCENT FEAT 1

Okami

Like other canine, you have an extremely sensitive nose. You gain scent as an imprecise sense with a range of 30 feet. You also gain a +1 circumstance bonus to Survival checks to track when following a scent.

DIREWOLF WEAPON TRAINING FEAT 1

Okami

Prerequisite *Direwolf Heritage*

Your people use big weapons for big bodies! You are trained with the Falchion, Greatsword, Greataxe, and Greatclub.

5th Level

BLINK STEP ◆ FEAT 5

Okami Teleportation

Prerequisite *Blinkdog Heritage*

You can briefly flash through the border of the material plane and the realm of fey. By doing so you can vanish and reappear in an unoccupied space 10 feet away in a random direction determined by the GM. This movement doesn't trigger reactions.

BLOODHOUND FEAT 5

Okami

Prerequisite *Hunter's Scent, Expert in Survival*

You've gained a taste and olfactory for blood. If a target has taken slashing damage, piercing damage, or persistent bleeding damage within the past hour, you gain a +2 circumstance bonus to Survival checks to Track them.

PACK RUNNER FEAT 5

Okami

Moving in a group feels natural to you. When traveling with a group, you gain a +5 status bonus to your speed when calculating travel time.

GUARDIAN SPIRIT ↷ FEAT 5

Okami

Prerequisite *Ghostwolf Heritage*

Trigger *An enemy damages your ally, and both are within 15 feet of you.*

You treat your party like they're members of your pack. The ally gains resistance to all damage against the triggering damage equal to 2 + your level.

RALLYING SUN ◆◆ FEAT 5

Aura | Okami

Prerequisite *Sunwolf Heritage*
Area *15-foot emanation;* **Duration** *1 Minute*
You unleash a miniature sun to shine down on allies, shedding bright light within the emanation. This miniature sun lasts for 1 minute and or until you dispel it with a thought as a free action. While in the aura, the first successful strike gains the Holy trait and deals additional vitality damage equal to half your level.

SOCIAL SPIRIT ◆◆ FEAT 5

Lamia

Prerequisite *Ghostwolf Heritage*
Duration *1 minute*
Your incorporeal nature as an Inugami allows you to derive energy from those around you. For the duration, treat harm and heal spells cast on you as if you weren't undead.

WOLF WEAPON CARNAGE FEAT 5

Okami

Prerequisite *Direwolf Weapon Training*
Whenever you critically hit using a Falchion, Greatsword, Greataxe, or Greatclub, you apply the weapon's critical specialization effect.

9th Level

ENERVATING BREATH FEAT 9

Okami

Prerequisite *Breath Weapon, Hellhound or Winterwolf Heritage*
Your harsh breath steals the breath from your foes. If any target critically fails its save, they are Stunned 1.

LONE WOLF FEAT 9

Okami

You are used to striking out on your own. When you're not adjacent to an ally, you gain a +1 status bonus to AC and a +5 status bonus to your land speed.

PACK FIGHTER FEAT 9

Okami

You've learned to coordinate your attacks with your pack. If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

13th Level

GREATWOLF GRIP FEAT 13

Okami

Prerequisite *Direwolf Weapon Training*
If you are wielding a weapon with the two-hand trait in one hand, you change the weapon's damage die to the value indicated in the trait.

ELEMENTAL WEAPONS FEAT 13

Okami

Prerequisite *Elemental Claws*
Your weapons gain the effects of the following property runes depending on your heritage:

- **Blink Dog** Impactful
- **Ghostwolf** Ghost Touch
- **Hellhound** Flaming
- **Sunwolf** Holy
- **Winterwolf** Frost

17th Level

ALPHA HUNTER'S HOWL FEAT 17

Okami

Prerequisite *Legendary in Intimidation or Diplomacy*
You become the leader of your pack and gain the Okami Howl action.

OKAMI HOWL ◆

Okami | Auditory | Linguistic | Emotion

Frequency *Once per day*
You howl, signaling your allies. Designate a single creature with 60 feet as your quarry. You can designate up to six non-minion allies as fellow hunters. Each fellow hunter can spend an action as if they had also howled, gaining a +1 status bonus to attack rolls against the quarry.

THE HUNT IS ON ◆◆◆ FEAT 17

Okami | Conjuration

Range *30 feet;* **Duration** *1 hour*
You summon three Dire Wolves to fight alongside you within range. They can leave this range (to scout for example). These wolves have the incorporeal and minion traits. You can issue an order to all three wolves using Command an Animal. You can only manifest three wolves at a time.

Red Hair
Sala'dhin

Sala'dhin (Sand Elves)

"Once, when I was lost, I drew my sword and let it dance within my hand. I watched as the light darted in all directions. After a time, my hand stopped and the light, reflecting off my blade, pointed to a far off land in the distance. I followed it for days and came to an oasis where I could re-supply. I never doubted for a moment I would be safe. The sun has never led our people astray"

Vahan, the Iblis

Honor: Elves are a strongly well represented race with variants springing up from all over various realms. While some Elves define themselves by their noble birth, others will define themselves by their magical prowess. The Sand Elves of Sala'bhim define themselves by their honor.

Physical Description

Lean, but with rock-like skin, most Sand Elves stand slightly taller than most Humans. Their features are sharp as obsidian, but no less beautiful than their other elven cousins. Though averaging around 6 feet in height, they weigh upwards of almost 300 to 400 pounds due to their dense skin and patchy stone-like scales. Males and females stand about equal in height with men tending to be slightly bulkier.

Sala'dhin are easily identifiable from other Elves due to their olive to gray toned skin. Their eyes also appear to be calmly shut, blocking intrusion from small irritants. When they open, they shine with a bright magical light that spells doom for their foes.

Origin Myth

The Sala'dhin are the first of the Elves to begin exploring the surface world once they returned to Xerros thanks to the Human Paragon. They scoured the world for years while searching for a suitable home. After a time, they landed on the continent called Horren. For centuries, they battled the ancient Lamia and their Primordial Serpent God, Wrathamon.

One day their Sultan, a glass oracle, received a vision of the day Wrathamon would be betrayed by Lamia. Realizing that their troubles would be over in a matter of time, they took time into their own hands. Using an artifact called the Sands of Time, the Sand Elves traveled to a future where the Serpentfolk would no longer seek war from them. Once returned, they re-established peace and restarted their civilization.

Patron Deity: Like all other Elves, the Sala'dhin pay great respects to The Human Paragon in gratitude for returning them to Xerros and they celebrate Christmas in his honor. However, the Sand Elves worship a figure that is vague, even in their own culture, called The Sun King.

Society

The Sands of Sala'bhim are a harsh environment. A vast land covered in desert and scarce resources. Sand Elves tend to live in either nomadic family tribes, only uniting every few years to intermingle and arrange marriages. Others tend to live in one of the great Sun Cities.

To the average person, a typical Sand Elf would probably come off as arrogant, stubborn, and lacking empathy. Though there are airs of truth to this stereotype, however,

this attitude comes from a very long lifetime of living in a harsh land with sparse resources and centuries of battling the Primordial Serpents and their Lamia.

Sand Elves tend to make practical decisions rather than emotional ones. They are constantly torn between their desire to help, while sticking to their own complicated code of ethics. If a Sand Elf considers you to be a friend, you have found a powerful and dedicated ally.

Each family tribe serves their regional Sultan. The tribes can be called upon and drafted at any time as either military conscripts, joining the royal harems, or possibly as a volunteers for the Noble Philanthroper's Guild.

Population: Uncommon. Sala'bhim is not a large nation and the Sand Elves tend to stick to the continent of Horren and rarely leave unless it is for business or missions for the Noble Philanthroper's Guild.

Offspring: Sala'dhin can produce fertile offspring with most Human races, though struggle to produce children with Halflings. They can produce children with other Elves but prefer to keep the Elven races segregated. Children with other Fey and Yokai are possible but difficult to produce.

Reputation: Sand Elves have an uneasy alliance with the Lamia of Horren and a hostile relationship with the Tan Orcs of Anamigo. They have neutral relationships with most of Erovat, though they still honor the ancient alliance between Men and Elves. They distrust other Yokai like Okami or Nekomata.

Relationships: The Sand Elves still respect the Human/Elf alliances created by The Human Paragon long ago (though the alliance is fresher to them due to time travel). They are often repulsed by the Halfling and Dwarf races and tend to ignore them. Recently they have come to an arrangement with the Lamia and hope to one day invade the Tan Orc lands of Anamigo.

ADVENTURERS

Most realms have no problems displaying their military power and Sala'bhim is no exception. However, while they are determined to enjoy a military victory, they also feel the need to achieve a moral victory. The lands of Sala'bhim pride themselves in their honor, their might, and their aggressive generosity. Every year, the Noble Philanthroper's Guild sends a small army of warriors, craftsman, and magicians to other lands to serve as adventurers and champions of the small folk.

This show is to demonstrate the Sala'bhim goodwill to the lower classes, while sending a clear message to foreign leadership that they have the strength and the numbers to support themselves and others, sowing discord in local law-keepers.

SALA'DHIN NAMES

Sand Elves have traditional family names as well as individual names, not unlike other men or elves. Nearly every Sala'dhin Great House is treated as significant, even those which are significantly less wealthy or influential. Each of these tribes hold a name that also acts as a title. The tribes are run by princes and princesses which form strong family units that are hierarchical.

Female Names. Aisha, Elham, Farah, Kamaria, Layla, Nura, Vahan, Zahra.

Male Names. Amir, Bashir, Deen, Haydar, Ja'far, Kalim, Malik, Nasir, Zabula.

Tribe Names. Ahmaas (The Praised), Dawans (The Friend), Ha'feez (The Guardian), Ifreen (The Scholar)

PHYSIOLOGY AND PHILOSOPHY

Sand Elves enjoy a tough body and a strong mind that is matched in their ethics.

Diet: Omnivores. Sand Elves enjoy a diet like any Human. They famously love citrus fruits and will pay good money for some.

Lifespan: Like most Elves, Sala'dhin can live to be hundreds of years old. They age much like Masics do, but are considered adults around age 50. Sand Elves can live up to 750 years old like other Elves, but due to their environment and the magical plagues that exist within Sala'bhim, they tend to have an average lifespan of around 500.

Alignment and Religion: Due to placing a great deal of value on their family units and sense of duty, most Sala'dhin tend to be lawful. Most tend to be neutral, well traveled Sand Elves will lean good, but it is not uncommon for Sala'dhin to become evil.

HAIR COLORS

Nearly all Sala'dhin have Red Hair in which they are very proud. However, a recent magical plague has caused many Sand Elves to become corrupted with magic, turning their hair to blue.

Blue Hair: A recent mutation caused by a series of magical plagues have infected many of the common families. These mutations are seen as an embarrassment and a genetic failure. They make excellent spellcasters.

Red Hair: Nearly every Sand Elf grows soft red hair, to which they are extremely proud of. Most Sand Elves grow their hair out and adorn them with special stylings. They make excellent martial warriors.

5E - SALA'DHIN TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Size. Sala'dhin are on average, tall, standing between 5 and a half to 6 and a half feet tall.
Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Sand Elf eyes are special. Though they appear to be closed at all times, their special eyelids allow them to see just as well as any other Elf. This special adaptation prevents eye irritants and allows you to see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Desert Home. Hot environments make you feel at home. You automatically pass Constitution checks to avoid exhaustion as a result of extreme heat. Furthermore, you ignore difficult terrain caused by sand.

Natural Armor. Sand Elves have very dense skin and are covered in patches of stone-like scales. You gain +1 to Armor Class, regardless of what armor you're wearing.

Sand Elf Weapon Training. You have proficiency with daggers, scimitars, short bows, and light crossbows.

Languages. You can speak, read, and write Common and Scim (Elvish dialect).

Subrace Sand Elves have recently developed a magic mutation from their homeland that alters their hair and eye colors. Choose a hair color below:

5E - SUBRACE

BLUE HAIR

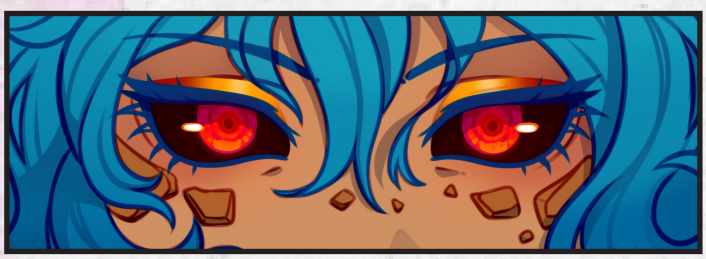
Ability Score Increase. Your Charisma score increases by 1.

Spellrage. The rage that the Sand Elves are famous for increases the potency of the Blue Hair's spell power. As a bonus action, you open your eyes to reveal sinister red irises for 1 minute. During this time, any time you would cast a spell that deals dice damage, add your intelligence or charisma modifier (whichever is higher) to the damage result. You may use this ability again after taking a long rest.

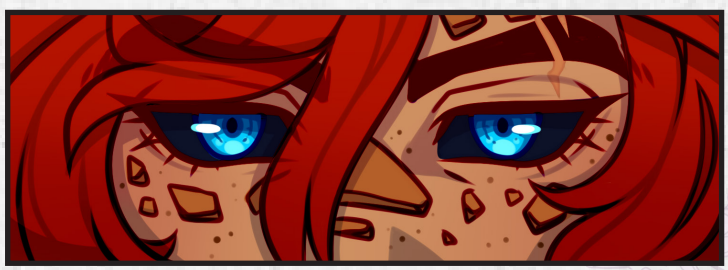
RED HAIR

Ability Score Increase. Your Wisdom score increases by 1.

Redrage. As a bonus action, you can open your eyes to reveal piercing blue orbs. You can keep your eyes open for 1 minute. During that time, you gain bonus damage to your melee attacks equal to half your proficiency bonus. You may use this ability again after taking a long rest.



Blue Hair
Sala'dhin with Spellrage



Red Hair
Sala'dhin with Redrage

PATHFINDER 1E – SALA'DHIN RACIAL TRAITS (11 RP)

+2 Constitution, -2 Intelligence: Sand Elves are wise and tough, but they are often fairly close minded when it comes to anything new.
Type: You are a humanoid with the elf subtype.
Size: You are a medium creature and have no bonuses or penalties due to your size.
Speed: You have a base speed of 30 feet.
Low-light Vision (1 RP): You can see twice as far as a race with normal vision in conditions of dim light.
Desert Home (Ex) (1 RP): Survival is a class skill for you. While in desert environments, you gain the benefit of *endure elements*.
Hair Color (4 RP): You are born with a hair color that provides unique benefits. See "Hair Color" below.
Natural Armor (2 RP): Your skin is coarse, tough, and covered in stone-like scales. You gain +1 natural armor bonus.
Sand Elf Weapon Training (2 RP): You have proficiency with Falchions, Jambiyas (Daggers), Scimitars, Light Crossbows, & Shortbows.
Languages (1 RP): You begin play speaking Common and a special dialect of Elven called Scim. If you have a high intelligence score, you can choose the following: Elven, Dwarven, and Sylvan.

PATHFINDER 2E SALA'DHIN ANCESTRY

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Constitution, Free
Languages: Common, Scim, plus Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to (such as the languages prevalent in your region).
Traits: Sala'dhin, Humanoid
Low-Light Vision: You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light..
Open-Eyes ❖

Sala'dhin	Concentrate

Requirements You aren't fatigued or raging
Once per day, while you can see through your eyelids, opening your eyes as a Sand Elf reveals your irises and grants you special powers depending on your heritage for 1 minute.

PF 1E – HAIR COLOR (4 RP)

BLUE HAIR

Ability Modifier: +2 CHA
Spellrage: Once per day as a swift action on your turn, you may activate your red eyes for up to 1 minute. This makes all spells that deal damage deal additional equal to your INT or CHA modifier, whichever is higher.

RED HAIR

Ability Modifier: +2 WIS
Redrage: Once per day as a swift action on your turn, you may reveal blue eyes. This stays active for 1 minute, during this time you gain a bonus to melee attack damage equal to ¼ your level.

SALA'DHIN HERITAGES

BLUE HAIR

While Open Eyes is active and you cast a cantrip during it, if the cantrip deals damage and doesn't have a duration, then that spell deals additional damage equal to half your level.

RED HAIR

Your blood pumps when Open Eyes is active, you deal additional damage with melee Strikes equal to half your level for the duration. This additional damage is halved again if your weapon or unarmed attack is agile.

5E - SALA'DHIN FEATS

BLUE BLOOD

Prerequisite: Blue Hair Sala'dhin

Your enhanced magical blood, along with elite training, has granted you powers beyond the normal Sand Elf. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, up to a maximum of 20.
- The damage gained by your Spellrage increases by your proficiency modifier for single target spells and half proficiency bonus on area of effect spells.
- You gain 2 sorcery points (these points are added to any sorcery points you have from any other source) and learn 1 metamagic. You may use these points and metamagic only while your spellrage is active.

FLESH OF DUST AND STONE

Prerequisite: Sala'dhin

Your flesh has become even more rough, coarse, and resilient. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to fire damage.
- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity or Constitution modifier (your choice). You can use a shield and still gain this benefit.

PURPLE HAIR

Prerequisite: Sala'dhin

The magical mutations affecting the Sand Elf race blended your heritage. You gain the following benefits:

- Increase your Strength or Charisma Score by 1, up to a maximum of 20.
- You are considered both a Blue and Red haired Sand Elf for the purpose of feats, spells, and equipment. Your hair turns purple, you gain access to both the Spellrage and Redrage racial abilities, and you no longer need to use a bonus action in order to activate them. You may use both of these abilities a number of times equal to your proficiency bonus before needing to take a long rest.

SANDSTORM SOLDIER

Prerequisite: Red Hair Sala'dhin

You have elite training from the Sala'dhin Sandstorm Corp. You gain the following benefits:

- Increase your Constitution or Wisdom Score by 1, up to a maximum of 20.
- You gain blindsight out to 10ft. When you would be blinded by desert effects such as sandstorms this distance is extended to 60ft.
- You gain 1 Fighting Style of your choice from the Fighter class.
- You also learn the Sandstorm Soldier Sleep Schedule Camp Activity.
- Whenever Redrage is active, you can reduce all bludgeoning, piercing, and slashing damage by an amount equal to half your proficiency bonus (rounded up).

SAND STRIDER

Prerequisite: Sala'dhin

Your time in the desert has granted you experience in moving quickly across rough terrain. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- You gain proficiency in Strength (Athletics) checks. If you already have proficiency in Strength (Athletics), then you gain expertise in it.
- Your vision is unaffected by sandstorms, whether they be magical or mundane. In addition, you also gain advantage on saving throws on effects that would apply the blinded condition.
- Increase your walking speed by 5 feet. While on sand, or desert-like conditions, this is increased to 10 feet.

SCARCITY SURVIVOR

Prerequisite: Sala'dhin

You are used to surviving for long periods of time. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You gain expertise in Wisdom (survival) checks. In desert environments, you gain advantage on these checks.
- You can go for 15 days without needing to consume rations or water, even in desert-like conditions.
- When consuming a special meal such as the ones listed in chapter 4 of this book, regardless of what is your actual favored meal, you always gain the favored meal bonus.
- Every food reminds you of your favored meal. Whenever you consume any basic or special meal prepared that resulted in a failure (but not critical failure) or better, you are granted your favorite meal bonus.

Pathfinder 1e Sala'dhin Feats

Blue Blood

Prerequisite: Sala'dhin with Blue Hair, Any metamagic feat
Benefit: Once per day, while your Spellrage is active, you may apply one of your metamagic feats to a single spell you cast without changing the spell's level so long as the metamagic only increases the spells level by 1.

Flesh of Stone and Dust

Prerequisite: Sala'dhin
Benefit: Your natural armor racial trait grows to +2. You also gain fire resistance 5 plus ¼ your level.

Purple Hair

Prerequisite: Sala'dhin
Benefit: Your hair turns to the color purple and you are considered both a Blue and Red haired Sand Elf for the purpose of feats, spells, and equipment. You gain access to both Redrage and Spellrage, and may use both an additional a number of times per day equal to ¼ your character level.

Sandstorm Soldier

Prerequisite: Red Hair Sala'dhin, 7th level
Benefit: While your Redrage is active, you gain DR/- as if you were a barbarian whose level is equal to your character level (minimum 1). This is a combat feat as well as a racial feat. You also learn the Sandstorm Soldier Sleep Schedule Camp Activity.

Sand Strider

Prerequisite: Sala'dhin
Benefit: Increase your walking speed by 5 feet. While on sand or in desert-like conditions, this increases to 10 feet. Your vision is unaffected by sandstorms, whether they be magical or mundane.

Scarcity Survivor

Prerequisite: Sala'dhin
Benefit: You gain a +2 racial bonus to survival checks. In desert environments, this bonus is increased to +4. You can go for 15 days more than normal without needing to consume rations or water. In addition, when consuming a special meal such as the ones listed in chapter 4 of this book, regardless of what is your actual favored meal, you always gain the favored meal bonus.

Pathfinder 2e Ancestry Feats

1st Level

Basic Sandsoldier Training — Feat 1

Sala'dhin

Your mandatory military training is complete. You are trained with daggers, scimitars, shortbows, and light crossbows.

Flesh of Dust — Feat 1

Sala'dhin

Prerequisite *Blue Hair Heritage*
The heat never bothered you anyway. You gain fire resistance equal to half your level.

Magical Adaptation — Feat 1

Sala'dhin

Prerequisite *Blue Hair Heritage*
Your magical mutation has awakened. You gain a +1 status bonus to Fortitude saving throws against magical effects.

Sandstorm Resistance — Feat 1

Sala'dhin

Your eyes are focused and hardy due to overexposure to rough conditions. You gain a +2 circumstance bonus to saves that would impose the blinded condition. Additionally, when you are in a sandstorm, you take half the normal slashing damage and you don't need to hold your breath to avoid suffocation.

Purple Hair
Sala'dhin does not care

SAND STRIDER — FEAT 1

Sala'dhin

Your time in the desert has granted you experience in moving quickly across rough terrain. Your Speed increases by 5 feet. When calculating your travel speed, this increases to a +10-feet status bonus if you are traveling in a desert.

SCARCITY SURVIVOR — FEAT 1

Sala'dhin

You are accustomed to the pangs of hunger and have learned to reject its call. You can go for 2 weeks without needing to consume rations or water, even in desert-like conditions. Additionally, whenever you consume a special meal and the meal preparation was a critical failure, you treat it as a failure instead.

THANKFUL MEAL — FEAT 1

Sala'dhin

Knowing the preciousness of food has taught you gratitude. Whenever you consume a special meal, you always gain the favored meal bonus regardless of your actual favored meal.

5th Level

FLESH OF STONE — FEAT 5

Sala'dhin

Your coarse skin toughens. You gain either bludgeoning, piercing, or slashing resistance equal to half your level.

Special You can select this feat two more times, each time choosing a different resistance.

Blue Hair
Sala'dhin with Spellrage

ELITE SANDSOLDIER TRAINING FEAT 5

Sala'dhin

Prerequisite *Basic Sandsoldier Training*

You have elite training from the Sala'dhin Sandstorm Corps. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all the weapons granted by Basic Sandsoldier Training. You also learn the Sandstorm Soldier Sleep Schedule Camp Activity.

9th Level

BLUE BLOOD FEAT 9

Sala'dhin

Prerequisite *Blue Hair Heritage*

Your enhanced magical blood, along with elite training, has granted you powers beyond the normal Sand Elf. You gain the *Sorcerer Dedication* feat as a bonus feat, even if you don't meet its prerequisites. If you are already a Sorcerer, you instead gain a Sorcerer feat equal to half your level.

RED BLOOD FEAT 9

Sala'dhin

Prerequisite *Red Hair Heritage*

The might of a warrior is within your blood. You gain the *Fighter Dedication* feat as a bonus feat, even if you don't meet its prerequisites. If you are already a Fighter, you instead gain a Fighter feat equal to half your level.

SAND WRAITH FEAT 9

Sala'dhin

Prerequisite *Sand Strider*

You become one with the sands, gaining the ability to move through sandy terrain without impediment. In sandy or desert environments, you gain a +10-foot status bonus to all your movement speeds and can move through nonmagical difficult terrain made of sand without penalty. Additionally, once per day, you can declare yourself as becoming invisible as per the spell *invisibility*, but only while in sandy or desert terrain.

13th Level

PURPLE HAIR FEAT 13

Rare Sala'dhin

Prerequisite *Red Hair or Blue Hair heritage*

The magical mutations affecting the Sand Elf race have blended your heritage. You gain the heritage abilities of both blue-haired and red-haired Sala'dhin.

EYES WIDE OPEN FEAT 13

Sala'dhin

Prerequisite *Blue-Eyed Rage or Red-Eyed Rage*

Your eyes are accustomed to strain and overuse. You may use Open Eyes at will.

17th Level

SANDS OF TIME ◆ FEAT 17

Sala'dhin

Prerequisite *Blue Hair heritage*

Frequency *Once per hour*

The magic of the Sala'dhin sacred treasure fills you. You are quickened 1 for a single turn. You may only use this extra action to Open Eyes or reduce the casting time of a two-action spell by one.

TWO THRONES ◆ FEAT 17

Rare Sala'dhin

Prerequisite *Purple Hair*

Requirements *You can cast a cantrip with the attack trait*

Frequency *Once per hour;* **Trigger** *You successfully Strike a target.*

You are perfectly balanced in all things. You additionally affect the target with a cantrip with the attack trait that you can cast that targets 1 creature. The degree of success is the same as your Strike and counts towards your multiple attack penalty.

WARRIOR WITHIN ◆ FEAT 17

Sala'dhin

Prerequisite *Red Hair heritage*

Frequency *Once per hour*

With your rage comes swiftness. You are quickened 1 for a single turn. You may only use this extra action to Open Eyes, Stride, or Strike.

Notes from Stuart

There are more Sand Elves that exist within Xerros called Glass Elves. Glass Elves are Sand Elves infused with mythic power and are separated between Crystal and Obsidian forms. They will be explored in the *Mythic Waifu Handbook* coming soon.

Shinryujin with Draconic Awakening

Shinryujin

"Tell me...do you look forward to or dread the day you'll leave this world? Personally, I can't stop thinking about the sad day I will have to part with all my friends. The thought of saying goodbye to you is especially sad..."

Daphne, the Dragonbride

Immortality: Many races and creatures wish for it, but few of them truly understand the responsibility it brings. While the world is eternal to many, the Shinryujin are one of the few races that can watch as their planets' age. Awakening when they are needed and slumbering in times of peace, the Shinryujin are creatures with endless love in their hearts but with almost no one they can share it with.

Physical Description

The true form of the Shinryujin is that of a colossal feathered wyrm. However, they are intentionally reduced to the power, size, and form of a Masic. Both males and females often have appearances that humans find beautiful, with features like exceptional musculature, voluptuousness, or slender builds.

Despite their human-like appearances, their attitudes, personalities, and wisdom often reveal their true nature. They sometimes choose to retain extra appendages, such as wings, tails, or claws, to maintain a connection to their original form.

Origin Myth

The rules of engagement between Gods and the Mortals are bound by the complex bureaucracies of the universe. The greatest Gods that exist beyond reality have no interest in Mortal (or even Immortal) affairs. These Gods exist as concepts rather than as conscious beings. However, these Gods still need agents to act in order to keep their concepts within the collective consciousness of reality, which is where the Demigods come into play.

Demigods are powerful but flawed beings with individual agendas, acting as they see fit. However, they aren't omnipotent and create agents to fulfill their needs. The Shinryujin, a great gamble by the Demigods of good, are infused with mythic power and serve as beings capable of understanding both the needs of Demigods and the perspective of Mortals.

Shinryujin were created in order to serve as a counter-balancing force to world ending threats. They are one of the few races that can recall their origin and their purpose. As such, their hearts are filled with endless love for life and others.

Patron Deity: The Shinryujin are a creation of many of the good aligned Demigods. As such they do not worship Demigods but instead come to understand they bear the responsibility of many patron deities.

Society

Shinryujin have no formal home, formal people, or uniting culture. They are created as guardians of a world by whichever deities created them. Sometimes mortals will create towns, communities, and entire cultures around a Shinryujin. For a time, they can be quite happy and form

great memories. However, due to the cruel march of time, these civilizations eventually fall and the dragons return to slumber.

Population: Incredibly Rare. It is likely that less than 1,314 ever exist on a world at any given time, and even less are ever active at once. Most of the time, they are slumbering, awaiting a time in which they are needed.

Offspring: Shinryujin can only produce offspring when they are truly in love with another creature. However, gestation is difficult, even for Soulmated couples. Producing a Shinryujin child is rare, even between Shinryujin parents. Most children of Shinryujin will either be Masics, celestial Nephilim, or the race of a non-Shinryujin ancestor.

Reputation: Shinryujin are revered as lesser deities. Even evil Humans and Fey will treat Shinryujin with care and avoid harming them whenever possible.

Relationships: Shinryujin tend to be suspicious of Yokai and monstrous humanoids. They love the Human and Fey races almost unconditionally.

ADVENTURERS

Shinryujin have a life cycle of active adventuring and extended slumbering. Shinryujin are designed to act as world changing heroes and then leave their civilizations behind for the next generation. A Shinryujin is usually active for a few hundred years, then slumbers for at least twice the length of their adventures.

While adventuring, Shinryujin can find loving partners but it is rare for them to have children. Even rarer, are Shinryujin who have children that inherit their great powers. The risk of outliving a true love and having a family is often too emotionally damaging for a Shinryujin to pursue more than once.

It is not unheard of for Shinryujin to slip into insanity and hatred for their nature and role. Eons of watching their friends and loved ones die is emotionally scarring to Shinryujin. When this occurs, it can threaten the world.

SHINRYUJIN NAMES

Shinryujin tend to adopt names given to them by mortals and keep these names for their entire immortal life. Due to their origins, they tend to be named after gods or their names are treated as akin to gods. Their names tend to be simple, limited to one or two syllables, but strong in concept.

Example Names: Daphne, Ghoat, Naga, Xine, Taki, Milo, Dhoma, Bae, Aska, Idub, Morga, Emba, Leer.

PHYSIOLOGY AND PHILOSOPHY

Shinryujin, as divine creations tend to have a unique biology.

Diet: Omnivore. They can consume all the foods that the human races can.

Lifespan: Shinryujin are technically ageless, their humanoid bodies *can* grow older like Masics, if they choose. However, a Shinryujin that is created by a god is "born" fully grown with an adult body. If a Shinryujin is born through "mortal means", they need to age like any other earth-born creature. They reach mental and emotional maturity as fast as most Masics, but their humanoid body growth slows drastically once they become young teenagers. It can take up to several decades for them to begin looking like humanoid adults. Shinryujin tend to remain active for about 100-300 years before they enter a deep hibernation for anywhere between 200-1000 years.

Alignment and Religion: Nearly all Shinryujin are good by their very nature. Individually, they decide to split between Lawful, Neutral, or Chaotic. It is not unheard of for Shinryujin to dip into other alignments.

Subrace: Shinryujin are all cut from the same divine stone and their bodies all possess the same traits. Their souls, however, are each born with a different purpose. As such, their subrace is determined by their Dragonstones.

DRAGONSTONES

Every Shinryujin is born with a Dragonstone that allows them to use their innate dragon powers. To many, losing this stone is akin to losing their soul.

Artifice Stone. Born with the soul of a great crafter. Those with the Artificer Stones have the ceaseless urge to toil and create. They are often drawn to classes and jobs that create art, magical items, or improve a specific technique. Great for alchemists, bards, or rogues.

Discarded Stone: Occasionally, a Shinryujin rejects their duty and nature to take destiny into their own hands. By rejecting their draconic heritage, they gain the strength of a different mortal race.

Magic Stone: Born with the soul of someone who is innately holy. Shinryujin with Magic Stones are drawn to magic like an artist is drawn to a brush. Great for clerics, sorcerers, and other innate spellcasters.

Sensory Stone: Born with the soul of someone who is perceptive. Your senses are as uncanny as you are holy. Great for fighters, rangers, or rogues.

Summoning Stone: Born with the soul of someone who has great love in their heart. With their love and memories they can conjure their friends to their sides. Great for...well, anyone really.

5E - SHINRYUJIN TRAITS

Ability Score Increase. Your Wisdom score increases by 2 and your Strength score increases by 1.

Creature Type. You are a Humanoid.

Size. Most Shinryujin maintain a human form standing around 6 to 7ft tall. You are medium in size. Shinryujin born in their human form typically remain small in size until they reach adulthood by their draconic ages.

Speed. Your base walking speed is 30 feet.

Birthright. Despite looking like a Human, you can use equipment, take feats, and use anything that requires being a Dragon as a prerequisite. In addition, you have advantage on saving throws against sleep and paralyzed condition. Dragon Slaying weapons affect you.

Draconic Awakening. As you grow in power, you can materialize (no action required) small portions of your true form. You gain additional appendages whenever you gain a feat with the *Shinryujin* or *Dragon* prerequisite. See below for details.

Dragonstone. When you are born or created, you are gifted a mystical orb called a Dragonstone. This Dragonstone serves as your subrace:

Languages. You can speak, read, and write Common, Draconic, and Celestial.

DRACONIC AWAKENING

Draconic Awakening. While in humanoid form, you may allow some of your draconic heritage to show. Depending on how many feats you have, you may grow various appendages.

Claws and fangs (1st Feat). You have claws and fangs that can act as natural weapons and can be used in place of unarmed strikes dealing 1d6 slashing damage and a bite attack that deals 1d6 piercing damage.

Tail (2nd Feat). You gain a strong tail that is semi-prehensile and can be used to lift and carry objects, but not wield or perform finer motor functions. Additionally, you can use it to make a melee weapon attack as a bonus action dealing 1d6 bludgeoning damage. This increases to 1d10 at level 14.

Wings (3rd Feat). You manifest a pair of leathery wings with great strength and gain a fly speed equal to your movement speed. If you would be knocked prone in air, you can use a reaction to right yourself.

PATHFINDER 1E - SHINRYUJIN RACIAL TRAITS (16 RP)

+2 Strength, +2 Wisdom (2 RP): Shinryujins are gifts from the gods to mankind. Thus, they are strong and wise enough to preside over mortals.

Type: You are a humanoid.

Size: You are a medium creature and have no bonuses or penalties due to your size.

Speed: You have a base speed of 30 feet.

Ageless (1 RP): You do not die of old age, nor do you age. However, you cannot begin play with the benefits of older ages due to the length of time in which you slumber.

Birthright (2 RP): Despite being humanoid, you are considered a dragon for the purpose of feats, equipment, and class requirements. You also gain a +2 racial bonus against sleep and paralysis effects. You may still take the Dragon Disciple prestige class. Weapons with the Bane (Dragon) property affect you.

Draconic Awakening (Ex) (3 RP): As you grow in power, you can materialize small portions of your true form as a free action. You gain additional appendages whenever you gain a feat with the *Dragon* or *Shinryujin* prerequisite. See Draconic Awakening on the next page for details:

Dragonstone (Su) (7 RP): You are born with and begin play with a Dragonstone. Your Dragonstone grants various bonuses depending on the type you choose. You can change or replace Dragonstones by taking a different Shinryujin's stone if yours is lost, stolen, or destroyed. See Dragonstone for details:

Languages (1 RP): You begin play speaking Common, Celestial, and Draconic. If you have a high Intelligence score, you can choose additional (non-secret) languages equal to your intelligence modifier.

DRAGONSTONE

SPECIAL RULES

There may come a time in your life where you lose your Dragonstone. If your Dragonstone is not on your person, you may take another gifted to you or looted from a slain Shinryujin. You may change your subrace by attuning your soul into this new Dragonstone.

Doing so takes 10 days to perform safely. However, in some times of dire need, you can do this process forcefully doing so in 1 hour but suffering a number of levels of exhaustion equal to 6 minus your proficiency bonus.

ARTIFICE STONE

You gain Proficiency in any 3 Artisan Tools of your Choice.

At 5th level, any weapon or armor you create gains a +1 Bonus to Attack and Damage Rolls or AC, These bonuses do not make the item magical

At 9th level, any weapon you make is considered to deal magical damage assuming you spend 200 gold on reagent ingredients.

DISCARDED STONE

You discard your draconic heritage and your Dragonstone. In exchange, you gain a racial feat of your choice (except Shinryujin), ignoring race prerequisites. While you have this subrace, you can take other feats with that race as the prerequisite and do not gain the Birthright racial trait.

If you change this subrace and gain another Dragonstone, you lose the racial feat gained from this and must change all other racial feats gained from this subrace.

MAGIC STONE

Your Dragonstone can serve as your spellcasting focus. You can learn 1 Cantrip and First level spell from the Cleric Spell List. You can cast this spell a number of times per long rest equal to half your proficiency bonus.

Choose between Wisdom Or Charisma when you gain this trait for your spellcasting ability.

SENSORY STONE

You are proficient in perception, gain Darkvision 60ft, and Blindsight out to a distance of 5x your proficiency bonus. In addition, you gain a +5 to your Passive Perception.

SUMMONING STONE

You can ritual cast *Find Familiar*, and *Unseen Servant*. Your unseen servant takes the appearance of a friend or ally of your choice.

Both the servant and familiar summoned by this ability has the appearance of a chosen friend or ally.

DRACONIC AWAKENING (3 RP)

Starting at 7th level, these natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. Starting at 10th level, these natural weapons are treated as silver and cold iron for the purpose of overcoming damage reduction.

Claws (1st feat): Your claws are treated as natural weapons. Each of these attacks deals 1d4 points of slashing damage plus your Strength modifier (1d3 if you are Small).

Fangs (2nd feat): You gain a bite attack. This primary natural attack deals 1d6 damage (1d4 if you're small), plus 1.5x your strength modifier.

Prehensile Tail (3rd feat): You grow a tail that will allow you to grasp things. It has a reach of 5 feet and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature, open or close a door or a container, grapple someone, or make an unarmed strike. Your GM might allow other simple tasks to be added to that list of options.

Wings (4th feat): Leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

DRAGONSTONE (7 RP)

SPECIAL RULES

There may come a time in your life where you lose your Dragonstone. If your Dragonstone is not on your person, you may take another gifted to you or looted from a slain Shinryujin. You may change your benefit by attuning your soul into this new Dragonstone

Doing so takes 10 days to perform safely. However, in some times of dire need, you can do this process forcefully by doing so in 1 hour but gaining the exhausted condition. At 9th level, you instead gain the fatigued condition, and at 18th level you suffer no consequences.

ARTIFICE STONE

Appraise, Craft, and Profession are now class skills for you. In addition, you gain a +2 racial bonus to those skills.

If you have an item creation feat, you may reduce the cost of crafting an item by an additional 10%. In addition, the amount of time needed to craft is reduced by another 10%.

DISCARDED STONE

You discard your draconic heritage and your Dragonstone. In exchange, you gain a racial feat of your choice, ignoring racial prerequisites (except Shinryujin). In addition, while you have your Dragonstone discarded, you may take racial feats from that race. You lose your Birthright trait.

If you attune to another Dragonstone, you lose the initial racial feat gained from having your Dragonstone discarded and you must retrain all other racial feats you gained after this.

MAGIC STONE

While holding your Dragonstone, you gain the benefits of the Eschew Materials feat.

You can cast 1 Orison and 1st level spell from the Cleric Spell List as a spell-like ability and add this to your list of spells or spells known. You can cast the first level spell once per day. You may choose Between Wisdom or Charisma when determining Spell Save DC or other factors in the spells.

SENSORY STONE

You gain Darkvision 60ft and Blindsense equal to 10ft + 5ft for every 3 levels you possess as a supernatural ability.

In addition, Perception is a class skill for you. You gain a +4 racial bonus to Perception.

SUMMONING STONE

You gain the Familiar Bond feat, ignoring prerequisites. In addition, you can cast *Unseen Servant* once per day as a spell-like ability treating your level as your caster level.

Both the servant and familiar summoned by this ability has the appearance of a chosen friend or ally.

PATHFINDER ZE SHINRYUJIN ANCESTRY

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Wisdom, Free
Ability Flaw: None
Languages: Common, Draconic, plus additional languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to in life (such as the languages prevalent in your region).
Traits: Shinryujin, Dragon, Humanoid, Rare
Darkvision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.
Dragonstone. When you are born or created, you are gifted a mystical orb or stone called a Dragonstone. This stone can be used as a spellcasting focus and has light bulk.

There may come a time in your life where you lose your dragonstone. If your dragonstone is not on your person, you may take another gifted to you or looted from a slain Shinryujin. You may change your Heritage by attuning your soul into this new Dragonstone. Doing so takes 10 days to perform safely. However, in some times of dire need, you can do this process forcefully in 1 hour but will consequently suffer being drained 2. This drain is reduced by 1 for every 9 levels you have.

SHINRYUJIN HERITAGES

Choose one of the following Shinryujin Heritages at 1st level. These Heritages determine what power your Dragonstone contains.

ARTIFICE DRAGONSTONE

Your Dragonstone is capable of item creation, eventually even powerful Artifacts. You are trained in Crafting and gain the *Specialty Crafting* feat.

DISCARDED DRAGONSTONE

Perhaps you wish to be more human or something terrible happened to you to wish to abandon your mission and make your own way in the world. For whatever reason, you've discarded your Dragonstone. You gain the *Adopted Ancestry* general feat. If you retrain your heritage from Discarded Dragonstone, into another, you must retrain all ancestry feats gained through Adopted Ancestry.

MAGICAL DRAGONSTONE

Your divine magic manifests as a simple divine spell, even if you aren't formally trained in magic. You can cast *divine lance* as a divine innate spell. In addition, you gain a +1 circumstance bonus to Identify Magic and to Decipher Writing if the magic or writing is divine in nature.

SENSORY DRAGONSTONE

Your Dragonstone specializes in divining the truth. You can use a single action to close your eyes, giving yourself the blinded condition. When you do, you gain lifesense as an imprecise sense with a range of 15 feet. This allows you to sense the life force within living creatures and its counterforce that animates the undead, though you can't distinguish between the two. At level 5 and every 4 levels afterward, your lifesense range increases by 5 feet.

SUMMONING DRAGONSTONE

Your Dragonstone is capable of creating astral constructs. You create a spiritual copy of a friend or ally and bind them to your Dragonstone. Once per day, you can cast *Unseen Servant* as an innate arcane spell, except the servant is visible and has the appearance of the chosen friend or ally.

Artifice Stone

Magic Stone

Sensory Stone

Summoning Stone

5E - SHINRYUJIN FEATS

ANCIENT MEMORIES

Prerequisite: Shinryujin, you are at least 100 years old

You recall memories from your ancient past that are useful to you. You gain the following Benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20
- Select any Intelligence Skill (Except Investigation). You may use your Wisdom Modifier for that skill instead of your Intelligence Modifier.
- By diving deep into your subconscious, you may extract memories about an item, person, or event. You gain surface level knowledge about the subject and remember something that could lead you to a clue or additional information about the subject. You may use this ability again after taking a short or long rest.
  - For example: if you are trying to remember information about a Legendary King from your past, you can instead recall a book published about the king and you know the approximate location of the book's last known whereabouts.

DRAGONSTONE MASTER

Prerequisite: Shinryujin, a feat with any Dragonstone subrace prerequisite, 8th Level.

No matter what Dragonstone you possess, you have mastered all of it's potential. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- If you use the special rules to change or forcibly change your subrace, you may do so in 30 minutes rather than an hour, treating your proficiency bonus as +2 higher than it currently is.
- In addition, you instantly change any feats with your previous subrace as it's prerequisites to a different feat whose prerequisite is your current subrace, provided it has the same level prerequisite as the previous feat and you meet all other prerequisites.

DIVINE CREATOR

Prerequisite: Artifice Dragonstone Shinryujin

You share the crafting talents of your creators. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- Whenever you craft a weapon or item, it is considered magical.
- Any magical item created by you can gain the benefit of the *light* cantrip as a bonus action.
- Upon taking this feat, you learn the magical formula of 3 common items and 1 uncommon item. At 9th level, you learn the formula of a Rare item. At 13th level, you learn the formula of a Very Rare item. At 19th level, you learn the formula of a Legendary item.

HEAVEN'S VOICE

Prerequisite: Magic Dragonstone Shinryujin

Your attunement to your Dragonstone deepens, granting you further magical abilities. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- At 5th level, you learn a second cantrip and a 2nd level spell on the cleric spell list.
- Damage or healing done by spells granted by your Dragonstone are increased by your proficiency bonus.
- You can also treat the spells you gain from your subrace and this feat as class spells if your class provides the Spellcasting or Pact Casting Feature.

SENSE DRAGONKIND

Prerequisite: Sensory Dragonstone Shinryujin

You're so in tune with your draconic heritage, you gain the ability to sense others of your kind. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- As an action, you can concentrate and gain the benefit the spell *Detect Evil and Good* at will. However, instead of detecting the creature types listed, you instead can detect dragons and all draconic subtypes. At 9th level, you can concentrate and extend this distance up to 1 mile. If you detect a dragon you can sense its CR and alignment.

SUMMON EMBLEM

Prerequisite: Summoning Dragonstone Shinryujin

Your Dragonstone allows you to summon your friends and allies to your side. You gain the following benefits:

- Increase your Strength or Wisdom Score by 1, up to a maximum of 20.
- A number of times per long rest equal to your proficiency bonus, while holding your Dragonstone, you may substitute one of your spells with a conjuration spell with the word *Conjure* in its name. You must substitute a spell of the same level or higher.
- Creatures summoned through this spell retain the same statistics but have the appearance of a chosen friend or ally.

Pathfinder 1e Shinryujin Feats

Ancient Memories

Prerequisite: Shinryujin, You are at least 100 years old
Benefit: During your long life, you have picked up many skills. Select three Knowledge or Craft skills, these are class skills and you may use your WIS modifier instead of your INT modifier for these skill checks.

Special: You may select this feat multiple times. Each time you do, select 3 new Knowledge or Craft skills.

Dragonstone Master

Prerequisites: Shinryujin, any feat with an attuned Dragonstone prerequisite, 8th level
Benefit: If you use the special rules to change or forcibly change your Dragonstone attunement, you may do so in 30 minutes rather than an hour and treat your current level as 9 levels higher.

In addition, you instantly retrain any feats with your previous Dragonstone as the prerequisite to a different feat whose prerequisite is your current Dragonstone, provided its level prerequisite is the same as the previous feat and you meet all other prerequisites.

Divine Creator

Prerequisite: Shinryujin, You're attuned to an Artifice Dragonstone
Benefit: You share the crafting talents of your creators. Your character level is now considered your caster level for the purpose of item creation feats. You also no longer need to prepare spells or have spells on your list of spells known in order to create a magic item. You must still have the spell formula available to you (such as having it on a scroll or in potion form). Such potions or scrolls are consumed upon creation of a magic item. As a swift action, any item created by you may gain the benefit of the *light* cantrip with your character level equaling your caster level.

Heaven's Voice

Prerequisite: Shinryujin, 4th level, You're attuned to a Magic Dragonstone.
Benefit: Your attunement to your Dragonstone deepens, granting you further magical abilities. You gain a second Orison from the Cleric spell list and you gain a 2nd level or lower spell of your choice from the Cleric spell list that you may cast once per day as a spell-like ability using your character level as your caster level. Your choice of attribute for Magic Dragonstone affects all these new spells as well. If you have a class that grants divine spells, you may add all spells gained from this feat and your Dragonstone to your list of spells or spells known.

Sense Dragonkind

Prerequisite: Shinryujin, You're attuned to a Sensory Dragonstone.
Benefit: At will, you can use *detect evil* as a paladin would. However, the spell does not detect evil but instead detects dragons, half-dragons, and dragonkin. At 9th level, you can concentrate as a full round action each round and extend this distance up to 1 mile. If you detect a dragon you can sense its CR and alignment.

Summon Emblem

Prerequisite: Shinryujin, You're attuned to a Summoning Dragonstone
Benefit: Your Dragonstone allows you to summon your friends and allies to your side. A number of times per day equal to 1 plus ¼ your character level, you may substitute any of your spells to cast *Summon Monster* with a level equal to the spell your substituted.

Creatures summoned with this feat take the appearance of a friend or ally of your choosing, but keep the same statistics. Creatures summoned this way gain a +4 racial bonus to Disguise checks to pass as that friend or ally.

Pathfinder 2e Ancestry Feats

1st Level

Draconic Awakening — Feat 1

Shinryujin

A part of your body has an obvious, draconic appearance. Your hands end in razor-sharp claws, you have wings sprouting from your back that don't grant flight, sharp teeth fill your mouth, or a strong tail that extends from your spine. You gain your choice of one of the following unarmed attacks. The attack is in the brawling group and has the listed damage die and traits.

- **Claw** 1d4 slashing (agile, finesse, unarmed, versatile piercing)
- **Wings** 1d4 bludgeoning (agile, finesse, unarmed)
- **Jaws** 1d6 piercing (finesse, unarmed)
- **Tail** 1d6 bludgeoning (finesse, unarmed)

Special You may select this feat multiple times, gaining a different unarmed attack each time.

DRAGON EYES — FEAT 1

Shinryujin

Prerequisite *Sensory Dragonstone Heritage*

Your dragonstone grants you enhanced sight. You gain Darkvision. You keep the benefits of this feat, even if you change dragonstones.

LONGTRAVELER — FEAT 1

Shinryujin

You travel often and are not afraid of roughing it. You are trained in Survival and Nature. In addition, you gain a +5 circumstance bonus to your land speed when calculating travel speed.

INNATELY LIKABLE — FEAT 1

Shinryujin

People like to please you and often grant you small favors. You gain a +1 bonus to Diplomacy checks to Make an Impression or Request things of creatures with the humanoid trait if the conversation or request involves protecting you.

SHINRYUJIN LORE — FEAT 1

Shinryujin

You received basic dragon education. You are trained in Religion, Dragon Lore, and Celestial Lore.

SETTLED DOWN — FEAT 1

Shinryujin

There was a time when you made your home among a village. You are trained in Society and Lore of a specific settlement.

5th Level

ANCIENT MEMORIES — FEAT 5

Shinryujin

Prerequisite *You are at least 100 years old*

Your long life has granted you certain wisdoms. Choose one skill you are trained. You become an expert in that skill and you may use your wisdom modifier instead of the skill's normal key ability. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

BUDDING CREATOR — FEAT 5

Shinryujin

Prerequisite *Artisan Stone Heritage, Expert in Crafting*

Your Dragonstone awakens. You gain the *Magical Crafting* feat. In addition, you can reverse-engineer formulas of magical items in half the normal time.

DRAGON ETIQUETTE — FEAT 5

Shinryujin

Prerequisite *Sensory Dragonstone Heritage.*

Dragons have their own way of handling things. You gain a +1 bonus to Diplomacy checks to Make an Impression or Request things of creatures with the dragon trait, as well as a +1 bonus to Intimidation checks to Coerce creatures with the dragon trait.

HEAVEN'S WORDS — FEAT 5

Shinryujin

Prerequisite *Magical Dragonstone Heritage.*

Using your Dragonstone, you can cast *Augury* as an innate divine 2nd level spell once per day.

SENSE DRAGON MAGIC — FEAT 5

Detection | Shinryujin

Prerequisite *Sensory Dragonstone Heritage*

Your sensory stone allows you to detect lingering remains of dragon magic. You learn the *Detect Magic* cantrip and in addition to its effects, you can determine if the magic originated from a dragon or a creature with the dragon trait.

SUMMON FRIEND — FEAT 5

Shinryujin

Prerequisite *Summoning Dragonstone Heritage*

You may cast *persistent servant* as a 2nd level arcane innate spell once per day, but the only task they can perform is conversation and offer advice drawn from the memories of your chosen friend or ally.

9th Level

DIVINE CREATOR — FEAT 9

Shinryujin

Prerequisite *Artifice Dragonstone Heritage, master in crafting*

Your learn to weave your Dragonstone magic into your creations. You gain the *Impeccable Crafting* feat. In addition, you can have any item you Craft to be able to shed light as the *Light* cantrip by activating it with a single Interact action.

DRAGONSTONE MASTER FEAT 9

Shinryujin

Prerequisite *Shinryujin feat with a Dragonstone Heritage*
Requirement *You possess two different Dragonstones*
If you use the special rules to change or forcibly change your dragonstone heritage, you may do so in 30 minutes instead of an hour, treating your level as 9 levels higher.

In addition, you may instantly retain any feats with your previous heritage as the prerequisite to different feats with your new heritage of the same level. If you do not have the necessary skills or skill feats, you may retrain those as well.

SENSE DRAGONKIND FEAT 9

Detection Shinryujin

Prerequisite *Sense Dragon Magic*
Using your Dragonstone as a scrying orb, you can detect the presence (or absence) of any creatures with the dragon trait within 1 mile and whether or not those detected creatures are holy or unholy. Additionally, you can determine the level of any detected dragons if your level matches or exceeds theirs.

SUMMON EMBLEM FEAT 9

Shinryujin

Prerequisite *Summoning Dragonstone Heritage*
You may cast *summon construct* as a 3rd level arcane innate spell once per day, but you may only summon an Animated Armor. This summon has the appearance of your chosen friend or ally.

HEAVEN'S WHISPER FEAT 9

Shinryujin

Prerequisite *Magical Dragonstone Heritage*
By pouring magic from your Dragonstone, You can cast *Show the Way* as an innate divine 3rd level spell once per day.

13th Level

CREATE ARTIFACT FEAT 13

Shinryujin

Prerequisite *Artifice Dragonstone Heritage, Master in crafting*
You've reached the peak of Dragonstone crafting. Choose an item to craft without the consumable trait. On a success, that item gains the Artifact trait. You may only create one Artifact at a time. If you want to create a different Artifact, you must use your current Artifact in the creation process for the new Artifact, destroying the old one.

DRAGONSPEAKER FEAT 13

Shinryujin

Prerequisite *Sensory Dragonstone Heritage*
By focusing with your Dragonstone, you can cast *Sending* as a 5th-level arcane innate spell at will but you may only target creatures with the dragon trait.

HEAVEN'S VOICE FEAT 13

Shinryujin

Prerequisite *Magical Dragonstone Heritage*
With your Dragonstone, you can cast *Read Omens* as an innate divine 4th level spell once per day.

SUMMON HERO FEAT 13

Shinryujin

Prerequisite *Summoning Dragonstone Heritage*
You call upon the memories of your friends. You may cast *summon construct* as a 5th level arcane innate spell once per day, but you may only summon a Horned Archon or a Hound Archon. This summon has the appearance of your chosen friend or ally.

17th Level

NO MORE HOLDING BACK! ◆ FEAT 17

Shinryujin

Prerequisites *Divine Wyrm Dedication*
Frequency *Once per Day*
You can finally unleash your full power. You gain an effect based on your dragonstone:

Artifice Stone You manifest a single item of your level or lower that only lasts during your transformation.

Magic Stone You can cast one of the following rank 7 divine spells during your transformation: *breath of life, banishment, deity's strike.*

Sensory Stone Your lifesense becomes precise and extends to a range of 25 feet. You know the exact hit points, maximum hit points, and level of every creature you can perceive within this lifesense.

Summoning Stone You can cast one of the following level 7 divine spells during your transformation: *summon celestial, summon axiom, or summon anarch.*

5E – Divine Wyrm Special Feat

Divine Wyrm

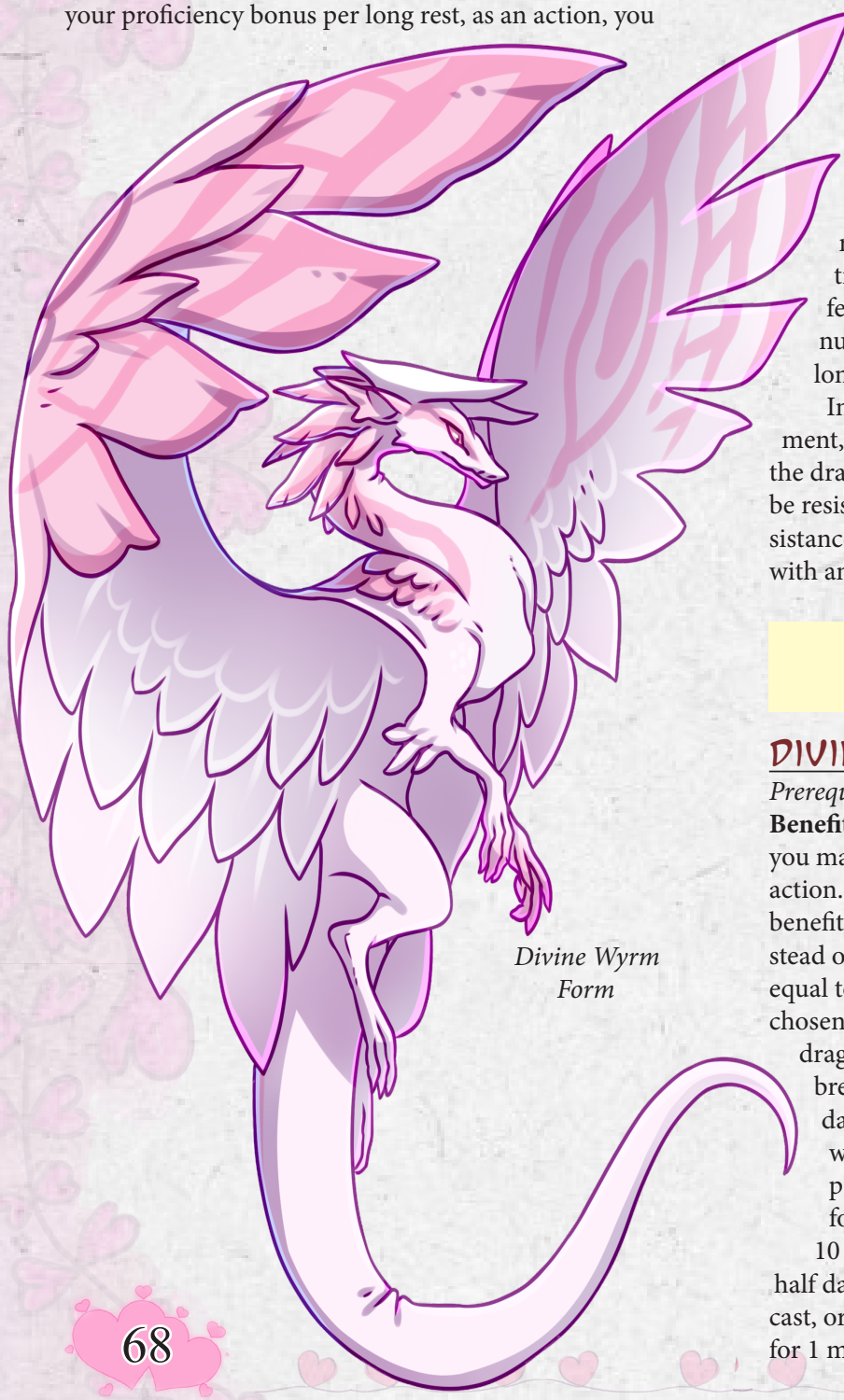
Prerequisite: Shinryujin, You must not have the Discarded Dragonstone Subrace, 4th level.

You have begun the road to achieving divinity, but have not yet reached powers beyond what many would deem normal for dragonkin. A number of times equal to half your proficiency bonus per long rest, as an action, you can take the form of a young or wyrmling dragon of your choice of CR less than or equal to your proficiency bonus. When you do so, you gain all the physical statistics but maintain your mental statistics as per the Druid's Wild-shape ability.

While in dragon form, you gain a breath weapon. However, instead of the normal damage, you deal half fire and half radiant damage. You may use this breath weapon a number of times equal to your proficiency bonus per long rest. While in wyrmling form, you do not gain any additional movement, special abilities, or defenses such as ice walk, fire resistance, or water breathing (though you still gain a fly speed as appropriate to your dragon CR). This transformation ends after 1 minute, when your draconic shape runs out of HP, or you transform back as a bonus action.

You can take this feat again, starting at 12th level. When you do, your creature type becomes dragon and you become immune to sleep and paralysis effects and no longer gain points of exhaustion changing Dragonstones. The duration of this feat increases to 10 minutes. You may use this feat a number of time equal to your proficiency bonus per long rest.

In addition, at 20th level, you gain any special movement, resistances, or special abilities granted to you by the dragon you choose. Your breath weapon can no longer be resisted unless the creature has both fire and radiant resistance or immunity. You may also use this ability at-will with an indefinite duration.



Divine Wyrm Form

Pathfinder 1e Divine Wyrmling Feat

Divine Wyrmling (Su)

Prerequisite: Shinryujin, 4th level

Benefit: Once per day, while holding your Dragonstone, you may transform into your dragon form as a standard action. For this transformation, you gain the effective benefits of *Beast Shape I* using the dragon subtype instead of animal. While in this form you gain a fly speed equal to your movement speed. Regardless of the form chosen, your appearance is that of a colorful feathered dragon. Once per transformation, you can use a special breath weapon that deals both fire damage and divine damage akin to *flame strike*. When used, the breath weapon deals 1d8 for every two character levels you possess in damage (maximum 6d8) in either a 60 foot line or a 30 foot cone, with a Reflex save (DC = 10 + half your level + your CON or WIS modifier) for half damage. While in this transformation, you can speak, cast, or concentrate on spells as normal. This form lasts for 1 minute.

Divine Wyrm

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+1	+2	+0	+2	Dragonstone Awakening	-
2nd	+2	+3	+1	+3	Dragon Feat	+1 level of previous class
3rd	+3	+3	+1	+3	Dragonsheart, Dragon Feat	-
4th	+4	+4	+1	+4	Dragon Feat	+1 level of previous class
5th	+5	+4	+1	+4	True Dragon	-

Pathfinder 1e Prestige Class

Divine Wyrm

Role: A divine wyrm holds roles and duties that most mortals cannot comprehend. Fortunately, you were graced by the gods with a level of power unseen by other mortals.

Alignment: Any
Hit Die: d12

Requirements

To qualify to become a Divine Wyrm, a character must fulfill all the following criteria:

Character Level: 7th
Feats: Divine Wyrmling
Race: Shinryujin

Class Skills

The Divine Dragon class skills are Diplomacy, Fly, Knowledge (All), Perception, Sense Motive, and Spellcraft.

Skill Ranks Per Level: 4 + Int Modifier.

Class Features

The following are the class features of the Divine Wyrm.

Weapons and Armor Proficiency: Divine Wyrm gain no proficiency with any weapon or armor.

Class Features: At each level indicated, you advance class features just as if you have gained a level in a class you belonged to previously. You do not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that you add those levels of Divine Wyrm to your levels of your previous class and determines your class features (such as spells, class abilities, and bonus feats) accordingly. If you had more than one class before becoming a Divine Wyrm, you must choose one of them to augment with this benefit; once made, this choice cannot be changed. You may not select a prestige class with this feature.

Dragonstone Awakening: At 1st level, while holding your Dragonstone, you gain the benefits of the Eschew Materials feat. In addition, the duration of your Divine Wyrmling Feat increases to 2 minutes per Divine Wyrm level you possess. You may also use the feat a number of times per day equal to 3 + your Divine Wyrm level. You also no longer suffer fatigue or exhaustion when changing Dragonstones.

Dragon Feat: At 2nd through 4th levels, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must either have the Shinryujin prerequisite, feats from a sorcerer draconic bloodline that you possess, or a monster feat that you meet the prerequisites for. You can treat your dragon form as a prerequisite for these monster feats. Monster feats can only be used while in your Divine Wyrmling form. All feats gained this way stack with your Draconic Awakening racial feature.

Dragonsheart: You may use your Divine Wyrmling feat as a move action, instead of a standard action.

True Dragon: At 5th level, your creature type changes to dragon and you are immune to sleep and paralysis effects. The Divine Wyrmling Feat can be used as a swift action and instead grants you the benefit of the *Form of the Dragon* spell. Your appearance and breath weapon damage type remains unchanged from the Divine Wyrmling feat, though you can gain the resistances and movements of whatever dragon you choose.

When you reach 15th character level, the benefit is increased to *Form of the Dragon II*, and at 20th character level *Form of the Dragon III* and may be used at will with an indefinite duration.

PATHFINDER ZE DIVINE WYRM DEDICATION

DIVINE WYRM DEDICATION

Archetype	Dedication

You call upon divine energy to transform yourself into a draconic battle form. You gain the Wyrm transformation action.

WYRM TRANSFORMATION ❖❖ FEAT 2

Rare	Shinryujin	Archetype	Polymorph

Archetype *Divine Wyrm Dedication*
Frequency *Once per Day;* **Duration** *1 Minute*
Prerequisites *Shinryujin Ancestry*
Requirements *You have a Dragonstone*
You begin the journey of tapping into your ancestry's power. You gain the following statistics and abilities:

- **AC** = 15 + your level. Ignore your armor's check penalty and Speed reduction.
- **Senses**: Low-light vision and imprecise scent 30 feet.
- **Speed:** 25 feet, feather fall
- **Breath Weapon** ❖❖ (divine, fire) You breath a blast of flame that deals 4d4 fire damage in a 10 ft. cone (basic Reflex save vs class DC). You can't use Breath Weapon again for the duration of the transformation.
- **Catching Wings** You do not calculate fall damage until you have fallen 15 feet or more.
- The following melee attacks, which are the only attacks you can Strike with. You're trained with them. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Melee ❖ Jaws Damage 1d8 piercing
- Melee ❖ Claw (agile), Damage 1d4 slashing
- Melee ❖ Tail (reach 10 feet), Damage 1d6 bludgeoning
- Melee ❖ wing (agile), Damage 1d4 piercing

DIVINE BRAWLER FEAT 4

Archetype	Shinryujin

You learn to harness greater powers in your dragon form. Choose one:

- Increase your Wyrm Transformation's effective strength score by +1.
- Add an additional damage die to all strikes.

DIVINE BREATH FEAT 4

Archetype	Shinryujin

Your draconic breath grows in divine power. Choose one:

- Your breath weapon's cone increases by 5 feet.
- Your breath weapon's damage die size increases by 1.
- Your breath weapon deals an additional die of fire damage.

Special You may select this feat multiple times, selecting a different option each time. You may select a singular option an additional time at level 10 and level 16.

DIVINE FLIGHT FEAT 4

Archetype	Shinryujin

While in Wyrm Transformation, you do not gain the Catching Wings ability and instead gain a flight speed of 15.

Special Your fly speed increases by 15 at level 8 and every 4 levels afterwards.

DIVINE FORM FEAT 4

Archetype	Shinryujin

As you grow in power, you materialize small portions of your true form. You gain the Draconic Awakening Ancestry feat. You gain an additional unarmed attack listed in the feat for every Divine Wyrm Archetype feat you have.

DIVINE PRESENCE FEAT 4

Archetype	Shinryujin

While in Wyrm Transformation, your size increases by one step. You must have enough space to expand into or the ability is lost.

Special You may select this feat again at levels 10 and 16, increasing your size to the next step each time.

DIVINE HIDE FEAT 4

Archetype	Shinryujin

Though you don't have scales, your hide is dense with Divine Power. While in Wyrm Transformation, your AC is 16 + your level and you gain 5 temporary hit points.

Special You may select this feat again at certain levels, granting 10 additional temporary hit points and a new AC listed below:

- Level 12 - AC = 18 + your level
- Level 20 - AC = 20 + your level

DIVINE RESONANCE — FEAT 10

Archetype | **Shinryujin**

Increase the frequency of your Wyrm Transformation to once per hour.

DIVINE SCRAPPER — FEAT 10

Archetype | **Shinryujin**

Archetype *Shinryujin*
Prerequisites *Divine Brawler*
You learn to harness even greater physical powers in your dragon form. Increase the effective Strength score of your Wyrm Transformation by +1 and add another damage die to all strikes.

Magic Stone Shinryujin about to transform

DIVINE SPEED — FEAT 14

Archetype | **Shinryujin**

You may use Wyrm Transformation as a single action instead of 2.

DIVINE PUGILIST — FEAT 18

Archetype | **Shinryujin**

Prerequisites *Divine Scrapper, expert in unarmed attacks*
You have harnessed the pinnacle of divine physical power. Increase the effective Strength score of your Wyrm Transformation by +1 and add another damage die to all strikes. Additionally, increase your unarmed proficiency to master if you are an expert.

TRUE DIVINE WYRM — FEAT 18

Archetype | **Shinryujin**

You've fulfilled your destiny and mastered your transformations. The frequency of your Wyrm Transformation increases to at-will instead of once per day.

Jibakurei (Bound Spirit) Yurei

Yurei

"Til death do us part is a tired and boring tradition. True love transcends the bounds of mortality. We'll be together always... ALWAYS!"

Kishari, Lewd Librarian

Attachment: There are many ghost stories of vengeful spirits returning from beyond the grave to enact revenge upon those that wronged them. But what happened to the spirits who love their Waifus and family so much that they stick around to share their afterlives with them?

Physical Description

As ghosts, Yurei are the solid corporeal spirits of a once living person. They retain the same size and movement speed that they had when they were once alive as another race. Yurei, however, give off an unsettling and ghostly aura. They can float in place and often wear clothing they would have had for their funeral, regardless of whether or not they died in them. They have a cold, pale appearance, and piercing eyes that unsettle many.

Origin Myth

Many of the supernatural creatures originate from the various Underwolds that exist below the surface of Xerros. Yurei, like most half-undead, are believed to have originated in the realms of Yomi. However, the development of the *Yurei shokan* ritual, has caused a significant increase in the Yurei population. In Monshojil, the Yurei are common. In fact, for some, the Yurei are seen as another stage of life. A belief that the rest of the world does not share.

Patron Deity: Although there have been several undead that have taken the title of Demigod, there are none that have ever been a Yurei. Recently, a woman named Anastasia Hizumi, the daimyo of Yomiko (or Little Yomi), has been confirmed to have achieved Mythic Power and is suspected to become the first Yurei demigod. Many Yurei have already begun to worship her as their Patron Deity though she has not officially achieved the title.

Society

A Yurei is usually bound to a person, almost always the object of their affection, a symbol of their undying love, or the place they consider home. As such, there is no centralized Yurei society. The largest population of Yurei currently occupy the trade city of Yomiko. While this city is gaining popularity, it is seen with controversy by both the pious Mehlovians and the traditional Sala'dhin.

While many find their devotions to their love admirable, most believe that Yurei should be exorcised and encouraged to find peace in the afterlife. A Yurei keeps the morals and values they had when they were alive. Their devotion to their loved ones literally allowed them to return to the mortal planes. This devotion can be twisted into an unhealthy obsession and can cause even further heartache for everyone involved.

Population: Uncommon. Yurei are seen as another stage of life to many in Monshojil, but their presence has not spread far outside this country.

Offspring: Yurei males are capable of creating fertile offspring with the races they were compatible with while alive and will usually produce half-undead children. Unfortunately for Yurei women, there is no "natural" means of reproduction outside of using heavily specialized magic or mythic power.

Reputation: Within the kingdoms of Monshojil, the Yurei are relatively accepted though they are also considered unnerving. Due to being Undead, they are met with distrust from nearly every civilized creature. However, on the rare occasion they meet a Shinryujin, they are usually greeted with sympathy rather than disgust.

Relationships: Yurei keep relationships in high regard since they defied death to stay with their loved ones. Yurei get along famously with Nekomata, considering their natural necromancy, and have neutral relationships with Ghostwolf Okami and Tenebrae Nymphs.

ADVENTURERS

Yurei adventurers are often individuals who felt they haven't spent enough time with those they love and so stick around to keep their loved one safe. Due to the dangers of adventuring, there is a chance that their love may join them as Yurei. Some adventuring couples do manage to make it work, but this is incredibly rare.

YUREI NAMES

Yurei keep the names and identities they had when they were alive. When choosing what character you were in life, select a name that would be most appropriate for that race.

PHYSIOLOGY AND PHILOSOPHY

Yurei are manifestations of spirits from beyond the grave. As such, their ghostly bodies and their mentality are affected by this unlife.

Diet: Yurei retain the same diet they had, when they were alive. They do, however, gain a taste for meat.

Lifespan: Although technically irrelevant at this point since a Yurei is already dead, Yurei retain the same physical and mental age of the day they died. Though Undead, they are capable of learning and changing over the course of their unlife. A Yurei remains in the mortal planes until they are exorcised or until they are ready to move on. The length of unlife for a Yurei can be anywhere between 1 to 500 years.

Alignment and Religion: Yurei tend to have the same alignment they had when they died. However, due to the nature of Undead and their means of tying themselves to the mortal world, they tend to start gravitating towards evil unless they are properly supported emotionally.

Subrace: Yurei do not have subraces, instead they come back as a type of spirit associated with their cause of death. See Cause of Death below for the Yurei types you can return as.

CAUSE OF DEATH

When playing a Yurei, you must choose a race to have been while alive. You gain that race's languages and any other non-mechanical benefits they would have. Not only that, you and your GM should determine your cause of death. This cause of death determines your subtype of Yurei when you return to unlife. A Yurei character becomes one of the following subtypes:

FunaYurei (Sea Ghost): The ghosts of those that died at sea. They sometimes have fish-like traits. These Yurei tend to have an unpleasant fishy smell about them.

FuYurei (Gas Spirits): Floating gaseous spirits that died from a plague. Believed to cause and spread diseases. When floating, their legs become long gassy whisps.

Jibakurei (Bound Spirit): Earthbound spirits that are instead bound to a person, place, or object. As a result, Jibakurei are easily more grounded to reality. Jibakurei tend to be more mentally and physically stable than other Yurei.

Onryo (Vengeful Spirit): An Onryo is a vengeful spirit who return from death to haunt those that wronged them (often their own families). These ghosts tend to be evil and stalk their murderers like revenants.

Ubume (Mom Ghost): A mother ghost who died in childbirth. This ghost returns to take care of her children and often bring sweets.

Yuki Onna (Snow Spirit): The spirit of someone lost during a snowstorm. They have a cold aura about them, both physically and emotionally.

Zashiki-Warashi (Creepy Ghost Kid): The ghosts of children; often mischievous (and obviously less motivated by love and obsession). If you choose this subtype, you will be playing as a dead child character.

5E - YUREI TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Size and Language. You retain the size category and languages you had before becoming a Yurei. During character creation, choose a different player race for determining size category and languages.

Speed. Your base walking speed is 30 feet.

Darkvision. Your undeath and ghostly traits grant you superior vision. You can see in dim light within 60 feet of you as if it were bright light and darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cling to Life. You are immune to effects that target undead originating from yourself, additionally you can be targeted by healing spells that normally exclude undead.

Ghostly Nature. Your creature type is undead. You do not require air, food, drink, and you are immune to being poisoned, poison damage, and diseases. You are vulnerable to radiant damage and you still take damage normally from nearly every other type of damage.

Rest without Peace. Whenever you take a short or long rest, you instead fade into a state of rest between the material and ethereal plane. You are mostly invisible while resting, but any area you occupy is eerily quiet and unsettling. You are still vulnerable to people who are aware you are there.

Subrace. While technically not races, there are different types of Yurei that return to haunt their loved ones. Choose one of these subraces on the 7 subraces section:

PATHFINDER 1E - YUREI RACIAL TRAITS (13 RP)

+2 Constitution, -2 Intelligence: A Yurei is a tougher corporeal undead but is slowly losing their grasp on sanity as they continue their unlife.

Type (5 RP): You are your original creature type in life with the half-undead subtype as well.

- Half-undead have the darkvision 60 feet racial trait.
- Half-undead gain a +2 racial bonus on saving throws against mind-affecting effects.
- Half-undead take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Half-undead creatures are harmed by positive energy and healed by negative energy. A half-undead creature with the fast healing special quality still benefits from that quality.

Size: You are the same size as you were in life.

Speed: You have a base speed of 30 feet.

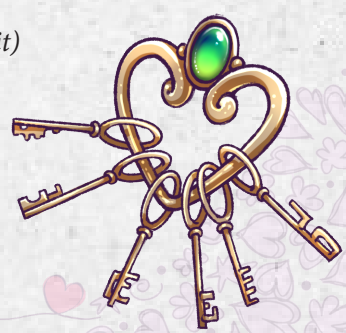
Ghostly Nature (4 RP): You do not breathe, eat, or drink and are immune to poison and diseases. You are a spirit, but you are considered corporeal.

Rest Without Peace (1 RP): When you rest, you are mostly invisible. However, if a creature is with 30 feet from you, they feel your presence and can make a Perception check to reveal your presence against your Stealth check.

Cause of Death (3 RP): You are a ghost. See "Cause of Death" Section for Pathfinder 1e on page 77 and choose one of those.

Languages: You begin play speaking Common and whatever languages you knew in life. If you have a high Intelligence score, Necril is a bonus language on top of what you would know.

Jibakurei (Bound Spirit)
Bonded Item:
Library Keyring



PATHFINDER ZE YUREI ANCESTRY

Hit Points: 8
Size: Medium or Small
Speed: 25 feet
Ability Boost: Constitution, Free
Ability Flaw: None
Languages: Common, Necril, Additional Languages equal to your Intelligence modifier (if it's positive). Choose from languages that you would have had access to in life (such as the languages prevalent in your region).
Traits: Ghost, Spirit, Undead, Humanoid, Rare
Even in Death: You gain the Ghost Dedication feat, even though you don't meet its level prerequisite. However, your bound site can be an object, person, or small group of people instead of a place.

PATHFINDER ZE - HERITAGES

FUNAYUREI (SEA GHOST)

The ghosts of those that died at sea. They sometimes have fish-like traits. Because you were a sailor in life, you gain a Swim speed of 20 feet.

FUYUREI (GAS SPIRIT)

Floating gaseous spirits. Believed to cause and spread diseases. Died from a plague of some kind. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed.

JIBAKUREI (SOUL/OBJECT BOUND)

A spirit that died before old age, leaving behind a widowed lover. Once per day, while you are within 60 feet of your bound site, if you fail a skill check or saving throw, you can re-roll the triggering check but you must use the new result, even if it's worse than your first roll. This is a fortune effect.

ONRYO (VENGEFUL SPIRIT)

An Onryo is a vengeful spirit who returned from purgatory to haunt those that wronged them. They are often murdered by their own families. Because of your dark outlook, you gain Darkvision.

UBUME (DEAD MOM GHOST)

An Ubume is a mother ghost who died in childbirth. This ghost returns to take care of her children and they often bring sweets. You are trained in Crafting and Cooking Lore and gain the *Seasoned* Feat.

YUKI ONNA (SNOW SPIRIT)

A mysterious tribe of mostly female Yurei from frozen regions, these spirits are known for their odd ability to drain warmth from others. On rare occasions, these spirits seek partners and will use their heat absorption abilities to protect their companions. You have cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

ZASHIKI-WARASHI (GHOST KID)

These Yurei died as a child, they often do not understand what happened or that they are dead. Your size changes to Small and you may cast *Prestidigitation* as an innate Occult cantrip.

5E - SUBRACES

FUNAYUREI (SEA GHOST)

Ability Score Increase. Your Strength score increases by 1.
Ocean Depth. You gain advantage to stealth checks while in the water.
Sea Legs. You can walk on water, however it is considered difficult terrain for you.

FUYUREI (GAS SPIRITS)

Ability Score Increase. Your Dexterity score increases by 1.
Float. For one minute, you gain a fly speed equal to half your walking speed. You can use this trait a number of times per long rest equal to your proficiency bonus.
Miasmic Nature. You are a special type of Yurei made of gas and air. Therefore, you are not immune to poisons, poison damage, or diseases. However, you also do not suffer vulnerability to radiant damage.

JIBAKUREI (SOUL/OBJECT BOUND)

Ability Score Increase. Your Intelligence score increases by 1.
Bound. You are bound to a person or object. Choose either a person or object at character creation, while within 60ft of the creature or object you chose you gain the following benefits:

- +2 to any skill check relating to that person or object.
- +2 to Saving throws with 1 ability of your choice (choose at character creation).
- +2 Bonus to death saves.

If the person is slain or the object broken these bonuses all become -2 Penalties to their respective rolls instead until the person is revived or the object is fixed.

ONRYO (VENGEFUL SPIRIT)

Ability Score Increase. Your Strength score increases by 1.
Vengeance. Once per short rest, as a bonus action, you see and declare a person in eyesight who has wronged you. For 1 minute, you gain a bonus to attack rolls against the creature equal to your proficiency bonus (Minimum +1) and deal extra damage equal to half your level on the first successful attack against the chosen target each turn.

UBUME (DEAD MOM GHOST)

Ability Score Increase. Your Charisma score increases by 1.
Mother's Intuition. You gain proficiency in Insight checks and one artisan tool of your choice. You gain Expertise in these checks relating to your own children.
Sweet Treats. You can cast *Goodberry* with this trait, however instead of creating berries, you create 10 berry-sized treats. You may use this ability again when you finish a short or long rest.

YUKI ONNA (SNOW SPIRIT)

Ability Score Increase. Your Wisdom score increases by 1.
Chilling Escape. When you would be reduced to 0 hit points, you can instead disappear into a cloud of mist reappearing a number of feet away equal to half your movement and are reduced to 1hp instead of 0. You can use this ability once per long rest.
Cold Aura. You are resistant to cold damage and allied creatures within 10ft of you reduce any fire damage they would take by an amount equal to your proficiency bonus.

ZASHIKI-WARASHI (GHOST KID)

Ability Score Increase. Your Dexterity score increases by 1.
Creepy Ghost Kid. You are a small size creature, however your speed is unchanged.
Prankster's Escape. You learn the *Prestidigitation* cantrip. Additionally, as a bonus action, you can fade a step further into the ethereal plane to flee the consequences of your playful acts gone wrong. A number of times per long rest equal to your proficiency bonus, you can become invisible as per the *Invisibility* spell until the end of your next turn.

Pathfinder 1e – Cause of Death (3 RP)

Funayurei (Sea Ghost)

Typical Alignment: Chaotic Neutral
Ability Modifier: +2 STR
Ocean Knowledge: You gain Knowledge: Geography and Profession: Sailor as class skills and gain a +2 racial bonus when rolling those skills.
Sea Legs: You may walk on water, however, it is difficult terrain.

Fuyurei (Gas Spirits)

Typical Alignment: Neutral
Ability Modifier: +2 DEX
Float: A number of times equal to ⅓ your level, rounded up, per day you can gain a fly speed equal to half your movement speed for 1 minute.
Miasmic Nature: You no longer get the inherent resistance (or immunity if using template) to mind affecting effects, poison, or disease, but you can also be healed by positive energy used to heal living creatures by half the normal amount.

Jibakurei (Soul/Object Bound)

Typical Alignment: Lawful Neutral
Ability Modifier: Remove -2 to INT (+2 INT if using template)
Bound: You are bound to a person or object, grounding you to reality. While you are within 60 feet of your bound person or object, you gain a +2 racial bonus to a single Skill, and +1 racial bonus to a saving throw chosen at character creation. If the object or person breaks or dies, invert these into a -2 to that skill and a -1 to the saving throw until repaired or revived.

Onryo (Vengeful Spirit)

Typical Alignment: Chaotic Evil
Ability Modifier: +2 STR
Vengeance: Once per day, you can see and declare a person in eyesight who has wronged you. You gain the benefits of the *Dedicated Adversary* feat for the next minute against that type of creature.

Ubume (Dead Mom Ghost)

Typical Alignment: Neutral
Ability Modifier: +2 WIS
Mother's Intuition: Sense Motive and Craft are always considered class skills. You gain a +4 racial bonus when using these skills on your children.
Sweet Treats: Twice per day, you may cast *Goodberry* as a spell-like ability. However, instead of berries, you create sweet treats. Your caster level is equal to your character level.

Yuki Onna (Snow Spirit)

Typical Alignment: Neutral
Ability Modifier: +2 WIS
Chilling Escape: Once per day, if a melee attack would reduce you to 0 hp or less, you may cast *Windy Escape* as a spell-like ability with an immediate action. Your caster level equal to your character level.
Cold Aura: You gain cold resistance 5, and additionally allies within 10 feet of you gain fire resistance 5.

Zashiki-Warashi (Ghost Kid)

Typical Alignment: Chaotic Neutral
Ability Modifier: +2 DEX
Creepy Ghost Kid: You are a small sized creature.
Prankster's Escape: As a swift action, you may cast *Vanish* a number of times equal to ⅓ your level, rounded up per day as a spell-like ability. You can use *Prestidigitation* as an at-will spell-like ability.

Notes from Stuart

Sometimes, the fun of playing an undead character is discovering the mystery of *how* you died and incorporating that into your story arc. If you and your GM wish, you two may decide that your cause of death is a secret and you uncover your powers as you go.

Alternatively, feel free to ignore the book suggestions and just take whatever abilities sound most fun to you.

Notes from Stuart: Undead "Race"?

It would be inaccurate to call Yurei a race or ancestry since they belong to a race in life and their transformation into a Yurei is a state of living. The racial stat blocks are for the sake of convenience rather than game mechanics reflecting the lore of how the Yurei work.

If you want, you can use the following template changes to your character instead:

5e - Legacy Trait

Legacy of Past Life. While in life, you were a member of a race and retain a few of your old traits:

- **Skill proficiencies**. If you didn't have any, you may select one of your choice.
- **Movement Speeds**. You retain any climbing, flying, or swim speed you had in life.
  - *Funa Yurei*: If you have a swim speed, walking on water is not difficult terrain for you.
  - *Fu Yurei*: If you have a flying speed, this speed stacks with your Float ability.
- **Racial Feats**. You may retain and gain feats with your previous race as prerequisites.

Pathfinder 1e - Yurei Template (+27 RP) or (+1 Challenge Rating)

Creating a Yurei

Senses (2 RP): Base creature gains Darkvision 60ft.

Creature Type (16 RP): Change the base creature's type to undead. Yurei are permanently destroyed when they reach 0 hit points.

Ability Score Modifiers (4 RP): +2 Charisma. As an undead creature, Yurei have no Constitution Score and instead use Charisma for all Constitution related saving throws and calculating Hit Points.

Cause of Death (4 RP): The Yurei gains the benefit of a subtype depending on the circumstance of their death. Use the Cause of Death bonuses listed on the previous page and choose the one that suits best.

Rest Without Peace (Su) (1 RP): Despite being undead, you must rest as a mortal does. When you do, you are invisible. However, if a creature is 30 feet away from you, they feel your presence and can make a Perception check to reveal your presence against your Stealth check.

Pathfinder 2e Versatile Heritage

You've become a Yurei. Meaning you died and weren't ready to leave your friends and family. Maybe you were brought back against your will by an evil necromancer. There is also a possibility that you are being pranked by a very mischievous Nekomata.

Whatever the case, you gain the Ghost Dedication feat, even though you don't meet its level prerequisite. However, your bound site can be an object, person, or small group of people instead of a place.

You can choose from Yurei feats and feats from your ancestry whenever you gain an ancestry feat.

Pathfinder 2e Heritage Feat

1st Level

Yurei Heritage — Feat 1

Lineage	Yurei

Prerequisite *Non-Yurei Ancestry, Yurei versatile heritage*

Something caused your death and now that you're a Yurei, you are burdened and blessed with their innate abilities. Choose a Yurei heritage. You gain that heritage's abilities and are treated as that heritage for the purposes of feat requirements.

5E - YUREI FEATS

BIG MOM ENERGY

Prerequisite: Ubume Yurei

Your motherly nature extends to your friends and allies. You gain the following benefits:

- Increase your Constitution or Charisma Score by 1, up to a maximum of 20.
- After completing a long rest, you declare a number of creatures to be your children equal to your proficiency bonus. Creatures declared as your children fall under the benefit of Mother's Intuition.
- Select 2 skills that you are proficient with. These skills gain expertise if you are using them for the benefit of your children, such as preparing a meal or lifting debris off of them with Athletics.
- A number of times per long rest equal to your proficiency bonus, if one of your children are within 60 feet and are attacked by a melee attack, you may teleport to a space adjacent to them as a reaction.

CHOPPY WATERS

Prerequisite: FunaYurei Yurei

You become an undead master of the waters. You gain the following benefits:

- Increase your Strength or Constitution Score by 1, up to a maximum of 20.
- You gain a swim speed equal to your walking speed.
- Walking on water is no longer a difficult terrain for you.
- While submerged or walking on water, you can use a bonus action to manipulate the water into a blade and make a ranged spell attack against a creature within 30 feet. The attack deals 1d6 + your Casting ability modifier for this feature as slashing damage. When you gain this feature choose Strength or Charisma as your casting ability for it.

COLD COMFORT

Prerequisite: Yuki Onna Yurei

Your cold embrace has a gentle, emotional warmness that protects your allies. You gain the following benefits:

- Increase your Constitution or Wisdom Score by 1, up to a maximum of 20.
- As an action, you may embrace an ally, occupying their same location. While embracing, both you and your ally gain resistance to fire and cold damage. Embracing an ally does not hinder their movement and you move with them when they do. You may maintain the embrace each round by expending your movement and may perform any action you would normally be able to do, including attacking and casting spells.
- You may use your Chilling Escape racial ability a number of times per long rest equal to half your proficiency bonus. In addition, you may use Chilling Escape when your ally would be reduced to 0 hit points instead if you are embracing them using this feat.

DEAD SAILS

Prerequisite: FunaYurei Yurei

You have received special training from the sailors of Little Yomi. You gain the following benefits:

- Increase your Strength or Constitution Score by 1, up to a maximum of 20.
- You gain proficiency in all water vehicles and may add your Strength or Wisdom modifier as an additional bonus to any check you make to control that kind of vehicle.
- While on board a water vehicle, you gain advantage to all Strength and Constitution saving throws.
- You can sail a water vehicle in extremely shallow waters without risk of damaging the vehicle. These shallow waters include swamps, the shoreline, and any other area determined by the GM. Shallow waters are considered difficult terrain for your vehicle.

GOING GHOST

Prerequisite: Yurei, 4th level

Like other ghosts, you have mastered the ability to turn incorporeal. You gain the following benefits:

- Increase your Constitution or Wisdom Score by 1, up to a maximum of 20.
- As action, you turn incorporeal for 1 minute. While incorporeal, you gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. While incorporeal you gain a fly speed equal to your walking speed and you may pass through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. If this ability wears off while you are inside of an object or creature, you are forcefully ejected from whatever direction you entered from and take 5 (1d10) force damage for every 5 feet you are ejected. You must complete a long rest before using this ability again.

GRUDGE MATCH

Prerequisite: Onryo Yurei

Your wrath and need for revenge is so great it can become contagious. You gain the following benefits:

- Increase your Strength or Constitution Score by 1, up to a maximum of 20.
- Once per long rest when you hit a creature with an attack you can force the target to make a wisdom saving throw (DC 8 + Your Charisma Modifier + Your proficiency bonus) against a curse. On a failure, they suffer the following penalties for 1 minute:
  - Advantage on attacks against you.
  - Disadvantage on attacks against any other creature.
  - Attacks made against the affected target have advantage.
  - Your attacks against the creature deal an additional Xd10 damage (where X equals half your proficiency bonus).

PROFESSIONAL PRANKSTER

Prerequisite: Zashiki-Warashi Yurei

You take your comedic art seriously...How ironic. You gain the following benefits:

- Increase your Dexterity or Constitution Score by 1, up to a maximum of 20.
- You learn the *minor illusion* cantrip as well as the spells *illusory script* and *invisibility* spells, adding them to your list of spells or spells known, and may use them a number of times per long rest equal to your proficiency bonus using your Intelligence or Charisma as your spellcasting modifier.

SULFURIC GAS

Prerequisite: FuYurei Yurei

While you're avoiding fire and brimstone, you brought some of it with you. You gain the following benefits:

- Increase your Constitution or Dexterity Score by 1, up to a maximum of 20.
- Whenever you activate your Float racial ability, use the effects of the Going Ghost feat, or use any spell or ability that turns you into a gaseous form, you become poisonous to enemies around you. At the end of your turn, you deal Xd6 poison damage to all enemies within 10 feet of you (where X is equal to half your proficiency bonus).
- Whenever an enemy begins their turn within 10 feet of you while you are under the effect listed above, they must make a Constitution saving throw equal to 8 + your proficiency bonus + your Constitution or Charisma modifier (your choice). If they fail, they gained the poisoned condition. If they succeed, they are immune to this condition from you until your next long rest.

WORLDLY ATTACHMENTS

Prerequisite: Jibakurei Yurei

While some may consider attachment as a sin, it keeps you grounded to reality. You gain the following benefits:

- Increase your Constitution or Intelligence Score by 1, up to a maximum of 20.
- At the end of your long rest, you may change your bound person or object to a number of different qualifiers equal to your proficiency bonus that you have an emotional attachment to.
- You may select a second saving throw for your Bound racial trait to gain a bonus to.
- A number of times per long rest equal to your proficiency bonus, as a reaction, you may double the bonus from your Bound racial trait to +4.

PATHFINDER 1E YUREI FEATS

BIG MOM ENERGY

Prerequisite: Ubume Yurei

Benefit: Select 2 skills that become class skills for you. In addition, these skills gain the +4 racial bonus from your Mother's Intuition racial trait when using these skills on or for your children.

You may select this feat twice. If so, you gain the following benefits: You may declare a number of allies equal to ⅓ your level (minimum 1) as your children. You may change these allies once per day. In addition, once per day, whenever one of your children within 60 feet is attacked by a melee attack, you may teleport adjacent to them as an immediate action.

CHOPPY WATERS

Prerequisite: FunaYurei Yurei

Benefit: You gain a swim speed equal to your movement speed. In addition, water is no longer a difficult terrain for you.

You may select this feat twice. If so, you gain the following benefits: While submerged or walking on water, as part of a full attack action, you shape water into blades and can make ranged attacks against targets within 30 feet. A blade's damage is 1d6 + your STR or CHA Mod

COLD EMBRACE

Prerequisite: Yuki Onna Yurei

Benefit: You may embrace an ally as a standard action, occupying their same location. While embracing, both you and your ally gain cold and fire resistance equal to half your level (minimum 1). Embracing an ally does not hinder their movement and you move with them when they do. You may maintain the embrace each round as a move action and may perform any action you would normally be able to do, including attacking and casting spells.
You may select this feat twice. If so, you gain the following benefits: You may use your chilling escape racial ability a number of additional times per day equal to ⅓ your level (minimum 1). In addition, you may use your chilling escape when an ally would be reduced to 0 hit points if you are embracing them using this feat.

DEAD SAILS

Prerequisite: FunaYurei Yurei

Benefit: Your racial bonus from your Ocean Knowledge racial trait is doubled. In addition, you can sail a water vehicle in extremely shallow waters without risk of damaging the vehicle. These shallow waters include swamps, the shoreline, and any other area determined by the GM. Shallow waters are considered difficult terrain for your vehicle.

GOING GHOST (SU)

Prerequisite: Yurei, 4th level

Benefit: Once per day, as a standard action, you gain the Incorporeal subtype, the incorporeal universal monster rule, and a fly speed equal to your movement speed with perfect meneuverability for 1 minute.

GRUDGE MATCH

Prerequisite: Onryo Yurei

Benefit: Once per day, whenever you hit a creature with an attack roll, you may force the target to make a Will save against a curse with a DC equal to 10 + half your level + your Charisma modifier. If the creature fails, they are cursed to attack you. If they fail to attack you for one round, they suffer a -4 penalty on attack rolls, saves, ability checks, and skill checks.

You may select this feat twice. If so, you may choose any of the example effects from the *bestow curse* spell. You may also use this effect an additional time per day.

PROFESSIONAL PRANKSTER

Prerequisite: Zashiki-Warashi Yurei

Benefit: You may add *invisibility* and *ghost sound* to the list of spell-like abilities you may cast with your Prankster's Escape racial ability sharing a number of times per day along with vanish. Your daily limit is increased to half your level (rounded down).

You may select this feat twice. If so, all spell-like abilities granted by your Prankster's Escape racial ability are added to your list of spells or spells known.

SULFURIC GAS

Prerequisite: FuYurei Yurei

Benefit: Whenever you use your Float racial ability, use the Going Ghost feat, or are under the effect of a spell or ability that would turn you into a gaseous form, you become poisonous to enemies around you. Each round at the beginning of your turn, you deal 1d6 + half your level in acid damage to each creature within 10 feet of you.

You may select this feat twice. If so, all this damage increases to 1d6 acid damage for every 2 levels you possess and allies are no longer affected by the damage.

WORLDLY ATTACHMENTS

Prerequisite: Jibakurei Yurei

Benefit: You may select another object or person to be the subject of your bond. At the beginning of every day, you may change one of your bound subjects to another object, person, or place. So long as one of these bound objects is alive, or in working condition, you retain all benefits of your Bound racial ability.

You may select this feat twice. If so, you gain one additional skill and one additional saving throw to apply the +2 and +1 bonuses to respectively.

PATHFINDER ZE ANCESTRY FEATS

1st Level

A BAD FEELING — FEAT 1

Yurei | Aura | Emotion | Fear | Mental

Prerequisite *Jibakurei Heritage, Trained in Intimidation.*

You emanate an aura of unease. All foes within a 5-foot emanation suffer a -1 circumstance penalty to saving throws of effects that have the Fear trait.

ALOOF DRIFTING — FEAT 1

Yurei

Prerequisite *FuYurei Heritage*

You are quite literally, an airhead. When you get a critical failure against an effect with the emotion trait, you get a failure instead.

ATTACHED SPIRIT FEAT 1

Yurei

Prerequisite *Jibakurei Heritage*

Your bound location is precious to you and you will not let anyone threaten it. Whenever a humanoid enters within 20 feet of your bound site, you are made aware. You do not know who entered, how many entered or where they are exactly, but you know that at least one humanoid did.

CALMING SPIRIT FEAT 1

Yurei

Prerequisite *Ubume Heritage*

You were always the voice of reason. You are trained in Diplomacy and gain the No Cause For Alarm skill feat. When you use No Cause For Alarm, the emanation is 15 feet instead of 10.

COLD AURA FEAT 1

Aura | Cold | Yurei

Prerequisite *Yuki Onna Heritage*

Allied creatures within 5 feet of you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on). At 9th level, your cold aura's emanation radius increases to 10 feet. At 17th level, it increases to 15 feet.

CONNECTION TO THE PAST FEAT 1

Yurei

Requirements *Yurei ancestry, your ancestry in life was a common ancestry*

You have begun to recall parts of your past life. You gain the *Adopted Ancestry* general feat and you must select the ancestry you were in life.

CONTAGIOUS FEAT 1

Yurei

Prerequisite *FuYurei Heritage*

Your sickly nature manifests. You can control it a little. During your daily preparations, choose *acid splash* or *puff of poison*. Until your next daily preparations, you can cast this cantrip as a primal innate spell at will.

DON'T SHARE MY FATE FEAT 1

Yurei

Prerequisite *FunaYurei Heritage*

Filled with a surge of compassion, you attempt to spare someone from what you've suffered. You can lock lips with another creature that cannot breathe underwater, giving them breathable air. While you both are in this state, they are grabbed and you are Flat-footed.

GRUDGE ◆◆ FEAT 1

Yurei

Prerequisite *Onryo Heritage*

Requirements *A creature has wronged you in a meaningful way, such as hurting you or a loved one.*

Your heart beats again in fury. You declare a creature your grudge. You gain a +5 circumstance bonus to your movement speed when you move towards your grudge, and you gain a +1 circumstance bonus to Seek that creature if they become concealed, undetected, or hidden to you. You may only have one Grudge at a time.

PARENTAL INSTINCT FEAT 1

Yurei

Prerequisite *Ubume Heritage*

Your maternal instincts are strong, even in death, granting you the ability to protect and care for those in need. You are trained in Medicine. If your bound site is a person and you Treat Wounds on them, you may kiss their injuries which acts as a healer's tools and grants you a +1 circumstance bonus to the check.

PRANKSTER SPIRIT FEAT 1

Yurei

Prerequisite *Zashiki-warashi Heritage*

It's so great that you have all this time to play the pranks you never got to when you were alive. During your daily preparations, choose *telekinetic hand*, *telekinetic projectile*, or *figment*. Until your next daily preparations, you can cast this cantrip as an occult innate spell at will.

REST WITHOUT PEACE FEAT 1

Yurei

Even the undead must rest. When you rest, you are invisible. However, if a creature is 5 feet away from you, they feel your presence and can make a Perception Check with a DC equal to your Class DC check to Seek and reveal your presence.

SALTWATER SPRAY — FEAT 1

Yurei

Prerequisite *FunaYurei Heritage*

Water still fills your lungs. From your mouth, you may cast the *Spout* cantrip as an innate primal spell at will.

SPECTRAL WRATH — FEAT 1

Yurei

Prerequisite *Onryo Heritage*

Your wrathful spirit fuels your attacks, causing them to deal extra damage to your enemies. You gain a +1 status bonus to damage rolls for all Strikes. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

5th Level

BEWARE THE DEPTHS — FEAT 5

Yurei

Prerequisite *FunaYurei Heritage*

The sea was always your home. You gain a +1 circumstance bonus to Stealth checks to Hide and Sneak while in water. While in water, you can move up to your speed while Sneaking.

COLD COMFORT ↷ — FEAT 5

Aura | Cold | Yurei

Prerequisite *Cold Aura*

Trigger *An ally within your Cold Aura is about to take fire damage.*

You have figured out how to use your heat absorption abilities to protect your companions. Your ally gains fire resistance equal to your level until the start of your next turn.

COLD EMBRACE ◆»» — FEAT 5

Cold | Yurei

Range *touch*; **Targets** *1 creature*

Saving Throw *Fortitude*; **Duration** *varies*

Prerequisites *Yuki Onna heritage*

You embrace the target, sapping them of their warmth.

Critical Success The target is unaffected.

Success The target takes cold damage equal to half your level.

Failure The target takes cold damage equal to your level and is Enfeebled 1 for 1 round.

Critical Failure The target takes cold damage equal to twice your level and is Enfeebled 2 for 1 round.

EERIE WHISPER — FEAT 5

Yurei

Prerequisites *Trained in Intimidation*

You are quite spooky and can frighten people easily. Attempt an Intimidate check to Coerce or Demoralize. This check has a +1 circumstance bonus and you ignore the penalty for not sharing a language. Your words are directly transferred to the target's ears and can only be heard by them.

NURTURING WORDS — FEAT 5

Yurei

Prerequisite *Ubume Heritage*

Your gentle words can sooth the wounded and restore their strength, allowing them to heal more quickly. You may cast Soothe as a 1st-level Occult spell once per day. At level 7 and every two levels after, this spell is heightened +1.

SWEET TREATS — FEAT 5

Yurei

Prerequisite *Ubume Heritage*

You still have a strong desire to bring your loved ones treats. You learn the *Goodberry* focus spell. Instead of creating a berry, you create berry-sized treats. If you do not have a Focus Pool, you gain a Focus Pool of 1 Focus Point.

TOY BOX — FEAT 5

Yurei

Prerequisite *Zashiki-warashi Heritage*

You remember having a toy box when you were alive and can manifest it. You gain the *Prescient Planner* General Feat, and you do not have a bulk limit since you pull them out of an extra-dimensional toy box.

WANDERING SPIRIT — FEAT 5

Yurei

Prerequisite *FuYurei Heritage*

Your airy nature makes it easy to move. You gain a +15 status bonus to your speed when traveling.

WHO DARES?! ↷ — FEAT 5

Yurei | Emotion | Fear | Mental

Prerequisite *Onryo Heritage*

Frequency *Once per day*; **Trigger** *Your Bound Site is a person and they receive damage from a foe.*

Your countenance becomes frightening as you search for the fool who dared harm your love. Seek the source of the damage, even if the target is not undetected or hidden. If the target is not undetected or hidden, this check is made with a +4 circumstance bonus. Add the following to the degrees of success for your check.

Critical Success: The foe becomes frightened 2.
Success: The foe becomes frightened 1.

9th Level

CONSUMED BY ANGER ◆ FEAT 9

Yurei | Concentrate | Emotion | Mental

Prerequisite *Onryo Heritage*
Requirements *You aren't fatigued or raging.*
You boil with rage until you black out. When you use Consumed by Anger, you gain the following effects:

- You gain the confused condition. This condition cannot be cured by any means until the end of the effect.
- You can Demoralize in spite of the Confused condition and you gain a +1 status bonus to Intimidation checks to Demoralize.
- Increase your damage with Strikes and other offensive abilities by 1.

If your confusion would cause you to target your bound site with an attack, you can make a DC 10 Flat Check. On a success, the action is lost and you do not attack your bound site. On a critical success, if another target is within range, your attack affects them instead.

ECTOPLASMIC SHIFT FEAT 9

Yurei

By shifting into the ethereal plane, you can cast *Invisibility* as an 2nd level innate occult spell once per day.

GHOSTLY MIST FEAT 9

Yurei | Conjuration

Prerequisite *FunaYurei Heritage*
You summon the might of the oceanic fog. You can cast *Obscuring Mist* as a 2nd level innate primal spell once per day.

GIGGLE STRIKE FEAT 9

Yurei

Prerequisite *Zashiki-warashi Heritage*
You tickle the big dumb meanie! Make an unarmed Strike. On a success, the target is plagued with uncontrollable laughter and it can't use reactions. On a critical success, the target is stunned 1 and can't use reactions.

I'M THE GROWN UP NOW ◆◆ FEAT 9

Yurei

Prerequisite *Zashiki-warashi Heritage*
Adults can't tell you what to do anymore. You can cast *Shrink* as an innate occult spell one per day.

SPIRIT'S BINDING FEAT 9

Yurei | Attack

Prerequisite *Jibakurei Heritage*
Your strikes cause intense paralyzing fear. Make an unarmed Strike. On a success, the creature cannot move further than 50 feet away from you unless they succeed on a Will save vs your Will DC.

13th Level

CLOWNS ARE FOR KIDS FEAT 13

Yurei

Prerequisite *Zashiki-warashi Heritage*
This person isn't very fun. You can cast *Clownish Curse* as a 4th-level innate occult spell once per day.

HAUNTING LULLABY FEAT 13

Yurei

Prerequisite *Ubume Heritage*
To your loved ones, your words are as sweet as honey. To your foes, your words are vicious knives. When you cast a spell or use an ability with the auditory trait, you may choose a number of people within its area of effect to be unaffected by it.

HAUNTING WHISPERS ◆◆◆ FEAT 13

Yurei

Prerequisites *Eerie Whisper, Master in Intimidation*
Your words carry upon ghostly winds. *Eerie Whisper* now affects each enemy within 30 feet. Regardless of the results of your checks, each creature is then temporarily immune to Haunting Whispers for 1 minute.

IT'S SPREADING FEAT 13

Yurei

Prerequisite *FuYurei Heritage*
You can't contain your miasma... Or rather you don't want to in this moment. You can cast *Stinking Cloud* as a 3rd-level primal innate spell once per day.

CURSE OF ANGER — FEAT 13

Yurei

Prerequisite *Consumed by Anger, Onryo Heritage*
Your ally's mind is also consumed by your rage.
When you use Consumed by Anger, you can choose one ally within 30 feet. They do not have to be willing.
They gain the effects of Consumed by Anger as long as you are under its effects.

SPIRIT VOYAGE — FEAT 13

Yurei | Conjuration

Prerequisite *FunaYurei Heritage*
Frequency *Once Per Day;* **Range** *30 Feet*
You find your ship's whistle that you somehow misplaced. With it, you spend 10 minutes to summon a ghostly *Sailing Ship* in a body of water that bears a resemblance to the watercraft you perished on. The ship lasts for 8 hours or until dismissed.

YOU SHOULDN'T BE HERE — FEAT 13

Yurei

Prerequisite *Jibakurei Heritage*
You are able to notice when you have unwanted visitors. You gain spiritsense as an imprecise sense with a range of 60 feet. Spiritsense enables you to sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as project image or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

17th Level

ETERNAL TRESPASSER — FEAT 17

Yurei

Prerequisite *Jibakurei Heritage*
You are forever ejected from the living and the dead. You can cast *Outcast's Curse* as an 5th-level innate occult spell once per day.

MATERNAL REQUIEM — FEAT 17

Yurei

Prerequisite *Ubume Heritage*
Your lullaby has reached its zenith, being able to protect your loved ones and harm any who would hurt your children. When you cast a spell or use an ability with the auditory trait, you may choose a number of people within its area of effect to be affected by the sleep spell.

POISONOUS TOUCH — FEAT 17

Yurei

Prerequisite *FuYurei Heritage*
You finally have mastery over your own miasma. Your unarmed strikes are treated as if they have the Corrosive rune. This does not count towards the number of runes your unarmed strike may have normally.

SHADOW PLAY — FEAT 17

Yurei

Prerequisite *Zashiki-warashi Heritage*
You learned how to control your shadows and everyone else's. You can cast *Illusory Scene* as an 5th-level innate occult spell once per day.

VENGEFUL CURSE ↻ — FEAT 17

Yurei

Prerequisite *Onryo Heritage*
Trigger *Your Bound Site is a person and they receive damage from a foe you can see within 30 feet of you*
The red from your eyes turns to blood as you affect the foe with the effects of a 4th-level *Bloodspray Curse* as an innate spell once per day.

WATERY CURSE — FEAT 17

Yurei

Prerequisite *FunaYurei Heritage*
Willing your wrath, You can cast *Mariner's Curse* as a 5th level innate primal spell once per day.

WINTER'S EMBRACE ◆▶▶ — FEAT 17

Cold | Yurei

Prerequisite *Cold Aura*
Duration *1 Minute;* **Area** *15 foot emanation*
For 1 minute, you can empower your cold aura, increasing its size and power. The aura additionally grants your allies immunity to cold damage and gives enemies cold vulnerability equal to half your level.

Kinko (Gold Fox) Zenko

Zenko

"I may be a fox, but I am also your bride. I will always come back to you. Whether it be on the surface world or in my realm, you will always be welcome."

Kinari, Priestess of Fortune

Servitude: Like the Shinryujin, the Zenko are a race dedicated to shepherding the world. However, unlike the rarity of the divine dragons, these divine foxes are numerous and are often given hundreds of years of training before they take their place among their complicated pantheon. Zenko dedicate their exceptionally long life to the benefit of the world and its gods. They are sometimes rewarded with enlightenment and lesser divinity themselves.

Physical Description

The Zenko have two forms. They can disguise or transform into beautiful Masic-like humanoids with fox-like features such as ears, tails, and sometimes claws.
The true form of the Zenko are their fox-spirit forms, which appear to be exactly like their animal counterparts but with distinct supernatural differences such as pure white fur, being surrounded by ghostly fire, and sometimes having multiple tails.

Origin Myth

Like most other Yokai, the Zenko can attribute their creation to the various Underworlds of Xerros. As these spirits left the darkness, most of them reached the Skylands and joined the harvest and fortune Demigod. Thus, most Zenko are friendly, helpful, and loving.

Patron Deity: Nearly all Zenko are sent to the material plane by a Demigod in order to complete some sort of mission. Sometimes, the mission is as important as a world saving quest, while other times it is to be the house maid of a loyal mortal whose stress has invited evil spirits into their household. The being in charge of this delegation is the current Tenko.

Society

Most modern Zenko live in a special sphere within the Skyrealms, an ethereal plane in the sky that is managed by the Demigod of rice, commerce, and great fortune. Zenko serve as his messengers, assistants, and crusaders. While Demigods have very strict rules when they can intervene and perform miracles of great power, the Zenko are under no such restrictions and can perform tasks to the best of their abilities. Depending on the age of the Zenko, they may simply be as strong as the average mortal or just shy of a deity themselves.

Population: Uncommon. Most Zenko live in the Skyrealms. Due to their extensive training, they are rarely seen on the surface world.

Offspring: Despite being Yokai, Zenko are Celestials and are capable of producing fertile offspring with anyone of their choosing. Offspring produced by a Zenko tend to be either Celestial Nephilim or the same race as their Non-Zenko parent. Occassionally, a Zenko child is born and their humanoid form is considered their true form.

Reputation: Zenko are seen as religious figures to many and are seen as guardian angels. To the good aligned, they are usually well respected. To others, having a Zenko friend, companion, servant, spouse, or Waifu can often be seen as a status symbol.

Relationships: Zenko dedicate their entirety to their missions. As such, they tend to value their companions in high regard and often fall in love with them. Strangely, pairings between two Zenko are rare. Despite the fact that they are long lived, they often choose partners from much shorter lived races. These leave Zenko tragically widowed after a very short time in their eyes.

ADVENTURERS

Nearly every adventuring Zenko is on a direct mission from their Tenko. While some Zenko may wander for their own amusement, the vast majority of these rarely seen creatures travel while on a mission. As they adventure and become stronger, they grow additional tails that grant them more wisdom, power, and courage.

Much like dragons, Zenko grow in power as they age but very slowly. It takes nearly 1000 years for a Zenko to fully mature. As they age, they gain greater titles. These titles are listed as such:

- **Fox Spirit:** 50 years old. Technically, any fox can reach the rank of fox spirit. If any fox on Xerros reaches the age of 50, they can regain their youth, learn to transform into humanoids, and begin their training as divine servants.
- **Kiko:** Also called *Energy Fox*. After 500 years of service, Zenko become proper divine messengers and begin to perform assignments. When a spirit fox reaches this age, their fur changes colors and they become one of the following subtypes.
  - **Byakko:** White Royal Fox.
  - **Kinko:** Gold Sun Fox.
  - **Kokuko:** Black Moon Fox.
  - **Nogi:** Brown Field Fox.
- **Myoubu:** A member of the *Imperial Court*. There is no distinct age at which a Zenko earns this title. However, their powers have significantly increased to be able to assign jobs to Kinko foxes and doll out blessings to loyal mortals.
- **Tenko:** The Heavenly Fox. After a millennium of experience, a Myoubu is capable of becoming a demigod-like creature called a Tenko. These Zenko sprout 4 tails (but can grow up to 9), become capable of granting divine spells, and gain the power of clairvoyance and can predict the future.

ZENKO NAMES

The Zenko have names that are multisyllabic and usually have special meanings.

Male Names: Daisuki, Daichi, Gonobu, Gikoto, Homoru, Kei, Nobuyuki, Yori, Yotada.

Female Names: Aimi, Chiromi, Etsuko, Hisoko, Kaetomo, Kasumi, Masako, Masami, Reiko.

PHYSIOLOGY AND PHILOSOPHY

Zenko are otherworldly celestial Yokai. As such, they have unique biological quirks that defy common explanation.

Diet: Omnivore. Though they prefer meat, they can eat fruits, grains, and vegetables as Humans can.

Lifespan: A Zenko matures into an adult humanoid body at 50 years old (assuming they evolved from a fox), but is not considered an “adult” or ready for proper assignments until around 500 years old. Details are further available in the "Adventurers" section.

Alignment and Religion: Zenko are servants of a kind and generous god of commerce. As such, they tend to be one of the good alignments. Zenko that stray from this path are no longer considered as such and are called Yako or “trickster foxes”.

Subraces: Zenko do not have subraces and instead have fur colors that grant them various powers. More advanced Zenko are called Myoubu and Tenko as described in the "Adventurers" Section.

FUR COLOR

Unlike the human races, where hair color is largely an aesthetic, the Zenko's fur color denote their innate magic and powers.

Byakko (White Royal Fox): Zenko with pure white fur are considered divinely blessed and lucky, even by heavenly standards. Their fox form is powerful, large, and white like snow. They make excellent barbarians, fighters, or paladins.

Kinko (Gold Sun Fox): Zenko with pure golden fur are called Sun Foxes. These celestials are granted some innate combat magic. They make excellent clerics, monks, and sorcerers.

Kokuko (Black Moon Fox): Zenko with pure black fur are called Moon Foxes. They are granted innate illusion magic due to this association. They make excellent rangers, rogues, or wizards.

Nogi (Brown Field Fox): Sometimes, zenko don't inherit the divine spark that others of their kind are granted. When that happens, they gain earthly magics rather than celestial ones. These Zenko make excellent bards, druids, and rangers.

5E - Zenko Traits

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Size and Language. While in human form, you are a medium sized creature that is around the size of the average Elf. While in your fox form, you are tiny in size.

Speed. Your base walking speed is 30 feet. In your fox form, your speed is 30 feet and you have a burrow speed of 5 feet.

Creature Type. Your creature type is Celestial.

Darkvision. Your magical fox eyes grant you superior vision. 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 can't discern color in darkness, only shades of gray.

Form Change. At will, as an action, you can change between a common fox and your humanoid form. While in fox form, treat your stat block as the animal with the same name while retaining your mental statistics (If needed, a Cats statblock may work as a stand-in).

Foxy Messengers. You can communicate with other Zenko, Kitsune, or unintelligent foxes regardless of language barrier.

Languages. You can speak, read, and write Common, Sylvan, and Celestial.

Subtype. Your fur color determines your special magic tied to your Zenko type and training. See "Subtype" on the next page:

Pathfinder 1E - Zenko Racial Traits (14 RP)

+2 Dexterity, +2 Charisma, -2 Strength: The Zenko are charming and swift, but not very strong.

Type (3 RP): You are an outsider with the native subtype

- Native outsiders have the darkvision 60 feet.
- Native outsiders breathe, eat, and sleep.

Size: In your human form, you are a Medium creature and have no bonuses or penalties due to your size. In fox form, you are tiny and gain a +2 Size bonus to AC.

Speed: You have a base speed of 30 feet in human form, and a base speed of 40 feet in fox form.

Fox Form (Su) (3RP): At will, as a standard action, you can change into common Fox with matching fur color. This transformation is treated as *Beast Shape II* limited to being a Tiny Fox and you cannot cast spells while in this form. You can retain this form indefinitely and may change back to humanoid form at will, as a standard action.

Foxy Messengers (1 RP): You can communicate with other Zenko, Kitsune, or unintelligent foxes regardless of a language barrier.

Fur Color (6 RP): Your fur color determines your special magic tied to your Zenko type and training. In order to gain any spell-like abilities granted through this trait, you must have Charisma score of 11 or higher and your Charisma is your spellcasting modifier for these spell-like abilities. Spell-like abilities gained through this trait may be cast once per day. Choose a fur color on the next page.

Languages (1 RP): You begin play speaking Common and Celestial. If you have a high Intelligence score you can choose from the following: Aklo, Auran, Draconic, and Elven.

5E - SUBTYPE

BYAKKO (WHITE ROYAL FOX)

Fox Form Changes. Your hair and fur is pure white. While in your fox form, you retain your own stastics despite your altered form and gain a natural weapon bite attack dealing 1d6 damage. Your size is considered one size larger when determining your carrying capacity and the weight you can push or drag. Your walking speed also increases to 50 feet.

KINKO (GOLD SUN FOX)

Spells. Your hair and fur turns a vibrant golden color. You learn one cleric cantrip. At 3rd level, you learn a 1st-level evocation spell of your choice. Both of these spells must be from the cleric spell list. You can cast this spell once per long rest without spell slots or components. Charisma is your spellcasting ability for these spells.

KOKUKO (BLACK MOON FOX)

Spells. Your hair and fur is as black as night. You learn a cantrip of your choice. At 3rd level, you also learn a 1st-level illusion spell of your choice. You can cast this spell once per long rest without spell slots or components. Charisma is your spellcasting ability for these spells.

NOGI (BROWN FIELD FOX)

Spells. You learn any 1 cantrip from the druid spell list. At 3rd level, you learn a 1st-level spell from the Druid spell list. You can cast this spell once per long rest without spell slots or components. Charisma is your spellcasting ability for these spells.

ZENKO FUR COLORS (6 RP)
PATHFINDER 1E TRAITS

BYAKKO (WHITE ROYAL FOX)

Fox Form: Your fox form is medium sized instead of tiny as if under the effect of *Beast Shape I*. Despite being a medium creature, you are considered one size larger for Combat Maneuver Bonuses or Defenses if you benefit from it. Your space and reach remain the same as your current size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. While in this form your movement speed increases to 50 feet and you gain a bite attack that deals 1d6 damage that serves as a primary natural attack.

KINKO (GOLD SUN FOX)

Sun Magic: You can cast 1 orison and 1 1st-level evocation spell from the cleric spell list. These spells are chosen at character creation and cannot be changed.

KOKUKO (BLACK MOON FOX)

Moon Magic: You can cast 1 cantrip and 1 1st-level illusion spell from any spell list. These spells are chosen at character creation and cannot be changed.

NOGI (BROWN FIELD FOX)

Field Magic: You can cast 1 druid orison and 1 1st-level conjuration spell from the druid spell list. These spells are chosen at character creation and cannot be changed.

PATHFINDER ZE ZENKO ANCESTRY

Hit Points: 8
Size: Medium
Speed: 25 feet
Ability Boost: Charisma, Free
Ability Flaw: None
Languages: Common, Celestial.
Traits: Zenko, Celestial, Uncommon
Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.
Change Shape: ❖

Zenko	Concentrate	Divine
Polymorph	Transmutation	

You have two forms; an attractive adult humanoid and a Small fox. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. You lose any unarmed Strikes you gained from a Zenko Heritage or ancestry feat in your humanoid form. You can remain in your alternate form indefinitely, and you can shift back to your true zenko form by using this action again.

PATHFINDER ZE - HERITAGES

Once a Zenko becomes a full adult at the age of 500, they choose a path between yin, yang, pure, or something else. Choose one of the following Zenko Heritages at 1st level.

BYAKKO (WHITE ROYAL FOX)

You are above the yin and yang as a neutral force. Your fox form's size is medium instead of small and your speed increases to 30. Your hair and fur is pure white.

KINKO (GOLD SUN FOX)

You have chosen Yang, the power of the sun and positivity. You learn the *haunting hymn* cantrip and may cast it as a divine innate spell at will. Your hair and fur is golden.

KOKUKO (BLACK MOON FOX)

You have chosen Yin, the power of the moon, femininity, and the night. You learn the *bullhorn* cantrip and may cast it as a divine innate spell at will. You also gain a +1 circumstance bonus to stealth checks when in low-light. Your hair and fur is black.

NOGI (BROWN FIELD FOX)

You have chosen nature, the power of the earth and the kami. You learn the *tangle vine* cantrip and may cast it as a primal innate spell at will. Your hair and fur is brown.

5E - ZENKO FEATS

FOX AVATAR

Prerequisite: Zenko
You and your people are notorious pranksters, especially when it comes to your magic.
You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- You no longer have a dedicated humanoid or fox form appearance. Whenever you transform into your humanoid form, you may change your gender, your surface appearances such as basic humanoid facial structure, your height can be between 4 to 6 feet tall, your hair can be any color or style, and you can be fat, thin, or anywhere in between. Transforming this way is no illusion and you adopt those physical traits. Others can still recognize and discern that this new shape is you by inspecting your appearance and succeeding on an Intelligence (Investigation) check against a DC equal to 8 + your proficiency bonus + your charisma modifier.

FOX SUBSTITUTION

Prerequisite: Zenko
You and your people have a particular trick that some learn to avoid danger.
You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20

- Immediately after you take physical damage or are targeted by a spell or ability that requires a Dexterity saving throw, you can use your reaction to make a dexterity saving throw with a DC equal to the damage taken or the DC of the spell or ability. If you succeed, you teleport a distance up to your walking speed, leaving behind a log or a substitute that takes the damage for you. You can use this ability again an additional number of times equal to half your proficiency bonus before needing to take a long rest.

INARI SPELLCASTER

Prerequisite: Zenko

Your celestial training and has taught you to master magic as a fox. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- While in fox form, you are capable of casting any spells you have prepared, spells you know, or spells from scrolls. You cannot cast spells with a weapon in your teeth.

INARI TRAINING

Prerequisite: Zenko, 4th level

You completed your celestial training and became an experienced Zenko. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- You become proficient with any Intelligence skill except investigation. If you are already proficient with that skill, you gain expertise.
- You learn additional spells based on your subtype and you may cast these spell once per long rest without spell slots or components.
  - **Byakko.** *Enhance Ability*
  - **Kinko.** Any 2nd level cleric evocation spell.
  - **Kokuko.** Any 2nd level illusion spell.
  - **Nogi.** Any 2nd level druid conjuration spell.

MYOUBU (FOX LORD)

Prerequisite: Zenko, Inari Training, 12th Level

You are promoted to the rank of Myoubu, or a Fox Lord. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- You learn the spell *greater invisibility,* and you may cast it a number of times equal to your proficiency bonus per long rest without expending spell slots.
- You learn the *command* spell, and you may cast it a number of times equal to your proficiency bonus per long rest without expending spell slots so long as the target of these spells is a fox, kitsune, or a Zenko without the Myoubu feat.

SPIRIT OF THE TIGER

Prerequisite: Byakko Zenko

You inherit the might and majesty of the Tiger Demigod of the western sky that shares your name. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20
- Your fox form grows to large size, allowing you to be mounted by a medium creature.
- Your powerful jaws allow you to wield a single melee weapon you are proficient with in your teeth. Non-heavy Versatile weapons are held as if you are using two hands.

TENKO (FOX DEMIGOD)

Prerequisite: Zenko, Myoubu feat

You are a fox demigod in all but name. You gain the following benefits:

- Increase your Dexterity or Charisma Score by 1, up to a maximum of 20.
- You grow 4 tails. You can grow an additional tail (up to 9) by performing epic deeds at the approval of your GM. For each tail you possess, you gain another Fox Charge. You can expend a single fox charge to perform any Zenko racial trait, feat ability, or feature that has a limit per long rest an additional time without expending those uses. These charges refresh upon a long rest
- By expending one fox charge, you can gain blindsense equal to your darkvision until your next long rest.

PATHFINDER 1E ZENKO FEATS

FOX AVATAR (SU)

Prerequisite: Zenko

Benefit: You no longer have a dedicated humanoid or fox form appearance. Whenever you transform into your humanoid form, you may change your gender, your surface appearances such as basic humanoid facial structure, your height can be between 4 to 6 feet tall, your hair can be any color or style, and you can be fat, thin, or anywhere in between.

Transforming this way is no illusion and you adopt those physical traits. Others can still recognize and discern that this new shape is you by inspecting your appearance and succeeding on a Perception check against a DC equal to 10 + half your level + your charisma modifier.

FOX SUBSTITUTION

Prerequisite: Zenko

Benefit: You and your people are notorious pranksters, especially when it comes to your magic. Once per day as an immediate action, if you take damage from a physical attack or are targeted by a spell or ability that requires a Reflex saving throw, you can perform a Reflex saving throw equal to a DC equal to the damage taken or the DC of the spell or ability. If you succeed, you teleport a distance up to your movement speed, leaving behind a log or a non-living substitute that takes the damage for you.

INARI EDUCATION

Prerequisite: Zenko

Benefit: Select two Knowledge skills of your choice. These become class skills for you and you gain a +2 racial bonus to those skills.

INARI SPELLCASTER

Prerequisite: Zenko

Benefit: You can complete the verbal and somatic components of spells while in your Fox Form. You substitute various noises and gesture for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items, except for scrolls while you are in fox form that could not ordinarily use them, and you do not gain the ability to speak while in fox form. You may still cast spells with a weapon in your teeth.

INARI TRAINING

Prerequisite: Zenko, 4th level

Benefit: You completed your celestial training and now your spells gained from your fur color are added to your class list of spells or spells known. You also gain the following 2nd level spells that you may cast as a spell-like ability based on your fur color:

- **Byakko:** Choose two of the following spells: *Bull's Strength, Cat's Grace, Bear's Endurance, Fox's Cunning, Owl's Wisdom, Eagle's Splendor*
- **Kinko:** Any 2nd level evocation cleric spell.
- **Kokuko:** Any 2nd level illusion spell.
- **Nogi: Any** 2nd level conjuration druid spell.

MYOUBU (FOX LORD)

Prerequisite: Zenko, 12th level

You are promoted to the rank of Myoubu, or a Fox Lord.

Benefit: You can add *command* and *greater invisibility* as spell-like abilities as part of your fur color racial trait, and you may cast each once per day. If the target of your *command* is a fox, kitsune, or a Zenko without the Myoubu feat, the target they take a -2 penalty to their saving throw.

SPIRIT OF THE TIGER

Prerequisite: Zenko with Byakko fur color

You inherit the might and majesty of the Tiger Demigod of the western sky that shares your name.

Benefit: Your fox form grows to large size as described in the *beast shape II* spell. You may also be mounted by a medium creature without penalty. In addition, your powerful jaws allow you to wield a single melee weapon you are proficient with in your teeth as though with 2 hands.

All Zenko Fox Forms

TENKO (FOX DEMIGOD)

Prerequisite: Zenko, Myoubu (Fox Lord) Feat, 16th level
You are a fox demigod in all but name. You gain the following benefits:
Benefit: You grow 4 tails. You can grow an additional tail (up to 9) by performing epic deeds at the approval of your GM. For each tail you possess, you gain another Fox Charge. You can expend a single Fox Charge to perform any Zenko racial trait, feat ability, or feature that has a daily limit an additional time without expending those uses. By expending one Fox Charge, you can gain blindsense with a range equal to your darkvision.

PATHFINDER ZE ANCESTRY FEATS

1st Level

DIVINE LORE — FEAT 1

Zenko

After 500 years of schooling, you finally know a thing or two. You become trained in Religion and two lore skills of your choice.

FOXY MESSENGERS — FEAT 1

Zenko

As a foxy messenger, you can cast the *Message* cantrip as a divine innate spell at will. You can communicate with other Zenko, Kitsune, or unintelligent foxes regardless of language barrier.

HONED CLAWS — FEAT 1

Zenko

While in fox form, your claws grow long and sharp. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

MAGICAL SENSES — FEAT 1

Zenko

Your celestial senses are sharp. You gain your choice of darkvision or an imprecise sense with a range of 30 feet, such as scent, thoughtsense, tremorsense, or wavesense.

Special You can select this feat multiple times, granting yourself another imprecise sense or darkvision.

5th Level

FOX AVATAR — FEAT 5

Zenko | Illusion

You no longer have a dedicated humanoid or fox form appearance. Whenever you transform into your humanoid form, you are affected by the *illusory disguise* spell.

FOX SUBSTITUTION ↷ — FEAT 5

Zenko | Teleportation

Trigger *A creature targets you with an attack and you can see the attacker*
Frequency *Once per day*
Requirements *You are not encumbered.*
You and your people are notorious pranksters, especially when it comes to your magic. The attack targets your Reflex DC instead of your Armor Class. If the creature critically fails its attack, you teleport a distance up to your Speed, leaving behind a log or a substitute that takes the damage for you.

MYOUBU ◆ — FEAT 5

Zenko | Illusion

You receive a promotion from your foxy superior and are now a Fox Lord. While on the material plane, you can become invisible as the *invisibility* spell once per day.

SPIRIT OF THE TIGER ◆ — FEAT 5

Zenko

Prerequisite *Byakko Heritage*
You inherit the might and majesty of the Tiger Demigod of the western sky that shares your name. Your fox form grows to large size, allowing you to be mounted by a medium creature without the normal penalties of being mounted. Additionally, your powerful jaws allow you to wield a single melee weapon that you are proficient with in your teeth. You can only wield a one-handed weapon this way and wielded weapons don't have the two-handed trait.

ZENKO SPELL FAMILIARITY — FEAT 5

Zenko

Your schooling has taught you to manifest your innate divinity into spells. Depending on your Heritage, you may cast a 1st level divine (primal if Nogi Heritage) innate spell once per day.

- **Byakko** *Breadcrumbs*
- **Kinko** *Concordant Choir*
- **Nogi** *Protector Tree*
- **Kokuko** *Ventriloquism*
- **Other** *Ray of Enfeeblement*

9th Level

FOX LORD FEAT 9

Zenko | Auditory | Enchantment | Linguistic | Mental

Prerequisite *Foxy Messenger*

You have been promoted to a fox lord and other lesser foxes must submit to your authority. Whenever you speak to a fox, kitsune, or Zenko that is a lower level than you, they must make a saving throw as if you had cast *Command* on them.

INARI SPELLCASTING FEAT 9

Zenko

Prerequisite *Zenko Spell Familiarity*

You've mastered the ability to cast spells in your true form. While in fox form, you can cast spells granted to you by ancestry feats, heritage, or spells from scrolls. At 13th level, you can cast all spells you have access to by using animal gestures and sounds as somatic and verbal components respectively.

INARI WARRIOR ❖ FEAT 9

Zenko

Prerequisite *Spirit of the Tiger*

Requirements *You are in your fox form*

Frequency *Once per day*

The beast within emerges during times of combat. You are affected by a 2nd-rank animal form, but you must choose Canine as the specific animal. At 13th level, the rank of animal form is 3rd. At 17th level, the rank is 4th.

LESSER TENKO SPELL ADEPT FEAT 9

Zenko

Prerequisite *Zenko Spell Familiarity*

Your divine powers deepen and you learn another spell. Depending on your Heritage, you may cast a 2nd level divine (Primal if Nogi Heritage) innate spell once per day.

- **Byakko** *Remove Fear*
- **Kinko** *Spiritual Weapon*
- **Kokuko** *Silence*
- **Nogi** *Web*
- **Other** *Fear the Sun*

MOONLIT SHADOW ❖ FEAT 9

Zenko

Prerequisite *Fox Substitution, Kokuko Heritage*

Requirements *It is a night where a moon is visible and your last action was to cast a spell with the illusion trait.*

Frequency *Once per day*

While in moonlight, your power grows. You gain the benefits of a 2nd-rank Mirror Image except the number of created illusory images created is one. At 13th level, the number of images is two. At 17th level, the number of images is three.

SUNLIT RADIANCE ❖ FEAT 9

Zenko

Prerequisite *Zenko Spell Familiarity, Kinko Heritage*

Requirements *It is daytime when the sun is visible and your last action was to cast a spell that dealt fire or spirit damage..*

Frequency *Once per day*

The target must pass a fortitude save versus your spell DC or be dazzled for 1 round. At 13th level, the number of rounds they are dazzled upon failure is 2. At 17th level, the number increases to 3.

WATER UNTO LAND ❖ FEAT 9

Zenko

Prerequisite *Myoubu, Nogi Heritage*

Requirements *You are wielding a weapon in the polearm, spear, sword or knife group.*

Frequency *Once per day*

You use an interact action to dip your weapon into a body of water and remove it. You drip 1d4 drops of water onto the ground in front of you which become harvestable seeds for the next 24 hours. You can use an Interact action to have one of these seeds sprout into one of the following:

- a 5-foot thick, 20-foot high tree
- difficult terrain in a 5-foot burst on the ground.
- 2 special ingredients

13th Level

HEAVEN'S MESSENGER FEAT 13

Zenko

Prerequisite *Foxy Messenger*

As an experienced messenger of the gods, you have learned

to communicate across the planes instantly. You can cast *Sending* as a 5th level divine innate spell once per day.

TENKO (FOX DEMIGOD) FEAT 13

Zenko

Prerequisite *Myoubu*

You have ascended to a quasi-demigod like form and have begun to treat visible light as your convenient tool. You can use the *invisibility* granted by Myoubu three times per day.

ZENKO SPELL MASTERY FEAT 13

Zenko

Prerequisite *Zenko Spell Adept*

Depending on your Heritage, you may cast a 3rd level divine innate (Primal if Nogi Heritage) spell once per day.

- **Byakko** *Show The Way*
- **Kinko** *Wall of Virtue*
- **Kokuko** *Moonlight Ray*
- **Nogi** *Wall of Thorns*
- **Other** *Blindness*

17th Level

KYUUBE FEAT 17

Zenko

Your long life of training has paid off and now you have ascended into your true fox form. You grow a total of four tails. You can grow an additional tail (up to nine) by performing epic deeds at the approval of your GM. For each tail you possess, you can reuse an expended spell or ability with a once per day frequency granted to you by Zenko feats or your heritage.

Additionally, you can gain lifesense as a precise sense for 1 minute once per hour as a free action. The range is as far as you can see but you cannot sense life behind anything that would block your vision such as a wall.

TRUE TENKO FEAT 17

Zenko

Prerequisite *Tenko*

You are now a demigod in name and may go where you please. You can cast *Teleport* and *Plane Shift* as 7th-level divine innate spells once per day, but you may only target yourself with these spells and the only destination for your casting of *Planeshift* is the realm of your deity.

ZENKO SPELL PERFECTION FEAT 17

Zenko

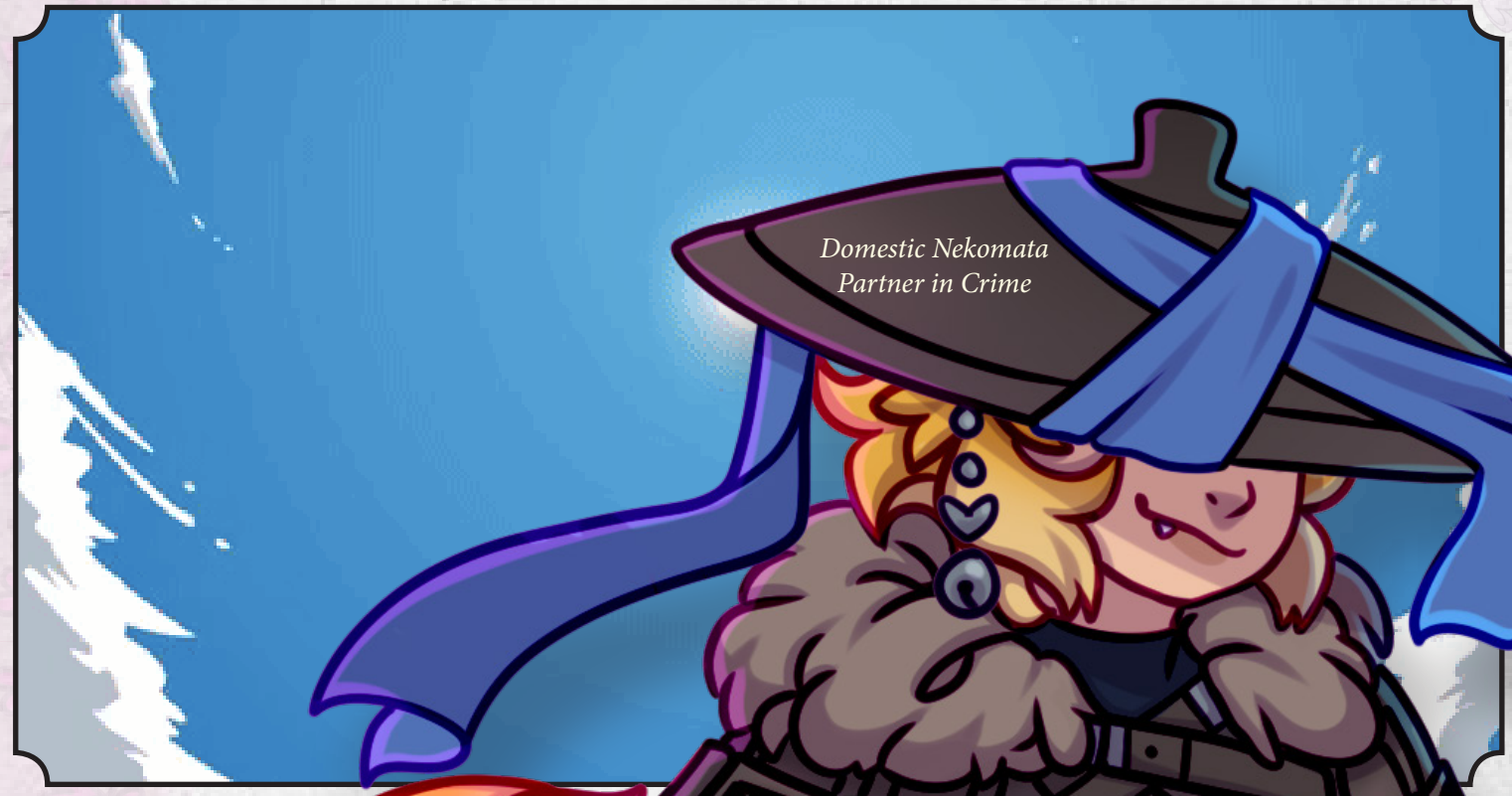
Prerequisite *Zenko Spell Mastery*

You have chosen to master your innate spellcasting and have been rewarded for it with access to your most powerful spells. Depending on your Heritage, you may cast a 5th level divine innate (Primal if Nogi Heritage) spell once per day.

- **Byakko** *Blink Charge*
- **Kinko** *Flame Strike*
- **Kokuko** *Drop Dead*
- **Nogi** *Wall of Stone*
- **Other** *Rip the Spirit*

High Ranking Tenko with 9 Tails

CHAPTER 2



CLASSES, SUBCLASSES, & ARCHETYPES

Classes	Subclass/ Class	Description	Page Number
Barbarian	Protector	You have someone precious to protect. Your desire to keep them safe grants you strength.	Page 98
Bard	Protag	Your allies (comically) become your harem and gain unique buffs from your inspiration.	Page 100
Cleric	Cupid Domain	Become an ambassador of love and imbue arrows with magical effects.	Page 104
Druid	Circle of the Consortium	Join a free-love druid cult to share magic, spells, and healing.	Page 107
Fighter	Battle Bride	You wear specialized armor called a Battle Dress that inspires allies and grants you passive buffs.	Page 110
Monk	Way of the Housewife	Use your ki to perform complex housewife martial arts.	Page 118
Paladin	Oath of Matrimony	The power of your marriage oath fuels your spells and abilities.	Page 121
Ranger	Bonded Pair	You and an ally become bonded for life. You share knowledge and spells.	Page 124
Rogue	Partners in Crime	You gain an NPC Companion that steals and fights with you.	Page 127
Sorcerer	Crossblooded (5e)	You gain the benefits of 2 different bloodlines.	Page 130
Sorcerer	Soulmated	Your parents love was so pure that they made a magic baby. Alternatively, you are destined to find true love in your future.	Page 131
Warlock	The Affair	You start a romantic relationship with a powerful being. This being grants you powers to keep you out of trouble.	Page 134
Wizard	Love Mage	Gain powerful love magic. You also tattoo your spells on your body.	Page 136
Waifu	Prestige Class Pathfinder 1e	You are married! You can either marry an NPC or another Player Character. You earn Waifu Virtues that empower both of you.	Page 139
Dynamic Duo	Archetype Pathfinder 2e	You gain an NPC partner that becomes a permanent part of your character	Page 149

Waifu Classes

This chapter contains:

- 13 Subclass, 1 for every Main Class (+1 sorcerer)
- 1 Prestige Class - Pathfinder 1e
- 2 Archetypes - Pathfinder 2e

Subclasses. Each Subclass is designed to be based around teamwork and relationships of some kind. Nearly all of these classes require cooperation from another Player Character to gain their full effectiveness or abilities (many revolving around marriage).

Pathfinder 1e Prestige Class. The Waifu is meant to be a teamwork class where both the Waifu and the spouse of the Waifu are empowered by Waifu Virtues. These virtues assist in both combat and domestic pursuits.

Pathfinder 2e Archetypes.

- **The Waifu** archetype is designed around paired tactics and combos in both combat and social encounters.
- **Dynamic Duo** is an archetype that allows Pathfinder 2e players a way to have NPC cohorts that become a core part of your character.

Example NPCs of most of these class can be found in **Chapter 7: Waifu Catalogue** starting on **page 264**.

Notes from Stuart

Marriage. The Battle Bride, Oath of Matrimony Paladin, the Waifu Prestige Class, the Waifu Archetype are balanced around the idea of a single partner monogamous relationship. Polygamy was determined to be too powerful.

We'll fix this in the Mythic Waifu Handbook.

Ghostwolf Okami
Promised Protector Barbarian

BARBARIAN: PROTECTOR

Your rage comes from an overwhelming desire to protect someone you hold in high regard, whether it stems from brotherhood, parental responsibility, or a betrothal to marry when the time is right.

In each system, you are designated to protect a Promised person. You also carry a token of this Promise. Depending on the needs of your campaign, you can choose to have your mechanics focused through this token or an actual character.

5E - SUBCLASS PATH OF THE PROTECTOR

I AM PROMISED

3rd-level Path of the Protector Feature

At level 3, you have sworn a great oath to someone whom you hold in high regard called your Promised.

This can be a Player Character or an NPC. The bond can be bonded brotherhood, parental responsibility, or a betrothal to marry when the time is right. You carry a special token given to you by your Promised called a Promised Token.

So long as you carry your Promised token or are within 30 feet of your Promised, while raging, your weapons as part of your attack deal an additional 1d6 damage. This damage increases to 2d6 at level 10. Once per Long rest you can choose to roll with advantage for any 1 Constitution, Wisdom, or Charisma saving throw.

I WANT TO LIVE

6th-level Path of the Protector Feature

At level 6, you realize you have someone you want to return home to. While raging, you gain a number of temporary hit points equal to your Constitution modifier at the start of each of your turns. When you are reduced to 0 hit points while raging but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

I SWEAR TO YOU

10th-level Path of the Protector Feature

At level 10, your love for those you have promised to care for has increased your capacity and desire to protect others. While raging, your allies within 10ft gain all of your resistances. This Range increases to 15ft at level 14.

WE ARE SOUL BONDED

14th-level Path of the Protector Feature

At 14th level, your oaths to protect others inspire those closest to you in the heat of combat when you are successful in battle. The first time each turn you successfully deal damage with a weapon attack each turn, you can choose a number allies within 15ft of you equal to your rage bonus and heal those creatures a number of hit points equal to your Constitution modifier.

PATHFINDER 1E - ARCHETYPE PROTECTOR

This Archetype also can be used for Bloodragers.

PROTECTIVE RAGE (EX)

Choose a single PC or NPC to be designated as your Promised. You carry a special token given to you by your Promised called a Promised Token. So long as you carry this token or are within sight of your Promised, whenever

you rage, the morale bonus you gain to Strength from this rage increases by an additional +2. In addition, once per day, you can re-roll a single Will Saving Throw and must take that result, even if it is worse. This ability alters rage or bloodrage.

WILL TO LIVE (EX)

At 3rd level, you gain the Diehard feat, ignoring prerequisites. While raging, you can act normally while you are below 0 hit points and are not considered disabled. If your negative hit points are equal to or greater than your Constitution score, you immediately die. Your maximum hit points permanently increase by 1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level).
This ability replaces trap sense and blood sanctuary.

PROTECTIVE AURA (SU)

At 10th level, while raging, all of your allies within a 10ft radius gain all of your DR/, energy resistances, and your will save bonus gained from rage.
This ability replaces rage powers gained at 10th or damage reduction at 10th level for Bloodragers.

SOUL BONDING (SU)

At 14th level, your Protective Aura expands to 15ft. Whenever you deal damage for the first time on your turn, all allies within your Protective Aura recover HP equal to your Constitution modifier.
This ability replaces your rage power or indomitable will gained at 14th level.

PATHFINDER ZE PROTECTIVE INSTINCT

Choose a single PC or NPC to be designated as your Promised. You carry a special token given to you by your promised called a Promised Token.

ANATHEMA

Not doing your best to prevent your Promised from being reduced to 0 HP, your Promised Token becomes lost or destroyed due to your negligence, or betraying your Promised is anathema.

INSTINCT ABILITY

While raging, if a hostile creature is within 60 feet of your Promised or you have your Promised Token, then you increase the additional damage from Rage from 2 to 4. If you damage an enemy within 10 feet of your Promised, the additional damage from Rage is increased from 2 to 6. Once per day, if you roll a failure on a Will save, you get a success instead. You cannot turn a critical failure into a success.

SPECIALIZATION ABILITY

Increase the Rage damage bonus from 4 to 8 if you're carrying your Promised Token and from 6 to 10 if you damage an enemy within 10 feet of your Promised. If you have greater weapon specialization, increase the respective damage types from 8 to 12 and 10 to 18.

RAGING RESISTANCE

You resist mental damage, as well as the last damage type dealt to your promised.

I WANT TO LIVE — FEAT 8

Barbarian

Prerequisite *Protective Instinct*
Frequency *once per hour*
Trigger *You would be reduced to 0 Hit Points but not immediately killed.*
You have someone at home waiting for you to return. Attempt a Fortitude save against the attack DC of the triggering Strike. You take a penalty to this check equal to twice your wounded value, if any. If the triggering attack was a critical hit, use the result one degree of success worse than what you rolled.

Critical Success You avoid being knocked out and remain at 1 Hit Point.
Success You avoid being knocked out and remain at 1 Hit Point, but you increase your wounded value by 1.

I SWEAR TO YOU — FEAT 12

Barbarian

Prerequisite *Raging Resistance*
You swore that no one hurts your friends! While raging, allies within 5 feet gain the resistances granted by Raging Resistance.

Special. If you have Share Rage, whenever you share your rage with an ally, the resistance granted by Raging Resistance is increased by half your level.

WE ARE SOUL BONDED — FEAT 18

Barbarian

Prerequisite *Raging Resistance*
The instinct to protect is so powerful, it has transcended your body. Whenever you critically hit with a melee weapon attack, you can choose to heal allies within 10 ft of you a number of hit points equal to half your level.

Feral Nekomata Protag Bard

Blink Dog Okami Protag Bard

BARD: THE PROTAG

Countless jokes in-universe and out mention the amorous and ever loving bard, making their way across the multiverse bedding and/or befriending everyone in their path. This subclass utilizes the power of that skill.

This subclass focuses on turning your allies into your "Special Someones". These Special Someones will be granted unique and random actions whenever you grant them buffs or inspirations. This class can also be played defensively with Reject Advances.

5E - SUBCLASS COLLEGE OF THE PROTAG

SPECIAL SOMEONE

3rd-level College of Protag feature

After a long rest, you declare a number of people equal to your proficiency bonus as your Special Someones. Your Special Someones are not necessarily romantic partners. They could be best friends, close family members, or simply your fascination for the day. Every time you expend one use of your Bardic Inspiration for one of your Special Someones, they gain advantage on the Inspiration die roll.

REJECT ADVANCES

3rd-level College of Protag feature

You can reject someone so thoroughly, they become so demoralized they won't even want to attack you. As a reaction, you can expend one use of your Bardic Inspiration and subtract that roll from a creature attacking you. At 14th level, you may use this ability against those who are attacking your special someones.

COMICAL MISUNDERSTANDING

6th-level College of Protag feature

Every time you expend one use of your Bardic Inspiration for one of your Special Someone, they get the impression that your inspirational act meant something completely different for a half second. The confusion is brief, and seen as a humorous mistake (unless the players and the GM feel like the effect should last longer for role-playing reasons). Any misunderstanding with a duration longer than 1 round requires concentration.

HAREM

14th-level College of Protag feature

Your number of Special Someones can now be equal to up to half your level. Any of your Comical Misunderstandings benefits that require concentration now last a minute without concentration. Additionally, whenever you roll on the Comical Misunderstanding table, your Special Someone can decide which special bonus they would like to gain, regardless of the roll result. There are also no more misunderstandings between the College of Protag bard and the Special Someone.

Bardic Insp. Die	Comical Misunderstanding Feature
1	**You look gross!** The Special Someone's weapon attacks deal additional poison damage equal to your bardic inspiration die for a number of rounds equal to half your proficiency bonus.
2	**You seem Angry.** The Special Someone gains a +2 bonus to their damage rolls for a number of rounds equal to your half proficiency bonus.
3	**Are you sad?** The Special Someone gains advantage on saving throws against enchantment spells for a number of rounds equal to half your proficiency bonus.
4	**You make me happy.** The Special Someone gains temporary hit points equal to twice your bardic inspiration die + your bard level.
5	**You look scary.** Each creature within 30 feet of the Special Someone's choice must succeed a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success
6	**You should be ashamed.** The Special Someone gains an additional action on their next turn. That action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
7	**I pity you.** The Special Someone gains damage resistance to bludgeoning, piercing, and slashing damage. This effect lasts a number of rounds equal to half your proficiency bonus.
8	**Go away.** The Special Someone immediately moves up to their movement. If the Special Someone ends their move action next to an enemy, they may make an attack roll against them.
9	**I like you.** The Special Someone shrivels up from sheer embarrassment, becoming harder to hit. Attacks made against them roll with a 1d4 penalty for a number of rounds equal to half your proficiency bonus.
10	**I love you.** The Special Someone gains a 1d6 bonus on all saving throws and attack rolls. This effect lasts for a number of rounds equal to half your proficiency bonus.
11	**You look cool!** The Special Someone gains advantage on all skill checks and their weapon damage rolls gain a bonus equal to your Charisma modifier. This effect lasts for a number of rounds equal to half your proficiency bonus.
12	**You're unstoppable.** The Special Someone becomes immune to the frightened, paralyzed, and stunned conditions. Their speed cannot be reduced by any means. As a bonus action, they may make a shove attack.

PATHFINDER 1E ARCHETYPE PROTAG

SPECIAL SOMEONES (EX)

At 2nd level, at the beginning of every day you declare a number of people, equal to 1 + ¼ your bard level, as your Special Someones (minimum 2). You cannot be your own Special Someone. Your Special Someones are not necessarily romantic partners. They could be best friends, close family members, or simply your fascination for the day. These Special Someones gain 1.5x the morale or competency bonus (rounded down, minimum an additional +1) from your Bardic Performances. This ability replaces Well Versed.

REJECT ADVANCES (EX)

At 2nd level, whenever you are using your Bardic Performance and you are attacked with a melee attack roll, you may expend a round of Bardic Performance as an immediate action and roll your Perform skill. Your armor class is treated as your Perform skill roll for the purpose of that attack. Using this ability, ends your Bardic Performance. This ability cannot be used if you are flat footed, if you are helpless, or in response to ranged touch attacks. You can only perform this ability once per round. You may not use this against your Special Someone.

At 6th level, you may use this ability for ranged attacks. Using this ability this way costs 2 rounds of Bardic Performance.

At 10th level, you may use this ability for melee attacks made against your Special Someones if they are within 15 feet. Using this ability this way costs 3 rounds of Bardic Performance. This ability cannot be used if the Special Someone is flat footed.

At 14th level, you may use this ability for ranged attacks made against your Special Someones if they are within 15 feet. Using this ability this way costs 4 rounds of Bardic Performance. This ability cannot be used if the Special Someone is flat footed.

At 16th level, you may use this ability in substitution for a Will saving throw. Using this ability this way costs 3 rounds of Bardic Performance.

This ability replaces Versatile Performance.

COMICAL MISUNDERSTANDING (EX)

At 6th level, your attempts to help and inspire send unintended signals. Whenever you affect a single Special Someone with a spell, roll 1d6. The Special Someone may make an immediate action and perform the action corresponding with the following list. At 8th level, this die is upgraded to 1d8. At 10th level, this die is upgraded to 1d10. At 12th level, this die is upgraded to 1d12.

1. You look scary! (Intimidate skill)
2. You seem angry! (Bull Rush combat maneuver)
3. Are you sad? (Trip combat maneuver)
4. You make me happy! (5 foot step)
5. You look gross! (Dirty Trick combat maneuver)
6. You should be ashamed! (Stealth skill check)
7. I pity you. (Feint combat maneuver)
8. Go away. (Move action)
9. I like you. (Grapple combat maneuver)
10. I love you. (Disarm combat maneuver)
11. You look cool! (Acrobatics move action)
12. You're unstoppable. (Single attack)

This ability replaces Suggestion.

HAREM

At 14th level, your number of Special Someones is equal to half your character level (or your Charisma Modifier, whichever is higher). Your Special Someones no longer roll on the comical misunderstanding table and instead may simply choose what they would like to do. At level 20, casting spells that affect multiple Special Someones triggers the Comical Misunderstanding. This ability replaces Frightening Tune and Deadly Performance.

PATHFINDER ZE PROTAG MUSE

Your muse is a romantic, stoking you to great acts and displays of romance. If your muse is a creature, it might be an incubus, or another amorous bard; if a deity, it might be the Dragonbride. As a bard with a Protag Muse, you embody the loving bard making their way across the multiverse bedding and/or befriending everyone in their path. You gain the Special Someone feat and add *agitate* to your spell repertoire. You also gain the Reject Advances reaction.

REJECT ADVANCES ↷

Auditory | Bard | Linguistic

Trigger *A creature targets you with an attack and you can see the attacker*

Your rejections are quite demoralizing. The attacker must instead make their attack versus your Performance DC instead of your AC.

DOTING SUPPORT — FEAT 1

Bard

You are an amazingly supportive friend and ally. You learn the *doting support* composition cantrip.

SPECIAL SOMEONE — FEAT 1

Bard

Prerequisite *Protag Muse*

Your love for your friends and allies comes through your spells and compositions. During your daily preparations, you designate a number of creatures equal to your Charisma modifier as your Special Someone. A Special Someone can be family members, best friends, romantic partners, or simply your fascination for the day. They gain temporary hit points equal to your level that last for 24 hours or until your next daily preparations, whichever comes first.

Special At 14th level, you may use your Reject Advances ability whenever one of your Special Someones is attacked and you can see the attacker.

FATED THROUGH SONG — FEAT 2

Bard	Sorcerer

Prerequisite *Protag Muse or Soulmated Bloodline*
Your heart and soul call out to your potential soulmate. You learn the spell *once upon a dream* and may expend a focus point in order to cast the spell to contact your Waifu or spouse when you fall asleep.

COMICAL MISUNDERSTANDING ◈ FEAT 6

Auditory	Bard	Concentrate	Linguistic

Prerequisite *Special Someone*
Trigger *You affect a single Special Someone with a spell*
Your attempts to help and inspire send unintended signals. Roll a 1d6. The Special Someone may use their reaction to take an action corresponding with the following table. If the Special Someone is not trained in the required skill, then they cannot take the listed action. If you have 8 Bard levels, you roll a 1d8 instead. If you have 12 Bard levels, you roll a 1d12 instead.

1. You look gross! (create a diversion)
2. You should be ashamed! (hide)
3. You make me happy! (step)
4. Go away. (stride)
5. You look cool! (tumble through)
6. You look scary! (demoralize)
7. You seem angry! (shove)
8. Are you sad? (trip)
9. I love you. (disarm)
10. I pity you. (feint)
11. I like you. (grapple)
12. You're unstoppable. (strike)

HAREM — FEAT 18

Bard

Prerequisite *Comic Misunderstanding*
You are now a master of love and communication and there are no longer any misunderstandings between you and your Special Someones. The number of Special Someones you may have is now half your level. Instead of rolling on the Comical Misunderstanding table, the Special Someone may select which action they would like to take.

FuYurei Yurei
Protag Bard who rolled very poorly on his Comical Misunderstanding table

Shinryujin
Cupid Domain Cleric

CLERIC: CUPID DOMAIN

While there are many popular deities that encourage love, the clerics of the Cupid Domain live for it. They see it as their divine duty to help others find their Waifu.

This domain is one of the few cleric domains that can turn clerics into terrifying (though strangely wholesome) archers. By channeling their abilities into their arrows, they cast enchantment spells that affect emotions.

5E SUBCLASS CUPID DOMAIN

AGENT OF LOVE

1st-level Cupid Domain feature

Being an agent of love you are granted many skills other clerics commonly lack

- Proficiency in 1 language of your choice
- Proficiency in Martial Ranged Weapons
- Proficiency in Persuasion skill checks

LOVE LANGUAGE

1st-level Cupid Domain feature

A number of times per day, equal to your Wisdom modifier, you may gain the benefit of *Tongues* for 10 minutes. At level 17, while using Love Language, your proficiency bonus is doubled for your Persuasion and Insight skills.

CHANNEL DIVINITY: CUPID'S QUIVER

2nd-level Cupid Domain feature

As a bonus action, you can conjure a magical quiver to your side with a number of arrows equal to your Wisdom Modifier. These special arrows are carved from the magics of angels of love and bewitch those struck with a command word. Whenever you fire an arrow from this quiver, you can choose one of the following command words and force the creature to make a Wisdom saving throw against your spell DC or the suffer associated effect in addition to the damage of the initial weapon. This quiver disappears after all arrows are expended or after 1 minute.

- **Eros (Charm):** On a failure, the creature is charmed by the next creature it sees for 1 minute, the creature may reattempt this save whenever it takes damage.
- **Pasithea (Sleep):** On a failure, the creature is put to sleep as though by the *sleep* spell.
- **Eirene (Calming):** On a failure, the creature is subjected to the *calm emotions* spell.

ON WINGS OF LOVE

6th-level Cupid Domain feature

You grow the wings of a love god and can fly for a short period of time. As a bonus action, you can grow wings and gain a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

PATHFINDER 1E CUPID DOMAIN

Cleric Level	Cupid Domain Spells
1st	*Charm Person, Sleep* *Variant Option: you may trade Sleep for Flustering Flirtation*
3rd	*Calm Emotions, Suggestion* *Variant Option: you may trade one of these for 1 Shoujo spell of your choice*
5th	*Bonding Rite, Hypnotic Pattern*
7th	*Confusion, Compulsion*
9th	*Dominate Person, Modify Memory*

SACRED ARROWS

8th-level Cupid Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 in additional psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Additionally, you gain new Arrow Options for your Channel Divinity: Cupid's Quiver:

- **Dioscuri (Twin Shot):** At the cost of a 2nd level spell slot, you can conjure an extra arrow allowing you to make 2 attacks with the same cupid's arrow. This attack can target the same or 2 different creatures within your weapon's range.
- **Panacea (Healing):** The target does not need to make a saving throw and is instead healed for whatever damage would have been dealt plus an additional 1d8.

LOVE GOD

17th-level Cupid Domain feature

When you roll initiative, once per short or long rest, you can summon Cupid's Quiver without needing to expend a Channel Divinity.

Additionally, whenever you fire an arrow from your Cupid's Quiver it deals additional damage equal to your Wisdom modifier.

GRANTED POWERS

- *Cupid's Quiver (Su)*: As a swift action and by expending one of your Cupid domain spells, you can conjure an arrow or bolt enchanted with the spell which lasts 1 minute. You may fire this from your bow as a ranged touch attack and the target hit with this arrow takes no damage and then is immediately subjected to the effects of the spell, rolling saving throws as normal.
- *Sacred Arrows (Ex)*: At 8th level, while using a bow or crossbow, you can treat your base attack bonus as equal to your cleric level. You may do this a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. As a full round action, you may expend one of these rounds to instead expend a spell slot as appropriate for your spontaneous spellcasting, with a range equal to the range increment of your bow or crossbow. Using this ability this way is a Supernatural Effect.

Domain Spells: 1st - *Charm Person*, 2nd - *Sleep*, 3rd - *Calm Emotions*, 4th - *Confusion*, 5th - *Dominate Person*, 6th - *Modify Memory*, 7th - *Sympathy*, 8th - *Euphoric Tranquility*, 9th - *Dominate Monster*

***Subdomain**: Shoujo*

Special: Select one of the spells labeled as Shoujo spells later in Chapter 5. Your domain is changed to the personality that you have chosen. (For Example. If you choose *Tsundere's Smite*, your domain is considered the "Tsundere Domain")

Altered Power: The Following power adjusts the *Sacred Arrows* power of the Cupid Domain. You can no longer use the *spontaneous spellcasting* spell effect of Sacred Arrows. Instead, whenever you expend a round of Sacred Arrows, you may cast your appropriate Shoujo Spell as a free action without expending a spell slot or domain spell. You may use this ability once per day at 8th level and one additional time per day for each 6 levels beyond 8th.

Replacement Domain Spells: 1st - *Flustering Flirtation*, 2nd - Appropriate Shoujo spell of your domain

PATHFINDER 2E CLERIC FEATS

INNOCENT CUPIDITY — FEAT 4

Cleric

Requirements *Domain Initiate and you've selected Duty, Family, Passion, or Protection.*
Frequency *Once per day*
You daintily dip a little into similar loving domains. You can cast the initial domain spell from the Duty, Family, Passion, or Protection domains.

SHOUJO DOMAIN — FEAT 4

Cleric

Prerequisite *You worship a deity with the passion domain.*
While not necessarily a true "domain," it's still within the purview of love which is your business! You learn one Focus 2 spell with the Shoujo trait of your choice.

AGENT OF LOVE — FEAT 4

Cleric

Both communication and archery require precision. You learn one new language and become trained in Diplomacy. If you are already trained, you become an expert in Diplomacy. You are trained in the longbow and heavy crossbow. For the purpose of determining your proficiency, these are simple weapons. You gain the Cupid's Quiver action.

CUPID'S QUIVER ◆◆

Cleric

A magical quiver is conjured to your side. As a free action, you may expend a 2nd rank prepared spell or higher to have a single magical arrow manifest in the quiver. For every two spell ranks above 2nd you expend, you gain an additional arrow. These arrows and the quiver remain for 1 hour before dissipating in a pink puff of smoke. These arrows deal no damage and instead affect the target with a specific spell. You choose the effect of the arrow by whispering its name upon firing.

- **Eros (Charm)**: The target is affected by *Charm*. This is not considered a threatening or hostile action if they did not see you attack them.
- **Pasithea (Sleep)**: The target is affected by *Sleep*, except the target is the only one affected.
- **Eirene (Calming)**: The target is affected by *Calm Emotions*, except the target is the only one affected and it lasts for the full duration.

SACRED ARROWS — FEAT 8

Cleric

Prerequisite *Agent of Love*
When you use Cupid's Quiver, you can choose to deal damage except all damage dealt by the attack is mental damage. If you choose to deal damage, this is considered a threatening and hostile action and the target gains a +2 circumstance bonus to any saving throw imposed by a projectile fired with Cupid's Quiver. Additionally, you can choose from two new arrows when you use Cupid's Quiver:

- **Dioscuri (Twin Shot)**: At the cost of a focus point and an additional action, you can conjure an extra arrow allowing you to make an additional Strike at the same target with the same cupid's arrow. Multiple attack penalties don't apply until after the second Strike.
- **Panacea (Healing)**: The target is affected by a two-action *Heal* spell.

IMPISH CUPIDITY — FEAT 12

Cleric

Requirements *Innocent Cupidity, Advanced Domain, and you've selected Duty, Family, Passion, or Protection*
Frequency *Once per day*
The dip has become a plunge. You can cast the advanced domain spell from the Duty, Family, Passion, or Protection domains.

ON WINGS OF LOVE ◆ — FEAT 12

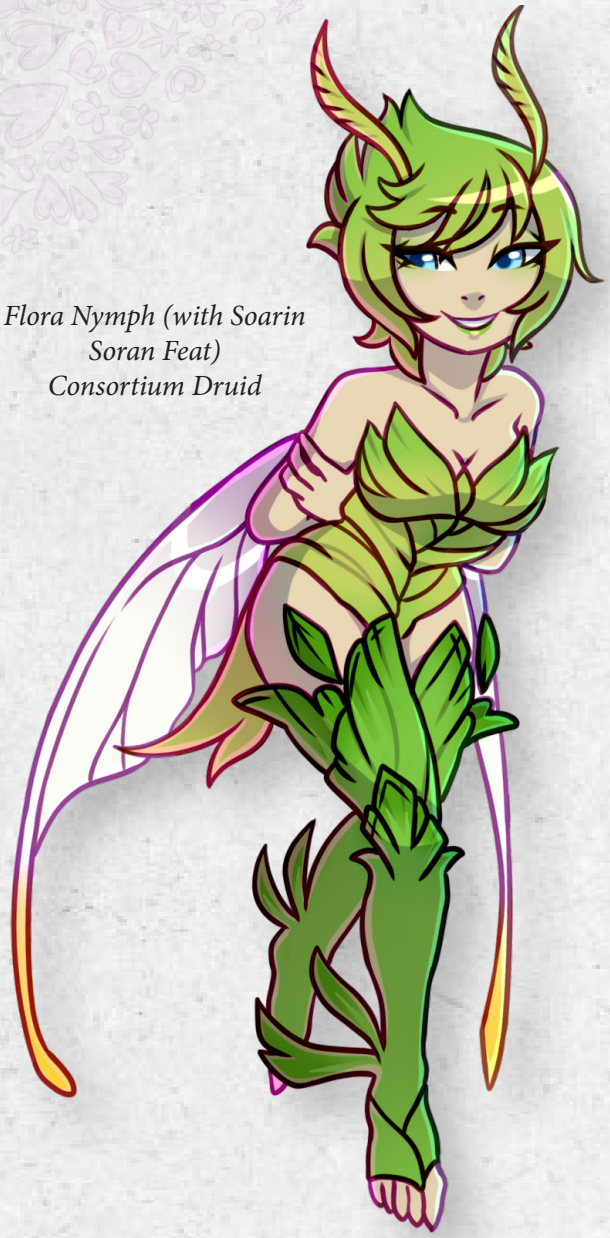
Cleric

Frequency *Twice per day*
You grow the wings of a love god and can fly for a short period of time. You gain a fly Speed equal to your Speed. These wings remain for 10 minutes.

LOVE GOD — FEAT 12

Cleric

Requirements *Cupid's Quiver*
You have so much love you need to spread! You gain an additional arrow when you expend a spell slot.



Flora Nymph (with Soarin Soran Feat)
Consortium Druid

DRUID: CIRCLE OF THE CONSORTIUM

This circle is a cult of druids formed on free love and open relationships, having multiple lovers and consorts. The Consortium is large and powerful since they draw wisdom from all different walks of life, not just those that commune with nature.

Consortium druids form small circles with their party members and are capable of casting spells outside of their class by using their fellow circle members as conduits for their own spells. They also can quickly heal small injuries to their Consorts and inner circle, even teleporting to them in times of need.

5E - SUBCLASS CIRCLE OF THE CONSORTIUM

THE CONSORTIUM

2nd-level Circle of Consortium feature

You are a member of a Consortium, a group or cult that synergizes their powers by creating a web of life force to develop feedback loops of magical energy. At the end of a long rest, select a number of your allies up to a maximum of your Wisdom modifier. You always know the general direction of your Consortium members, and whenever you target a member of your Consortium with a healing spell they regain extra hp equal to twice the spells level.

NEPOTISM

2nd-level Circle of Consortium feature

You can create bolts of nepotism that can be used as a bonus action to target a member of your Consortium and heal them for 1d6 multiplied by half your proficiency bonus. Whenever you complete a long rest, you can create a number of these bolts equal to your Wisdom modifier. You can regain expended bolts early by expending a Wild Shape as an action.

CONSORTIUM SPELLS

2nd-level Circle of Consortium feature

In place of an expanded spell list given to you from the druidic training you've received, you instead carve out your own Consortium spell list by combining the energies and skills of the allies you bond with.

When you prepare your spells, you and any allies who are members of your Consortium can add spells to your Consortium spell list from their own spell list. Your Consortium Spell List can not contain more than 2 of each spell slot level available and can not contain spells exceeding 5th level. You can treat these spells as if you had them prepared without counting against the amount you can prepare each day

EXTENDED CARE

6th-level Circle of Consortium feature

Whenever you cast a spell or use an ability to heal a member of The Consortium, roll a 1d8 and you gain a bonus equal to the number rolled to the roll of the healing spell. You may also remove the Charmed or Frightened status condition or remove 1 level of exhaustion. In addition, when you cast a spell with a range other than self, the spell can originate from you or a member of The Consortium within 120 feet.

SHARE THE LOVE

10th-level Circle of Consortium feature

Whenever you gain or use a beneficial or buff spell on yourself that requires concentration, you may extend this benefit to a number of members of The Consortium within 60 feet up to half your proficiency bonus (rounded up).

GOT YOUR BACK

14th-level Circle of Consortium feature

If a member of The Consortium within 120 feet is about to receive an attack, you can use a reaction to teleport them to a location adjacent to you. You can use this feature a number of times equal to half your proficiency bonus per long rest. Alternatively, you can expend a Wild Shape to do so if you are out of charges.

PATHFINDER 1E – ARCHETYPE CONSORTIUM DRUID

CONSORTIUM (SU)

At 1st level, you become a member of a Consortium, a group or cult that synergizes their powers by sharing spells and powers amongst each other. You can choose a number of willing creatures to make part of your personal Consortium equal to your wisdom modifier. These members grant you a special Domain unique to you.

Consortium Domain (Su): You gain a flexible domain called the Consortium Domain. Once per day, when determining bonus spells from this domain you can select one spell per spell level from any member of your Consortium from their spell lists or list of spells known.

- **Nepotism (Sp):** As a swift action, you can send a bolt of energy targeting yourself or a Consortium member with a range of 120ft, healing them for 1d4 + 1 for every two druid levels you possess. You can use this ability a number of times per day equal to your Wisdom modifier. You may use this ability again by expending a Wild Shape.
- **Extended Care (Su):** At 6th level, whenever you use Nepotism, you can remove the frightened, fatigued, or shaken condition. It also negates the effect of any Charm spell whose level is equal to or lower than half your Druid level. In addition, when you cast a spell with a range other than self, the spell can originate from you or a member of The Consortium within 120 feet.

Druid Level	5e Variant Rule: Martial Consort Druid Spells
1st	*Shield of Faith, Jump*
3rd	*Magic Weapon, Enhance Ability*
5th	*Haste, Water Walk*
7th	*Death Ward, Freedom of Movement*
9th	*Animate Objects, Mislead*

OPTIONAL RULE: If no members of your Consortium cast spells, you may use the following spells:

Domain Spells: 1st - *Shield of Faith*, 2nd - *Magic Weapon*, 3rd - *Haste*, 4th - *Freedom of Movement*, 5th - *Mislead*, 6th - *Human Potential, Mass*, 7th - *Firebrand*, 8th - *Iron Body*, 9th - *Spellbane*

This ability replaces Nature Bond.

SOCIAL DRUID (EX)

Diplomacy, Linguistics, and Sense Motive are now class skills and you gain a +1 bonus to those skills. You also gain an additional bonus equal to half your Druid level when dealing with members of your Consortium and other members of The Consortium. This ability replaces Wild Empathy.

SHARE THE LOVE (SU)

At 9th level, whenever you gain the benefit of a spell that is not permanent and provides an enhancement bonus, luck bonus, sacred bonus, or profane bonus, the rest of your Consortium within 120 feet also gains that bonus, but the numerical benefit for them is halved. This ability replaces Venom Immunity.

GOT YOUR BACK (SU)

At 13th level, if a member of your Consortium within 120 feet is about to receive an attack, as an immediate action, you can teleport them adjacent to you. The amount of times per day you can use this is tied to your Wild Shape uses. This ability replaces A Thousand Faces.

PATHFINDER 2E CONSORTIUM ORDER

CONSORTIUM ORDER

You are a member of a Consortium, a group or cult that synergizes their powers by creating a web of life force to develop feedback loops of magical energy.

Order Skill *Arcana*
Druid Feat *Druid Consorts*
Order Spell *Nepotism*
Anathema *Harming or betraying a member of your Consortium, or using your powers to manipulate or control unwilling creatures.*

DRUID CONSORTS FEAT 1

Druid

Prerequisite *Consortium Order*
Although often composed of your fellow druids, you've found a Consortium can even be stitched together from a group of companions without formal training. Each day as a part of daily preparations, you may designate a number of willing creatures up to your Wisdom modifier to be a part of your Consortium. These creatures must be your level or lower, and you must have some level of familiarity with them, usually by having traveled together for at least one day. You gain the Consort's Call free action.

CONSORTS CALL ◆

Druid | Auditory

Frequency *Once per day*
Trigger *You begin your turn and have no Focus Points in your pool.*
Requirements *You are within 120 feet of a consort.*
You call upon the name of a Consort and your connection with each other restores your connection to the earth. You instantly recover 1 Focus Point.

CONSORTIUM MAGIC ◆ FEAT 4

Druid | Metamagic

Prerequisite *Consortium Order*
Your Consortium connection allows you to share magic. If your next action is to Cast a Spell from a Druid spell slot and the spell has a range other than self, the spell can originate from you or a Consort within 60 feet.

CONSORTIUM FEEDBACK ↷ FEAT 6

Druid

Prerequisite *Consortium Order*
Trigger *A Consort within 60 feet Casts a Spell that has a range other than self.*
You allow your body to be the conduit for your consort's spells. The spell cast by a consort originates from you instead of your consort.

CONSORTIUM CONNECTION FEAT 8

Druid

Prerequisite *Consortium Order*
Your intimate knowledge of your Consorts allows you to cast their spells. Choose a Consort that can cast slotted spells using a tradition other than Primal. During your daily preparations, you can choose a spell one rank lower than the highest rank you can cast that is prepared by that Consort or in that Consort's repertoire, and prepare that spell in one of your druid spell slots. You cannot prepare the chosen spell using a spell slot of your highest spell rank.

EXTENDED CARE FEAT 10

Druid

Prerequisite *Consortium Order*
Whenever you Cast a Spell that heals a Consort, you heal an additional amount equal to half your level. Additionally, if the Consort is confused, fascinated, fatigued, or frightened, you may choose one of those conditions. The condition progresses as if one round had passed. If you chose confused or fascinated, treat this effect as though they were targeted by a hostile action or damaged by a strike or spell, possibly ending the condition or allowing them a new save or check.

If you chose fatigued and the target immediately spends 10 minutes resting or performing a calm activity, they recover from the fatigued condition.

SHARE THE LOVE ↷ FEAT 12

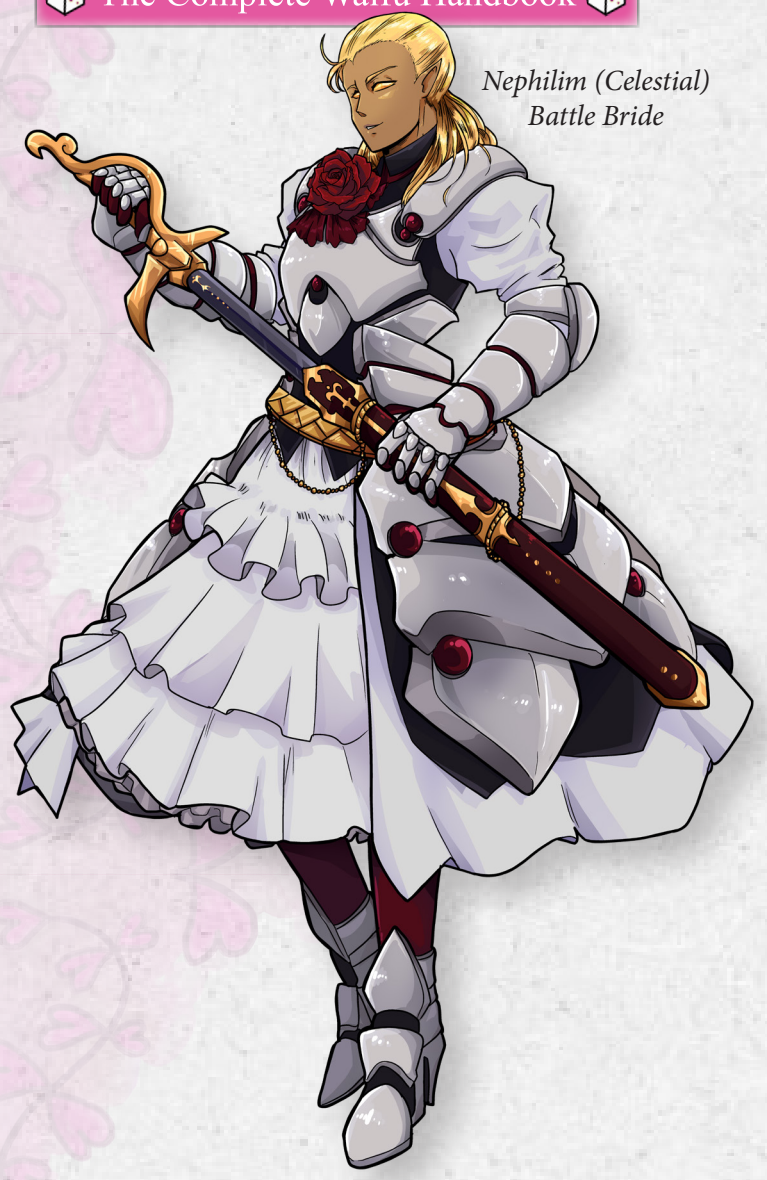
Druid | Concentrate

Trigger *A Consort's turn begins and a spell they've cast with a duration of sustained is active on you*
Requirements *You are not fatigued*
Choose one spell cast by a Consort with a sustained duration that is in effect on you. You sustain the spell on their behalf.

GOT YOUR BACK ↷ FEAT 18

Druid

Frequency *Once per day*
Trigger *A Consort within 120 feet is targeted by an attack*
Your Consorts have answered your call so often, you feel it impossible to not want to protect them. You teleport that Consort to a space adjacent to you.



Nephilim (Celestial) Battle Bride

FIGHTER: BATTLE BRIDE

The Battle Brides have learned that armor does more than just protect the body. Their armor is a symbol to their friends that hope remains. The role of a Battle Bride is to remind their soldiers of someone worth fighting for.

Battle Brides utilize Rallies which have effects similar to Bardic Performances, but are used to affect a large number of allies. They fight in Armored Dresses, which can be adorned with bridal flowers that grant them passive bonuses. Both deadly and beautiful, at high levels, they can go on deadly sprees, eliminating multiple targets in quick succession.

5E - SUBCLASS BATTLE BRIDE

BRIDAL SKILLS

3rd-level Battle Bride feature

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Intimidation, Performance, Persuasion, or Religion. Alternatively, you learn one language of your choice. If you become married, you gain proficiency in a second skill listed above and you also learn a language that your spouse speaks of your choice.

ARMORED DRESS

3rd-level Battle Bride feature

You obtain an Armored Dress which is considered light armor. Your armor class is 10 + your dexterity or charisma modifier (your choice) + your proficiency bonus while wearing the dress. Additionally, while you are wearing this dress, you can add half your proficiency to Charisma saving throws if you weren't already proficient. If you are married, this becomes full proficiency. You may use this feature with all Battle Dress Magical Armors.

RALLY

3rd-level Battle Bride feature

Your presence in your Armored Dress reminds your friends and allies of simpler times and serves as a symbol of what you're all fighting for.

Rallies. So long as you are fighting in your Armored Dress, you can perform a rally. You learn 2 rallies of your choice, which are detailed under "Rallies" below. Rallies are used to boost your allies capabilities. You can only perform one rally per turn.

You learn an additional rally of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new rally, you can also replace one rally you know with a different one.

Rally Dice. You have two rally dice, which are d4s. A rally dice is expended when you use it. You regain all of your rally dice when you finish a short or long rest.

You gain another rally dice at 7th, 10th, 15th, and 18th level. Your rally dice also increase in size. At 7th level they turn into d6s, at 10th level they turn into d8s, at 15th level they turn into d10s, and at 18th level your rally dice turn into d12s.

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

Rally save DC = 8 + your proficiency bonus + your strength, dexterity, or charisma modifier (your choice).

RALLIES

The rallies are presented in alphabetical order.

Advance. As an action, you can expend one rally die to command all of your allies within 60 feet to move up to their walking speed, ignoring movement penalties.

Assault. As an action, you can expend one rally die to command all of your allies within 60 feet to attack with all their might. Until the end of your next turn, all affected allies gain a bonus to attack and damage rolls equal to your rolled rally dice.

Blessing. When you attack, as a bonus action, you can expend one rally die to increase the AC of all allies within 15 feet by your rally die. This bonus lasts until the end of your next turn.

Bonds we Share. As an action, you can expend one rally die to restore a number of hit points to all allies within 60 feet equal to your dice roll.

Bride's Charm. Whenever your ally attempts a Charisma check, as a reaction, you can expend one rally die and add the rally die to the ability check.

Bride's Luck. As a reaction, you can expend your rally die to increase an ally's saving throw by the number rolled.

Candlelight. As an action, you can expend one rally die to cause all enemies within 60 feet to roll a wisdom saving throw. All enemies that fail cannot use opportunity attacks for a number of rounds equal to your proficiency bonus.

Declare Enemy. As an action, you can expend a rally die to declare a single creature your parties mortal enemy. You and a number of allies equal to or less than your proficiency bonus gain advantage on the first attack roll they make against the declared creature each turn, for a number of rounds equal to half your proficiency bonus.

Demoiselle. As a reaction, all allies within 60 feet gain resistance to bludgeoning, piercing, or slashing attacks. This resistance lasts until the end of your next turn.

DODGE! Whenever an ally makes a dexterity saving throw, as a reaction, you can expend and roll one rally die and add that result to their save. If they succeed against a spell or effect that would deal damage (such as fireball or a dragon's breath attack), they instead take no damage.

Dual Support. When an ally within 5 feet makes an attack roll, you can expend one rally die in order to give the ally advantage and a bonus to their roll equal to your rally die.

Faith in Comrades. You can inspire comrades nearby, giving them use of their abilities once again. As an action, you can expend one rally die and choose a number of allies within 15 feet equal to your proficiency bonus. Those allies regain one use of one of their abilities or spell slots as if they just took a short or long rest. Once you use this rally, you must finish a long rest before you can use it again. This ability cannot be regained through another Battle Bride's Faith in Comrades ability.

First Bite. When you attack, as a bonus action, you can expend one rally die to increase the saving throw of all allies within 15 feet by your rally die roll. This bonus lasts until the end of your next turn.

Guidance. As an action, you can expend one rally die in order to teleport a number of allies equal to your proficiency bonus within 60 feet to an adjacent space next to you.

Harsh Command. Whenever an ally gains disadvantage within 60 feet, you can use a reaction to expend one rally die in order to allow them to gain advantage instead

Horse Whisper. As an action, you can expend your rally die in order to double the movement speed of you and all other allies that are mounted. Everyone under this effect gains a bonus to their first attack roll equal to your rally die roll. This effect lasts for a number of rounds equal to your proficiency bonus.

Lancefaire. When an ally within 60 feet strikes an opponent, as a reaction, you can expend one rally die in order to increase the damage dealt by twice the rally die roll.

Reconcile. You reassure an ally that things are going to be okay. As an action, you can expend one rally die in order restore hit points equal to your second wind ability plus your rally die.

Rejection. As an action, you can expend one rally die to attack a large or smaller creature with a shove attack. The creature must make a strength saving throw. On a failed save, you knock the creature a number of squares away equal to half your rally die roll (minimum 1).

Resistance. As an action, you can expend one rally die in order to give all allies within 15 feet resistance to one damage type of your choice including acid, cold, fire, force, lightning, necrotic, psychic, radiant, or thunder. This effect lasts for 1 minute and you must concentrate.

Rouse. Whenever you or your allies roll initiative, you can expend and roll your rally die in order to increase the initiative roll of all allies within 60 feet by the result.

Sacrifice. As an action, you can expend and roll your rally die in order to heal a creature by touching them. As a bonus action you may reduce your hit points by any amount in order to heal the creature by twice that amount. Using

the rally this way cures the target of charmed, frightened, or 1 level of exhaustion This rally cannot reduce you below 1 hit point.

Surge of Inspiration. Whenever your ally attacks a target, as a reaction, you may expend your rally die and action surge in order to give that ally an additional action on their turn. Add your rally die to their next die roll.

Wedding Bells. As an action, you may expend one rally die to teleport an ally within 120 feet to any space adjacent to you. If this ally is your spouse, you may spend a reaction or a bonus action instead.

BRIDAL ROSES

7th-level Battle Bride feature

After every long rest, you adorn your Armored Dress with different flowers. You can adorn your dress with one type of rose from the flowers described below on 5e Bridal Roses Table. You may use the effect of each Bridal Roses once per long rest.

BOUQUET OF ROSES

10th-level Battle Bride feature

The number of Bridal Roses on your dress increases to 3.

BOUQUET TOSS

15th-level Battle Bride feature

After a long rest, you perform a ceremony with as many allies as you wish (minimum 2) which lasts 1 minute. You toss a bouquet of whichever Bridal Roses you made to all allies participating. Your allies make an ability score check with their highest ability score. The ally that rolls the highest catches the bouquet and also gains the benefit of your Bridal Roses until your next long rest.

GALESTRIKE

18th-level Battle Bride feature

If you reduce an enemy to 0 hp, you gain the benefit of Action Surge. This does not use one of your Action Surges. This ability can be used again after a long rest.
At 20th level, this feature no longer needs a long rest to regain an Action Surge.

5E BRIDAL ROSES

- **Black Roses (death/rebirth).** You automatically succeed a death saving throw and it is considered 3 successes.
- **Blue Roses (mystery).** When you make a Dexterity (stealth), Wisdom (survival), or Charisma (deception) check, you may roll your rally die and add it to the ability check.
- **Dragon Roses (determination).** If you make an attack against a target using damage that they are resistant to, you may spend a bonus action to treat the target as if they are not resistant to that type of damage.
- **Green Roses (growth).** You may ignore rough terrain for 1 minute.
- **Ivory (grace/charm).** You may gain advantage on one of your Dexterity, Wisdom, or Charisma saving throws.
- **Lavender (enchantment).** If you are charmed, you may end that condition.
- **Nettles (defiance).** Whenever you are damaged by a melee attack, the attacker takes 1 piercing damage. This damage increases to 3 piercing damage if they are grappling you. This is a passive effect.
- **Orange Roses (energy).** You may double your movement speed for 1 minute.
- **Peach Rose (gratitude).** Whenever an ally heals you, increase that amount healed by your rally die.
- **Pink Rose (elegance/sweetness).** You may gain advantage on one of your Strength, Constitution, or Intelligence saving throws.
- **Red Roses (love).** If you are within 30 feet of your spouse, either you or your spouse may gain advantage on any roll.
- **Yellow Roses (joy).** If you are frightened, you may end that condition.
- **White Roses (purity).** If you are poisoned or take poison damage, you may end that condition or you may reduce that poison damage by an amount equal to your proficiency modifier.

PF1e Battle Bride

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus Feat, Rally
2nd	+2	+3	+3	+0	Advanced Tactics +1
3rd	+3	+3	+3	+1	Rally
4th	+4	+4	+4	+1	Armored Dress Training, Bonus Feat
5th	+5	+4	+4	+1	Rally
6th	+6/+1	+5	+5	+2	Bridal Roses, Advanced Tactics +2
7th	+7/+2	+5	+5	+2	Rally, Battle Seamstress
8th	+8/+3	+6	+6	+2	Armored Dress Training, Bonus Feat
9th	+9/+4	+6	+6	+3	Rally
10th	+10/+5	+7	+7	+3	Bouquet Toss, Advanced Tactics +3
11th	+11/+6/+1	+7	+7	+3	Rally
12th	+12/+7/+2	+8	+8	+4	Armored Dress Training, Bonus Feat
13th	+13/+8/+3	+8	+8	+4	Rally
14th	+14/+9/+4	+9	+9	+4	Bouquet of Roses, Advanced Tactics +4
15th	+15/+10/+5	+9	+9	+5	Rally
16th	+16/+11/+6/+1	+10	+10	+5	Armored Dress Training, Bonus Feat
17th	+17/+12/+7/+2	+10	+10	+5	Rally
18th	+18/+13/+8/+3	+11	+11	+6	Never a Bridesmaid, Advanced Tactics +5
19th	+19/+14/+9/+4	+11	+11	+6	Rally
20th	+20/+15/+10/+5	+12	+12	+6	Armored Dress Training, Galestrike, Bonus Feat

Pathfinder 1e Hybrid Class Battle Bride

Class Features

Role: Battle Brides are warriors, leaders, and most of all, a reminder of what soldiers are fighting for. A Battle Bride is a front line fighter that leads troops like a great marshal inspiring their men with their skill and example.

Alignment: Any
Hit Die: d8
Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.
Parent Classes: Fighter and Bard

Class Skills: The Battle Bride's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history, local, nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Oratory, Dance, Percussion, Sing) (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Use Magic Device (Cha).
Skill Ranks Per Level: 4 + Int Modifier

Weapons and Armor Proficiency: You are proficient with all simple and martial weapons and with all light and medium armor and shields (including tower shields).

Bonus Feat: At 1st level, then 4th level and every four levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats or feats that list bardic performance as a prerequisite that you qualify for.

Each time you gain a feat this way, you can choose to learn a new bonus feat in place of a bonus feat you've already learned as a fighter does. You cannot replace a feat that was used as a prerequisite for another feat.

Rally: At 1st level, you can use your Perform skill to inspire others with your voice, an instrument, or even a blade dancing performance to inspire your allies into feats of bravery. At 1st level, you can use this ability a number of rounds per day equal to 3 + your Charisma modifier. For each level thereafter, you can use your rallies for 2 additional rounds per day.

Starting a rally is a standard action, but it can be maintained each round as a free action. A rally cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it.

A rally counts as a bard's bardic performance special ability for any effect that affects bardic performances. You may substitute learning a rally to learn a bardic masterpiece that you qualify for.

At 7th level, you can start a rally as a move action instead of a standard action. At 13th level, you can start a rally as a swift action. Each rally has audible components and visual components.

Targets do not need to be able to both see and hear the Rally to gain its effect, but it must at least be able to at least see or hear you. Audible components are language dependent. If deafened, you have a 20% chance to fail when attempting to use a Rally. If this check fails, so long as the targets can see you, they gain the benefit of the Rally. If they cannot, the attempt still counts against your daily limit.

At 1st-level, you gain access to your two rallies, choosing one of the rallies listed below. At every other level, you gain another rally. When applicable, the save DC to resist a Rally's effect is equal to DC 10 + half your Battle Bride level + your Charisma modifier.

List of Rallies:

- *Advance (Ex):* While this rally is active, increase the movement speed of all allies in the rally by 5ft. This amount increases by another 5 ft. at 3rd level, 6th level, 9th level, 12th level, 16th level, and 20th level.
- *Assault (Ex):* While this rally is active, all affected allies (including yourself) receive a +1 competence bonus on attack and weapon damage rolls. At 5th level and every six Battle Bride levels thereafter, this bonus increases by +1 to a maximum of +4 at 17th level. This is a mind-affecting ability. This ability is considered to be a bard's *inspire courage* ability for the purpose of feat and prestige class prerequisites.
- *Blessing (Su):* While this rally is active, all affected allies receive a +1 sacred bonus to AC. At 6th level and every seven battle bride levels thereafter, this bonus increases by +1 to a maximum of +4 at 20th level.
- *Bonds we Share (Su):* While this rally is active, all affected allies gain fast healing 1. At 5th level and every five battle bride levels thereafter, this healing increases by 1 to a maximum of 5 at 20th level.
- *Bride's Luck (Su):* While this rally is active, all affected allies gain a +1 luck bonus to a single saving throw of your choice. At 8th level and 16th level, this bonus increases by +1 to a maximum of +3.
- *Candlelight (Su):* While this rally is active, all enemies must make a Will saving throw in order to use attacks of opportunity.
- *Declare Enemy (Ex):* Declare one creature to be the mortal enemy of you and all your allies. While this rally is active, all affected allies gain a morale bonus equal to your Charisma Modifier to attack and damage rolls against the target (maximum +5). This rally consumes 3 rounds of your rally per round.
- *Demoiselle (Ex):* While this rally is active, all affected allies gain a DR/- of 1. At level 7 and level 14, this DR/- increases by 1 to a maximum of DR/- 3.
- *DODGE! (Ex):* While this rally is active, all affected allies gain a +1 Dodge bonus to Reflex saving throws and AC. Whenever you or an ally makes a Reflex saving throw, as an immediate action, you may add your Charisma Modifier to the roll and gain the benefit of Evasion. Using Dodge in this way ends your Rally.
- *Dual Support (Ex):* While this rally is active, flanking allies instead gain a +3 bonus instead of the usual plus +2. Allies being flanked but are adjacent to an ally

gain a +1 circumstance bonus to AC against opponents flanking them.

- *First Bite (Su):* Declare a physical damage type when activating this rally. So long as you damage an opponent this turn, your affected allies gain damage reduction against that damage type equal to your charisma modifier.
- *Guidance (Su):* This rally can only be taken at level 6 or higher. As a full round action, you can expend 4 rounds of rally to use *dimension door* as a spell-like ability to transport a number of allies equal to your charisma modifier adjacent to you.
- *Harsh Command (Ex):* Whenever an ally fails a saving throw, as an immediate action, you can expend 2 rounds of rally in order to have that ally roll that saving throw again. The ally must use the new saving throw, even if the result is worse. Using this rally ends any other rally you may be using.
- *Horse Whisperer (Su):* While this rally is active, increase the movement speed of all mounted allies in the rally by 10ft. This amount increases by another 10 ft. at 3rd level, 6th level, 9th level, 12th level, 16th level, and 20th level.
- *Lancefaire (Su):* When an ally within 60 feet critically threatens an opponent, as an immediate action, you can expend 2 rounds of rally in order to add your charisma modifier to that critical confirmation.
- *Reconcile (Su):* You reassure an ally that things are going to be okay. As a standard action, you can expend a round of Rally in order to cast a *cure* spell as a spell-like ability treating your Battle Bride level as your caster level. You can increase the level of the cure spell by 1 level for every 2 additional rounds of Rally you expend. You cannot expend more rounds of Rally than you have in levels. You cannot use this Rally to harm undead
- *Rejection (Ex):* As a standard action, you may expend a round of Rally in order to perform a bull rush without charging and without provoking an attack of opportunity.
- *Resistance (Su):* Declare an energy type when activating this rally. Your affected allies gain energy resistance equal to your charisma modifier. You cannot perform swift actions (but still may use immediate actions) when performing this rally.
- *Rouse (Ex):* Whenever you or your allies roll initiative, as an immediate action, you can expend a round of rally in order to increase the initiative roll of all allies by your Charisma Modifier.
- *Sacrifice (Su):* As a standard action, you can expend a round of rally in order to heal a creature through touch by an amount equal to your charisma modifier. As a swift action, you may reduce your hit points by any amount in order to heal that ally by twice the same amount. This rally cannot reduce you to below 1 hit point.
- *Surge of Inspiration (Su):* Whenever your ally attacks a target, as an immediate action, you may expend 2 rounds of rally to give that ally an additional standard action this turn. Using this rally ends any other rally you may be using. You can only use this Rally once per day and one additional time per day for every 10 levels of Battle Bride you have.
- *Wedding Bells (Su):* As a standard action, you may expend two rounds of Rally to teleport an ally within 120 feet to any space adjacent to you. If this ally is your spouse, you may use a swift or immediate action instead.

Advanced Tactics: Starting at 2nd level, whenever you begin a Rally, you can select an additional rally to have active at the same time. These rallies must grant bonuses and cannot be activated by actions such as *Guidance, Lancefaire,* or *Reconcile* (you may use *DODGE!)*. You can add an additional rally for every four levels beyond 2nd. Using rallies in this way uses 2 rounds of rally instead of 1 per turn.

Armored Dress Training (Ex): Starting at 4th level, you gain proficiency with heavy armor. While wearing an Armored Dress or an armor with the Battle Dress magic armor special ability, reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by this armor by 1. Every 4 levels thereafter (8th, 12th, 16th, and 20th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum dexterity bonus allowed.

In addition, you can also move at your normal speed while wearing medium armor so long as it is a Battle Dress. At 8th level, you can move at your normal speed while wearing heavy armor so long as it is a Battle Dress.

Advanced Armor Training: Beginning at 8th level, instead of increasing the benefits provided by Battle Dress training (reducing your armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), you can choose an advanced armor training option as a fighter can.

Battle Seamstress: You can modify any armor to count as an Armored Dress. Modifying your armor takes 1 day and costs materials worth 50% of the base cost of the armor without enchantments. This does not provide the Battle Dress magic armor special ability.

Bridal Roses: At the beginning of every day, you adorn your Battle Dress with different flowers. You can adorn your dress with one type of flower from the flowers described below and gain the benefit of that rose for the day.

List of Roses:

- *Black Rose (Death and Rebirth):* Once per day, whenever you drop below 0 hp, you automatically become stable and are no longer dying. On your next turn, you become conscious and disabled.
- *Blue Rose (Mystery):* You gain a +1 luck bonus to Bluff, Stealth, and Survival skills.
- *Dragon Rose (Determination):* Once per day, as a swift action, you can ignore the damage reduction or energy resistance of a target.
- *Green Rose (Growth):* While you are under the effect of a rally, you ignore the movement penalty of rough terrain.
- *Ivory Rose (Grace and Charm):* You gain a +1 luck bonus to Will Saving Throws.
- *Lavender (Enchantment):* Once per day, you may make another saving throw against being charmed.
- *Nettles (Defiance):* Whenever you are damaged by a melee attack, the attacker takes 1 piercing damage. This damage increases to 3 piercing damage if they are grappling you.
- *Orange Rose (Energy):* While under the effect of a rally, you can move an additional 5 feet. You cannot use this when you take a 5 foot step.
- *Peach Rose (gratitude):* Whenever a healing spell is used on you, increase the amount healed by your Charisma Modifier.
- *Pink Rose (Sweetness and Elegance):* You gain a +1 luck bonus to Fortitude Saving Throws.
- *Red Rose (Love):* Once per day, if you are within 30 feet of your spouse, either you or your spouse may re-roll a single die roll as an immediate action.
- *Yellow Rose (Joy):* Once per day, if you are panicked, you may instead be frightened. If you are frightened, you may instead become shaken. If you are shaken, you may remove that condition.
- *White Rose (Purity):* Once per day, you may make another saving throw against any poison spell or effect.

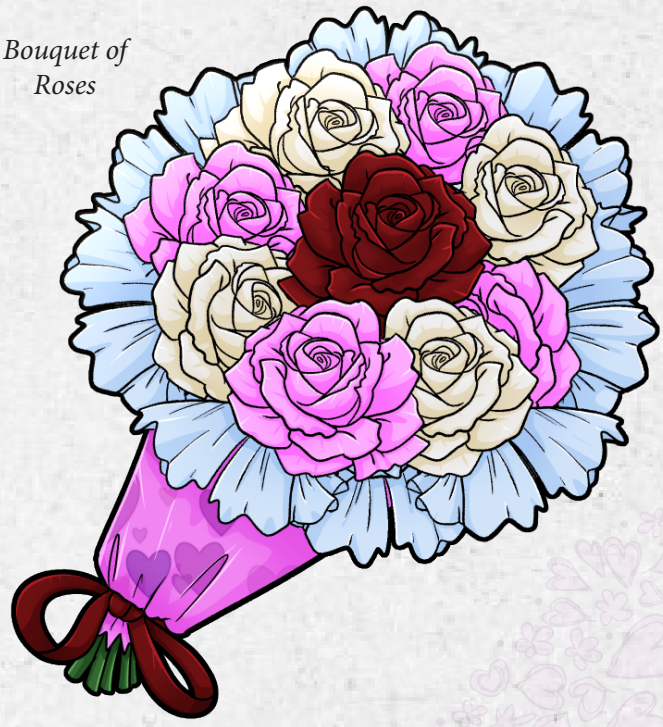
Bouquet Toss: At the beginning of every day, you can perform a ceremony with as many allies as you wish (minimum 2) which lasts 1 minute. You toss a bouquet of whichever bridal roses you made to all allies participating. Your allies may make an ability score check with their highest ability score. The ally that rolls the highest catches the bouquet and also gains the benefit of your bridal roses for the remainder of the day.

Bouquet of Roses: You can increase the number of different bridal roses on your dress to 3. These roses are considered the same effect and therefore stack with each other.

Bridesmaids: You no longer need to perform the Bouquet Toss ceremony. Instead, you grant a number of allies equal to your charisma modifier the benefit of your bridal roses.

Galestrike: Whenever you successfully reduce an enemy to 0 hit points or fewer, you may immediately gain another full round action

Bouquet of Roses



PATHFINDER ZE BATTLE DRESS SPECIALIST

BATTLE DRESS SPECIALIST FEAT 4

Fighter

Prerequisite *Trained in Diplomacy*

Your presence in your Armored Battle Dress reminds your friends and allies of simpler times and serves as a symbol of what you're all fighting for. You obtain a level 6 rune with the Battle Dress trait and the Marshal Dedication as a bonus feat, but you must select Diplomacy to be increased to expert.

BRIDAL ROSES FEAT 8

Fighter

Prerequisite *Battle Dress Specialist*

Your blade speaks directly while you armor speaks the language of flowers. During your daily preparations, you adorn your Battle Dress with different flowers. You can adorn your dress with one type of bridal rose listed below.

- **Black Rose (Death and Rebirth)** Once per day, if you gain the dying condition, you automatically succeed at the recovery check to stabilize at 0 Hit Points on your next turn.
- **Blue Rose (Mystery)** You gain a +1 status bonus to Stealth, Survival, and Deception checks.
- **Dragon Rose (Determination)** Once per day, if you target a creature with a Strike and you know that creature would have resistance to the type of damage your attack would deal, you may spend an additional action to ignore an amount of that resistance equal to your level.
- **Green Rose (Growth)** You ignore difficult terrain.
- **Ivory (Grace and Charm)** You gain a +1 status bonus to Reflex saves.
- **Lavender (Enchantment)** Once per day, if you are fascinated or stunned, you may end the fascinated condition on yourself or reduce your stunned condition by 1.
- **Nettles (Defiance)** Whenever you are damaged by a melee attack, the attacker takes piercing damage equal to half your level. This damage increases to piercing damage equal to your level if the creature has you grabbed or restrained and you are damaged by it
- **Orange Rose (Energy)** You gain a +5 status bonus to speed.
- **Peach Rose (Gratitude)** Once per day, if an ally heals you, you are healed an additional amount equal to your level.
- **Pink Rose (Sweetness and Elegance)** You gain a +1 status bonus to Fortitude saves.
- **Red Rose (Love)** Once per day, if you are within 30 feet of a creature benefiting from a *heartbond* ritual you participated in, either you or they may re-roll a failed check or saving throw.
- **Yellow Rose (Joy)** If an ally within 5 feet is frightened, you may spend an action to reduce that condition by 1.
- **White Rose (Purity)** You gain poison resistance equal to half your level.

BOUQUET TOSS FEAT 10

Exploration Fighter

Prerequisite *Bridal Roses*

Frequency *Once per day*

You spend one minute performing a special ceremony with as many allies as you wish (minimum 2) which lasts 1 minute. Choose a Bridal Rose. You toss a bouquet of whichever Bridal Rose you made to all participating allies who must choose Shove, Squeeze, Create a Diversion, Request, Demoralize, or Steal and then roll contested checks based on the selected action. The ally that rolls the highest on their check catches the bouquet and also gains the benefit of the selected Bridal Rose for 24 hours or until you use Bouquet Toss again, whichever comes first.

BOUQUET OF ROSES FEAT 14

Fighter

Prerequisite *Bridal Roses*

You master the art of flower decoration. Increase the number of Bridal Roses you can place on your dress to 3.

GALESTRIKE ◆ FEAT 20

Fighter

Trigger *You reduce an enemy to 0 hit points*

You Stride then Strike, or Strike then Stride. When performing these actions, a trail of flower petals matching your Bridal Roses or Bouquet of Roses trail behind you.

Ubume Yurei
Housewife Monk

MONK: HOUSEWIFE

Homemaking and wifecraft are serious business. Housewives use their household items as improvised weapons on not just against dust bunnies, but also against anyone foolish enough to invade their home.

Housewives have a unique martial art, utilizing intimidation to cause others to submit to their authority. They can fight with common household tools, stun or incapacitate with a glare, or charge like a juggernaut through those in their way. Their deadliest ability is their ability to reach through to your heart...Both literally and figuratively.

5E - SUBCLASS WAY OF THE HOUSEWIFE

HOUSEWIFE SKILLS

3rd-level Way of the Housewife feature

The Way of the Housewife is a serious business and taking care of a home is just as tough as managing a gang of hardened criminals. When you choose this tradition at 3rd level, you gain proficiency in the following if you didn't already have them:

- Intimidation skill checks
- Calligrapher's Supplies
- Cook's Utensils

Additionally your Cook's Utensils and Calligrapher's Supplies count as special monk weapons you are proficient in. These special monk weapons deal damage equal to your martial arts die plus an additional d4. These weapons are considered magical at level 6. This additional damage increases to a d6 at level 11 and increases again to a d8 at level 17.

HOUSEWIFE GLARE

6th-level Way of the Housewife feature

You can unleash a glare to falter the will of those who would defile the sanctity of your home. As a bonus action, you can make a glare attack against a creature within 60ft of you force them to make a Wisdom saving throw against your Ki DC. On a failure, you roll a martial arts die to determine from the Glare table to see what effect occurs. If you use your Flurry of Blows Ki Feature, you can substitute one of your 2 attacks to use this ability.

These effects last for 1 minute, creatures can reattempt the save at the end of each of their turns to end the effect early on a success.

You can use this effect a number of times per short rest equal to half your proficiency bonus. You can also use it by expending an additional ki point.

OUT OF MY WAY

11th-level Way of the Housewife feature

Whenever you take the dash action, you can enter a mad rush. You can move through enemy spaces as though it were difficult terrain but have to end your movement in an unoccupied space.

When you enter and exit a creature's space as part of the same dash action, you can force a creature to make a Strength saving throw against your Ki DC or take force damage equal to a roll of your martial arts die and be knocked prone 5 ft. away from you. You can only force a creature to make this save once per turn.

Martial Art Die	Name	Glare Table
1	**Cautious**	The creature move speed is halved.
2	**Doubtful**	The creature suffers a penalty equal to a roll of your martial arts die on all Intelligence, Wisdom, and Charisma saves.
3	**Prone**	The creature falls prone at the end of each of its turns (occurs before save).
4	**Fearful**	The creature is frightened of you.
5	**Ashamed**	The creature suffers a penalty equal to a roll of your martial arts die on all attack rolls.
6	**Frozen**	The creature's Movement speed becomes 0.
7	**Flabbergast**	The creature is incapacitated.
8	**Shocked**	The creature is Stunned.
9	**Hopeless**	The creature instead rolls the save at the beginning of the turn instead of the end. On a failure the creature suffers the Grovel effect of the *Command* spell.
10	**Unconscious**	The creature falls unconscious as per the *sleep* spell.

PATH TO THE HEART

17th-level Way of the Housewife feature

At level 17, your unarmed attacks are immensely deadly weapons. Upon rolling a natural 20, you may spend 3 ki points to treat your attack as a Heart-seeking Weapon. The attacked creature loses a vital organ essential to their survival.

A creature is immune to this effect if it is immune to slashing, piercing, or bludgeoning damage, doesn't have or need internal organs, has legendary actions, or the GM decides that the creature is too big for its vital organ to be reached or destroyed by the monk. Such a creature instead takes an extra 6d8 slashing, piercing, or bludgeoning damage (your choice).

PATHFINDER 1E – HOUSEWIFE STYLE FEATS

HOUSEWIFE STYLE (COMBAT, STYLE)

Prerequisite: Monk level 3rd

Benefit: While in this style, cooking utensils, calligraphy tools, chancla, and cooking knives are treated as monk weapons that deal damage equal to your unarmed strike. While in this style and holding one of these weapons, whenever you use Flurry of Blows, make an intimidate check to demoralize all foes within 5 feet who can see your display. For every style feat you have that lists Housewife Style as a prerequisite, increase the range of this display by another 5 feet.

OUT OF MY WAY! (COMBAT)

Prerequisite: Housewife Style, Monk level 6th

Benefit: While in Housewife Style, if you perform a bull rush, you gain the benefit of Improved Bull Rush even if you do not meet the prerequisites. At 12th level, If you have another style feat that lists Housewife Style as a prerequisite, you gain the benefit of Greater Bull Rush as well even if you don't meet the prerequisites. If you have the feats listed in this Style Feat, you may double the numerical bonus granted by those feats.

HOUSEWIFE GLARE (COMBAT)

Prerequisite: Housewife Style, Monk level 6th

Benefit: While in Housewife Style, you can use Stunning Fist as a Gaze attack with a range of 30ft. For every other style feat you have that lists Housewife Style as a prereq-

uisite, increase the range of this Gaze by another 30 feet. At 12th level, if you use Flurry of Blows, you may use this ability as a swift action.

PATH TO THE HEART (COMBAT)

Prerequisite: 3 Housewife Style Combat Feats, Monk level 16

Benefit: While in any style in which you have 3 combat feats, your unarmed strikes are considered to be Heart-seeking weapons. Whenever you roll a natural 20 on an attack that uses your unarmed damage (followed by a successful roll to confirm the critical hit), you remove one of their vital organs (usually the heart). Some creatures, such as many aberrations and all oozes, have no vital organs. Others, such as golems and undead creatures other than vampires, are not affected by the loss of these organs. Most other creatures die when this happens.

PATHFINDER ZE HOUSEWIFE STANCE

HOUSEWIFE STANCE — FEAT 1

Monk | Stance

Prerequisite *Trained in Intimidation, Monastic Weaponry*

You enter the stance and mindset of a prepared housewife that's 110% done with your shenanigans. While you are in this stance, frying pans, chancla, and common weapons in the knife group gain the Monk Trait and you gain a +1 circumstance bonus to Intimidation checks to Demoralize.

OUR OF MY WAY! — FEAT 6

Monk

Prerequisite *Trained in Athletics, Housewife Stance*

You gain the Barreling Charge fighter feat as a bonus feat.

Special You can select this feat again at level 12. If you do, you gain the Overpowering Charge fighter feat as a bonus feat.

HOUSEWIFE GLARE ◆ — FEAT 10

Monk

Prerequisite *Intimidating Glare, Master in Intimidation*

Requirements *You are in Housewife Stance*

You unleash a glare to falter the will of those who would defile the sanctity of your home. When you Demoralize an enemy, you can instead choose one of the following effects upon a successful check:

Critical Success the target's speed drops to 0 until the end of its next turn.

Success the target's speed is halved until the end of its next turn.

Critical Success the target is off-guard and frightened 1 until the end of its next turn.

Success the target is off-guard until the end of its next turn.

Critical Success the target is knocked prone and stunned 1.

Success the target is knocked prone

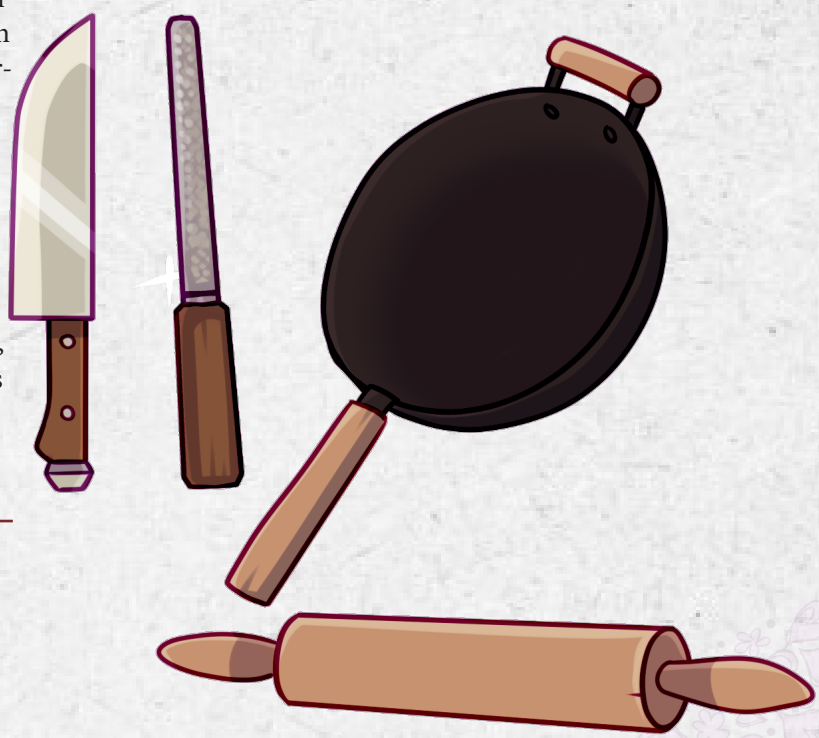
PATH TO THE HEART — FEAT 20

Monk

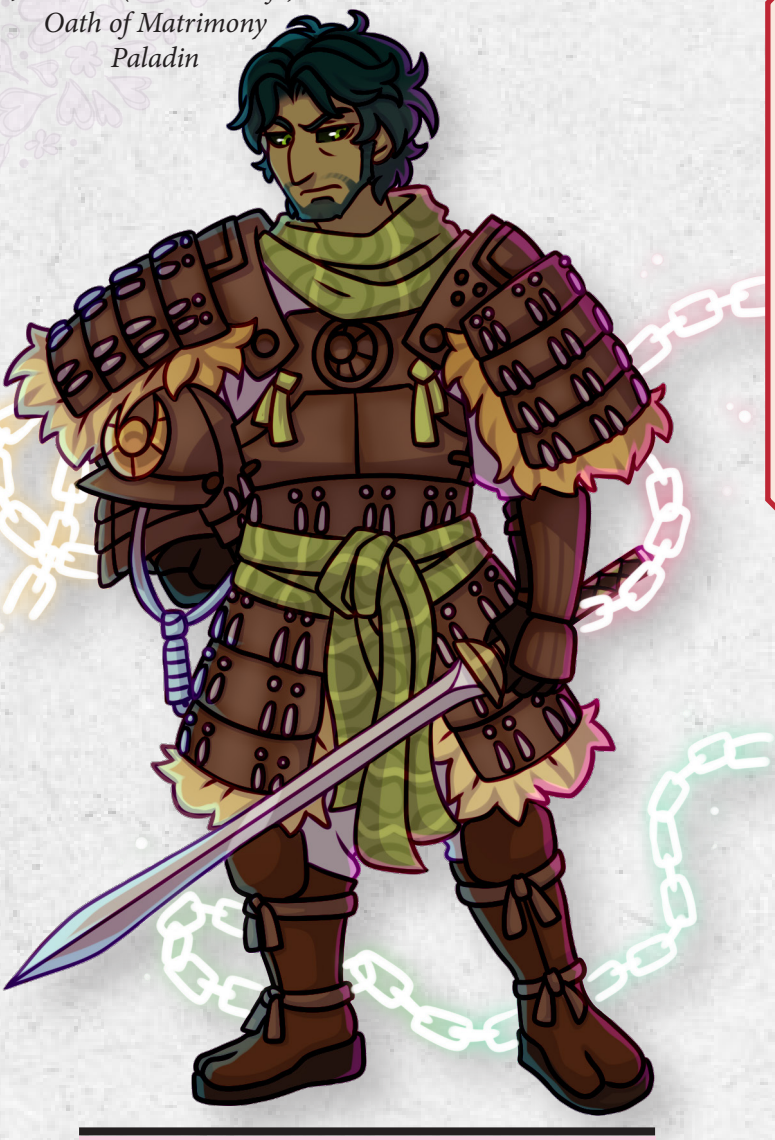
Prerequisite *Housewife Glare, Master in Intimidation*

Requirements *You are in Housewife Stance*

Your strikes are treated as if they had the Heart-seeking rune. If you roll a natural 20, you can instead choose to target a vital organ rather than a head. If you do, and it succeeds on its save, the target is dealt an extra 10 piercing damage, 10 persistent bleed damage, and is drained 2. If the target fails on its save, it still dies.



Jibakurei (bound to wife)
Oath of Matrimony
Paladin



PALADIN:OATH OF MATRIMONY

Paladins are individuals who devote their entire being to a cause. Some dedicate themselves to the destruction of evil, the growth of a church, or law and order. Most people get married at least once during their lives, but few take The Oath of Matrimony. These paladins guard their spouse like a knight guards their king. For some, their spouse might actually be their king.

Oath of Matrimony Paladins are dedicated to protection and defense rather than eradication. Their vows provide support and their auras grant greater protection than other paladins, especially to their spouses.

TENETS OF MATRIMONY

A paladin who takes this oath becomes married. The exact tenets of the Oath of Matrimony vary by the couple, but all the tenets revolve around the loyalty between the them.

Live. The couple agree to share their lives together. In sickness and in health, the couple care for each other.

Laugh. Life is fun, especially with your spouse. Share in your happiness and you will be fulfilled.

Love. Your spouse is now part of you. Love them as you should love yourself.

5E - SUBCLASS OATH OF MATRIMONY

OATH SPELLS

3rd-level Oath of Matrimony feature
You gain Oath spells at the paladin levels listed in the Oath of Matrimony Spells table. See the Sacred Oath class feature for how oath spells work.

CHANNEL DIVINITY

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

Provider's Vow. As a bonus action, you can use your Channel Divinity to augment your actions. For the next 10 minutes, you gain a bonus on all skill checks equal to your Charisma modifier.

If your spouse is within 30 feet of you, you gain advantage on any single roll of your choice for the duration of this ability.

Supporter's Vow. As an action, you present your holy or marriage symbol using your Channel Divinity. All allies within 30 feet gain bonus AC and a bonus on attack rolls equal to half your proficiency bonus (minimum 1, rounded down) for 1 minute. Your spouse instead gains a bonus equal to your Charisma modifier if it is higher (minimum 1).

AURA OF LOVE

7th-level Oath of Matrimony feature

Your love empowers your already existing Aura of Protection. Allies within your Aura of Protection reduce the first instance of damage each round in combat by an amount equal to your Charisma modifier.

If your spouse is within your aura, they also gain resistance to that first instance of damage.

FURY OF THE PROTECTOR

15th-level Oath of Matrimony feature

If any ally under the benefit of Supporter's Vow is affected by a spell or attack from an enemy, as a reaction, you may move up to your walking speed and make a single weapon attack against the attacker. If the affected ally is your spouse, you may move double your walking speed and gain advantage on the attack roll. Once you use this ability, you can not do so again until you finish a short or long rest.

GUARDIAN ANGEL

20th-level Oath of Matrimony feature

At 20th level, as an action, you can summon an avatar of your spouse's love. You manifest a holy construct that takes the shape of your spouse to assist you for one minute.

The construct rolls its own initiative, but can only take its movement and its reaction unless you use a bonus action to give it an instruction. This holy construct has the same statistics as yourself or your spouse but with only half of any and all of the following:

- Maximum Hit Points
- Spell slots (If a creature only had 1 spell slot of a certain level the construct has none of that level)
- Ki or Sorcery Points

Paladin Level	Oath of Matrimony Spells
3rd	*Hideous Laughter, Sanctuary*
5th	*Calm Emotions, Warding Bond*
9th	*Beacon of Hope, Bonding Rite*
13th	*Private Sanctum, Secret Chest*
17th	*Commune, Skill Empowerment*

PATHFINDER 1E - OATHBOUND PALADIN OATH

Becoming an Oath of Matrimony Paladin: This archetype can be taken at any time by a Paladin who gains the Bond of Marriage through the *Bonding Rite* spell. If your spouse dies or you divorce, you lose the benefits of this oath and you regain your normal paladin abilities.

Code of Conduct: Be true and loyal to your spouse in all things.

Oath Spells 1st - *Sanctuary*, 2nd - *Calm Emotions*, 3rd - *Lover's Vengeance*, 4th - *Mage's Private Sanctum*

MATRIMONIAL BOND (SU)

At 5th level, you form a divine bond with your spouse. This bond can be manifested in one of two ways. As a standard action, choose one of the following effects:

- **Provider's Vow (Su):** You gain a bonus to all skill checks equal to your Charisma modifier. You also gain a +1 bonus to Sense Motive and for every three levels beyond 5th, this increases by +1, to a maximum of +6 at 20th level. This ability lasts for 10 minutes per paladin level.
- **Supporter's Vow (Su):** You and your allies within 30 feet gain a +1 Sacred Bonus to their AC and Attack Rolls. For every 3 levels beyond 5th, this bonus gains another +1 sacred bonus, to a maximum of +6 at level 20. Your spouse instead gains a bonus equal to your Charisma modifier if it is higher.

You can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level. This ability replaces Divine Bond.

AURA OF LOVE (SU)

At 8th level, you and your allies within 10 feet of you gain DR 1/- and energy resistance to a single energy type of your choice (chosen when taking this ability) equal to your charisma modifier. The Damage Reduction granted by this ability increases by 1 for every 5 additional paladin levels you possess, up to a maximum of 3. This ability replaces Aura of Resolve.

FURY OF THE PROTECTOR (SU)

At 14th level, if any ally under the benefit of Supporter's Vow is affected by a spell or attack from an enemy, as an immediate action, you may move up to your movement speed and make a single weapon attack against the aggressor. If the affected ally is your spouse and within 120 ft, you may make a charge attack. You can only use this ability once each time your Support's Vow is activated. This ability replaces Aura of Faith.

GUARDIAN ANGEL (SU)

At 20th level, as a full round action, you can summon an avatar of your spouse's love. You manifest a holy construct that takes the shape of your spouse to assist you for one minute per paladin level. The construct can move either on it's own initiative or yours (decided upon using this ability), and has the same statistics as yourself or your spouse. This ability replaces Holy Champion.

PATHFINDER 2E CHAMPION OATH

OATH OF MATRIMONY — FEAT 1

Champion | **Oath**

You've sworn an oath to protect your marriage and your beloved. Designate a single other PC or creature as your beloved. Add the following tenet to your champion's code after the other edicts: "I must protect my beloved from death or grievous harm." If your Champion's Reaction was triggered by an enemy damaging your beloved, your Champion's Reaction gains another effect depending on your cause.

Justice Your Retributive Strike gains a +4 circumstance bonus to damage against a creature who attacked your beloved, or a +6 circumstance bonus if you have master proficiency with the weapon you used.

Redemption Your Glimpse of Redemption's resistance against damage from the creature who attacked your beloved is 7 + your level.

Liberation If you use Liberating Step triggered by someone attacking your beloved, your love gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

If you follow the tenets of evil, you may use your Champion's Reaction to have your beloved gain its effects if your beloved and the triggering enemy are within 15 feet of you.

RING ALLY — LEVEL 3

Champion

A spirit of love dwells within your ring. Select one ring when you make your daily preparations. While you wear this ring, you gain a +4 circumstance bonus on checks to Aid when you aid an ally's action with the attack trait. This bonus increases to +5 if you are aiding your beloved's attack action.

PROVIDER'S VOW — LEVEL 8

Champion

Prerequisite *Ring Ally*

You love and support your spouse in ALL things, not just the convenient ones. Your circumstance bonus on checks to Aid now applies to all actions instead of just actions with the attack trait.

SUPPORTER'S VOW — LEVEL 8

Champion

Prerequisite *Ring Ally*

Your vow to support overrides the luck the gods provide. When you roll a critical failure on a check to aid an ally, you get a failure instead. If you are aiding your beloved's attack action and you roll a success, you get a critical success instead.

AURA OF LOVE — FEAT 14

Champion | **Aura**

Prerequisite *Oath of Matrimony*

Your love shields you, your spouse, and your friends from harm. Your Champion's Aura gains resistance equal to your Charisma modifier to one physical damage type and one energy damage type (acid, cold, electricity, fire, sonic, vitality, void). If one of these allies is your beloved, increase only your beloved's resistance to half your level.

Special You can select this feat multiple times, each time selecting an additional damage type.

FURY OF THE PROTECTOR ↻ FEAT 16

Champion

Trigger *An enemy within your land speed damages an ally within your Champion's Aura*

No one hurts the ones you love (and gets away with it...)! You Stride and then Strike against the triggering enemy, ignoring difficult terrain. If the damaged ally was your beloved, the strike deals extra damage equal to half your level.

GUARDIAN ANGEL ◆◆ — FEAT 20

Champion

Prerequisite *Oath of Matrimony*

Frequency *Once per day*

You affect your beloved with *Avatar*, and they transform into either an avatar of their deity or the deity that is most like them (GM Discretion).

NOTES FROM STUART

Remaster. This was completed at the same time as the PF2e Remaster. The evil Tenants will be added in a future book.

Bonded Pair Ranger & Love Mage

RANGER: BONDED PAIR

In nature, animals typically become attached to one another and live harmoniously. Sometimes the animals are siblings, sometimes mated, but occasionally they are of different species. Bonded Pair Rangers use this connection to become in-sync with a companion.

Bonded Pair Rangers select party members that serve as their companions rather than taming an animal. Bonded Companions can have spells cast on them from great distances, can perform special teleporting combat, and special group attacks.

5E - SUBCLASS BONDED PAIR

BONDED SPELLS

3rd-level Bonded Pair feature

When you join this conclave you gain access to a list of spells that can help to protect yourself or your partner. You gain access to the following spells at the levels shown on the bonded pair spells table. When you cast them you can choose to target your Companion with spells with a range of touch or self so long as your Companion is within 60ft of you. These spells are considered Ranger spells for you and do not count against your spells known.

Ranger Level	Bonded Pair Spells
3rd	*Healing Word*
5th	*Bonding Rite*
9th	*Sending*
13th	*Stoneskin*
17th	*Greater Restoration*

COMPANION

3rd-level Bonded Pair feature

When you join this conclave at 3rd level, you choose to hunt alongside a Companion. Whenever you finish a long rest, you can choose an ally to serve as your Companion. Several of your ranger abilities will refer to your Companion both for providing these Companion buffs with your actions and taking responsive actions to your own.
You may choose an additional Companion at certain levels. A second ally at level 6, a third ally at level 11, and a fourth ally at level 16.

TAG OUT TACTICS

7th-level Bonded Pair feature

Whenever you witness one of your Bonded Companions within 50ft being hit with an attack, you can use your reaction to magically trade places and make 1 weapon attack against the attacking creature as part of the same reaction.

Alternatively, when you would be attacked, you can allow one of your chosen Companions within range to use their reaction to trade places with you making a single weapon attack against the creature.

You can use this ability a number of times per long rest equal to your proficiency bonus.

AGGRESSIVE ALLIANCE

11th-level Bonded Pair feature

Whenever you attack an enemy who is within 5ft one of your chosen Companions, you can treat them as though they were your favored enemy.

Additionally, when you take the attack action, you can use your bonus action to give your companion a bonus on attack rolls against 1 creature you mark equal to half your proficiency bonus.

Variant Rules: If your table uses rules outside of the originally 5e ranger, feel free to substitute the bonus from whatever variant rule you use in Favored Enemies place

BONDED TACTICS

15th-level Bonded Pair feature

You specialize your reactive instincts so that you can help one of your chosen companions. You can perform any of the following as a reaction:

- When a creature successfully damages one of your chosen Companions, you can make a reactionary attack against the aggressor
- When a chosen Companion takes an attack action, you can make a reactionary attack against the same creature as your ally
- When a chosen Companion ends their turn, you can use your reaction to move towards one of your chosen companions
- When an ally makes a skill check, you can use your reaction to give the help action
- When an ally makes a Dexterity saving throw, you can give warning granting them a bonus equal to your Wisdom modifier

At level 18 you gain an additional reaction per round which can only be used to use your Bonded Tactics.

PATHFINDER 1E - ARCHETYPE BONDED PAIR

BONDED SPELLS

In addition to the default spells on the ranger spell list, a Bonded Pair adds the following to their list of spells at the indicated spell levels: 1st—*cure light wounds*, 2nd— *bonding rite*, 3rd— *sending*, 4th—*restoration*.

You may target your companions with these spells up to a range of 60 feet.

HUNTER'S BOND (EX)

At 4th level, when a Bonded Pair gains the Hunter's Bond ability, he must choose to bond with their companions and cannot gain an animal companion through this archetype.

TAG OUT TACTICS (SU)

At 7th level, when you witness one of your companions being attacked and are within 5 feet of them, you may trade places with them as an immediate action and make a single melee attack against the attacking creature. Alternatively, when you would be attacked and one of your companions is within 5 feet of you, they may trade places with you as an immediate action and make a single melee attack against the attacking creature. Every level you gain after this, increase the range of this ability by another 5 feet to a maximum of 60 feet. You and your companions may use this ability a number of times per day equal to 1 + your Wisdom Modifier (minimum 1). This ability replaces Woodland Stride

AGGRESSIVE ALLIANCE (EX)

At 11th level, whenever you denote a Quarry, your companions gain the full benefit of your Favored Enemy as well as the bonus from Quarry. This ability alters Quarry.

BONDED TACTICS (EX)

At 20th level, you may make one of the following immediate actions once per round:

- If a creature successfully damages one of your companions, you may move and make a single attack against the target
- When a companion attacks a creature, you may make a single attack against the same creature
- When a companion ends their turn, you can move towards the companion
- When a companion makes a skill check, you may aid them
- When an ally makes a Reflex saving throw, you can give warning granting them a bonus equal to your Wisdom Modifier

This ability replaces Master Hunter.

PATHFINDER ZE BONDED EDGE

BONDED EDGE

You choose to hunt alongside a trusted companion. During your daily preparations, you can choose an ally to serve as a companion. This ability counts as having an animal companion for the purposes of feat requirements and you can target your companion with focus spells that would normally target an animal companion. Whenever you Hunt Prey, your companion also gains its benefits.

Additionally, you gain the *Initiate Warden* feat, but you must select Heal Companion and you may target your companion with that spell.

MASTER HUNTER UPGRADE LEVEL 17

Ranger

When you Hunt Prey, your circumstance bonus to Perception checks when you Seek your prey is +4 and your circumstance bonus to Survival checks when you Track your prey is +4. You also ignore the penalty for making ranged attacks within your third range increment against the prey you're hunting.

ADDITIONAL COMPANION FEAT 2

Ranger

Prerequisite *Bonded Edge*

You upgrade from a bonded pair to a bonded unit. During your daily preparations, you can designate an additional ally to serve as a companion.

TAG-OUT-TACTIC ↷ FEAT 10

Ranger **Teleportation**

Prerequisite *Bonded Edge*

Trigger *An enemy attacks a companion with a melee Strike, and both are within 15 feet*

Like an ethereal dance, you switch places with your companion and make a melee Strike. The enemy's ability targets you instead of your companion.

AGGRESSIVE ALLIANCE ◆ FEAT 14

Ranger

Prerequisite *Bonded Edge*

Trigger *a companion attacks an enemy who is not your hunted prey*

You follow up your companion's attack and Hunt Prey on that enemy as a free action.

BONDED TACTICS ↷ FEAT 20

Ranger

Trigger *see below*

You gain a special reaction you can use with the help of your chosen companions. You can use this reaction under the following conditions:

- If a creature successfully damages one of your chosen companions and the creature is within range of your Strike, you Strike that creature
- When a chosen companion makes an attack roll against a creature and the creature is within range of your Strike, you Strike that creature
- When a chosen companion's turn ends, you Stride towards them.
- When a chosen companion performs a skill check, you are considered to have sufficiently prepared to aid and aid them.
- When a chosen companion makes a Reflex saving throw you, grant them a +2 circumstance bonus to the roll.

Anaconda Lamia
Bonded Pair Ranger &
Ghostwolf Okami Protector Barbarian

Masic Rogue & Zashiki-Warashi Yurei Partners in Crime

ROGUE: PARTNER IN CRIME

In a criminal underworld where betrayal and opportunistic backstabbing are the norm, the most valuable resource and treasure is trust. Professional criminals rarely work alone. Partners in crime understand that two heads make better than one, and four hands make for better shares of treasure.

Partner in Crime Rogues do not specialize as well as other rogues, but they make up for it in numbers. With two individuals acting as one, they can accomplish more and compliment each others skills. As you level up, so does your partner and they can begin to specialize.

5E - SUBCLASS PARTNER IN CRIME

PARTNER

3rd-level Partner in Crime feature

At 3rd level, you gain a medium or small humanoid (or race featured in this book) companion of any race and alignment (or one agreed upon by the GM) that accompanies you on your adventures and fights alongside you.

Your relationship can be anything from lovers, family, friends, rivals, or simply business partners as determined between you and the GM.

See its game statistics in the accompanying Partner stat block on the next page, which uses your proficiency bonus (PB) in several places. The Partner is their own person but will obey your commands within reason.

In combat, the Partner shares your initiative count, but it takes their turn immediately after yours (unless otherwise stated in a feature of this class). They can move and use their reaction on their own, but the only action they take on their turn is the Dodge action unless you take a bonus action on your turn to command them to take another action. That action can be one on its stat block or some other action. Commanding your partner can be done as part of the bonus action gained from Cunning Action.

If you are incapacitated or absent, the Partner can take any action of their choice, not just Dodge. The partner prioritizes itself in life or death situations, but will act to protect you provided saving you does not result in their immediate death (unless, of course the GM determines your bond is strong enough to motivate them to do so). The partner never requires your command to use their reaction, such as when making an opportunity attack.

If the Partner dies, you can obtain a new one by spending 8 hours looking for a replacement in a setting where there are other humanoids or race feature.

PARTNER STATISTICS

3rd-level Partner in Crime feature

Whenever you gain a partner, choose 2 skills to grant them proficiency in from the Rogue Class Skill list. These checks use the partner's Attribute modifier + your PB. Your partner is also proficient in Dexterity Saves. Add any racial senses, spells, and abilities to their stat block as well.

5e • Partner CR (PB)

Medium or Small Humanoid (any race), Any Alignment

Armor Class 13 + PB (Leather)
Hit Points 4 + (5 times your Rogue Level)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Dex 2+PB, Int 1+PB
Damage Resistances Any racial resistances
Senses Passive Perception 12, any Racial Senses
Languages Any Racial Language, Common, Thieves Cant
Challenge equals your PB

Partner's Sneak Attack (1/turn). On its turn, the Partner can deal an extra number of 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the Partner that isn't incapacitated and the Partner doesn't have disadvantage on the attack roll.

This damage increases when you reach certain rogue levels to 7 (2d6) at level 7, 10 (3d6) at level 11, 14 (4d6) at level 15 and 17 (5d6) at level 19.

Racial Abilities. Partner gains all racial spells, abilities, and proficiencies they would gain from their race and subrace.

Optional Variant Rule: Limited Attunement. Partner can only attune to a number of items equal to half your proficiency bonus (rounded down).

Actions

Dagger. *Melee* or *Ranged Weapon Attack*: (Partner's Dexterity Modifier + Proficiency) to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) + (Partner's Dexterity Modifier) piercing damage.

Bonus Actions

Cunning Action. Partner takes the Dash, Disengage, or Hide action.

THIEF TRAINING

9th-level Partner in Crime feature

You can specialize your Partner to be more effective in combat or in skills. When you reach 9th level, you can add 1 one of the following special features to your Partner's stat block. Additionally, they gain a +2 and +1 Ability score improvement you can invest to increase their statistics:

- **Evasion**. The partner can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an *ice storm* spell. When the partner is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw and only half damage if they fail.
- **Expertise**. Your PB bonus for the skills chosen for your partner are doubled.
- **Racial Feat**. Your Partner can gain a feat that uses their race as a prerequisite.
- **Uncanny Dodge**. When an attacker that the Partner can see hits them with an attack, they can use their reaction to half the attack's damage against them.

ADVANCED MANEUVERS

13th-level Partner in Crime feature

Add +2 to any one of your Partner's attribute scores and +1 to another of your Partner's attribute scores. No score can be raised above 18 in this way. Additionally, you may choose one of the Advanced Maneuver Options to your partners stat block:

- **Bonus Feat**. Your Partner gains a feat they meet the prerequisites for.
- **Quick Thinker**. The Partner gains the Reliable Talent Class Feature from the Rogue class. Additionally, in place of its normal initiative ruling, it may choose to make its own initiative roll using its own Dexterity modifier.
- **Reactive Accuracy**. Your Partner can now use its sneak attack on its reactions on other creatures turns as well as its own.
- **Steel Mind**. Your Partner gains proficiency in Wisdom and Charisma saves.

Additionally, you can choose one of the Thief Training options to add to your partner.

SPECIALIST PARTNER

17th-level Partner in Crime feature

Your partner gains a 3rd level archetype feature of any roguish archetype except for *Partner in Crime* and an additional unchosen Thief Training benefit.

PATHFINDER 1E ROGUE TALENT

PARTNER IN CRIME (ROGUE TALENT)

Prerequisite: Rogue level 3rd

Benefit: You gain a Cohort as described in the *Leadership* feat. This Cohort can only take levels in rogue (of any archetype). Your leadership score is not affected by alignment differences.

Special: This feature does not entitle you to receive followers, nor do you gain a second cohort if you later take the Leadership feat. You also may not select cohorts from the Magical Beast or Monstrous Companion options. If you take the Waifu prestige class, your cohort can become your spouse and may become the same level as you, you gain an additional Waifu Virtue, and the Cohort can take classes outside of Rogue. Your Cohort cannot gain the Partner in Crime Rogue Talent or the Leadership feat.

PATHFINDER 2E PARTNER IN CRIME RACKET

RACKET - PARTNER IN CRIME

You have a comrade who has your back through thick and thin to help you pull off your racket. You gain the Dynamic Duo Dedication feat as a bonus feat, even though you don't meet its level Prerequisites. For you, the Thief Training rogue feat has a Prerequisites of 2nd level instead of 4th level.

THIEF TRAINING — FEAT 4

Rogue

Prerequisite *Dynamic Duo dedication*

You can specialize your Partner to be more effective in combat or in skills. Choose one of the following special features to add to your Partner's stat block:

- ***Uncanny Dodge:*** Your Partner gains the Nimble Dodge class feat and a reaction they can only use for Nimble Dodge.
- ***Evasion:*** Your Partner gains a +1 status bonus to Reflex saves.
- ***Expertise:*** Your Partner gains two skill increases.

Special You can select this feat two more times, selecting a different special feature each time.

ADVANCED MANEUVERS — FEAT 8

Rogue

Prerequisite *Thief Training*

You can specialize your Partner to be more effective in combat or in skills. Choose one of the following special features to add to your partner's stat block:

- ***Reactive Accuracy***: Your partner in crime can gain the benefits of your sneak attack class feature once per turn, except the number of die they use is one die less than yours.
- ***Quick Thinker:*** During an encounter, even if you don't use the Command Partner action, your partner can still use 1 action on your turn to either Stride or Strike.
- ***Steel Mind:*** Whenever your partner succeeds on a Will saving throw, they get a critical success instead.

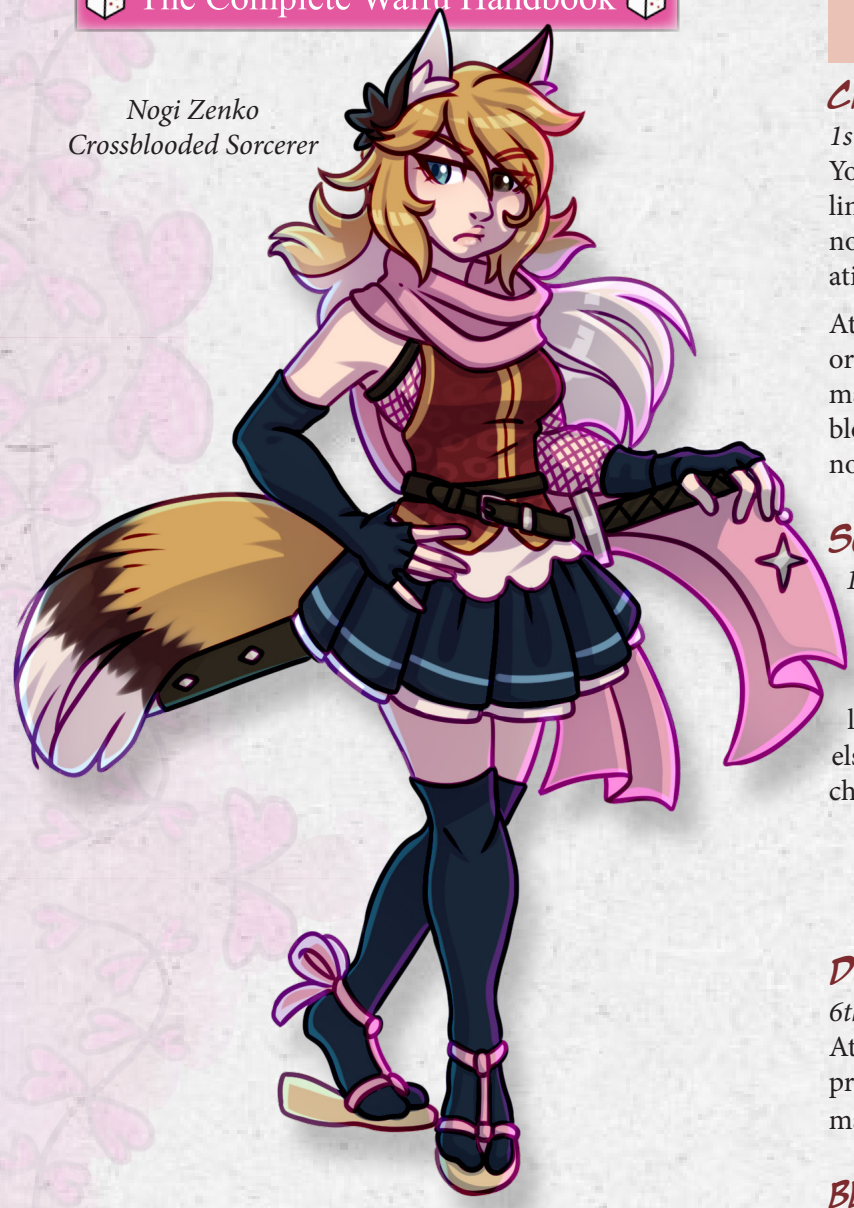
Special You can select this feat two more times, selecting a different special feature each time.

SPECIALIST PARTNER — FEAT 12

Rogue

Prerequisite *Dynamic Duo dedication*

Your partner gains the Debilitating Strike free action.



Nogi Zenko
Crossblooded Sorcerer

SORCERER: CROSSBLOODED

Sometimes a sorcerer's lineage is so convoluted that they somehow end up with two different magical bloodlines or they are preordained with magical blood from two different sorcerous origins. When this occurs, this creates a crossblooded sorcerer.

Crossblooded sorcerers gain the benefits of two different sorcerous origins, though one is more prominent than the other. With this comes several advantages as they learn spells from both bloodlines and gain class features from both, but never quite gain access fully to the powers of either.

5E - SUBCLASS CROSSBLOODED

CROSSBLOODED

1st-level Crossblooded feature

You have two parents from two different sorcerous bloodlines. You have inherited both of them, however you were not born with all of their powers. Upon character creation, choose 2 Sorcerous Origins.

At 1st level, you gain the 1st level feature of one of these origins. This sorcerous origin is now considered your primary origin, but you do not gain the feature of the other bloodline (now considered your dormant origin). You do not gain any expanded spell lists from either origin.

SORCEROUS SECRETS

1st-level Crossblooded feature

At 1st level, you may choose 1 class spell list other than sorcerer. You learn an additional 2 first level spells from either this class spell list or your sorcerer spell list. You additionally learn extra spells at certain levels. Unlike your other spells known, you at no point can change your Sorcerous Secrets Spells.

- 2 second level spells at level 6
- 2 third level spells at level 14
- 2 fourth level spells at level 18

DEEPENED HERITAGE

6th-level Crossblooded feature

At 6th level, you gain the 6th level feature of your primary bloodline and the 1st level feature of your Dormant bloodline.

BLOODLINE SPELLS

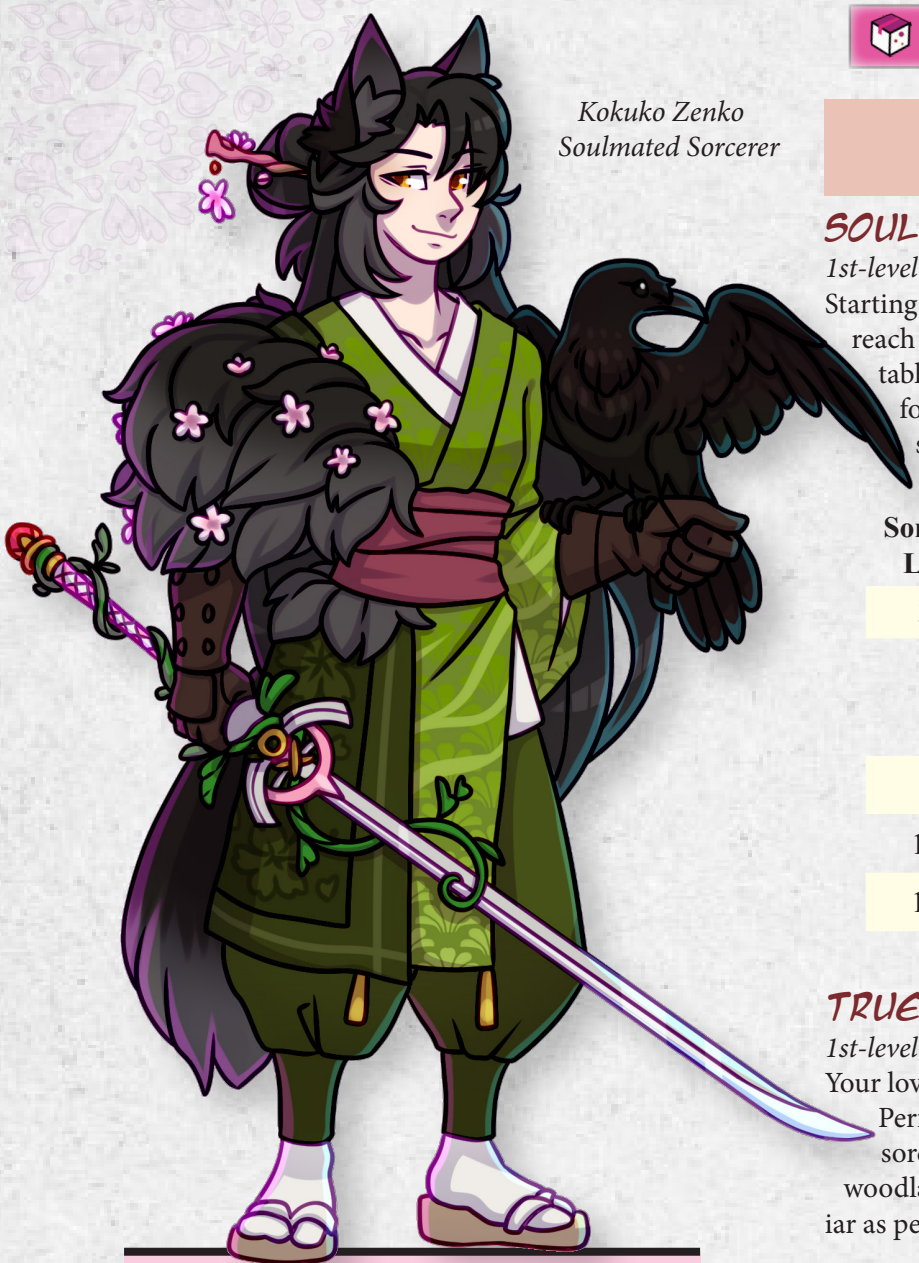
14th-level Crossblooded feature

At 14th level, your densely sorcerous blood allows you boons of prodigy in learning arcane arts. You gain the 6th level feature of your dormant origin. Additionally, when you cast a spell from your Sorcerous Secrets, you may gain an amount of temporary sorcery points equal to the spell's base level with which you can augment the spell with your Metamagic features. These temporary sorcery points disappear at the start of your next turn, providing you 1d4 temporary hit points for each temporary point unspent whenever they disappear in this way.

CHILD OF TWO WORLDS

18th-level Crossblooded feature

At 18th level, your mixed blood finally reaches a perfect resonance allowing you to draw great benefit from your dormant origin in addition to your primary origin. You gain the 14th level features of both of your origins.



Kokuko Zenko
Soulmated Sorcerer

SORCERER: SOULMATED

Though very few people get to experience it, soulmates do find each other and true love is formed. When a soulmated pair propagate that love, they create magic that changes the lives of their bloodline forever and a purity is blessed within that lineage. A soulmated sorcerer might also gain their powers by a prophecy of true love. Whatever the case, these sorcerers are blessed with the oldest of magics.

Soulmated sorcerers are granted druid-like powers through their purity. They gain animal companions, familiars, and the power of their raw emotions can bring those back from the brink of death.

5E - SUBCLASS SOULMATED

SOULMATED SPELLS

1st-level Crossblooded feature

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Spell table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Sorcerer Level	Soulmated Spells
3rd	*Animal Friendship*
5th	*Once Upon a Dream* *Variant Option: you may trade for 1 Shoujo spell of your choice*
9th	*Bonding Rite*
13th	*Divination*
17th	*Conjure Elemental*

TRUE LOVE'S TALENTS

1st-level Soulmated feature

Your love fated nature has granted you proficiency in Performance and Animal Handling. You can spend a sorcery point as part of a long rest to turn a mundane woodland creature of CR ¼th or lower into your familiar as per the *find familiar* spell.

PAS DE DEUX

1st-level Soulmated feature

A number of times per long rest equal to your proficiency bonus, you can invite an allied creature into an arcane dance (no action required). This dance lasts 1 minute and during this time either your or your dance partner my spend their bonus action or reaction to trade places. Whenever you do so, you may choose one of the following:

- Both of you gain temporary hit points equal to half your level + your charisma modifier.
- One of the two of you gains temporary hit points equal to your level + your charisma modifier.

The dance ends early if you ever end your turn more than 10 x your proficiency bonus away from your partner.

TRUE LOVE'S KISS

6th-level Soulmated feature

The sorcerous nature of your heart and the emotions that pour out of it make every gesture magical. By allowing your love for your friends, family, comrades, or even compassion for strangers to resonate with your magic, you can grant yourself a healing touch.

As an action, you can touch a creature with a kiss of healing magic and expend a sorcery point to grant the creature the benefits of the *lesser restoration* spell. This effect is considered a magical effect, but is not considered casting a spell. You can spend additional sorcery points as part of this ability to heal a number of hit points equal to your charisma modifier for each point above the first.

DESPERATE TEARS

14th-level Soulmated feature

With the power to bend fate with your affections alone, you plead to the gods to return your loved ones onto you and use your magic to demand fate save them. Using your True Love's Kiss, you can expend 3 sorcery points to mirror the effect of the *Revivify* spell. This spell may cast it upon a creature that has died within a number of minutes equal to your level When you do so, the creature awakens with 3d6 hit points instead of 1.

TRUE HEARTS DESIRE

18th-level Soulmated feature

Your soul resonates so greatly with love that others find it difficult to refuse you. Any spell you cast ignores immunity to charmed conditions. Additionally, whenever you start your turn within 60ft of at least one creature charmed by you, you may spend your bonus action to regain 1 Sorcery point.

5E METAMAGIC GHOSTFIRE

GHOSTFIRE

When you roll damage for a spell, you can spend 1 sorcery point to change the damage type to deal half fire damage and half necrotic damage. You can use Ghostfire even if you already used a different metamagic option during the casting of this spell. This damage cannot be resisted unless the target resists both fire and necrotic damage. Targets immune to fire or necrotic damage are still immune to spells cast this way.

PATHFINDER 1E - SOULMATED BLOODLINE

SOULMATED BLOODLINE

Your ancestry involved two individuals whose bond could only be described as true love or even mad love. You also might be destined to find true love. Whatever the case, this destiny was so powerful that it has infused your very blood.

Class Skill: Animal Handling or Performance

Bonus Spells: *charm animal* (3rd), *once upon a dream* (5th) or 1 *Shoujo* spell of your choice, *bonding rite* (7th), *nixie's lure* (9th), *wrath of nature* (11th), *wall of thorns* (13th), *mage's magnificent mansion* (15th), *demand* (17th), *siege of trees, Greater* (19th).

Bonus Feats: Alertness, Brew Potion, Extend Spell, Improved Initiative, Iron Will, Silent Spell, Skill Focus, Spell Focus.

Bloodline Arcana: Whenever you cast a spell, you gain temporary hit points for yourself equal to twice the spell's level. If you have a spouse, you may grant them these temporary hit points instead.

Bloodline Powers: Your life is a result of true love and thanks to your heritage, your love makes the world a better place for you and your loved ones.

Woodland Critters (Ex): Starting at 1st level, you can improve the attitude of an animal. This ability functions just like Wild Empathy for Druids or Rangers. You also gain the service of a familiar.

Pas De Deux? (Su): Starting at 3rd level, you can use a swift action or an immediate action to switch places between yourself and an ally within 10 feet + an additional 10 feet for every soulmated bloodline power you gain. You may perform this a number of times per day for every bloodline power you have.

True Love's Kiss (Sp): Starting at 9th level, you gain a healing touch. Choose the benefit of a Paladin's Mercy at 3rd level. As a standard action, you grant the benefit of the mercy you selected. Whenever you gain another bloodline power, you may select an additional mercy to add to the effect of True Love's Kiss who's level prerequisite is lower than your current sorcerer level. This ability can be used number of times per day equal to 3 + your charisma modifier.

Desperate Tears (Sp): At 15th level, you can bend fate with your affection alone. As a full round action, you can use your tears to cast *Breath of Life* as a spell-like ability, treating your sorcerer level as your caster level. The creature can be returned to life if they have been slain within a number of minutes equal to your sorcerer level instead of the usual 1 round. You can perform this ability a number of times per day for every soulmated bloodline power you have.

True Heart's Desire (Su): At 20th level, your soul resonates so greatly with love that others find it difficult to refuse you. Any spell you cast ignores immunity to charm effects or enchantment spells. Additionally, the DC for any spells you cast from the enchantment school of magic increases by +4. This bonus stacks with the bonus granted by Spell Focus.

Pathfinder 1e Metamagic Feat

Ghostfire Spell (Metamagic)

You've learned the ways of the Nekomata and can mix dark energy with fire.

Benefit: Whenever you cast a spell or use an ability that deals fire damage or negative energy damage, you may treat half of that damage as fire damage and the other half as negative energy damage. Spells cast this way cannot be resisted unless the target is resistant to both fire and negative energy (or undead). Targets immune to negative energy or fire damage are still immune to ghostfire spells.

Level Increase: +1

Pathfinder 2e Soulmated Bloodline

Soulmated Bloodline

Your ancestry involved two individuals whose bond could only be described as true love or even mad love. Whatever the case, their connection was so powerful that it has infused your very blood.

Spell List Primal
Bloodline Skills Nature and Performance
Granted Spells cantrip: *wash your luck*, 1st: *animal allies*, 2nd: *voice on the breeze* 3rd: *bonding rite* 4th: *luring wail* 5th: *wisdom of the winds* 6th: *rose's thorns* 7th:, *dancing fountain* 8th: *moment of renewal* 9th: *nature's enmity*
Bloodline Spells Initial: *Pas de Deux*, **Advanced**: *True Love's Kiss*, **Greater**: *Desperate Tears*
Blood Magic Destiny seems to want your success. Either you or the target of your spell gains temporary Hit Points equal to the spell's level for 1 round, or the next attack roll against you or the target of your spell causes the attacker to take a -1 circumstance penalty to their next attack until the start of their next turn.

Critter Empath — Feat 2

Sorcerer

Prerequisite *Soulmated Bloodline*
You have an innate empathy and understanding with cute animals. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

Special If you have a familiar, you gain a +2 circumstance bonus on all Diplomacy checks to Make an Impression on creatures of its type or Request something from creatures of its type.

Fated Through Song — Feat 2

Bard	Sorcerer

Prerequisite *Protag Muse or Soulmated Bloodline*
Your heart and soul call out to your potential soulmate. You learn the spell *once upon a dream* and may expend a focus point in order to cast the spell to contact your spouse when you fall asleep.

Pathfinder 2e Ghostfire Metamagic

Ghostfire ❖ — Feat 4

Concentrate	Fire	Metamagic
Negative	Sorcerer	Void

Requirement *You cast a spell that deals fire or negative/void energy damage*
Your damage is considered half fire and half negative/void energy damage. This damage can only be resisted if the target has resistance to both fire and negative/void energy. Targets immune to fire or negative/void damage are still immune to spells cast this way.

Cobra Lamia
Affair Warlock

WARLOCK: THE AFFAIR

Most warlocks have a transactional relationship with their patron. In exchange for things like wealth, influence, or their soul (ya know, trivial things), warlocks gain power. However, some warlocks have a more personal and intimate relationship with their patron, who grants them powers as a means to defend themselves.

Affair warlocks form a friendly, romantic, or physical relationship with any patron, including gods and demigods. When you spend a long rest with them, you are granted tokens that you can spend to refill spell slots and use abilities. At higher levels, you are granted capstone abilities based on your chosen Patron.

5E SUBCLASS THE AFFAIR

EXPANDED SPELL LIST

1st-level The Affair feature

Instead of a set spell list when you take this Patron, you may instead choose any one Cleric or Warlock subclass's expanded spell list that matches that of your Patron's domains or field of power.

DIVINE ENTANGLEMENT

1st-level The Affair feature

Starting at first level, you begin a romantic relationship with your Patron. Even if there is an attempt to keep the relationship a secret, pretty much every divine or profane being is made aware of it. You gain advantage on Charisma (Intimidate) and Charisma (Persuasion) checks made against 2 creature types of your choice as agreed upon by you and your GM that would match those your Patron may have authority over.

TOKENS OF AFFECTION

1st-level The Affair feature

Starting at 1st level, the warlock begins to be able to spend their free time in their Patron's company. The Patron will only manifest a material form if 1 of the 2 following are met:

- **Privacy**. The Warlock must have access to complete privacy such as a private inn room or the area of a tiny hut spell (Areas where privacy is not reliable such as a cave, campsite, or clearing will not qualify).
- **Relevance**. The place is in some way appropriate for the Patron to meet with others (Such as a garden for a fey, a temple for a deity, or other circumstances your GM deems appropriate based on your patron).

So long as the Warlock spends at least 4 hours in the Patron's presence each day (these can be done as part of short or long rests) they receive an edible token of the Patron's affection (Often a sweet pastry, a square of divine ambrosia, or a golden apple). Regardless of its form, these tokens may be eaten as a bonus action. When consumed, you regain a pact level spell slot.

You can give these tokens to other casters, who can consume it as an action to regain their highest level expended spell slot up to a maximum of 5th level. You can maintain a number of Tokens equal to your proficiency bonus at a time. Additionally, any caster can only benefit from a number of Tokens of Affection equal to half their spellcasting ability modifier rounded up per long rest.

ROMANTIC COMEDY

6th-level The Affair feature

At 6th level, your patron finds misfortune that comes to you as both hilarious and endearing. When you roll a natural 1

on an attack roll or a saving throw, you may treat it as a natural 20 instead. However, your next roll suffers disadvantage. You may not use this feature again until after a short or long rest.

BELOVED PROTECTION

10th-level The Affair feature

Your patron grants you protection from their elements. Choose two of the following energy types: cold, fire, lightning, necrotic, or radiant (whichever is most appropriate for your patron). Whenever you would take damage of these types the amount is reduced by your warlock level. At level 14, you may choose one of these damage types to gain immunity to and one additional damage type to gain this damage reduction in.

PERSONAL DOMAIN

14th-level The Affair feature

At 14th level, your patron now offers you safe haven within their own realm to avoid discomfort while you travel. You can cast *magnificent mansion* or *plane shift* once per short or long rest without consuming a spell slot. When you cast these spells, your patron appears in these realms in a vaguely humanoid form. In addition, when you return from these spells, you reappear where you originally cast the spell.

Variant Rule: Alternative Capstone. At your GM's discretion, you may be allowed to swap out your capstone feature for that of the Warlock or Cleric subclass you gained from your expanded spell list. If your Patron's subclass capstone requires a resource you lack as a warlock of the Affair, you may instead gain the Divine Intervention Feature as described in the Cleric Class. This includes the abilities level 20 upgrade.

5E PACT BOON
PACT OF THE RING

PACT OF THE RING

3rd-level Warlock feature

Your Patron gifts you a Master Ring, signifying the bond between the Patron and their Warlock. While wearing the Master Ring, you can cast *Detect Magic* at will. You can create a Copy Ring with one minute of work that has the same ability as the Master Ring. You can make an amount of Copy Rings equal to your proficiency bonus plus your Charisma modifier. If you lose the Master ring, you cannot replace it and it must be found. The ring returns to your patron when you die.

Pact Ring to Rule

Prerequisite: Pact of the Ring feature

While you are wearing your Master Ring, you may use your Action to issue a command to an ally wearing one of your Copy Rings. That ally may use their Reaction to make a single weapon attack or cast a Spell with a casting time of 1 Action. You may also use your Bonus Action to guide an ally wearing one of your Copy Rings. That ally may use their Reaction to move up to their speed.

Pact Ring to Find

Prerequisite: 5th-level warlock, Pact of the Ring feature

You will always know the direction in which your Master Ring is, as well as the direction of any Copy Rings you have created are in. Furthermore, while wearing your Master Ring, you can cast *Clairvoyance* without spending a spell slot, using your Master Ring as focus for the spell. You can only choose the location of one of your Copy Rings when casting the spell this way. You can use this ability a number of times equal to your proficiency modifier before needing to take a long rest.

Pact Ring to Bring

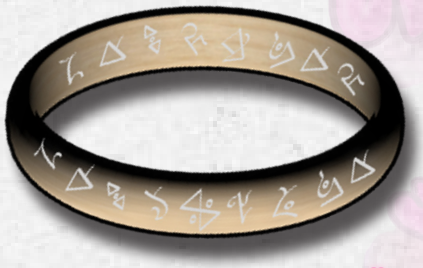
Prerequisite: 9th-level warlock, Pact of the Ring feature

While wearing your Master Ring, you can use your action to call a single creature wearing one of your Copy Rings to your side, transporting them to a space within 5 feet of you as though they had cast the *Teleport* spell using an associated object if they are willing. Alternatively, you can call all creatures wearing one of your Copy Rings to your side, treating them as though they are affected by the *Geas* spell until you've finished a long rest. Each creature affected this way will know from where the ability was used. When using one of these abilities, you cannot use either of them again until you've finished a long rest.

Pact Ring to Bind

Prerequisite: 17th-level warlock, Pact Ring to Rule

Upon taking this Invocation, the Copy Rings made with your Pact of the Ring feature become cursed. Any creature wearing a Copy Ring or putting on a Copy Ring must make a Wisdom Saving Throw against your Spell Save DC or become filled with a desire to serve whomever is wearing the Master Ring, as though under the effects of *Charm Person*, for as long as they are wearing the Copy Ring. Furthermore, the wearer of the Copy Ring feels a strong aversion to parting with their Copy Ring and will not willingly take it off.



Pact of the Ring: Master Ring

Red Hair Sala'dhin Love Mage

WIZARD: LOVE MAGE

Intimacy and physical contact is the oldest form of love and magic. There is more than physical gratification that comes from this contact and the love mages are the ones that understand and can utilize that connection.

Love Mages can store their spells on their very body as arcane tattoos. When they spend a long rest in the arms of another, their tattoos activate and grant them special abilities such as restoring lost spells, improving saving throws, healing, and increasing your body's natural limits.

5E SUBCLASS LOVE MAGE

POWER OF LOVE

2nd-level Love Mage feature

Whenever you spend your long rest in the arms of a companion, you activate your arcane tattoos with the power of love. You can choose one spell of each level from your tattooed spells up to a max of 5th level. You can cast each of these spells once per long rest without expending a spell slot.

TATTOOED MAGE

2nd-level Love Mage feature

You gain proficiency in the medicine skill.

Additionally, instead of a spellbook, you may tattoo your spells directly onto your body. Scribing these spells on your body costs just as much as scribing them into your spellbook. If a spell is already tattooed onto your body, it costs nothing to create one additional copy for your spellbook.

You may store a number of spells on your body equal to four times your wizard level. Whenever you gain a level of wizard, you can choose one of your tattoos and replace it with another spell from the wizard spell list. All of your cantrips are also tattooed onto your body. Cantrips are not counted towards your spell limit. If a body part is removed where the tattoo is housed, it simply moves to another location.

AFTERCARE

6th-level Love Mage feature

By providing medical aid either over the course of a minute or as part of a short rest, your partner who you took your previous long rest with gain the benefit of one of the following:

- Gain the benefits a number of hit dice rolls equal to your intelligence modifier without having to expend the dice.
- Regain a number of spell slots as though benefiting from your arcane recovery.

You can perform this ability a number of times per long rest equal to half your proficiency bonus (rounded down).

POST REST CLARITY

10th-level Love Mage feature

After spending a long rest in the arms of your partner, you both wake up mentally prepared for the day. You each gain advantage on Intelligence or Wisdom checks and saving throws a number of times equal to half your proficiency bonus.

HURTS SO GOOD

14th-level Love Mage feature

You and your companion divide the burdens of your lives, sharing your problems and come up with a plan on how to handle the day. The mental and physical strain of this planning causes both of you to take a penalty to your max hit points equal to half your level (rounded down) until your next long rest. This penalty cannot be recovered in any way until you have successfully long rested. However, you both gain a +1 Bonus to AC as well as one of the following:

- The AC bonus increases to +3 Instead.
- Gain a bonus to attack rolls equal to half the wizard's intelligence modifier.
- Gain a bonus to all skill checks of a single attribute equal to your intelligence modifier.
- Gain a bonus to saving throws made with one attribute of your choice equal to the Love Mage's Intelligence modifier.

You and your companion cannot pick the same choice for the additional bonuses.

PATHFINDER 1E ARCHETYPE LOVE MAGE

LOVE MAGE

Class Skill: Heal

Arcane School: A Love Mage cannot select enchantment or abjuration as a prohibited school.

TATTOO MAGE (SU)

Instead of a spellbook, you may tattoo your spells directly onto your body. Scribing these spells on your body costs just as much as scribing them into your spellbook. If a spell is already tattooed onto your body, you may create one additional copy for your spellbook at no cost.

You may store a number of spells on your body equal to four times your wizard level. Whenever you gain a level of wizard, you can choose one of your tattoos and replace it with another spell from the wizard spell list. All of your cantrips are also tattooed onto your body. Cantrips are not counted towards your spell limit. If a body part is removed where the tattoo is housed, it simply moves to another location. This ability replaces Scribe Scroll.

POWER OF LOVE (SU)

Starting at 1st level, whenever you spend your 8 hours of rest in the arms of a companion, you activate your arcane tattoos with the power of love. You gain a bonus spell slot of each spell level you can cast. These bonus spells must be tattooed on your body. This ability replaces Arcane Bond.

AFTERCARE (SU)

Starting at 5th level, by performing a Provide First Aid action, your partner who you took your 8 hours of rest with gains the benefit of one of the following:

- Gain the benefits of a *cure* spell equal to the highest level spell slot you have.
- Regain their highest level spell slot.

You can perform this ability once per day plus one additional time for every 8 levels of wizard you have. This ability replaces a wizard's bonus feat normally gained at 5th level.

POST-REST CLARITY (EX)

After you spend your 8 hours of rest in the arms of your partner, you both wake up mentally prepared for the day and full of vigor. Any time you roll a failed will or reflex saving throw, you may, as an immediate action, roll again and take the later result even if it is worse. You may use this once per day plus one additional time for every 8 levels of wizard you have. This ability replaces a wizard's bonus feats normally gained at 10th level.

HURTS SO GOOD (EX)

At 15th level, you and your partner divide the burdens of your lives, sharing your problems and coming up with a plan on how to handle the day. The mental and physical strain of this planning causes both of you to take a penalty to your max hit points equal to half your level (rounded down) for the day. This penalty cannot be recovered in any way for the remainder of the day. However, you both gain a +1 camping bonus to your AC and one of the following benefits:

- Gain an additional camping bonus to AC equal to half your intelligence modifier.
- Gain a camping bonus to attack rolls equal to half your intelligence modifier.
- Gain a camping bonus to all skill checks of a single attribute equal to your intelligence modifier.
- Gain a camping bonus to a single saving throw equal to your intelligence modifier.

Neither you nor your partner can choose the same benefit. This ability replaces a wizard's bonus feats normally gained at 15th level.

PATHFINDER ZE THESIS AND SCHOOL

THESIS - MAGICAL TATTOOS

In your pursuit of arcane mastery, you have delved into the ancient art of inscribing spells directly onto yourself instead of using a spellbook as a method of efficient spellcasting. You gain a bonus spell slot of each spell rank you can cast and your tattoos must be your bonded item.

Whenever you are struck by damage other than mental or spirit, you must succeed at a DC 6 Flat Check or temporarily lose a prepared spell of the highest rank you are able to cast. You can regain a single spell lost this way upon a successful Salvage Spell action or a successful Treat Wounds performed on you. If you are healed back up to your maximum HP, then you regain any and all spells lost this way.

SALVAGE SPELL ◆

Concentrate	Spellshape	Wizard

You focus on the magic within your damaged body. If your next action is to cast a spell that was lost through taking damage, attempt an Arcana check. The DC is usually the standard difficulty DC of the rank of the spell lost, but the GM can assign a different DC based on the circumstances.

Critical Success: As success, but if the spell's casting time was two actions, the spell's casting time is reduced by one action.

Success: You cast the spell.

Failure: You fail to cast the spell, but can attempt again in one round.

Critical Failure: You fail to cast the spell, but you can attempt again in 10 minutes.

SCHOOL OF AMOR DOCTRINA

The realm of emotions and potent energies that bind individuals: this is the area of study for wizards of Amor Doctrina, the School of Love Magic. Whether you honed your craft at Zarahal Academy or learned under a specialized tutor, your school has given you a special understanding of channeling the energy of the heart and how it affects the body and mind.

Curriculum cantrip: *daze, infectious enthusiasm*; 1st: *befuddle, charm, command*; 2nd: *vicious jealousy(u), warrior's regret;* 3rd: *agonizing despair, enthrall;* 4th: *confusion, suggestion;* 5th: *flames of ego, glimmer of charm;* 6th: *dominate, repulsion;* 7th:, *entrancing eyes, warp mind;* 8th: *power word stun, uncontrollable dance;* 9th: *telepathic demand*

School Spells. Initial: *fluttering heart*, **Advanced**: *infatuated haze*

AFTERCARE FEAT 2

Wizard	Skill

Prerequisite *Expert in Medicine*
Frequency *Once per day*
You've realized that after a battle is statistically a fantastic time to start preventative measures and reminiscing. You gain the Ward Medic and Continual Recovery skill feats. Additionally, you gain a +1 circumstance bonus to one target of Treat Wounds when treating more than one target. This bonus increases to +2 if you are a Master in Medicine, and to +3 of you are Legendary.

POST-REST CLARITY ◆ FEAT 2

Wizard	Skill

Prerequisite *Amor Doctrina Wizard*
Requirements *You spent 8 hours of rest embraced by an intelligent and sentient creature the previous night*
Frequency *Once per day*
Trigger *You fail a Will saving throw.*
Your experiments in regards to love have led to a clearer, more focused mind. You can re-roll the saving throw, but you must use the new result even if it's worse than your first roll.

POWER OF LOVE FEAT 8

Wizard

Prerequisite *Amor Doctrina Wizard*
Requirements *you spend 8 hours of rest embraced by a sentient creature*
You've experienced how physical intimacy empowers the mind. During your Daily Preparations, you gain an additional spell slot. This slot cannot be higher than 3 ranks below your highest rank spell slot.

HURTS SO GOOD FEAT 8

Wizard

Prerequisite *Amor Doctrina Wizard*
Requirements *you are not drained*
During your daily preparations, you and a companion divide the burdens of your lives, sharing your problems and coming up with a plan on how to handle the day. The mental and physical strain of this planning causes the both of you to become drained 1. This condition cannot

be recovered in any way until you get a full night's rest. However, until your next daily preparations, you both gain a +1 status bonus to your AC as well as one of the following benefits. You both must select the same benefit:

- The status bonus to AC is +2 instead.
- +1 status bonus to attack rolls.
- +1 status bonus to all skill checks of a single attribute
- +1 status bonus to one saving throw of your choice.

Special You can both choose to become drained 2 and gain an additional benefit listed above. The selected benefits must be the same.

5E FEATURES
WAIFU FEAT TREE

WAIFU INITIATE

Not only have you been betrothed to an ally, but you have sought out the skills to be something greater than an ally to your betrothed, You have sought out the famed path of the Waifu. You gain the Following benefits:

- Your *Betrothed* Feat is Upgraded to *Tied the Knot* if you don't have it.
- You gain 1 Combat Virtue and 1 Domestic Virtue.

VIRTUOUS WAIFU

Prerequisite: Waifu Initiate

You have furthered your path of the Waifu and pushed into the ideal Waifu status by furthering the virtues you have amassed. You gain the following benefits:

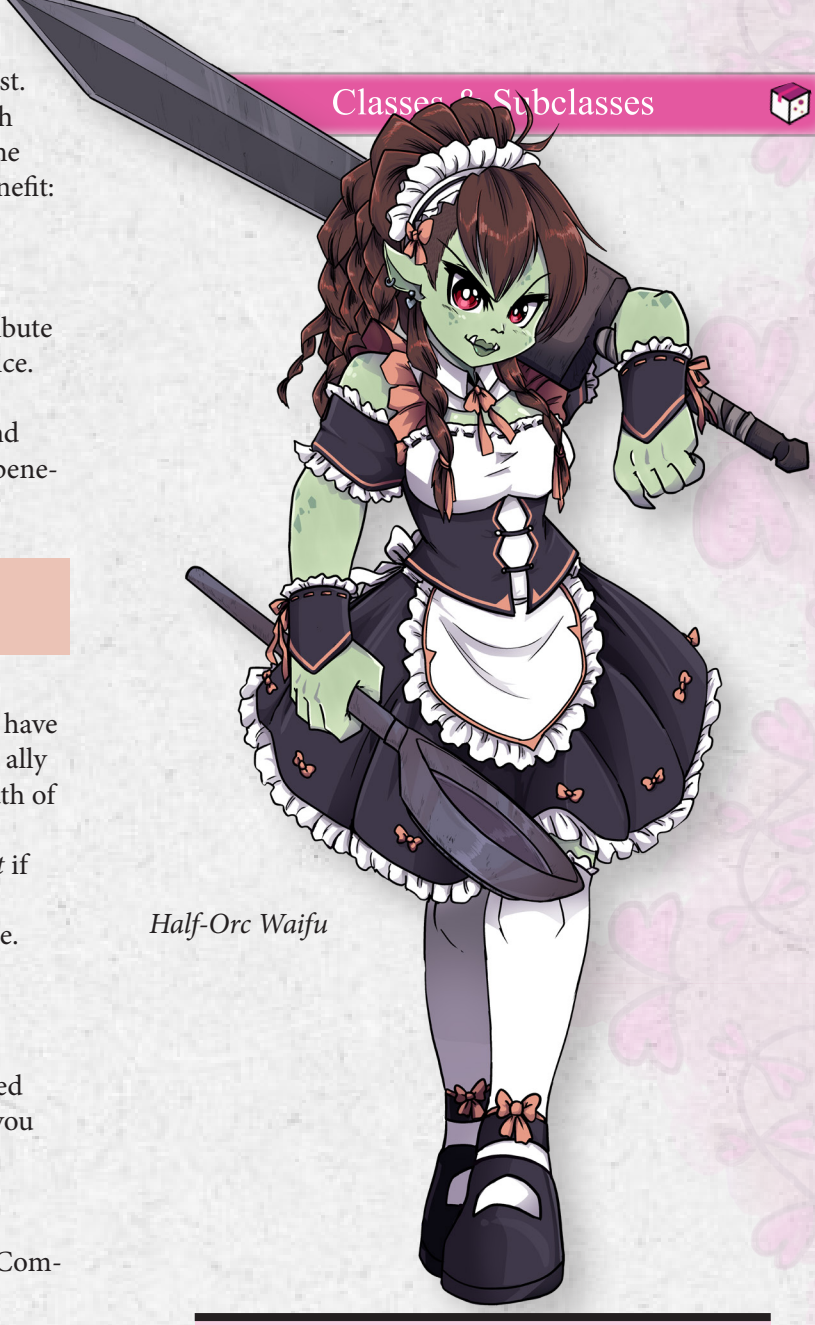
- You gain 1 additional Domestic Virtues
- You gain 1 additional Combat Virtues
- If you are at least level 12, you gain 1 additional Combat and Domestic Virtue

SOULMATED WAIFU

Prerequisite: Virtuous Waifu

Your love rivals strength that even gods respect, allowing you blessings beyond many mundane Waifus. You gain the following benefits:

- You gain 1 additional Domestic Virtue and 1 Combat Virtue.
- At 16th level, You can cast *True Resurrection* targeting only your spouse.
    - When you revive a creature with this use of *true resurrection* you can not do so again. At the end of each long rest roll a d6, on a result of 6 you regain this ability
    - When you cast spells to Resurrect your Spouse you can ignore material component.



Half-Orc Waifu

WAIFU

In the world of Xerros, the word "Waifu" holds an ancient and sacred meaning. The humans brought this word from their homeland when they arrived with their Paragon and, throughout the centuries, it has come to mean someone who is their perfect compliment, their other half, or their soulmate.

Waifu is not a term limited to appearance, style, or even gender. Waifu is not a title granted to those with money, and it is not earned through the fires of combat.

Instead, Waifu is a title that is granted through acts of dedication, hard work, and loyalty. To earn the title of Waifu, one must dedicate their lives to their significant other and in return, they give you just as much of themselves back to you.

5E - WAIFU VIRTUES

COMBAT VIRTUES

Ara Ara Energies
Prerequisite: Charisma Score 14 or higher
When you are wearing Light, Medium, or No Armor, you can gain a bonus to AC equal to half your charisma modifier (rounded up) in addition to your dexterity modifier.

Family Pet
Prerequisite: Proficiency Animal Handling
You can cast the *find familiar* spell as a ritual. When cast this way, the familiar can be any creature of CR less than half your proficiency bonus and cannot be creature type humanoid. In combat, the creature rolls its own initiative and can only take the help or dodge action and otherwise follows your verbal commands. No action needed on your part.

Handholding
When you and your spouse are within 5ft when rolling initiative, you may both roll and take the higher result determining which of you goes first. Additionally, while within 5ft of your spouse when they take movement, you may choose to expend your movement to remain in 5ft. This expended movement is consumed from your movement speed until the end of your next turn.

Holy Waifu
Prerequisite: Channel Divinity Feature
You gain 1 additional use of Channel Divinity per day called "Channel Waifu", which you regain whenever you spend a long rest with your spouse.

Honeymoon Never Ended
Prerequisite: Lover's Embrace (You may take this virtue at the same time as Lover's Embrace)
After taking a long rest in the arms of your spouse, make a Constitution (Performance) check, DC equal to the amount of temp HP gained through Lover's Embrace. On a success, you ignore any disadvantages from being restrained and gain advantage on Athletics and Acrobatics check for as long as you have those temporary hit points.

Perfect Harmony
You can take the help action targeting your spouse as a bonus action a number of times per long rest equal to your proficiency bonus.

Self Defense Classes
Prerequisite: Spouse with Fighting Style
You gain the same benefits of your Spouse's Fighting Style. If you were not already, you also gain proficiency in Light and Medium Armor and Simple Weapons.

Shared Brain Cell
While within 30ft of your spouse, you may both use the higher Intelligence and Wisdom modifiers between the 2 of you.

Shoujo Waifu
You gain a spell from Chapter 5 of this book that features the "Shoujo" tag. You may cast the spell with this feature a number of times equal to your proficiency modifier bonus before needing to take another long rest. You may also expend an appropriate spell slot to cast this spell.

Waifu Arcanum
Prerequisite: Spellcasting or Pact Casting feature
You learn a number of spells from your spouse's spell list equal to your Charisma modifier, each of which you can cast once per long rest without expending a spell slot or material components. Each spell's level can be no higher than half your Proficiency bonus.

Waifu Fatale
When attacking a hostile creature within 5ft of your spouse with a light or finesse weapon, you deal extra d6's of damage equal to your proficiency bonus -1.

Waifu's Smite
Whenever you complete a long rest in your spouse's arms, you gain a pool of d8s to your proficiency bonus. You can expend these dice to do the following:

- Deal extra damage on a weapon attack against a creature you saw damage your spouse within the last minute.
- Increase the healing provided by a spell or item you use to aid your spouse.

DOMESTIC VIRTUES

Amazing Waifu Cook
Prerequisite: Cooks Utensil Proficiency
You gain expertise in a cooking skill, when you are using that skill to prepare a meal (see Chapter 6). Your Betrothed or Spouse benefits from the Favorite meal bonus for any food you make. If a recipe doesn't have one, they instead gain temp hp equal to your cook's utensil roll.

Couples Banter
You and your spouse develop your own dialect of any 1 language you share. You, your spouse, and a number of people equal to your proficiency bonus can understand, write, read or speak this custom dialect.

Directional Intuition
You always know your partner's general location. If you also have the Shared Brain Cell Virtue, you may see through their senses as you would a familiar as long as you are on the same plane of existence.

Domestic Waifu
You gain a bonus d4 to all history, survival and artisan tools checks. This die increases to a d6 at level 6, a d8 at level 11, and a d10 at level 16

Less is More
While you are not wearing armor (or if you are wearing a Battle Dress you are attuned to), your spouse gains a bonus to all skill checks equal to half your charisma modifier so long as they have an unobscured line of sight to you.

Lover's Embrace
Whenever you spend your long rest with your spouse together, you each gain temp hit points equal to your level plus your charisma modifier

Medical Intuition
You always know your spouse's general health as defined by the *Yandere Mark* Spell. Additionally, you gain a bonus to medicine checks to stabilize your partner equal to your number of domestic virtues.

Musical Waifu
Prerequisite: Proficiency in at least 1 musical instrument
When you complete a short rest, you may spend 1 additional Hit Die to allow all allies who used Hit Dice to recover HP to heal additional hp equal to your Proficiency bonus.

Scary Partner Privilege
Prerequisite: Spouse proficient in Intimidation Skill
When you make an intimidation check while your spouse is within 15ft, you gain an additional bonus equal to your spouse's charisma modifier.

Shared Hobbies
Whenever you make a skill or tool check using a skill or tool your spouse is proficient in but you are not, you may add half your proficiency bonus. If your spouse provides you the help action, this is increased to your full proficiency bonus.

That's Why I Love You
Select one virtue or feature that uses your Charisma modifier except "Ara Ara Energies". Instead of Charisma, you may use another attribute of your choice.

Pathfinder 1e Prestige Class

Role: As a Waifu, you are capable of fulfilling nearly any role that you already set out to do. Whether your goal was to become a mighty warrior, a powerful mage, a devout priest, or simply a charming companion, a Waifu is capable of taking their best traits and making them more powerful through teamwork. With the bond that they share with their spouse, they bring all the skills they had before along with their undying love and devotion. A Waifu is a power to behold, but when combined with their spouse there is nothing they can't do.

Alignment: Any
Hit Die: d8

Requirements

To qualify to become a Waifu, a character must fulfill all the following criteria.

Character Level: 5th
Feats: Betrothed
Special: You must conduct a ceremony that costs at least 1,000 gp.

Class Skills

The Waifu's class skills are Appraise, Craft (any), Diplomacy, Disguise, Intimidate, Knowledge (local), Perception, Profession, Sense Motive, and Survival

Skill Ranks Per Level: 4 + Int Modifier.

Class Features

The following are the class features of the Waifu.

Weapons and Armor Proficiency: Waifu gain no proficiency with any weapon or armor.

Spells Per Day: At each level indicated, you gain new magic spells per day in one spellcaster. You do not gain any other class benefits from the selected class. This essentially means that you add your level of Waifu to the level of whatever spellcaster class that you choose, then determines your spells per day, spells known, and caster level accordingly. If you have more than one spellcasting class before becoming a Waifu, you must decide on which class you add each level of Waifu to.

Waifu

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+0	Just Married, Wedding Vows, Waifu Virtue	-
2nd	+1	+1	+1	+1	Couple Banter	+1 level of existing class
3rd	+2	+2	+1	+1	Waifu Virtue	+1 level of existing class
4th	+3	+2	+1	+1	Lover's Embrace	+1 level of existing class
5th	+3	+3	+2	+2	Waifu Virtue	-
6th	+4	+3	+2	+2	True Love	+1 level of existing class
7th	+5	+4	+2	+2	Waifu Virtue	+1 level of existing class
8th	+6	+4	+3	+3	Happy Waifu; Happy Laifu	+1 level of existing class
9th	+6	+5	+3	+3	Waifu Virtue	-
10th	+7	+5	+3	+3	Soulmate	+1 level of existing class

WEDDING VOWS

You and your spouse choose two different codes of conduct. While following these codes of conduct you gain all the benefits of the Waifu prestige class.

- Share all wealth with your spouse.
- Never engage in a romantic or sexual relationship with a non-spouse.
- Care for your children and put their needs above all others.
- Care for your spouse above all other friends and family.
- Worship the same deity.
- Stay within 1 step of each others' alignment.
- Never lie to each other.
- Never intentionally or willingly harm your spouse physically, emotionally, or spiritually.
- Provide for your spouse and your family.
- To be loyal to your spouse's country.
- Never allow a spouse's honor, dignity, or pride to go unavenged.

At the discretion of you and your GM, you can come up with alternative wedding vows.

Breaking your Vows - If you or your spouse willingly break any of these vows, the offending party loses any Waifu class benefits. In order to regain the benefits of the Waifu class, the person who broke the vows must go on a *Quest* assigned by the other party or be the target of the *atonement* spell.

Just Married: You gain a loyal and loving spouse as a cohort as if you had the *leadership* feat. Your leadership score is not affected by having a familiar, special mount, or animal companion, and your spouse is not limited to having 2 or more levels lower than yourself (they still cannot be higher level than you).

Your spouse can be another Player Character. If that is the case, you instead gain a bonus *Waifu Virtue*. If your NPC spouse gains levels in Waifu they do not gain the bonus *Waifu Virtue*. Your *Betrothed* feat is also replaced by the *Tying the Knot* feat.

If your spouse dies or you divorce, you still keep the Waifu features you gained but you do not have a cohort or a bonded spouse anymore. You may remarry at the cost of another ceremony and the creation of another set of wedding vows.

Wedding Vows: You and your spouse swear a code of conduct to each other as if you are both Oathbound Paladins. You and your spouse swear to 2 different oaths. So long as you both follow your shared code of conduct, you gain all the benefits of the Waifu prestige class. See Examples of these oaths on the yellow box on this page.

Waifu Virtue: Starting at 1st level, you gain a number of benefits as a Waifu so long as you honor your wedding vows. You may select an additional Waifu Virtue every other level of Waifu. A Waifu cannot select an individual virtue more than once unless stated otherwise. Waifu Virtues are listed here and on the following page:

Amazing Waifu Cook: You gain a bonus to rolls for cooking meals equal to half your Waifu level (minimum 1). Every meal you cook for your spouse is treated as their favorite meal.

Domestic Waifu: You may use your charisma modifier instead of the normal ability score modifier for the following skills: Appraise, Craft, Knowledge (local), Profession, and Survival.

Dreamwork: You and your spouse permanently gain a teamwork feat that you both qualify for.

Promise Rings: You and your spouse both obtain a single magic ring each. The value of each of these rings are equal to 5,000gp per Waifu level you possess. The effects of these items are decided when taking this virtue and can be changed either when you gain a new Waifu Virtue or when you perform the ceremony described in the *Renewing Vows* virtue. These rings are bound to your Wedding Vows and lose their enchantment if either you or your spouse break your vows, divorce, or die.

Family Pet: You gain an animal companion as if you were a druid equal to your Waifu level. If you already have an animal companion, you may increase your effective druid level by your Waifu level. Your effective druid level cannot exceed your character level.

Hand Holding: While you are with in 5 feet of your spouse and you roll initiative, you may treat their initiative roll as your own or vice versa. Once per day, if you or your spouse come under the effect of a spell or ability in which you need to roll a saving throw, both of you roll. Both of you then, take the higher result. If the character who has the higher result has an ability such as *evasion*, you may both gain the benefit of that ability.

Hell Hath no Fury: Your levels of Waifu stack with levels of either barbarian or bloodrager (choose 1) for the purpose of gaining rage powers and rounds of rage per day. You must have levels in barbarian or bloodrager in order to take this virtue.

Holy Waifu: Your levels of Waifu stack with your levels of cleric for the purpose of determining your channel energy and domain abilities.

Honeymoon Never Ended: While under the effect of *Lover's Embrace*, you and your spouse gain a diplomacy, escape artist, perform, ride, and sleight of hand bonus equal to half your Waifu level. You must have the *Lover's Embrace* Waifu feature to take this virtue.

Less is more: So long as you are not wearing armor heavier than light (or, so long as you are wearing armor with the Battle Dress enchantment) your spouse gains bonuses to all saving throws equal to half your charisma modifier.

Local Gossip: You add half your Waifu levels (minimum 1) to all knowledge skill checks that you have skill ranks in.

Magic Waifu: You gain the benefit of the *Prestigious Spellcaster* feat ignoring prerequisites. This Waifu Virtue can be taken multiple times.

Musical Waifu: Your levels of Waifu stack with levels of Bard or Battle Bride for the purpose of determining your *Bardic Performance* or *Rally* abilities.

Neither Seen, nor Heard: You may use your charisma modifier for your Stealth and Sleight of Hand skill checks. You can move an additional 5 feet while in stealth without provoking additional penalties to your stealth roll.

Oath of Waifu: Your levels of Waifu stack with levels of paladin for the purpose of gaining class features (You do not gain features such as Hit Dice, Base Attack Bonuses, skill points, or Spellcasting) so long as you are sworn to the Oath of Matrimony.

Perfect Harmony: Whenever you or your spouse use the Aid Another action, the bonus is +4 instead of +2.

Renewing Vows: You and your spouse may hold another wedding ceremony once per year at the cost of 100 gp per Waifu level you possess. This ceremony can act as an *atonement* spell if your wedding vows are broken. This ceremony gives you one of the benefits of Sacred Vows that you have not selected, which lasts for 1 year. You must have the *Sacred Vow* virtue in order to choose this virtue.

Sacred Vows: You and your spouse add a third vow to your list of Wedding Vows. As a sign of your dedication, you and your spouse both gain any 1 of the following bonuses as a sacred bonus.

- +2 bonus to initiative.
- +2 bonus to caster level checks.
- +2 bonus to a saving throw of your choice.
- +4 bonus to a skill check of your choice.

Shared Brain Cells: So long as you and your spouse are within 30 feet of each other, you may each use the higher Will saving throw modifier between the two of you.

Shared Hobbies: You and your spouse each select one skill that at least one of you has ranks in and is a class skill. That skill is considered a class skill for both of you and you each gain a rank in that skill (you still cannot exceed your level in ranks). You each gain a bonus to that skill equal to half your Waifu level.

Shoujo Waifu: Choose a Shoujo spell. This spell is added to your list of spells or spells known. You may also cast this Shoujo spell a number of times per day as a spell-like ability for every 2 levels of Waifu you have (minimum 1).

Skilled Waifu: Your skill ranks per Waifu level increase to 6 + your Int modifier. If you have levels in rogue, you may gain any Rogue Talent you qualify for.

That's why I love you: You gain *Favored Prestige Class* feat with Waifu selected as the selected class as a bonus feat. You may substitute any Waifu Virtue that mentions using a charisma modifier bonus with a different ability modifier bonus of your choice instead.

Tsundere's Bluff: You gain a bonus to bluff equal to half your Waifu level and gain *Improved Feint* as a bonus feat, even if you do not meet the prerequisites.

Waifu Arcanum: You can add 1 spell for every Waifu Virtue you have from your spouse's spell list to your list of spells or spells known to the class that you have chosen for your Spells per Day Waifu class feature.

Waifu Fatale: Your sneak attack damage increases by 1d6. Your number of sneak attack dice cannot exceed half

your character level (rounded up). If you do not have the Sneak Attack class feature, you cannot take this Waifu Virtue.

Waifu's Smite: Once per day, you may use *Waifu's Smite*. This ability functions as the paladin's smite evil ability, but against creatures that threaten to harm your spouse treating your Waifu level as your paladin level. The numerical bonus doubles against targets who successfully harm your spouse. You may use this ability an additional number of times per day for every 4 Waifu levels you have.

Wears the Pants: You gain +1 to your Base Attack Bonus.

Yandere Tendencies: You can choose to gain a ranger's favored enemy bonus against a single creature who harms or talks to your spouse. You can choose an additional creature and increase the bonus by +2 for every 5 Waifu levels you have. You can choose to no longer treat a creature as a favored enemy as a free action.

Couple Banter: You and your spouse share inside jokes, secret codes, and messages that only you two understand. This code is treated as a secret dialect known only to you two. You may teach this secret code to any children you may have or adopt, a cohort, or a number of close friends equal to your charisma modifier. Couple's Banter can be spoken in any language you and your spouse share.

Lovers Embrace: So long as you and your spouse rest 8 hours together, you both gain a temporary hp bonus equal to 1d10 + 1 per Waifu level + your charisma modifier (minimum 1).

True Love: You and your spouse truly understand each other and gain a deeper bond. If you or your spouse are under any unwanted mind-affecting effect, the non-affected person can spend a full round action to have the affected person roll a saving throw with a bonus equal to your Waifu level, rolling twice and taking the greater result. If the mind-affected person succeeds the saving throw, they are immune to that spell or effect for 24 hours. Your leadership score for your spouse is always considered to be of great renown.

Happy Waifu - Happy Laifu: So long as your spouse has full hit points, you gain a bonus to all skill checks equal to half your Waifu level. So long as you have full hit points, your spouse gains a bonus to skill checks equal to half your Waifu level.

Soulmate: You and your spouse's love is so pure and so true that nothing can keep you apart. You are no longer bound by your Wedding Vows and gain the bonuses from *Sacred Vows* at all times (if you took this Waifu Virtue). You also can sense where your spouse is at all times regardless of distance, plane of existence, or state of being (alive, dead, or undeath).

Once per month, you or your spouse may cast *True Resurrection* without material cost so long as it is used to bring one of you back from death or undeath.

PATHFINDER ZE WAIFU ARCHETYPE

WAIFU DEDICATION — FEAT 2

Archetype | **Dedication**

Archetype *Waifu*

Prerequisite *You must have a potential partner that is willing to be bonded in the Heartbond ritual or Bonding Rite spell. This partner must be an ally and can be either a PC or NPC. The partner can also contribute to the cost of the ceremony if they so choose.*

You are now married to your partner. So long as you and your partner are alive, conscious, and faithful to each other, you both gain the benefits of all your Waifu Archetype feats, including this one. Whenever you or your partner make a successful Strike on a target or successfully affect a target with a spell or class ability, the other gains a choice of the following

- A +1 circumstance bonus per weapon damage die on the damage roll of their strike made against the target before the end of their next turn.
- A +1 circumstance bonus per spell rank on the damage roll for their next spell cast against the target before the end of their next turn.
- A +1 circumstance bonus to your spell or class DC of a spell or ability against the target before the end of their next turn

A Waifu can marry a new partner if they are widowed or divorce their previous partner. The Waifu must then perform a new ceremony that takes at least a week to carry out, bonding with the new partner and attempting to move on from the previous partner.

COUPLE BANTER FEAT 4

Archetype

Archetype *Waifu*

You and your partner share inside jokes, secret codes, and messages that only you two understand. This code is treated as a secret language known only to you two, any children you may have or adopt, or a number of close friends equal to your charisma modifier. This code can be deciphered by others with a Society check versus your Class DC. Couple's Banter can be spoken in any language you and your partner share.

ASSISTING STRIKE ◆ FEAT 4

Archetype

Archetype *Waifu*

Prerequisite *Waifu Dedication*

With a quick strike, you assist your partner and their friends against their foes. Make a Strike against a foe in your melee reach or first range increment. If the Strike hits, the next creature other than you to attack the target before the start of your next turn gains a +1 circumstance bonus to their roll or a +2 circumstance bonus if your Strike was a critical hit.

SHARED HOBBIES FEAT 4

Archetype | Skill

Archetype *Waifu*

Prerequisite *Waifu Dedication*

While in your spare time, you have taken up interest in a hobby which may rub off on your partner in your time together. You and your partner become an expert in a lore of your choice about a specific trade or hobby; if you were already trained in that Lore skill, you also become trained in the Lore skill for a different trade or hobby of your choice. This feat applies to your partner as well, but the feat's benefit cannot be changed to alter the lore you have trained.

Special You can take this feat multiple times. When you take this feat again, choose a different trade or hobby.

WAIFU FLATTERY ↷ FEAT 4

Archetype | Skill

Archetype *Waifu*

Prerequisite *Waifu Dedication, Expert in Diplomacy*

Trigger *you observe a target's attitude toward you or your allies decrease as a result of an ally's behavior.*

Though your partner may not be as refined as you, a Waifu strives to keep a good reputation for their partner and themselves even amidst uncouth behavior. You make a diplomacy check against the target's Will DC. Regardless of the result, the target is temporarily immune to further uses of Waifu Flattery for 10 minutes:

Critical Success The target finds the blunder endearing and their attitude increases by one step as a result of your ally's social blunder.

Success The target's attitude doesn't decrease as a result of your ally's social blunder

Failure The target's attitude decreases as normal.

Critical Failure Your attempt makes matters worse, decreasing the target's attitude towards you by one step in addition to any changes from the behavior that triggered this reaction.

LOVING EMBRACE FEAT 4

Archetype

Archetype *Waifu*

Prerequisite *Waifu Dedication*

So long as you and your partner rest 8 hours together, you both gain a temporary hp bonus equal to your level. This bonus lasts until your next daily preparations.

SHOUJO WAIFU FEAT 4

Archetype

Archetype *Waifu*

Prerequisite *Waifu Dedication and either Charisma 14, the ability to cast spells from spell slots, or a spell repertoire.*

Your love for your spouse is unique. You gain a level of attachment that grants either yourself or your spouse special bonuses depending on your archetype. Choose a Shoujo Personality type. You gain the focus spell and cantrip associated with the chosen Shoujo.

If you don't already cast spells from spell slots, you learn to cast spontaneous spells using the Cast a Spell activity from a tradition of your choice matching the granted

cantrip. You gain a spell repertoire and become trained in spell attack rolls. If you're a prepared caster, you can prepare this spell in addition to your usual cantrips per day; if you're a spontaneous caster, you add this cantrip to your spell repertoire.

- **Bakadere** shoujo spell: *bakadere's ignorance*, cantrip: *daze*
- **Dandere** shoujo spell: *dandere's dash*, cantrip: *infectious enthusiasm*
- **Goudere** shoujo spell: *goudere's devotion*, cantrip: *guidance*
- **Himedere** shoujo spell: *himedere's decree*, cantrip: *haunting hymn*
- **Hiyakasudere** shoujo spell: *hiyakasudere's tease*, cantrip: *telekinetic projectile*
- **Kuudere** shoujo spell: *kuudere's calm*, cantrip: *shield*
- **Mayadere** shoujo spell: *mayadere's malice*, cantrip: *chill touch*
- **Sadodere** shoujo spell: *sadodere's cruelty*, cantrip: *needle darts*
- **Tsundere** shoujo spell: *tsundere's smite*, cantrip: *forbidding ward*
- **Yandere** shoujo spell: *yandere's mark*, cantrip: *phase bolt*

KNOCK SENSE FEAT 6

Uncommon | Archetype | Champion | Fighter

Source *Knights of Lastwall pg. 83;* **Archetype** *Waifu*
Prerequisite *Waifu Dedication*
You attack carefully to knock some sense into a creature whose actions aren't their own. Make a Strike against a confused ally. The Strike is nonlethal and doesn't take a –2 penalty for using a weapon without the nonlethal trait; if you hit and deal damage, your ally automatically succeeds at the flat check to remove the confused condition when taking damage.

WAIFU DANGER SENSE FEAT 6

Archetype

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Over the course of time you have spent hearing of your partner's adventures, you have developed an intuitive sense for hostile creatures, traps, and hazards that would pose danger to you or your partner. Even if you aren't Searching, you get a check to find hazards or creatures that normally require you to be Searching. You still need to meet any other requirements to find the hidden creature or hazard.

COUPLES WORKSHOP FEAT 6

Archetype

Archetype *Waifu*
Prerequisite *You and your partner are trained in the same skill*
You've taken the initiative to enrich yourself and your partner with team building activities. Choose a skill you and your partner are both trained in. You and your partner gain a skill feat associated with that skill. You both must take the same skill feat.

Special You can select this feat multiple times.

AMAZING WAIFU COOK FEAT 8

Archetype

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Through experimentation or just asking the right people, you've learned a little trick to get to your beloved's heart: through their stomach. Every meal you cook for your spouse is treated as their favorite meal.

PREDICTIVE PURCHASE FEAT 8

Archetype | Investigator

Archetype *Waifu*
Prerequisite *Waifu Dedication*
You have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats. When using Prescient Planner, you can pull out the item as a 2-action activity to remove your backpack (or a similar container) and draw the item, rather than taking 1 minute.

YOU LEAD FEAT 8

Archetype

Archetype *Waifu*
Prerequisite *Waifu Dedication*
You and your partner have perfected your battle dance. Any enemy is considered flanked against your partner's Strikes so long as it's within both you and your partner's reach. You must still meet the standard requirements in order to flank an enemy.

COMMUNICATION ↷ FEAT 10

Archetype | Fortune | Linguistic

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Trigger Your partner is about to attempt an attack roll or skill check.
Requirements You spent 10 minutes during your daily preparations reviewing stratagems for the day's adventures with your partner.
You and your partner have learned good communication skills and will understand each others' meaning at critical moments. Your partner rolls the triggering check twice and takes the better of the two results. Your partner then becomes temporarily immune to your Communication until your next daily preparations.

WAIFU COMBO EXTENSION ◆ FEAT 10

Archetype

Archetype *Waifu*
Prerequisite *Assisting Strike*
You aim a ranged Strike or spell at your partner, intending for your partner to redirect and extend the strike or spell through sheer skill or the power of your combined love. This allows your next ranged Strike or ranged spell attack to originate from your partner instead of you, determining whether a foe is in range and whether they have cover. Your partner must either be within the first range increment of your strike or in the range of your spell cast. Your partner must also use their reaction as part of this activity.

I SEE IT, HONEY! FEAT 10

Archetype

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Sometimes you know what your significant other needs before they say it. You can use the Aid reaction to help your partner even if you haven't prepared to do so.

TRUE LOVE ◆◆ FEAT 12

Archetype

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Frequency *Once per day*
You and your partner are fully and completely comfortable and in-love. Whenever either of you are under an effect with the emotion or mental trait, the other makes a diplomacy check to counteract the effect. If this check succeeds, the target is immune to the effect for the remainder of the day.

WAIFU ULTIMATE COMBO FEAT 14

Archetype | Fortune

Archetype *Waifu*
Prerequisite *Waifu Combo Extension*
You and your partner combine your efforts to bring down your target. If you and your partner both use the Ready activity to make a Strike against the same opponent and choose the same trigger for the readied action, resolve your attacks at the same time. Each of you can use the higher of the two attack rolls for your Strikes, each using your own modifier. If both attacks are successful, total the damage for both attacks for the purpose of resistances and weaknesses.

COUPLE'S DISTRACTION ◆ FEAT 14

Archetype | Concentrate

Archetype *Waifu*
Prerequisite *Waifu Dedication*
Requirements *Your partner is within 30 feet of you.*
Using a strange gesture or action, you briefly confuse and distract an opponent from the fact that your partner is about to attack them. Choose a target within 30 feet. If one of you critically Strikes the target, or if both of you Strike the target at least once on the same turn, it's off-guard until the start of your next turn. Depending on how you describe your distraction, this action gains either the auditory or visual trait.

SOULMATES FEAT 18

Archetype

Archetype *Waifu*
You and your partner' love is so pure and so true that nothing can keep you apart. You and your partner can sense where each other is at all times, regardless of physical distance, plane of existence, or state of being (alive, dead, undeath). Once per month, if either you and your partner are dead, the living partner may perform the *Resurrect* Ritual on the other without material cost, with their highest proficiency skill as the Primary Check. You still need secondary casters for this ritual. A success performed this way is always considered a critical success.

ARCHETYPE: DYNAMIC DUO

Dynamic Duo
Viper Lamia with Rattlesnake Feat & Anaconda Lamia Fighter

PATHFINDER 2E DYNAMIC DUO ARCHETYPE

Dynamic Duos are a Pathfinder 2e exclusive Archetype that attempts to balance a Player Character and their partnered minion. It borrows heavily from the Leadership feat of old and other 2e mechanics that grant companions. However, unlike those options, the dynamic duo offers the flexibility of two characters without adding an additional PC or even full NPC into the party via a *Partner.*

Partner Rules

Some adventurers travel with loyal allies known as partners. Partners have the minion trait, so during an encounter, they gain 2 actions in a round if you spend an action to command them.

ATTITUDE AND DEATH

A partner starts with an attitude of friendly. If your partner dies, you can spend a week of downtime to replace them at no cost, though if this happens within the span of 1 month, the next partner you have will require an additional week of downtime due to hesitance.

LEVELS, MODIFIERS, AND DC'S

A partner has the same level you do. As you gain levels, you might make further adjustments as your partner grows more powerful. Humanoid partners calculate their modifiers and DC's just as you do with one difference: the only item bonuses they can benefit from are to Speed, Accuracy, and AC (their maximum item bonus to AC is +3).

PROFICIENCIES

Your partner uses your level to determine its proficiency bonuses. It's trained in unarmed attacks, unarmored defense, simple weapons, all saving throws, and Perception.

SAVES

Your partner is expert in a number of saves determined by their type.

SKILLS

Your partner gains a number of skills equal to their Intelligence modifier plus a skill determined by their type. It is also trained in a Lore skill related to their background which you may decide.

Whenever your partner gains a skill increase, you can use this increase either to increase your partner's proficiency rank to trained in one skill they're untrained in, or to increase their proficiency rank in one skill in which they're already trained to expert.

If they are an ultra partner, you can use them to increase their proficiency rank to master in a skill in which they're already an expert. If they are a master partner, you can use them to increase their proficiency rank to legendary in a skill in which they're already a master.

ANCESTRY

You select your partner's ancestry from the list of ancestries you would choose if you were creating a PC. The Partner gains that ancestry's starting hit points, size, speed, languages, special senses, and any other special abilities.

ABILITY MODIFIERS AND HIT POINTS

A partner begins with base ability modifiers of **Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1**. You increase one of these modifiers by 2 and two modifiers by 1, and a decrease of one modifier by -1.

Your partner has Hit Points from its ancestry, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have.

ATTACKS

Your partner can make unarmed Strikes as well as other attacks listed in its stat block. If they are provided a weapon by another character or creature, they can use that weapon for attacks.

GREAT PARTNER

Advancing a partner to a great partner is usually a result of one of your class feat choices. Increase its attack damage from one die to two dice (for instance 1d8 to 2d8) and any splash damage by 1. Its proficiency rank for Perception and all saving throws increase by one step. They gain two skill increases.

Additionally, your partner can use their combo attack listed in its stat block.

ULTRA PARTNER

All Ultra partners learn the advanced ability for their type and their weapon attacks become magical for the purpose of ignoring resistances. Their proficiencies in all saving throws are increased by one step and they gain three skill increases and a specialization.

Fierce Increase your partner's strength modifier by 2, its constitution modifier by 1, and a modifier of your choice by 1. It deals 3 additional damage with its weapon attacks and 1 additional damage with its spell attacks.

Agile Increase your partner's dexterity modifier by 2, its constitution modifier by 1, and a modifier of your choice by 1. It deals 2 additional damage with its weapon attacks and 2 additional damage with its spell attacks.

Hardy Increase your partner's constitution modifier by 2, and two other modifiers of your choice by 1. It deals 2 additional damage with its weapon attacks and 2 additional damage with its spell attacks.

Astute Increase your partner's intelligence modifier by 2, its constitution modifier by 1, and a modifier of your choice by 1. It deals 1 additional damage with its weapon attacks and 3 additional damage with its spell attacks.

Sage Increase your partner's wisdom modifier by 2, its constitution modifier by 1, and a modifier of your choice by 1. It deals 2 additional damage with its spell attacks and 2 additional damage with its spell attacks.

Charming Increase your partner's charisma modifier by 2, its constitution modifier by 1, and a modifier of your choice by 1. It deals 2 additional damage with its weapon attacks and 2 additional damage with its spell attacks.

MASTER PARTNER

Increase a Master Partner's attack damage from two die to three dice (for instance 2d8 to 3d8) and any splash damage by 1. Their proficiencies in all saving throws are increased by one step and they gain four skill increases. Additionally, they can select a second specialization.

DYNAMIC DUO FEATS

DYNAMIC DUO DEDICATION FEAT 2

Archetype | Dedication

Archetype *Dynamic Duo*

You gain the services of a basic partner with the minion trait. Your relationship can be anything from lovers, friends, rivals, or simply business partners as determined between you and the GM. You gain the Command Partner action.

COMMAND PARTNER ❖

Auditory | Concentrate

Frequency *Once per Turn*

You issue an order to your partner. Partners know all basic actions except Delay. If the order is incredibly dangerous (attacking an enemy 3 levels above you might be considered incredibly dangerous), attempt a Diplomacy or Intimidation check against the partner's Will DC. The GM might adjust the DC if the partner has a positive attitude toward you, you suggest a course of action they were predisposed toward, clever phrasing, or you offer them a bribe.

You automatically fail if the partner is hostile to you. If the partner is helpful to you, increase your degree of success by one step.

Success: The partner does as you command on its next turn.

Failure: The partner is hesitant or resistant, and so does nothing.

BASIC DEVELOPMENT FEAT 4

Archetype

Archetype *Dynamic Duo*

Your partner levels up. Your partner gains a 1st- or 2nd-level feat corresponding to their class.

BASIC PARTNER SPELLCASTING FEAT 4

Archetype

Archetype *Dynamic Duo*

Requirements Partner is trained in spell attack rolls and DC's

Magic has been born from your friendship. Your partner gains basic spellcasting benefits.

ADVANCED DEVELOPMENT FEAT 6

Archetype

Archetype *Dynamic Duo*

Prerequisite Basic Development

After enough time being exposed to your leadership, your partner gains further strength. Your partner gains a feat corresponding to their class. For the purpose of meeting its prerequisites, their class level is equal to half your level.

Special You can select this feat more than once. Each time you select it, your partner gains another class feat.

GREAT PARTNER FEAT 6

Archetype

Archetype *Dynamic Duo*

Your partner has gotten stronger. Your partner becomes a great partner, gaining additional capabilities determined by the type of partner.

IN THIS TOGETHER FEAT 6

Archetype

Archetype Dynamic Duo

Prerequisite Basic Development

You can urge your companion to do its utmost. You can spend 2 actions to Command Partner instead of 1 when commanding your partner. If you do, your partner gains 3 actions this turn instead of 2.

ULTRA PARTNER FEAT 8

Archetype

Archetype Dynamic Duo

Prerequisite Great Partner

They've got your back! Your partner becomes an ultra partner, gaining additional capabilities determined by the type of partner.

ADVANCED ABILITY FEAT 10

Archetype

Archetype *Dynamic Duo*
Prerequisite *Great Partner*
Your partner has mastered all their basic skills. Your partner can use their advanced ability listed in its stat block.

EXPERT PARTNER SPELLCASTING FEAT 12

Archetype

Archetype *Dynamic Duo*
Prerequisite *Basic Partner Spellcasting*
The secrets of magic reveal themselves to you two. Your partner gains expert spellcasting benefits.

BACK TO BACK FEAT 14

Archetype

Archetype *Dynamic Duo*
Prerequisite *Ultra Partner*
Based on the ancient teamwork feats of old, you and your partner fight in tandem, distracting your foes and keeping them off balance. Whenever you and your partner are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

MASTER PARTNER FEAT 14

Archetype

Archetype *Dynamic Duo*
Prerequisite *Ultra Partner*
You two could not be more in-sync. Your partner becomes a master partner, gaining additional capabilities determined by the type of partner.

MASTER PARTNER SPELLCASTING FEAT 14

Archetype

Archetype *Dynamic Duo*
Prerequisite *Expert Partner Spellcasting*
Regardless of tradition, your bonds enhance your magics. Your partner gains master spellcasting benefits.

Partner Types

ALCHEMIST

Your partner is a crafty alchemist.
Ranged ❖ *alchemist fire*, **Damage** *1d6 fire, 2 fire splash damage.*
Proficiencies *trained in alchemical bombs, light armor, medium armor*
Saves *Fortitude, Reflex*
Skill *Crafting*
Combo Attack The alchemist makes a ranged attack to throw a flash-bang at a foe within 10 feet. On a hit, the foe is dazzled for 1 round.
Advanced Ability *Quick Alchemy*

Quick Alchemy ❖
Frequency *once per turn*
The alchemist creates a single alchemical consumable item of your level or lower without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn. This ability counts as Quick Alchemy for the purposes of feat requirements.

BARBARIAN

Your partner is a ferocious barbarian.
Proficiencies *trained in martial weapons, light armor, and medium armor.*
Saves *Fortitude, Will*
Skill *Athletics*
Combo Attack The barbarian lets out a mighty roar, pumping your blood. Until the start of your next turn, your Strikes that damage a creature in the barbarian's reach deal an extra 3 damage. If your partner is Ultra, this extra damage increases to 6.
Advanced Ability *Rage*

Rage ❖
The barbarian enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the barbarian is affected in the following ways:

- It gains a number of temporary Hit Points equal to its level.
- It deals 3 additional damage with its melee attacks.
- It takes a –1 penalty to AC.
- It can't use actions that have the concentrate trait unless they also have the rage trait. The partner can Seek even while raging.

After they've stopped raging, they can't use Rage again for 1 minute. This ability counts as Rage for the purposes of feat requirements.

BARD

Your partner is a talented bard.

Proficiencies *trained in martial weapons, light armor*
Saves *Will*
Skill *Performance*
Combo Attack The bard plays a distracting tune. The first creature within your partner's reach that you hit and deal damage to before the start of your next turn has difficulty concentrating, taking a –4 status penalty to purely auditory Perception checks until the end of your next turn.
Advanced Ability *Song of Courage*

Song of Courage ❖
The bard sings a recently composed song of your partnership in battle. For one round, you and the bard gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

CHAMPION

Your partner is a courageous champion. Choose a champion cause and tenets; they do not gain any abilities associated with the cause or tenets.

Proficiencies *trained in martial weapons, all armor*
Saves *Fortitude, Will*
Skill *Religion*
Combo Attack The champion raises their shield, in your defense and theirs. Until the start of your next turn as long as you and the champion are adjacent to each other, you gain a +1 status bonus to AC.
Advanced Ability *Champion's Preparation*

Champion's Preparation ❖
The champion prepares to react, ready for what comes. Until the start of their next turn, they gain a reaction that they can use only to use their associated Champion's Reaction. This ability counts as the respective Champion's Reaction for the purposes of feat requirements.

CLERIC

Your partner is a faithful cleric. Choose a deity; your partner becomes bound by that deity's anathema. Choose a Font of heal or harm, but your partner doesn't gain any additional spell slots.

Divine Innate Spells; Cantrips *Divine Lance*
Proficiencies *trained in light armor, divine spell attacks and DC's*
Saves *Will*
Skill *Religion*
Combo Attack The cleric prays for a blessing on this encounter. You and the cleric gain a +1 status bonus on your next attack roll to Strike a foe within your partner's reach.

Advanced Ability *Divine Font*
The cleric gains additional spell slots of the highest rank they can cast equal to their charisma modifier, and they can only prepare Heal or Harm in those slots depending on the selected font. This ability counts as Divine Font for the purposes of feat requirements.

DRUID

Your partner is a wise druid. Choose a druidic order; your partner becomes a member of that order and is also bound by its specific anathema, allowing them to take the order's feats. They don't gain any other abilities from their choice of order.

Primal Innate Spells; Cantrips *tangle vine*
Proficiencies *trained in light armor and medium armor, primal spell attacks and DC's.*
Saves *Will*
Skill *Nature*
Combo Attack Your partner uses the forces of nature to distract your enemy. Until the start of your next turn, any creature your partner threatens can't use reactions triggered by your actions unless its level is higher than yours.

Advanced Ability *Order Spell*
Your partner gains the initial order spell from their order. If they don't already have one, they gain a focus pool of 1 Focus Point, which they can Refocus by being one with nature.

FIGHTER

Your partner is a hardy fighter.

Proficiencies *Trained in advanced weapons and all armor, expert in simple weapons, martial weapons*
Saves *Fortitude, Will*
Skill *Athletics or Acrobatics*
Combo Attack You try out that little maneuver you two have been practicing. Until the start of your next turn, it counts as being in its space or an empty space of

your choice within 10 feet when determining whether you and your partner are flanking; you can choose a different space for each of your attacks.

Advanced Ability *Opportune Moment*

Opportune Moment ❖
The fighter waits until the right moment to strike. Until the start of their next turn, they gain a reaction that they can use to use Attack of Opportunity. This ability counts as Attack of Opportunity for the purposes of feat requirements.

MONK

Your partner is a disciplined monk.

Melee ❖ *fist (agile, finesse, nonlethal, unarmed)*, **Damage** *1d6 bludgeoning*
Proficiencies *Trained in monk weapons and expert in unarmored proficiency*
Saves *Fortitude or Reflex, Will*
Skill *Acrobatics*
Combo Attack Your monk friend gives you flexibility. If your and your partner are flanking a creature, your attacks can gain or lose the nonlethal trait if you so choose.

Advanced Ability *Flurry of Blows*
Flurry of Blows ❖
Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn. This ability counts as Flurry of Blows for the purposes of feat requirements.

RANGER

Your partner is a seasoned ranger.

Proficiencies *Trained in martial weapons, light armor, and medium armor*
Saves *Fortitude, Reflex*
Skill *Survival or Nature*
Combo Attack The ranger hinders your enemy. Until the start of your next turn, creatures in your partner's reach that you damage with Strikes take a –1 circumstance penalty to their attack rolls.
Advanced Ability *Hunt Prey*
The ranger designates a single creature as their prey and focuses their attacks against that creature. They must be able to see or hear the prey, or you must be tracking the prey during exploration.

They gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. They also ignore the penalty for making ranged attacks within their second range increment against the prey you're hunting.

They can have only one creature designated as their prey at a time. If they use Hunt Prey against a creature when they already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Their designation lasts until your next daily preparations. This ability counts as Hunt Prey for the purposes of feat requirements.

ROGUE

Your partner is a clever rogue.

Proficiencies *Trained in martial weapons and light armor*
Saves *Reflex, Will*
Skill *Stealth or Thievery*
Combo Attack The rogue fights dirty to give you a leg up. Until the start of your next turn, your Strikes that deal damage to a creature within your partner's reach make the target off-guard until the end of your next turn.
Advanced Ability *Sneak Attack*
Anytime your partner makes a Strike against a creature that has the off-guard condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, they deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse. This ability counts as Sneak Attack for the purposes of feat requirements.

SORCERER

Your partner is a gifted sorcerer. Choose a bloodline. The sorcerer's cantrip, proficiencies in spell attacks and DC, and skill, respectively are determined by that bloodline's magical tradition: **Arcane** *electric arc, arcane, and arcana*; **Divine** *divine lance, divine, and religion*; **Occult** *daze, occult, and occultism*; **Primal** *acid splash, primal, and nature*

Innate Spells; Cantrips See above
Proficiencies *See above*
Saves *Will*
Skill *See above*
Combo Attack Your strikes are laced with elemental power. Until the start of your next turn, your Strikes

that damage a creature in your partner's reach also deal 1d6 persistent fire damage. If your partner is skilled, fierce, or astute, the persistent fire damage increases to 2d6.

Advanced Ability *Awakened Bloodline*
Your partner gains their bloodline's initial bloodline spell. If they don't already have one, they also gain a focus pool of 1 Focus Point, which they can Refocus without any special effort.

WIZARD

Your partner is an erudite wizard. Choose an arcane school of magic; they don't gain any abilities from their choice of school.

Innate Spells; Cantrips *electric arc*
Saves *Will*
Skill *Arcana*
Combo Attack Until the start of your next turn, each time you hit a creature in your partner's reach with a Strike, the creature takes an additional 2d4 electricity damage. If your partner is Ultra, the electricity damage increases to 4d4.

Advanced Ability *Arcane Degree*
Your partner gains their school's initial school spell.

Dynamic Duo
Masic Cupid Cleric
&
Hellhound Okami Ranger

CHAPTER 3

Blinkdog
Okami

FEATS, TRAITS, & BACKGROUNDS

Content	Description	Pages
5e Backgrounds	6 Backgrounds designed around a culture of relationships, business, and exceptionalism	Page 158-163
Pathfinder Traits and Background Feats	The same 6 backgrounds as 5e, except translated for Pathfinder 1e and Pathfinder 2e.	Page 164
General Feats	8 new general feats, most designed to compliment the new backgrounds and traits earlier in the chapter	Page 165

Waifu Backgrounds

This chapter contains:

- 6 Backstory Options
  - 6 New Background - 5e
  - 6 Trait - Pathfinder 1e
  - 6 Backgrounds Feats - Pathfinder 2e
- 8 General Feats - All systems
- New Rules for starting characters

This book features over a hundred feats for all three systems. In addition to this, this book includes several Waifu or romance themed backgrounds for all of our provided systems.

The traits and backgrounds provided from the Pathfinder 1e and 2e conversions are named exactly the same as their respective backgrounds in 5e. If you are looking for role-playing or story ideas on how to play those traits and backgrounds, we suggest looking in this chapter.

Backgrounds included in this chapter are also designed to fit a wide variety of characters other than just "heroic" ones. Backgrounds such as Gold Digger were designed with the intention of allowing players to break from the normal 5e game design philosophy and create a character that has some serious character flaws. Other seemingly positive backgrounds and origins can also be twisted into unhealthy obsessions, traits, and habits.

Characters made from the rule sets presented in this book are also encouraged to be more powerful as a result with optional rules to grant background feats instead of just small bonuses. As always, consult with your GM before introducing third party content.

Notes from Stuart - All feats in book

Feats are a huge part of Tabletop RPGs. Here's a handy chart in case you need to see them all quickly:

5e, Pathfinder 1e, and Pathfinder 2e feat locations:

Lamia Feats	Page 16-21
Nekomata Feats	Page 26-29
Nymph Feats	Page 36-39
Okami Feats	Page 45-49
Sala'dhin Feats	Page 52-57
Shinryujin Feats	Page 64-91
Yurei Feats	Page 78-85
Zenko Feats	Page 90-95
Waifu Feats	Page 139-148
Dynamic Duo Feats	Page 151-152
General Feats	Page 165-167

Waifu Feats

In addition to the hundreds of racial feats, this book also sports a few general feats that we couldn't elegantly fit into other chapters. This includes the Waifu feats such as *Betrothed* and *Tied the Knot*, which are integral parts of the Waifu feat trees from Chapter 2.

There is also the *Body Borrower* feat, which is a racial feat shared by Nekomata, Yurei, and Zenko since their lore all contains ways of controlling and manipulating people.

Fantastic Writer

You have penned several books, whether touching tales of romance and passion or epic sagas of daring adventurers. For now, your authorship is on hold. Perhaps you adventure for inspiration or because you wish to live the kinds of adventures you once wrote about.

Skill Proficiencies. Perception, Performance
Tool Proficiencies. Calligrapher's Supplies
Languages. One of your choice (your books were published in all languages you know).
Equipment. A Calligrapher's Supplies, several high quality stacks of paper, and 1d10 copies of your book (ready to be signed of course).

Feature: Fan Club

Choose a genre of books (or roll using the chart on the right). You have written 1d4 different popular books in that style and are known almost world-wide. You aren't famous on sight but, to those that follow your niche, you are a star. Your fans are more willing to share local gossip with you.

Bonus Feat: Allowance

You gain the Allowance feat using the Variant Rule: Background Feats that represents royalty checks coming in from your books.

Suggested Characters

Authors are a special type of entertainer that crave new experiences in order to gain inspiration for their books. Adventuring is a perfect way to do research.

d6	Ideal
1	**Art.** My writings are a work of art and I must continue to publish more for art's sake!
2	**Get it out!** I've had this idea in my head all my life. I must put it on paper to get it out of my head and be at peace.
3	**Adventure.** I must experience what I write about. Otherwise, how can I honestly write about it?
4	**Expand.** I've already conquered one genre, let's try a new one.
5	**Inspiration.** My book inspires people! If I can make the world a better place, I should do so!
6	**Fame.** Writing is just another stepping stone on my path to wealth, privilege, and power.

d8	Personality Trait
1	I am the best in my genre because I am the most passionate! I LOVE my niche and I need to share it with you!
2	I think too meta. This adventure is part of my story arc.
3	Everything I see, I write down...You never know what might be useful.
4	I become obsessed easily with getting as much information as possible.
5	I am burnt out. I seriously cannot write another word. I hope this will reignite my spark.
6	I switch my personality as quickly as I write characters. I have a "mask" for every situation.
7	You aren't famous enough to talk to me.
8	I will re-write a page 127 times just to get it right.

d10	Book Genre		
1	Horror	6	Academic
2	Fantasy	7	Poetry
3	Adventure	8	Thriller
4	Romance	9	History
5	Biography	10	Comedy

d6	Bond
1	I can often relate to my fans better than I can relate to others.
2	My next book is about my lost love. It is a personal experience for me.
3	I believe I am incapable of feeling love. I write in order to understand it better.
4	I HATE my genre and niche but continue to write it so I can support my family.
5	The first book in my series was written by my deceased spouse and I will continue their work.
6	I write and go on this adventure to find love one day.

d6	Flaw
1	I am a one hit wonder and doubt I'll ever write another work of art again. I need this next book to succeed.
2	I think I am better than everyone else due to my success.
3	I am willing to abandon an idea if it no longer stimulates me or if I can't draw inspiration from it.
4	I am air-headed, aloof, and always focusing on my books. I am difficult to work with because of this.
5	I am so obsessed with writing down my experiences for later that I often forget to live in the moment.
6	I have prioritized my work over my family. In fact, I left them behind to pursue this adventuring experience.

Gold Digger

A gold digger is someone who has wormed their way into a relationship that is much more beneficial for themselves than their partner. It is rare that love is ever involved in such a pairing where one wealthy individual is being financially exploited for emotional or physical validation.

Skill Proficiencies. Insight, choice of Persuasion or Deception.
Languages. Two languages of your choice (your spouse speaks and reads at least one of these languages)
Equipment. An expensive wedding ring (or similar jewelry) worth at least 100gp.

Feature: Spouse in High Places

You gain a spouse that is wealthy, powerful, and has a high status in society that you can leverage. By presenting your wedding jewelry to another noble, servant of a noble, or other relevant person who has knowledge of high society, you can leverage your Spouse's position to gain access to places and resources.

Bonus Feat: Allowance

You gain the Allowance feat using the Variant Rule: Background Feats all coming from your spouse.

Suggested Characters

Typically, good characters are unlikely to take this background. However, this background could be reasonably taken by someone who was put into an arranged marriage, someone who is taking care of their family, or someone who simply has a transactional relationship with a spouse.

d6	Ideal
1	**Fairness.** I give my spouse love and affection and they take care of me. We both benefit
2	**Exploitation.** If this fool thinks I love them, then they deserve to have their money taken.
3	**Envy.** Why should this person be born into wealth? Why can't I get a piece of the pie?
4	**Family.** The safety and security of this marriage will take care of my family and children.
5	**Honor.** I gave my word to honor this marriage and I will do so. Fortunately, the money makes it easier to do so.
6	**Serendipity.** Listen...One night I had too much wine and woke up with a spouse and a pile of gold. Why rock the boat?

d8	Personality Trait
1	I personally have no problem using others for my own gain. Everyone does it, I'm no different.
2	I have found my way into a loveless marriage and I may as well make the most of it.
3	My spouse does not own me! I do what I want.
4	My spouse is kind and generous. I am grateful for this arrangement.
5	I am always looking for the next opportunity. This just happens to be one of them.
6	My spouse is wealthy, powerful, AND I can go adventuring? Sign me up!
7	I have no intention of finding love. A useful marriage however is quite appealing.
8	I don't love my spouse now, but I might learn to one day.

d6	Bond
1	I'm with my spouse for their money and security, nothing more.
2	My spouse and I are actually on good terms and this relationship works for us.
3	I was on the street before I met my spouse. I had no choice but to marry them.
4	I don't like that I rely on my spouse for money. Once I earn enough to live on my own, I'm out.
5	This was an arranged marriage and I might as well make the most of it.
6	I gave up and lost the love of my life to enter this financially secure marriage.

d6	Flaw
1	Next chance I get, I will murder my spouse for their money.
2	I have a spending problem and the only way to escape my debts was to enter this marriage.
3	Because of my actions, my friends and family tend not to trust me.
4	I am blind to the crimes of the wealthy since I directly benefit from their actions.
5	I have surrounded myself with people who only value me for my looks.
6	Because I exploit people so often, I expect to be exploited in return. This has ruined perfectly healthy relationships for me.

Just Married

There are many individuals who puts love first, but also chooses to continue adventuring. In fact, they often adventure with their spouse and they become a power couple that strikes terror in their enemies and those that would dare harm them.

Skill Proficiencies. Any two skills your spouse also has
Tool Proficiencies. One tool of your choice
Languages. One of your spouse's languages (if you know them all, one of your choice).
Equipment. A tool of your choice and a pair of rings for you and your spouse (worth 15gp each).

Feature: Loving Spouse

You gain a spouse. This spouse can either be another player character or NPC. While you two are married, you can cover each other in awkward social situations. You and your spouses work together with great efficiency.

Bonus Feat: Betrothed

You gain the Betrothed feat using the Variant Rule: Background Feats.

Suggested Characters

Many characters value their marriage, their relationship, and the well being of their spouse more than anything. However, becoming married doesn't mean you have to cease adventuring. Your spouse is an equal partner in your relationship, even if you have vastly different skills.

d6	Ideal
1	**Honesty.** The foundation of any relationship is trust! You must be honest in your marriage as in all things.
2	**Family.** It is our duty to raise a family and continue our traditions, culture, and household.
3	**Beauty.** If we are to be together all our lives, let's make our selves and our lives beautiful!
4	**Life.** I want to experience all of what this world has to offer and I want to experience that with my spouse.
5	**Love.** It doesn't matter how your love is formed. Love is the most precious power and emotion in the world.
6	**Laughter.** A life full of fun and laughter is more important than a life full of wealth or security.

d8	Personality Trait
1	I love romance! I hope everyone gets to experience true love and find their special someone!
2	My spouse and I are "that weird couple" that are always doing something crazy.
3	Thank the gods my spouse keeps me focused and organized!
4	We are a power couple and there is nothing we can't do!
5	I'm the serious one...They're the gremlin I keep on a leash.
6	"Public Display of Affection" is seen as a personal challenge to us.
7	My spouse belongs to me and that's how we like it :)
8	Don't get the wrong idea. It's not like I made this lunch for you...Baka.

d6	Bond
1	I love my spouse! They are the most precious thing in the world to me!
2	My spouse is missing and I swear I will find them!
3	I love my spouse, but my marriage does not define me. I am my own person and I will earn my own name.
4	Our marriage is mutually beneficial and convenient. I am comfortable with our marriage.
5	My spouse is already a successful and powerful individual. I promise I will catch up to you one day and be worthy of you.
6	I would do anything for my family. Even if it means doing questionable things.

d6	Flaw
1	If anyone so much as looks at my spouse the wrong way, they're gonna die!...Probably painfully.
2	I love my spouse but my eyes tend to wander...Even if it hurts them emotionally.
3	My spouse is amazing and I wish I were good enough for them.
4	I need to win the bread, bring home the bacon, and be the rock on which this marriage stands! Even if it kills me!
5	I hold myself and my spouse to an impossible standard that we cannot possibly maintain.
6	I often prioritize my adventures, my career, and my comrades before myself, my spouse, and my marriage to the point of causing us physical and emotional pain.

Matchmaker

In your hometown, you were sought out in matters of love and marriage because of tradition, because you may have a deeper understanding of human character, a wider connection to acquaintances, and greater knowledge to help someone choose a marriage partner. You now use this experience to gain extra money in adventuring.

Skill Proficiencies. History, Persuasion
Tool Proficiencies. Calligrapher's Supplies, an instrument of your choice
Equipment. A set of Calligrapher's Supplies, 4 wedding dresses and suits worth nearly 4gp each.

Feature: Eye of Affection

You can read people as skillfully as a bard reads a poem, or a dwarf examines stonework. You can identify at a glance the compatibility of two individuals. After spending 10 minutes with two people, you can identify if someone is under the effects of charm spells or abilities.

Bonus Feat: Uncanny Insight

You gain the Uncanny Insight feat using the Variant Rule: Background Feats.

Suggested Characters

The power to read a person and be able to determine their character is a great skill. They can see the best and worst in people, can often learn lessons on how to best conduct themselves for others, or pick up new tricks on how to deceive others.

d6	Ideal
1	**Love.** Everyone deserves to find someone that makes them happy. I will assure that happens.
2	**Honesty.** There are many dishonest relationships out there. I find that to be unacceptable.
3	**Optimization.** I will pair people together who will be most efficient and effective for their community.
4	**Tradition.** Marriage is a part of life that must go on for the betterment of mankind.
5	**Comfort.** Life is long. It is better to match people who they can live with. Stability is more important than romance.
6	**Duty.** This job is important and I will fulfill it to the best of my ability.

d8	Personality Trait
1	Knowledge is power and the village matchmaker knows everything.
2	I am obsessed with the local gossip and affairs. I love this job!
3	I am a hopeless romantic who can't help but "encourage" two people to get together.
4	I can determine if someone is untrustworthy because I am untrustworthy.
5	I hate people and their problems. The only reason I got this job was because I could see past their lies.
6	Marriage is sacred and so is my work.
7	I'm bitter that everyone else finds love, but I can't.
8	Those two are so cute together! I MUST MAKE THEM A COUPLE!.

d6	Bond
1	I was matched poorly to my spouse, I won't let that happen to anyone else.
2	I never found love in my life. I will make sure others won't suffer my fate.
3	When I was married, I was the happiest I ever felt. Others should experience the same.
4	I matched someone once who was killed by their spouse. I vow to never do so again.
5	The last village matchmaker was a fool and was influenced by coin. I won't be like that.
6	I am a swindler. However, my people reading skills have led me to my current occupation.

d6	Flaw
1	I am amazing at reading other people...I just wish I could figure out what was wrong with me.
2	I tend to get overly curious and stick my nose in other people's business.
3	My ability to read people sometimes leads me to believe I'm better than everyone else.
4	I am so confident in my abilities that even when I am proven wrong, I don't believe it.
5	I am never wrong. I will dig my heels into the ground and argue until I am accepted as correct.
6	I am trusted immensely by my community and I sometimes take advantage of that trust.

Party Planner

Birthday parties, weddings, barn-raisings, you're the one whom everyone relied on to organize it all. Adventuring gets you some decent connections to help and inspire you with your planning!

Skill Proficiencies. History, Performance
Tool Proficiencies. One tool and one instrument of your choice
Equipment. A tool of your choice and a small hoard of party supplies worth a total of 25gp.

Feature: Professional Touch

Festivals, weddings, feasts, tournaments, or holiday events. You always know when an event is approaching and you are skilled in drawing a crowd to events and celebrations.

Bonus Feat: Cunning Consumer

You gain the Cunning Consumer feat using the Variant Rule: Background Feats reflecting at how well you can purchase party supplies.

Suggested Characters

A party planner is a special kind of charisma. It directly involves making people happy. The center of attention is not focused on you, but whomever the party is for. Generally, party planners are quite kind and friendly, but aren't required to take the spotlight in order to be happy.

d6	Ideal
1	**Business.** My business is just as valid as anyone else and I provide a valuable service.
2	**Celebration.** It is important to identify significant moments in your life.
3	**Religion.** We have holidays in order to honor the gods. They should also be pleased by how we celebrate.
4	**Tradition.** Birthday parties are an ancient and time honored occasion. Now, where's the square shaped balloons?
5	**Love.** Expressing love can be done best through experiences and social events.
6	**Laughter.** The world is full of darkness and my parties shine just a bit of fun light on it.

d8	Personality Trait
1	Fun is my top priority! If it's not fun, I don't do it!
2	I am a business owner first and a party planner second.
3	I hope no one notices the oddly shaped present boxes...Or the stain on the tablecloth. Oh gods! Is the cake slightly droopy?!
4	Parties are a serious business and I will not be made a fool! While I am thinking about it, we do need to hire a fool...
5	I am always second guessing my choice in decorations, location, or career path if I'm being honest.
6	My business is a struggle so I am always looking for an opportunity for work.
7	I tend to throw parties for free. My friends just need cheering up and I can't help it.
8	I really hope everyone likes this party. No one is commenting on it...So that means it's good, right? Right?!

d6	Bond
1	I had a traumatic experience at a party and I swear that will never happen at mine.
2	My family were too poor for parties or celebrations. I will dedicate my life to make sure everyone can experience this.
3	Its wonderful to watch people's lives through parties. Birthday, wedding, baby shower! Everything!
4	I may not be the funniest or most talented, but I will be able to make people smile.
5	It is my responsibility to make sure the good times are always remembered!
6	I want to expand my business into every town! No matter the size.

d6	Flaw
1	People will love my work...No matter the cost.
2	I take it very personal if people don't like my parties.
3	I often self-sabotage my own work so I don't have to suffer the possibility of failure.
4	I get distracted easily and forget what's important in my plannings.
5	I am a bit of a control freak. If I'm not in charge, someone will mess it up.
6	I get violently angry against people who don't understand what it is I do instead of calmly explaining my business.

Village Prodigy

In your hometown, you were an exceptional member. Your friends, family, and fellow villagers swear up and down that you are destined to be a Paragon of your kind.

Skill Proficiencies. History, Religion
Tool Proficiencies. One tool and instrument that best matches your racial background.
Equipment. A medal, trophy, jewelry, or valuable award of some kind granted to you by your village demonstrating your prestige, worth 25gp.

Feature: Head Start

You are a gifted member of your village, which was largely populated by others of your kind. Your reputation has spread far and wide as a potential Paragon. Whenever you encounter someone from your village or another member of your race, they are considered friendlier to you than the rest of your party and are more willing to help.

Bonus Feat: Racial Feat

You begin with a feat that uses your race as a prerequisite and grants an ability score increase, however you are not granted an ability score increase if it provides one.

Suggested Characters

As the village protege, you are expected to go out into the world and be an example to the world around you. You will be expected to report your successes back to your village and meet their demanding expectations.

d6	Ideal
1	**Loyalty.** I will never betray my village that raised me!
2	**Duty.** My village deserves the best, I will make sure their trust is not misplaced
3	**Pride.** I come from a culture who prides themselves on being the best of our kind.
4	**Education.** Others have misjudged my village and my people. I will teach them what we're really like!
5	**Nepotism.** My only duty and obligations are to my village and to my people. I don't owe anyone else anything.
6	**Destiny.** Just as it was ordained, I am a future paragon and nothing will stop me from that fate.

d8	Personality Trait
1	I am the best in my village and I worked hard to earn that title.
2	I am the chosen one, destined to become a Paragon.
3	As the prodigy of my village, it is my job to represent my village and make them proud.
4	My village has granted me a head start and I intend to use it to make myself more powerful.
5	Our village is small, to be the best in town really isn't that much of an accomplishment. What else does this world offer?
6	Tonight, I become the best in the village! Tomorrow, THE WORLD!~
7	During my last village competition, I cheated to win the prize and now everyone thinks I'm the next Paragon.
8	I will crush anyone from my village who has the audacity to challenge me, in ANY competition!

d6	Bond
1	My love, my duty, and my life for my village and my people.
2	I am embarrassed by my village's backwater ways. I do not care for nor need their praise.
3	I have family that was declared a Prodigy as well. I'll surpass them and/or make them proud.
4	My village is evil and even though I was considered their Prodigy, I want nothing to do with them.
5	As Prodigy, I will make sure that others of my kind will be granted the same opportunities I was.
6	I must find another exceptional person like me and have children. Both for my bloodline and my people.

d6	Flaw
1	Others who do not look or act like me are beneath me.
2	Talent is the only thing that matters. The common ones, even of my own people, are worthless.
3	Your value is decided at birth. If you aren't a Prodigy, you will be left behind.
4	My family and village put too high of expectations on me and I don't think I can take the pressure.
5	I am a destined Paragon, therefore what I say is correct as ordained by fate and divine right. I am never wrong.
6	I am the Village Prodigy. I deserve to have the best food, lodgings, clothes, lovers, and whatever else I want!

Pathfinder 1e Traits

Fantastic Writer
Social Trait
You have written several famous books in a specific genre. Whenever you encounter a fan of your books, treat their attitude as one step better. You also gain a +1 trait bonus to diplomacy checks made against fans of your books.

Gold Digger
Family Trait
You begin play with a rich and powerful spouse who grants you an allowance. You gain 50gp per month to spend on living expenses.

Just Married
Social Trait
You begin play married to a spouse that loves you. This trait qualifies you for the Waifu prestige class. However, unless you take the *Betrothed* feat, you will not gain the benefits of the *Tied the Knot* feat.

Matchmaker
Social Trait
You are amazing at reading people. As such you gain a +1 trait bonus to sense motive skill checks.

Party Planner
Social Trait
You are amazing at finding deals for equipment and party supplies. You gain a +2 trait bonus to diplomacy and bluff skill checks when attempting to haggle for a discount or for bartering.

Village Prodigy
Race Trait
You're an exceptional member of your village. You gain a +1 trait bonus to a single attribute of your choice that your race gains as an inherent bonus. If you choose this trait, you must also select a racial feat as your 1st level feat.

Pathfinder 2e Backgrounds

Fantastic Writer
Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.
You're trained in the Performance skill and the Fiction Lore skill. You gain the Virtuosic Performer Skill Feat and your specialty is oratory.

Gold Digger
Choose two ability boosts. One must be to Charisma or Wisdom, and one is a free ability boost.
You're trained in the Deception skill and a Lore skill related to the settlement you frequent to gain suitors. You gain the Charming Liar Skill Feat.

Just Married
Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost. You're trained in your choice of either the Society or Crafting skill. You gain a lore skill: Labor Lore if you chose Society, Cooking Lore if you chose Crafting. You gain a skill feat: Eye for Numbers if you chose Society or Seasoned if you chose Crafting.

Matchmaker
Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.
You're trained in the Society skill and the Genealogy Lore skill. You gain the Streetwise Skill Feat.

Party Planner
Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.
You're trained in the Diplomacy skill and the Celebrations Lore skill. You gain the Bargain Hunter Skill Feat.

Village Prodigy
Rare
Choose two ability boosts. Both must be the same that are determined by your ancestry. If you have 2 or more free ability score boosts, your GM chooses for you.
You're trained in your hometown's Lore skill. You gain an additional 1st level ancestry Feat.

Waifu Feats

Though the pages of this book lists dozens of race and ancestry feats for all systems, this chapter also features several generic feats or feats that can be shared among multiple races. As always, ask your GM before taking these feats.

5e - General Feats

These feats are what are commonly considered "Half Feats" that typically grant a relevant ability score increase as well as a significant bonus that doesn't quite match the power of a full feat.

Many of the backgrounds in this book also provide feats, if you choose to use a background that provides a feat from this book, be sure to read the Variant Rule carefully.

Variant Rule: Background Feats

Some tables may choose to include feats as a bonus from player backgrounds. Several of the backgrounds in this book offer a few options for racial feats that could easily qualify.

When a feat in this book is taken as a background Feat, replace the ability score improvement for 1 of the following:

- +15 initial GP
- A language appropriate to the background.
- A tool proficiency appropriate to the background.

If your table is playing with optional background feats, the GM should allow everyone else at the table to take a single feat that either increases hit points, skills, the Knowledgeable Cook feat, or a racial feat using these Variant Rules.

Allowance

Prerequisite: None

You gain a passive steady income. This income is either granted from your work, your family, or possibly a mysterious benefactor. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- You are paid a weekly stipend based on the circumstance of your allowance. This stipend arrives in a package addressed to you once per week, so long as you stay in a town, village, or city with either a post office or bank. Your stipend is 10 gold pieces multiplied by your character level.
- There may be circumstances in which you may not be able to receive this package such as when you are out adventuring or your location is unknown. In these circumstances, your income is kept by a trustworthy NPC until you return to a safe location. Your package is then delivered to you the next day.

Knowledgeable Cook

Prerequisite: None

You have a knack for cooking, you gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You may add any single Intelligence based skill, Wisdom (Insight), or Charisma (Performance) to the list of skills that may be used for cooking recipes in this book. If you are not proficient in that skill, you become proficient.
- Choose one skill in which you have proficiency and can be used for cooking meals from Chapter 6 in this book. You gain expertise with that skill.

Betrothed

Prerequisite: None

You have sworn yourself to another to marry, choose 1 intelligent and sentient creature. This creature is considered your spouse. While within 15ft of your spouse, you gain a +1 bonus to your AC.

If you later undergo a spell, ritual, or ceremony to affirm this marriage, this feat is replaced with the Tied the Knot Feat.

Body Borrower

Prerequisite: Nekomata, Yurei, or Zenko, 12th level

You can possess the bodies of those willing or those whom you have bested in a contest of wills.

As an action you can target a willing target or an incapacitated enemy. If the creature is unwilling you must make competing Charisma Saves. If you win the competing roll, you temporarily possess their body by sharing their space and using their statistics (but do not gain access to the target's knowledge or proficiencies).

While possessing a creature this way, they are incapacitated and take any damage other than psychic damage in your place. Whenever the creature takes damage, you must repeat the saving throw competition, however the target has advantage on saves caused this way.

The target can additionally require you to re-roll the competition at the end of each of their turns. Once a creature has purged you from their body, they become immune to this effect from you for 24 hours or until they take their next long rest (whichever comes first). You can use this ability once per long rest.

CUNNING CONSUMER

Prerequisite: None

Funding an adventurer's career can be difficult so you've learned to save every copper by spotting strong marketing points.

- Increase your Charisma or Wisdom score by 1, to a maximum of 20
- You have advantage on Persuasion and Insight checks made when haggling prices.
- When buying consumables, you can consistently find a discount when buying 3 or more consumables gaining a 25% discount for bulk ordering.

RALLY HEART

Prerequisite: Charisma 15 or higher

You gain 2 rallies from the Battle Bride Fighter and gain 1 rally die (a d4) that you can use once per short or long rest.

TIED THE KNOT

Prerequisite: Betrothed

You have not only been bound in the eyes of the gods, but you have devoted a portion of your life to preparing for your bond. You gain +2 AC while within 15 feet of your spouse.

If you also have the *Bond of Marriage,* this increases the Bond's effects and instead of granting you the base +2 as described above, your Bond of Marriage is upgraded to provide +3 AC within 5ft, and +2 within 30ft

UNCANNY INSIGHT

Prerequisite: None

Via watching people, mastering lipreading, and learning body languages, you gain an exceptional skill in identifying liars out of a crowd and knowing when someone is carrying a burden they hide. You gain the following benefits:

- You gain proficiency in Insight if you didn't already have it.
- You gain a +5 Bonus to your passive Insight score. When you spend more than a minute talking to a creature, you gain the surface thoughts benefit of *Zone of Truth* Spell against that creature.
- This is not considered a supernatural ability. Rather than compelling the target's speech, you instead can detect and point out the logical fallacies and tells in body language for any lie they speak.

PATHFINDER 1E GENERAL FEATS

ALLOWANCE

Prerequisite: None

You gain a passive steady income. This income is either granted from your work, your family, or possibly a mysterious benefactor.

Benefit: You are paid a weekly stipend based on the circumstance of your allowance. Whenever you are in a city with a bank or post office, you may contact your confidant to receive 10 gold pieces per character level once per week.

Special: In cases where you can't access a bank or post office for an extended period of time, you may accumulate this gold and pick it up at a later time.

KNOWLEDGEABLE COOK

Prerequisite: None

Benefit: You may choose any skill that uses Intelligence, Wisdom, or Charisma for it's ability modifier that is a class skill for you. That skill may be used for cooking meals as described in Chapter 6 of this book, gaining a +4 competency bonus when using that skill for cooking.

CUNNING CONSUMER

Prerequisite: None

Benefit: You are an expert in learning to save and value every copper. You gain a +4 insight bonus to all skill checks when negotiating for pricing of purchased goods and quest rewards. When buying consumables, you are always granted a 25% discount when purchasing 3 or more items for bulk ordering.

BETROTHED

Prerequisite: None

Benefit: You are betrothed and set to be married. You gain a special bond with a PC or NPC. You gain a +1 AC bonus for up to one month until you are married or reaffirm your engagement by providing a gift equaling 1 gp per month you have been engaged. This feat is a prerequisite for the Waifu prestige class. If you gain a level in the Waifu prestige class or gain the benefit of the Bond of Marriage, this feat is replaced with the Tied the Knot feat.

BODY BORROWER

Prerequisite: Nekomata, Yurei, or Zenko, 12th level

Benefit: You may cast the spell *possession* once per day as a spell-like ability, using your character level as your spellcaster level and using Charisma as your Spellcasting Ability. You do not leave your body behind when using this spell-like ability and you appear adjacent to your target when the possession is over.

RALLY HEART

Prerequisite: None

Benefit: You learn 2 Rallies of your choice, even if you do not have the Rally class feature. You can use these Rallies for 4 rounds per day.

TIED THE KNOT

Prerequisite: Betrothed

Benefit: You are married and you gain the benefit of the Betrothed feat, but now the AC bonus is increased to +2 and the bonus lasts for one year before needing to be reaffirmed. The gift must cost 2gp multiplied by your character level.

UNCANNY INSIGHT (EX)

Prerequisite: None

You gain a +4 competency bonus to your sense motive skill and it is considered a class skill for you. Once per day, when you spend more than a minute talking to a creature, you gain the surface thoughts benefit of the *Zone of Truth* spell against that creature. However, rather than compelling the target's speech, you instead can detect and point out the logical fallacies and tells in body language for any lie they speak.

PATHFINDER ZE MISC. FEATS

1st Level

ALLOWANCE — FEAT 1

General

You gain a passive steady income. This income is either granted from your work, your family, or possibly a mysterious benefactor. You gain a daily allowance equal to a failed check to earn income appropriate to your level.

This can be paid every day or as a lump sum at the beginning of each week. There may be circumstances in which you may not be able to receive this package, such as you are out adventuring or your location is unknown. In these circumstances, your income is kept by a trustworthy NPC until you return to a safe location. Your package is then delivered to you the next day.

BETROTHED — FEAT 1

General

You have sworn yourself to another to marry, choose one intelligent and sentient creature. This creature is considered your spouse. While within 10 feet of your spouse, you gain a +1 status bonus to your Armor Class.

CUNNING CONSUMER — FEAT 1

General | Skill

Prerequisite *trained in diplomacy*

Funding an adventurer's career can be difficult so you've learned to save every penny by spotting strong marketing points. When you make a Request of a vendor to lower prices, you gain a +1 circumstance bonus to the triggering check.

KNOWLEDGEABLE COOK — FEAT 3

Camping | Skill

Prerequisite *Seasoned, trained in Arcana, Nature, or Society*

You have a knack for cooking. Choose Arcana, Nature, or Society. You may use the corresponding skill to Cook a Basic or Special Meal.

TIED THE KNOT — FEAT 7

General

Prerequisite *Betrothed*

You have not only been bound in the eyes of the gods, but have devoted a portion of your life to preparing for your bond. The range for gaining the bonus to Armor Class increases by an additional 10 feet from your spouse.

If you also have the Bond of Marriage from the *Bonding Rite* spell, this increases the range to gain +2 to Armor Class by an additional 5 feet.

BODY BORROWER — FEAT 15

General

Prerequisite *Nekomata, Yurei, or Zenko ancestry*

Frequency *Once per day*

You can possess the bodies of those willing or those you have bested in a contest of wills. Once per day, you can affect a target with the *Possession* spell with a Save DC equal to your Class DC. If you are attempting to possess an unwilling target, the target gains a +5 circumstance bonus to the saving throw. You do not leave a body behind while you're possessing a target in this way.

CHAPTER 4

Onryo Yurei
with a broken Bonded Blade
and Battle Bikini

WAIFU EQUIPMENT

Items	Page Numbers
5e items	169-175
Pathfinder 1e	175-180
Pathfinder 2e	181-185

Waifu Equipment

Across all systems, this chapter contains:

- 6 Armors
- 2 Consumables
- 3 Mythic Items
- 4 Wondrous Items
- 3 Weapons

The items presented in this chapter are mostly comical in nature, but can be easily re-purposed and re-flavored for more serious storytelling. As with all Waifu-themed content, the emphasis is on fun and creativity with a balance that respects the mechanics of each system.

Armor. In this chapter, the armor presented places a focus on Charisma based fighters meant to emphasize synergy with the Battle Bride class. In addition, there is a unique armor exclusive to the Yurei.

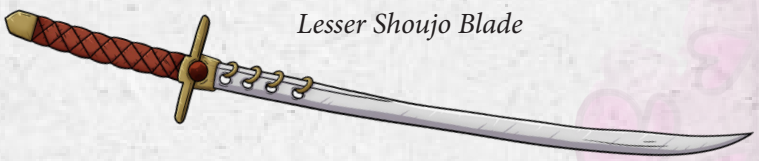
Consumables. Most of the consumables presented in this chapter are paper talismans common in Japanese culture. These talismans are affixed to blades, arrows, and even sacred holy sites. The other item is a drug designed for Nekomata.

Mythic Items. Popular in Pathfinder 1e, Mythic is a special rule-set that allows characters to access "mythic power" and expending uses of these powers allow for extraordinary affects.

Notes from Stuart - Mythic what?!

There are several items in the 5e and Pathfinder 2e section that refer to mythic rule-sets. As of this writing, mythic rule-sets for these systems have not been released but we included these rules for completion and consistency reasons. If the rules for these items were to change in the future, we will include free errata in the upcoming Mythic Waifu Handbook.

(Mythic pf1e rules are my favorite ;) so I included them just for me.)



Lesser Shoujo Blade

Wondrous Items. Four wondrous items are included in this chapter that are designed to synergize with the races presented in chapter 1. This includes the Ghostfire Lantern, the Ring of the Virtuous Waifu, the Sentient Dakimakura, and the Snake Charmer's Pipes.

Weapons. Weapons included in this chapter include the Bonded Blade which becomes more powerful the more dedicated a Waifu you are. There are the Lesser Shoujo Blades that house the souls of Waifus inside. The Heart-seeker is an enchantment that allows piercing weapons the deadly powers of the vorpal enchantment. The Pan of Frying, a mythical weapon which doubles as a masterwork cooking utensil.

All items in this chapter are balanced from levels 1 to 20 and are made to compliment the classes and races within the pages of this book.

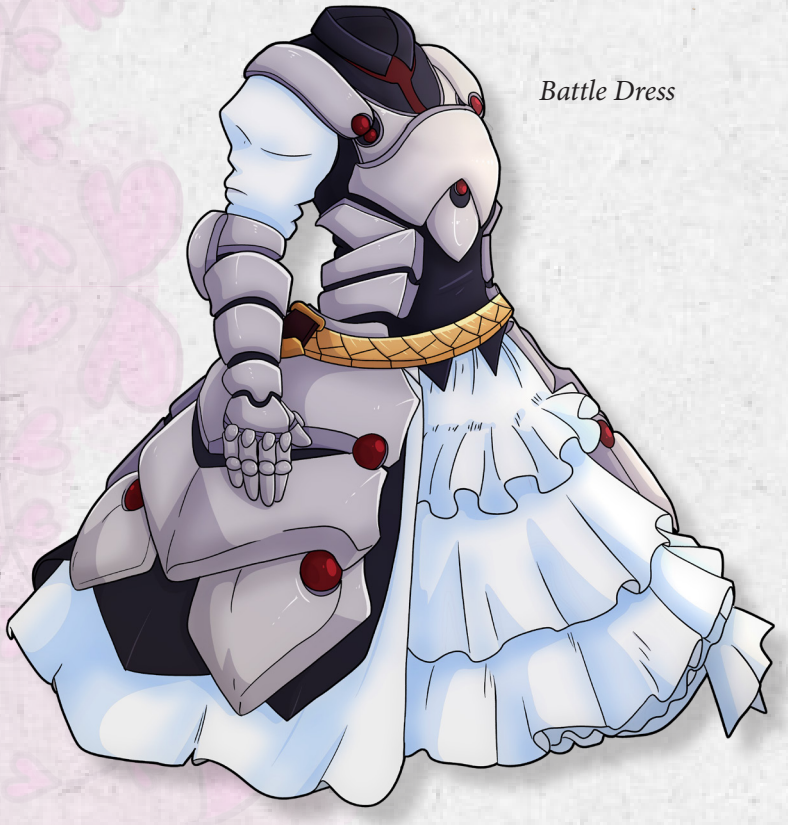
5e Items

Battle Dress

Armor (varies), Variant Rarity (requires attunement)
Famously inspired by the legendary Battle Bride warrior-tacticians. Made by House Chadress to emulate a lesser degree of The Battle Bride's unique armor. Each dress can be calculated as Clothes, Light, Medium, or Heavy Armor using varying calculations:

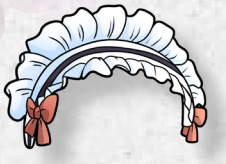
- Clothes (Common)
  - 10 + Half your PB + Cha Modifier
- Light Armor (Common)
  - 10 + Half your PB + Cha Modifier
- Medium Armor (Common)
  - 12 + Half your PB + Cha Modifier (Max 2)
- Heavy Armor (Common)
  - 16 + Half proficiency

Battle Bridal Synergy
If you have the Battle Bride's "Armored Dress" feature you may use the subclass's larger calculation. In addition, your Battle Dress does not count towards your attunement slots.



Battle Dress

Battle Dress: Merry Maker



Battle Dress: Maid

BATTLE DRESS: BATTLE BIKINI

House Chadress has provided a line of Battle Dresses for top of the line summer time fun and relaxation. While wearing this armor, you gain a swimming speed as shown on the rarity table. Additionally, you gain a bonus to Charisma (Persuasion) skill checks as well as AC equal to the armors enhancement bonus if its rarity has one.

Rarity	Enhancement Bonus	Swim Speed
Uncommon	N/A	25
Rare	+1	35
Very Rare	+2	50
Legendary	+3	75

BATTLE DRESS: MAID

Many members of House Chadress' personal military adorn themselves in these famous garbs, allowing them better aid of their comrades. While wearing a Battle Maid Dress, a creature gains a new way to use their reaction to perform a unique version of the Help Action. Battle Maids can quickly provide aid, granting a small bonus marked as an Aid Die to whatever d20 roll is happening during the reaction. The size of the Aid Die is shown on the next table.

Additionally, higher quality Battle Maid dresses allow charges to be spent instead of reactions, having a number of charges as shown on the table which are all restored on a long rest. When you give the help action, the target gains a bonus equal to the dress's Aid Die Size as well as advantage.

Rarity	Enhancement Bonus	Charges	Aid Die Size
Uncommon	N/A	N/A	1d4
Rare	+1	2	1d4+1
Very Rare	+2	3	1d6+2
Legendary	+3	5	1d8+3

BATTLE DRESS: MERRY MAKER

House Chadress have developed these special Battle Dresses that were made to aid in keeping high morale. These dresses come with props, scripts, and juggling supplies to provide a bard or other performer any equipment they may need to inspire their comrades.

As part of a short rest, long rest, or part of a camp activity (see Chapter 6), you may put on a show to inspire your allies granting them a morale die which they may use for varying benefits that last until their next short or long rest.

Additionally, while you are wearing this Battle Dress, you gain a bonus to all Charisma (Performance) skill checks as well as AC equal to the dress's enhancement bonus.

Rarity	Enhancement Bonus	Morale Die Size	Use Options
Uncommon	N/A	1d6	• Reduce incoming damage as a reaction
Rare	+1	2d4	• Reduce incoming damage as a reaction • Gain temp HP as an action
Very Rare	+2	1d10	• Reduce incoming damage as a reaction • Gain Temp Hp as Bonus action
Legendary	+3	2d6	• Reduce incoming damage as a reaction • Gain Temp HP as a bonus action • Boost damage roll

BATTLE DRESS: NURSE

Designed by House Chadress to aid in medical attentions for those injured in combat. The dresses come equipped with small first aid kits allowing the wearer to quickly produce medicines. Each dress has a number of charges which can be used as a bonus action to rapidly create and apply a healing salve to an ally within 5 ft of the wearer.

Additionally, while wearing this Battle Dress, you gain a bonus to all Wisdom (Medicine) skill checks as well as AC equal to the dress's enhancement bonus.

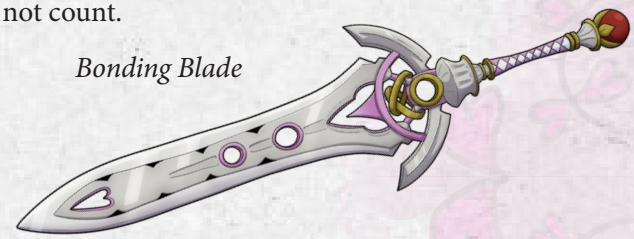
Rarity	Enhancement Bonus	Charges	Medicine Potency
Uncommon	N/A	1	2d4+2
Rare	+1	3	2d4+2
Very Rare	+2	3	4d4+4
Legendary	+3	5	6d4+6

BONDING BLADE

Weapon (any sword), Rare (requires attunement)

This unique enchantment is well known for being wielded by warrior spouses that possess Waifu Virtues. This +1 weapon gains an additional +1 bonus to attack and damage for every Combat Waifu Virtue you have. For the sake of this item, Waifu Virtues provided by magic items do not count.

Bonding Blade



BURIAL KIMONO

Armor, Rare (requires attunement)

It is not uncommon for those who value Yurei as their loved ones to seek ways to prevent eager, but misguided paladins from smiting their loves back beyond the veil, or worse, shattering the fragile remains of these undead creatures. While a Yurei is attuned to and wearing this magical Kimono, they gain the following benefits

- Their creature type is treated as a humanoid instead of an undead as long as you wear the kimono.
- Any powers they have as an undead (such as Yurei racial traits) are suppressed while wearing this kimono.
- The creature can calculate its AC as 10+ its Dexterity modifier + its Charisma modifier.

CATNAP

Consumable Drug, Uncommon

This moderately addictive herb is largely contraband within civilized Nekomata dense regions. Known to sharpen agility but dull the mind of Nekomata, this drug can be used via rubbing the herb on the skin or inhaling vapors of the drugged waters after boiling the herb. A Nekomata or any "catfolk" who partakes in the herb must make a constitution save DC 10 and then gains the following effects for an hour:

- Temporarily suppress up to 2 levels of exhaustion.
- Movement speed increased by 10 feet.
- +1d4 bonus on all Dexterity saves and Checks.
- Advantage on saves to the charmed and frightened conditions.

While under the influence of this substance, regardless if they make the save or not, the Nekomata has disadvantage on wisdom saves and checks and cannot concentrate on spells or effects.

HEART-SEEKING

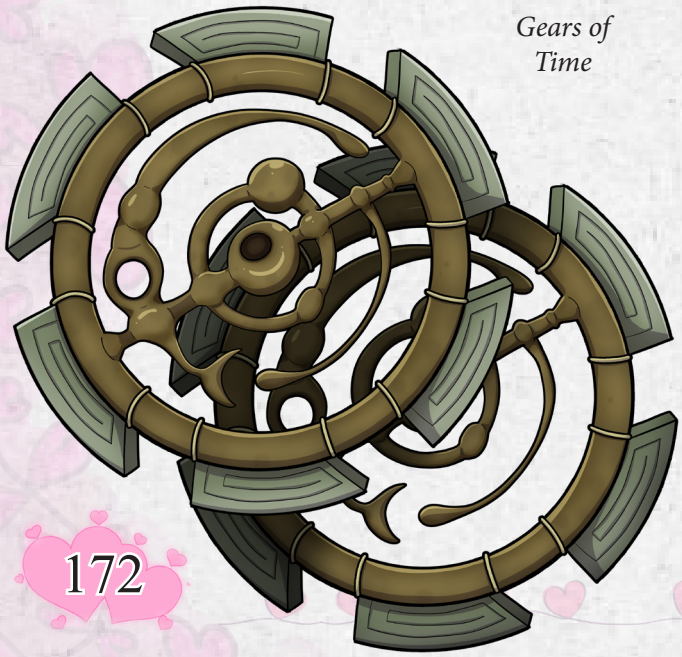
Any Piercing Weapon, Legendary (requires attunement)
You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to piercing damage.

When you attack a creature that has at least one vital organ with this weapon and roll a natural 20 on the attack roll, you cleanly pierce through the organ in question. The creature dies if it doesn't possess passive healing such as the regenerate feature.

A creature is immune to this effect if it is immune to piercing damage, doesn't have or need organs such as a heart or lungs, has legendary actions, or the GM decides that the creature is too big for its vitals to be pierced with this weapon. Such a creature instead takes an extra 6d8 piercing damage from the hit.

GEARS OF TIME

Wondrous Item, Artifact (requires attunement)
The gears of the *Sands of Time*, when attuned, become a weapon best suited to your hand. It also adjusts your body to its maximum potential of what it would become in the prime of its life.



Gears of Time

Chrono Geared. The Gears form the shape of a weapon of your choice that you are proficient with. This weapon can be used as any other and has the following properties:

- You gain a +3 bonus to attack and damage rolls made with it.
- Your weapon deals an additional 2d8 force damage in addition to what your weapon type would already deal.

Fully Optimal. Your body becomes the peak of what it was or will be in your life:

- Your body becomes young and at its physical peak. You suffer no penalties or drawbacks from old age.
- You gain temporary HP at the end of every long rest equal to an amount calculated as if your HP had rolled max on all your hit die and subtract your current maximum HP.
- Whenever you complete a short rest, you gain temp hp equal to half the amount you received last long rest.
- Choose 1 Physical and 1 Mental Ability score, treat each of these as 20 for the duration of your attunement.
- You ignore the effects of levels of exhaustion (you do still die if you reach 6 levels).

Mythic Powers. If you are a mythic creature, you can expend one use of mythic power or a point of inspiration to gain one of the following benefits:

- You can remove levels of exhaustion up to your number of mythic ranks (max 6), even if they normally wouldn't be able to be removed.
- You can remove the blinded, charmed, deafened, paralyzed, or poisoned condition.
- You regain a number of spell slots equal to your proficiency modifier plus half your mythic rank.

Destruction. The *Gears of Time* are part of a time machine called the *Sands of Time* created by the Sala'dhin. As a time machine, though unique, the *Sands of Time* paradoxically exist in multiple places and times at once. Scattered throughout time and space are pieces and fragments of the device. The *Sands of Time* can only be destroyed if you replace each component of the time machine with a different component from a *Sands of Time* machine that traveled from a different time period. This would require 5 different components from 5 different *Sands of Time*.

GHOSTFIRE LANTERN

Wondrous Item, Rare
This cast iron lantern can not be lit by mundane means. It can only be lit by a Nekomata's breath weapon, expending a necromancy spell, by a Yurei expending a hit dice to create a ghostly spark, or a Tenebrae Nymph's expending one of their racial spells. While the lantern is lit, it has the following effects:

- All creatures within 60ft of the lantern without darkvision can treat darkness as dim light and dim light as bright light. This effect is centered on the lantern not the creature.
- Creatures with darkvision gain an additional 30ft of darkvision while they are within 60ft of the lantern.
- Undead creatures within 60ft of the lantern gain advantage on saves that exclusively target undead.

This lantern can be lit for 4 hours before needing to be filled with 25gp of special funeral incense or by expending one of the resources listed above and re-lit.

LESSER SHOUJO BLADES

Any Bladed Weapon, Rare (requires attunement)

Created in the image of the Legendary Shoujo Blades, these sentient silvered swords are created to provide companionship for wandering warriors in-between adventuring parties as many find it difficult to travel an adventurer's world without someone to speak to. These sentient weapons are imbued with souls that are easily "Ignited" in different ways, such as angering or flustering the soul of the weapon. Spending one minute conversing with the Lesser Shoujo Blades Ignites them.

When Ignited these magic silvered +1 weapons deal an additional 3d6 of a damage type determined by the type of soul within the weapon for 1 hour. You may Ignite a Lesser Shoujo Blade once per day as a bonus action. Consult the table below to see what type of damage any particular Shoujo Blade would deal.

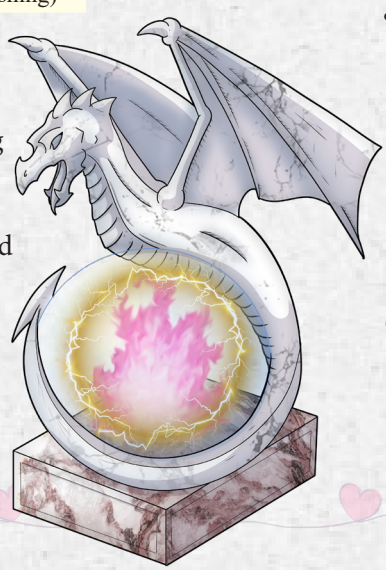
Additionally, you may cast the 2nd-level Shoujo spell matching the personality within the blade once per day.

Personality Type	Damage Type	Personality Type	Damage Type
Bakadere	Psychic	*Kuudere*	Cold
Dandere	Lightning	*Mayadere*	Necrotic
Goudere	Radiant	*Sadodere*	Acid
Himedere	Force	*Tsundere*	Fire
Hiyakasudere	Thunder	*Yandere*	Poison (or slashing)

MASTER SEAL

Mythic Consumable, Artifact

This ancient seal of powerful, potential tapping magic was created by the Shinryujin of an ancient and bygone age. These ancient seals unlock powers hidden deep within the user and are consumed upon use. A character without mythic ranks gains a single rank of a mythic path of their choice upon use.



Master Seal

Variant Rule: Boons

For GM's that choose not to use mythic rules for their games. Consider granting one of the following Epic Boons of the player's choice:

Boon of Earth

- Your hit dice increases by 1 size category up to a max of d12s.
- Once per short or long rest, you may gain 1 master action, a special action which can only be used to take one of the following:
  - Dodge action
  - Cast a spell with a casting time of 1 action or bonus action
  - Attack making 2 weapon attacks

Boon of Heaven

- Once per long rest you gain access to the cleric's Turn Undead using your choice of Intelligence, Wisdom, or Charisma for DC calculation. Additionally, you gain limited spellcasting:
  - You learn any 3 Cantrips from the cleric or druid Spell list.
  - You learn any 2 First, and 1 Second level spells from the cleric, druid, or paladin spell list.
    - You can cast each of these spells once per short or long rest.
    - Your spellcasting ability is whatever mental ability you used to calculate your Turn Undead.
  - You learn any 1 Second and Third level spell from the cleric, druid, or paladin spell list.
    - You can cast each of these spells once per long rest.
    - Your spellcasting ability is whatever mental ability you used to calculate your turn undead.

Boon of Seas

- Your movement speed increases by 15 feet.
- You gain your choice in one of the following:
- *Ambush Tactics*:
- Whenever you make an attack that would qualify for a rogue's sneak attack you can choose to deal an extra number of d8s equal to half your proficiency bonus. This can not be used on the same attack you use sneak attack if you have it.

- *Mobility Expert*:
  - You gain a climb and swim speed equal to your base speed.
  - Your ignore nonmagical difficult terrain, as well as magical difficult terrain from a spell of level equal to or less than your proficiency bonus.

Boon of the Fell

- You gain a number of warlock invocations equal to half your proficiency bonus.
  - Treat your total level as warlock levels for the prerequisites for these invocations.
  - You can not benefit from any invocation that requires a pact boon unless you have that boon.
- You learn 1 spell of Third level or lower from the warlock or wizard spell list.
  - You can cast this spell once per short rest.
  - Whenever you cast this spell, it is treated as cast at a spell level equal to your proficiency bonus.
  - You choose between Intelligence, Wisdom or Charisma for your casting with this boon when you gain it.

Any and all boons that grant bonuses or bonus spells based on proficiency bonus are cumulative and retroactive, meaning if you gain additional proficiency bonuses, you gain additional benefits from the respective boons.

Destruction. A master seal is annihilated upon use and cannot be conventionally destroyed unless a Mythic Shinryujin holding it expends 5 uses of mythic power or inspiration and wills its destruction.

PAN OF FRYING

Mythic Weapon, Rarity Varies

This cast iron skillet acts as both cooking utensils and as a club with the Versatile property. However, when wielded in 2 hands instead of increasing its bludgeoning damage, it instead gains a number of additional damage dice in fire damage while wielded.

When this skillet is used as cooking utensils, you gain a 1d6 bonus to cooking basic and special meals, plus an additional bonus depending on the item's rarity as shown on the table below.

Mythic Powers. If you are using the Mythic Optional Rules, this weapon gains additional properties:

- When cooking with this item as a Cook's Utensils you can use a mythic power or inspiration to prepare an additional meal or 1 Meal in half the regular time.
- Additionally, when you do so regardless of your cooking check, you treat the meal as 1 success tier higher (turning critical failure into failure, failure into success, and success into critical success).

Rarity	Fire Damage	Camping bonus
Rare	+1d6	1d6
Very Rare	+2d6	1d6+2
Legendary	+3d8	1d3+3

PAPER TALISMAN

Consumable Wondrous Item, Rare
(requires Cleric, Monk, Paladin, or Warlock)

These small 2x6 inch paper cards typically come in small packs of 1d4+4 talismans.

These mysterious spell infused paper seals are commonly used by Okami or Zenko as clerical tools and are often feared by Yurei for their unique potential against undead creatures. Using a paper tag, you can perform the following:

Exorcists Arrow. By affixing the tag to an arrow, you can create a magical effect on the ammunition creating one of the following effects:

- *Arrow of Banishing*: The target must succeed a Charisma save against your spell or Ki DC or be Banished as per the *banishment* spell. Fiends and undead suffer disadvantage on the save.
- *Barrier Breaker*: The arrow acts as a *dispel magic* when targeting any magically created barrier. For the sake of this effect, it is cast with your spellcasting modifier at a level equal to your proficiency bonus.

Shrine Creation. By affixing a tag to a structure or building, or 4 tags within 300ft of each other in a perimeter, you can designate an area as a shrine to a god, celestial, or fey. The area benefits the *hallow* spell with the effects decided by you:

- *Affair Meetup (Affair Warlock)*: Any shrine devoted to your patron is considered an appropriate place to call for their company.
- *Divine Protections*: Any shrine you create lowers the Encounter DC by an amount equal to your Wisdom modifier (or your proficiency bonus if you are proficient in the Religion skill and your proficiency bonus is higher than wisdom modifier), as creatures may be willing to risk your wrath but not that of the gods.

Stored Smite. By affixing the tag to a melee weapon, you can spend a spell slot (or up to 5 ki points) to imbue the tag with spiritual energy. The tag can then be consumed as part of a weapon attack to deal either 1d8 per level of the spell slot or 1d6 per ki point spent. These tags can be affixed to ally equipment to aid an ally, granting them the ability to use the tag.

RING OF THE VIRTUOUS WAIFU

Wondrous Item, Very Rare (optional attunement)

This simple golden band is not often powered by magic, but more the sheer virtue, love, and respect of the giver onto one's Waifu. When given to someone with a spouse, it grants the first of the following benefits that the wearer doesn't already possess (Starting from the top and working down):

- Provides the wearer the effect of the Bond of Marriage from the *bonding rites* spell.
- Provides the benefit of the Waifu Initiate Feat.
- Provides an additional Combat and Domestic Waifu Virtue.

Virtues provided by this ring are not considered to belong to the wearer unless they consume an attunement slot to attune to the item for the sake of synergy effects that count towards a creature's Waifu Virtues.

SENTIENT DAKIMAKURA

Wondrous Item, Rare

These intelligent body pillows are created by passionate artists who breathe deep devotion into their work, carving entire worlds of fictional lore. This Dakimakura is a sentient magic item with an alignment and personality decided by the item's creator, featuring an illustrated fictional character. As part of any short or long rest, you may have casual conversation with the pillow to mimic the effects of one of the following spells:

- *Divination*
- *Legend Lore*
- *Commune*

However, the responses are always biased and reflective of the fictional setting the art represents. As such, you are unable to commune with deities and instead communicate with a creature of a fictionalized universe.

Despite the biased narrators and fictional setting, the Dakimakura always provides honest information. Despite inaccuracies, there is always *some* truth behind the fiction.

SNAKE CHARMER'S PIPE

Wondrous Item, Rare

Creatures proficient in Flutes, Pan Flutes, or Shawm can use this as a musical instrument. Creatures who do so gain a +2 Bonus to performance checks made. Additionally, the Pipe can be used to cast the following spells:

- *Animal Friendship* (only targeting snakes) at-will
- *Hypnotic pattern* once per short or long rest

(Lamia and other "Snake-like races" suffer disadvantage on their save against this spell cast from this item).

PATHFINDER 1E ITEMS

BATTLE DRESS

Aura Faint Abjuration; **CL** 7th

Price +2 bonus; **Weight** -

DESCRIPTION

This enchantment allows you to use your Charisma Modifier instead of your Dexterity Modifier to your armor class. Your armor's maximum Dexterity bonus applies to your Charisma instead.

A Battle Dress armor must be a masterwork dress or an armor styled as a dress. If you roll this special ability randomly for an inappropriate armor, the enchantment remains dormant until it is converted into a dress.

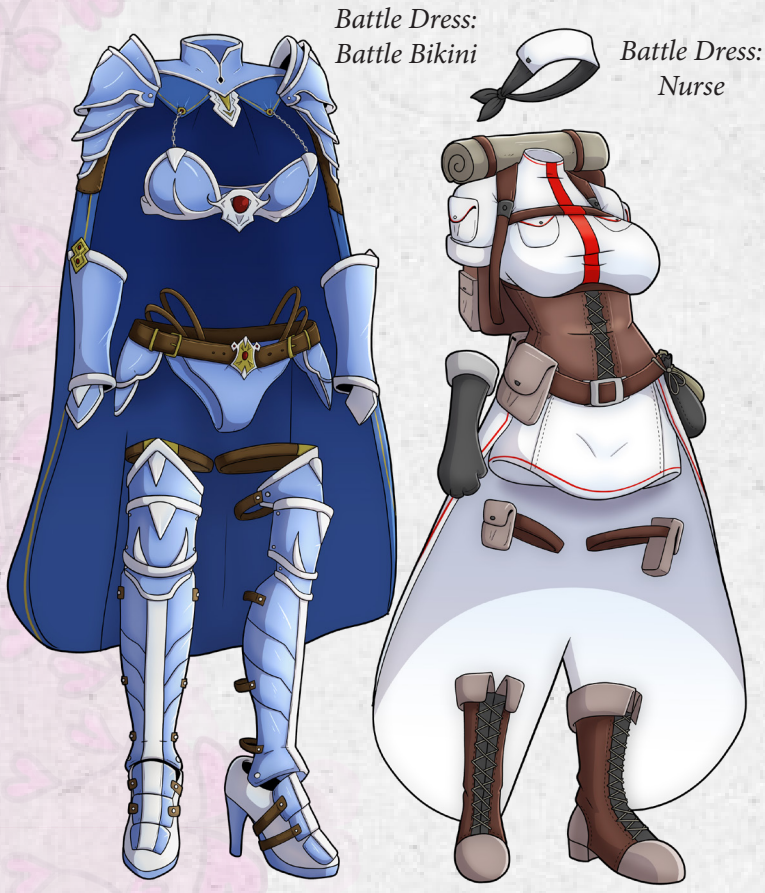
CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Effortless Armor*; **Cost** +2 bonus

Sora Nymph with Snake Charmer's Pipe

Sentient Dakimakura

Ring of the Virtuous Waifu



BATTLE DRESS: BATTLE BIKINI

Aura Faint Abjuration; **CL** 12th
Price +3 Bonus; **Weight** -

DESCRIPTION

Functions as a *Battle Dress* with any and all benefits of that enchantment. This ability also provides a swim speed equal to your land movement speed ignoring all armor penalties in the water.

This may also be found as a Greater (+4) enchantment, giving swim speed equal to double your land movement speed.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Effortless Armor, Water Walk*; **Cost** +3 bonus

BATTLE DRESS: MAID

Aura Faint Abjuration; **CL** 12th
Price +3 Bonus; **Weight** -

DESCRIPTION

Functions as a *Battle Dress* with any and all benefits of that enchantment. When using the Aid Another action, instead of providing +2, it provides 1d4+1 as a benefit. For skill checks, if you have 8 skill ranks in that skill, instead give 1d6+2, and if you have 16 skill ranks in that skill, give a +1d8+3. For increases to Attack or AC; If you are level 7 or higher, give a 1d6+2, or at level 13 a 1d8+3.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Effortless Armor, Aid*; **Cost** +3 bonus

BATTLE DRESS: MERRY MAKER

Aura Faint Abjuration; **CL** 12th
Price +3 Bonus; **Weight** -

DESCRIPTION

Functions as a *Battle Dress* with any and all benefits of that enchantment. As part of a night's rest or camp activity, you may put on a show to inspire your allies granting them a DR X/- (where X is equal to half the total enhancement bonus of your armor) and temporary HP equal to the total enhancement bonus of your armor. These bonuses disappear at the start of the creature's next night's rest.

Additionally, while you are wearing this armor, you gain an enhancement bonus to all Performance skill checks equal to the total enhancement bonus of your armor.

This may also be found as a Greater (+4) enchantment providing a DR X/- equal to the total enhancement bonus and temporary HP equal to twice the total enhancement bonus of your armor.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Effortless Armor, Adoration*; **Cost** +3 bonus gp

BATTLE DRESS: NURSE

Aura Faint Abjuration; **CL** 12th
Price +3 Bonus; **Weight** -

DESCRIPTION

Functions as a *Battle Dress* with any and all benefits of that enchantment. As a free action, you may expend a charge to produce medicines from the dress to create a healing salve to apply to an ally, which you may use a standard action to apply to yourself or an ally at touch range. This salve heals for 2d4+2 and you begin each day with three

charges.

Additionally, while you are wearing this armor, you gain an enhancement bonus to all Heal skill checks equal to the total enhancement bonus of your armor.

This may also be found as a Greater (+4) version, gaining 5 charges each day and providing 6d4+5 healing instead.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Effortless Armor, Cure Light Wounds*; **Cost** +3 bonus

BONDING BLADE

Aura Faint Transmutation; **CL** 7th
Price +2 bonus; **Weight** -

DESCRIPTION

Gain +1 enhancement bonus to weapon attack and damage rolls for every 2 levels of the Waifu prestige class you possess.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Bonding Rites, Magic Weapon*; **Cost** +2 bonus

BURIAL KIMONO

Aura Faint Necromancy; **CL** 9th
Slot body; **Price** 11,000 gp; **Weight** 1 lb.

DESCRIPTION

While wearing this robe, you gain the following benefits:

You are no longer considered any sort of undead if you normally are, (IE: You will heal from positive energy and take damage from negative energy) and no longer suffer weaknesses as an undead (IE: Vampire Sunlight). Any powers you have as an undead (such as Yurei racial traits) are suppressed while wearing this kimono.

If you are unarmored, you can add your Charisma modifier to your AC and Reflex Saves instead of your Dexterity modifier.

CONSTRUCTION

Requirements Feats: Craft Wondrous Item; Spells: *Undetectable Alignment, Detect Undead*; **Cost** 5,500 gp

CATNAP

Cost 100 gp; **Weight** -

DESCRIPTION

About: This herb is largely contraband within civilized Nekomata dense regions. Known to sharpen agility but dull the mind, this drug can be used via rubbing the herb on the skin or inhaling vapors of the drugged waters after boiling the herb.

Type inhaled or contact;
Addiction moderate, Fortitude DC 15

Effect: Temporarily suppress the Exhausted and Fatigued conditions. All movement speeds increase by 10 feet. Gain a +2 alchemical bonus on all Reflex saves. Gain a +4 alchemical bonus on saves verses the confusion and fear effects. All drug effects last for one hour

Effect: Can't concentrate on spells or effects for the duration. When wearing off, gain the fatigued condition.

Damage: 1d4 Int and Wis damage.

GEARS OF TIME

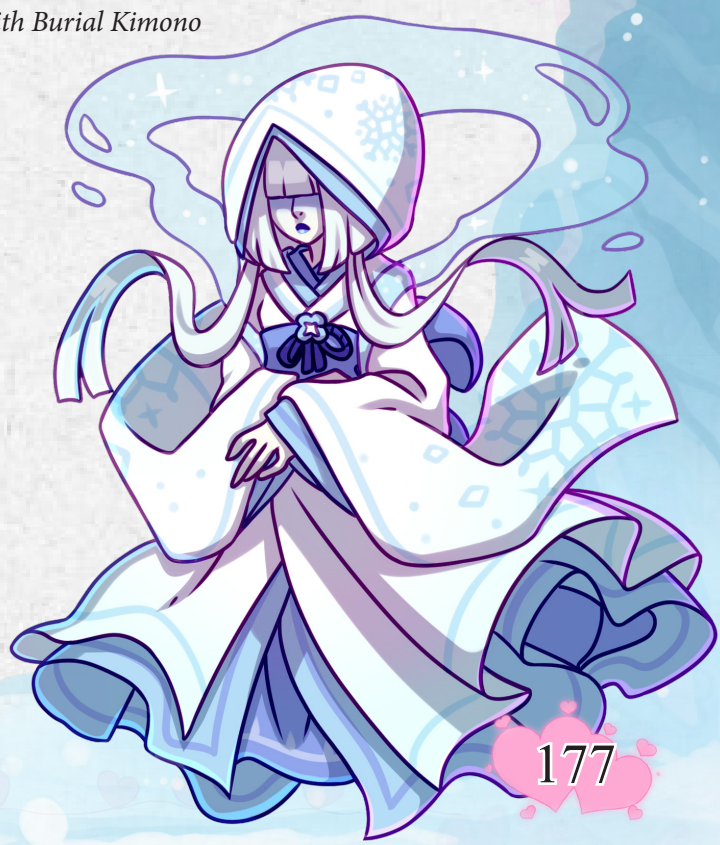
Aura Strong Transmutation; **CL** 20th
Slot hands; **Price** -; **Weight** 1 lbs

DESCRIPTION

A small, unremarkable gear that seems marred by time itself yet unaffected by it. While held, it becomes a weapon best suited to your hand. It also adjusts your body to its maximum potential of what it would become in the prime of its life. You gain the following benefits:

- You are immune to the Exhausted and Fatigued status conditions.

Yuki-Onna Yurei with Burial Kimono



- You may change its form to be that of a +5 magic weapon that deals an additional 2d10 Force Damage.
- You lose all penalties and/or detriments from old age and can't gain them while held.
- At the end of a day's rest, you gain temporary HP equal to the difference between your current and theoretical maximum HP. (Take the maximum you could have as a character, and subtract your current max HP)
- Choose a mental attribute and a physical attribute: You may either increase those attributes to 20 or gain a +4 bonus to those ability scores (whichever results in the higher score).

If you are a mythic creature, you may expend a use of mythic power to gain one of the following benefits.

- Remove a single status condition from yourself as a free action
- Regain spell slots equal to half your mythic rank, plus half your level. These may be of any level and or number of spell slots up to your maximum.

DESTRUCTION

The Gears of Time are part of a time machine called the Sands of Time, created by the Sala'dhin. As a time machine, though unique, the Sands of Time paradoxically exist in multiple places and times at once. Scattered throughout time and space are pieces and fragments of the device. The Sands of Time can only be destroyed if you replace each component of the time machine with a different component from another Sands of Time machine that traveled from a different time period. This would require 5 different components from 5 different Sands of Time.

GHOSTFIRE LANTERN

Aura Strong Necromancy; **CL** 11th
Slot Belt or Hands; **Price** 15,000 gp; **Weight** 4 lbs.

DESCRIPTION

This cast iron lantern can not be lit by mundane means. It can only be lit by expending a Nekomata's breath weapon, expending a necromancy spell, a Yurei expending hit points equal to their level to create a ghostly spark, or a Tenebrae Nymph expending one of their racial spell-like abilities. While the lantern is lit, it has the following effects:

All creatures within 60 feet of the lantern without darkvision can treat darkness as dim light and dim light as bright light. This effect is centered on the lantern not the creature. Creatures with darkvision gain an additional 30 feet of darkvision while they are within 60 feet of the lantern.

Friendly undead creatures within 60 feet of the lantern may roll saving throws twice and take the better result on saves for effects that exclusively target undead.

This lantern can be lit for 4 hours before needing to be filled with 25gp of special funeral incense or by expending one of the resources listed above and reignite it.

CONSTRUCTION

Requirements Feats: Craft Wondrous Item; Spells: *Arcane Sight, Aura Sight, Light*; **Cost** 7,500 gp

HEART-SEEKING

Aura Strong Necromancy and Transmutation; **CL** 18th
Price +5 Bonus; **Weight** -

DESCRIPTION

This weapon ignores any damage reduction against piercing damage. When you attack a creature with a vital organ, and roll a natural 20 (and confirm the critical hit), you pierce through the organ and destroy it. Most other creatures die when their vital organs are destroyed. A *heart-seeking* weapon must be a piercing weapon. If you roll this special ability randomly for an inappropriate weapon, re-roll.

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Circle of Death, Keen Edge*; **Cost** +5 bonus

LESSER SHOUJO BLADE

Aura Strong Necromancy; **CL** 17th
Alignment Varies; **Senses** 30 ft.
Intelligence 14; **Wisdom** 14; **Charisma** 18; **Ego** 20
Language Telepathy (Common and 3 other languages);
Price 20,000 gp; **Weight** 4 lbs.

DESCRIPTION

These +1 intelligent silver longswords become more powerful when paired with a charming adventurer.

Spending one minute conversing with the Lesser Shoujo Blades "Ignites" them. When Ignited, the weapon deals an additional 3d6 of a damage type determined by the type of soul within the weapon for 1 hour. You may Ignite a lesser Shoujo blade once per day as a free action. Consult the Lesser Shoujo Blade Table to see what type of damage any particular Lesser Shoujo Blade Would deal.

Additionally, you may cast the 2nd level Shoujo spell shar-

ing the personality type with the blade once per day.

Personality Type	Damage Type	Personality Type	Damage Type
Bakadere	Untyped	Kuudere	Cold
Dandere	Lightning	Mayadere	Negative Energy
Goudere	Positive Energy (this still harms living creatures)	Sadodere	Acid
Himedere	Force	Tsundere	Fire
Hiyakasudere	Sonic	Yandere	Bleed or slashing

CONSTRUCTION

Requirements Feats: Craft Magic Arms and Armor; Spells: *Magic Jar Component: Soul of a creature with a Shoujo spell or levels in Waifu*; **Cost** 10,000 gp

MASTER SEAL

Aura Strong Transmutation; **CL** 20th
Slot none; **Price** -; **Weight** 5 lbs

DESCRIPTION

A character without mythic tiers gains a single tier in a Mythic Path of their choice.

DESTRUCTION

A master seal is annihilated upon use and cannot be conventionally destroyed unless a Mythic Shinryujin expends 10 uses of mythic power and wills its destruction.

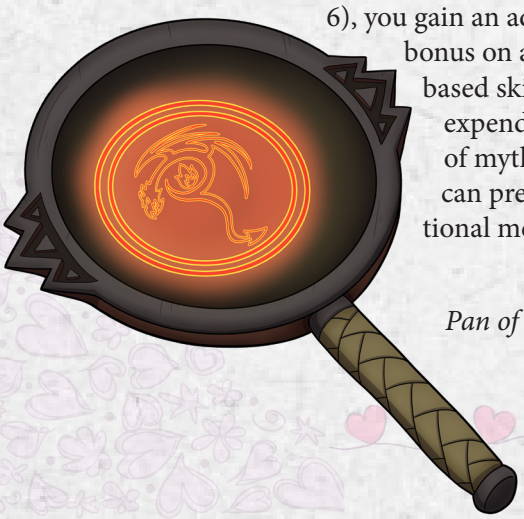
PAN OF FRYING

Aura Strong Evocation; **CL** 12th **Slot** -;
Price 25,000 gp; **Weight** 4 lbs.

DESCRIPTION

This cast iron skillet acts as a +1 flaming cold iron club that can be wielded with two hands as a great club.

This skillet can be used as masterwork cooking tools. When used to prepare a basic or special meal (see chapter 6), you gain an additional +4 bonus on all cooking based skill checks. By expending one use of mythic power, you can prepare an additional meal at the same time or 1 Meal in half the regular time. Additionally, when you do so, you may treat your skill check as 1 success tier higher when preparing the meal regardless of the check result (turning critical failure into failure, failure into success, and success into critical success)



Pan of Frying

CONSTRUCTION

Requirements Feats: Craft Wondrous Item, Mythic Crafter; Spells: *Create food and water, flame blade*; **Cost** 12,500 gp

PAPER TALISMAN

Aura Strong Transmutation; **CL** 10th
Slot -; **Price** 3,000 gp **Weight** 1 lbs.

DESCRIPTION

Paper talismans come in a pack that contains 1d4+4 paper talismans, measuring 2x6 inches. These mysterious spell infused paper seals are commonly used by Okami or Zenko as clerical tools, and are often feared by Yurei for their unique potential against undead creatures.
Effect: Using a paper talisman, you can produce the following effects:

Exorcist Arrow: By affixing the tag to an arrow you can create a magical effect on the ammunition creating one of the following effects:

- *Arrow of Banishing*: The target must succeed a will save or be Banished as per the *Banishment* spell treating your character level as your caster level. Evil Outsiders and Undead suffer a -4 penalty on their saving throws.
- *Barrier Breaker*: The arrow acts as a *dispel magic* when targeting any magically created barrier, treating your character level as your caster level.

Shrine Creation: By affixing a tag to a structure or building, or 4 tags within 300 feet of each other in a perimeter, you can designate an area as a shrine to a god, celestial, or fey. The area benefits from the *Hallow* Spell with the following additional benefit.

Divine Protections: Any shrine you create lowers the Encounter DC by an amount equal to your Wisdom modifier as creatures may be willing to risk your wrath but not that of the gods

Stored Smite: By affixing a single tag to a melee weapon, you can spend spell slots up to 5th level (or up to 5 ki points) to imbue the tag with spiritual energy. The tag

can be consumed as part of a weapon attack, dealing either 1d8 per level of the spell slots or 1d6 per ki point spent. These tags can be affixed to ally equipment to aid an ally, granting them the ability to use the tag.

CONSTRUCTION

Requirements Class: Cleric, Monk, or Paladin; Feat: Scribe Scroll **Cost** 1,500 gp

RING OF THE VIRTUOUS Waifu

Aura Strong Divination; **CL** 11th
Slot Ring; **Price** 25,000 gp; **Weight** .1 lbs.

DESCRIPTION

This simple golden band is not often powered by magic, but more the sheer virtue, love, and respect of the giver onto one's bride. When given to someone with a spouse, it grants the first of the following benefits that the wearer doesn't already possess (Starting from the top and working down):

- Provides the wearer the effect of the Bond of Marriage from the *bonding rites* Spell.
- Grants 2 Waifu Virtues from the Waifu Prestige Class.

CONSTRUCTION

Requirements Class: Waifu; Feats: Craft Wondrous Item; Spells: *Bonding Rite*; **Cost** 12,500 gp

SENTIENT DAKIMAKURA

Aura Strong Divination; **CL** 15th
Slot -; **Price** 50,000 gp; **Weight** 1 lbs.

DESCRIPTION

Created by passionate artists who breathe deep devotion into their work, carving entire worlds of fictional lore.

This Dakimakura is a sentient magic item with an alignment and personality decided by the item's creator. Once per day, you may have casual conversation with the pillow lasting 30 minutes to mimic the effects of a *Commune, Divination, or Legend Lore* spells.

However, the responses are always biased and only partially as decided by the fictional setting the art represents. Unable to commune with deities, it allows communication with a famous creature of a fictionalized material plane. Despite the biased narrators and fictional setting, the Dakimakura always provides honest information. Despite inaccuracies, there is always some truth behind the fiction.

CONSTRUCTION

Requirements Feats: Craft Wondrous Item; Spells: *Commune*, *Divination,* or *Legend Lore*; **Cost** 25,000 gp

SNAKE CHARMER'S PIPE

Aura Faint Transmutation; **CL** 5th
Slot -; **Price** 5,000 gp; **Weight** 1 lbs.

DESCRIPTION

Creatures skilled in the use of wind instruments can use this as a musical instrument. Creatures who use it gain a +4 competence bonus to performance (wind instrument) checks. Additionally, the Pipe can be used to cast *charm animal* (only targeting snakes) at will or *hypnotic pattern* once per day. The spell DC is increased by an additional +4 when used on Lamia and other "Snakefolk".

CONSTRUCTION

Requirements Feats: Craft Wondrous Item; Spells: *charm animal, hypnotic pattern*; **Cost** 2,500 gp

PATHFINDER ZE ITEMS

RUNE TRAIT: BATTLE DRESS

A rune with this trait grants the armor it is etched onto the Battle Dress trait. While wearing armor with this trait, you add your Charisma score instead of your Dexterity score to your AC. You may only apply a maximum amount equal to the armor's Dex Cap.

ARMOUR

BURIAL KIMONO — ITEM 2

Comfort	Magical	Yurei

Price *24 gp*
Usage *worn armor;* **Bulk** *L*
Base Armor *Explorer's Clothing*

It is not uncommon for those who value their fallen loved ones to seek ways to prevent eager but misguided paladins from smiting their loved ones back beyond the veil. While

a Yurei has invested this magical Kimono they do not have Negative Healing.

Type *Burial Kimono (Greater);* **Level** *6*; **Price** *200 gp*
A Yurei wearing this +1 burial kimono calculates their AC by adding their charisma modifier instead of their dexterity modifier.

ARTIFACTS

GEARS OF TIME — ITEM 25

Artifact | Invested | Magical

Price *27 gp*

The *Gears of Time* are part of a time machine called the *Sands of Time* created by the Sala'dhin. It forms to your body, bringing you to your physical peak.

Fully Optimal Your body becomes the peak of what it was or will be in your life. You gain the following benefits:

- When you make a Long-Term Rest, you gain temporary hit points equal to twice your level.
- Choose one physical and mental Ability score. Treat each of these as +5 (20) for the duration of your investment.
- You cannot become fatigued.

Activate 10 minutes, exploration, Interact Effect You rest and gain temporary hit points equal to your level.

Activate ❖ envision, Interact
Effect The gears form the shape of a +3 Major Striking weapon of your choice as long as they remain on your person. This weapon deals an additional damage die of force damage.

Destruction The *Gears of Time* are part of a time machine called the *Sands of Time* created by the Sala'dhin. As a time machine, though unique, the *Sands of Time* paradoxically exist in multiple places and times at once. Scattered throughout time and space are pieces and fragments of the device. The *Sands of Time* can only be destroyed if you replace each component of the time machine with a different component from a *Sands of Time* machine that traveled from a different time period. This would require 5 different components from 5 different *Sands of Time*.

MASTER SEAL — ITEM 25

Mythic | Artifact | Consumable | Magical

Usage *Held in one hand;* **Bulk** *L*
Activate *1 minute, Interact*
Prerequisites *You are not a mythic creature*

This ancient seal of powerful, potential tapping magic was created by the Shinryujin of an ancient and bygone age. These ancient seals unlock powers hidden deep within the user. Activating this artifact grants you one of the following benefits:

MYTHIC PATH
Your gain a mythic rank in a single mythic path of your choosing.

BOON OF EARTH
Your hit points increase by two times your level. Once per day, you can quicken yourself for 1 minute as a free action. You can use your extra action only to Strike, Stride, or as part of casting a two-action spell.

BOON OF HEAVEN
If you are not a Cleric, you gain the following feats as bonus feats. If you already have any of these feats, you may select another Cleric archetype feat of your choice:
- Cleric Dedication, Basic Cleric Spellcasting, Basic Dogma

If you are a Cleric, you gain two additional Cleric class feats as bonus feats. These feats must be level 10 or lower.

BOON OF SEAS
Your Speed increases by 10 feet. You choose one of the following benefits:
- **Ambush Tactics**: You deal an additional 1d6 precision damage if you Strike a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack.
- **Mobility Expert**: You gain a climb and swim speed equal to your walking speed. If you already have one of these speeds, that speed increases by an additional 5 feet. Additionally, you ignore difficult terrain caused by non magical effects, as well as magical difficult terrain caused by a magical effect of an effective spell rank less than or equal to half your level.

BOON OF FELL
If you are not a Witch, you gain the following feats as bonus feats. If you already have any of these feats, you may select another Witch archetype feat of your choice:
- Witch Dedication, Basic Witch Spellcasting, Basic Witchcraft

If you are a Witch, you gain two additional Witch class feats as bonus feats. These feats must be level 10 or lower.

Destruction A 20th level Shinryujin wills its destruction.

Consumables

Affair Meetup — Item 10

Consumable	Fulu	Magical	Talisman

Price *150 gp*
Usage *affixed to a 5,000 square foot building, or four tags affixed within 300 feet of each other.*
Activate ◆◆ *envision*
Requirement *Witch Patron*

You designate the building or area as a shrine to your patron. While the talisman is affixed, the area becomes inhospitable to creatures with a monster or ancestry trait determined by your patron (GM Discretion). Creatures with the chosen trait have weakness equal to half your level to spirit damage while within the area and will know before entering that this area is anathema to them.
You may activate the talisman to cast *read omens* or gain a +1 item bonus to the primary check of a *commune* ritual.

Arrow of Banishing — Item 12

Consumable	Magical	Talisman

Price *350 gp*
Usage *affixed to an arrow*
Activate ◆ *envision*
Trigger *Your Strike damages a target*
Requirement *You are a master with the weapon firing the affixed arrow*

Your talisman transforms the arrow into a sacred one. The target is affected by *banishment*. The save DC is 30.

Barrier Breaker — Item 12

Consumable	Magical	Talisman

Price *350 gp*
Usage *affixed to an arrow*
Activate ◆ *envision*
Trigger *Your Strike damages a target*
Requirement *You are a master with the weapon firing the affixed arrow*

Your talisman transforms the arrow into a sacred one. The arrow attempts to counteract a magical construct with the Force trait, with the effects of a 7th-rank *dispel magic* spell (counteract modifier +27).

Catnap — Item 1

Alchemical	Consumable	Drug	Ingested
Inhaled	Nekomata	Poison	

Price *4 gp*

This herb is largely contraband within civilized Nekomata dense regions. Known to sharpen agility but dull the mind, this drug can be used via rubbing the herb on the skin or inhaling vapors of the drugged waters after boiling the herb.
Saving Throw DC 15 Fortitude;
Maximum Duration 15 minutes;
Stage 1 You gain a +1 item bonus to Reflex saves, any effects imposing the enfeebled or fatigued conditions are suppressed (5 minutes);
Stage 2 You become clumsy, any effects imposing the enfeebled or fatigued conditions are suppressed (5 minutes);
Stage 3 You become clumsy and can't use actions with the concentrate trait.

Divine Protection — Item 4

Consumable	Fulu	Magical	Talisman

Price *13 gp*
Usage *affixed to a 5,000 square foot building, or four tags affixed within 300 feet of each other.*
Activate ◆◆ *envision*
Requirement *Witch Patron*

You designate the building or area as a shrine to your patron. While the talisman is affixed, the area becomes inhospitable to creatures with a monster or ancestry trait determined by your patron (GM Discretion). Creatures with the chosen trait will know before entering that this area is anathema to them.
You may activate the talisman to deal spirit damage equal to your level to all creatures that have the chosen trait.

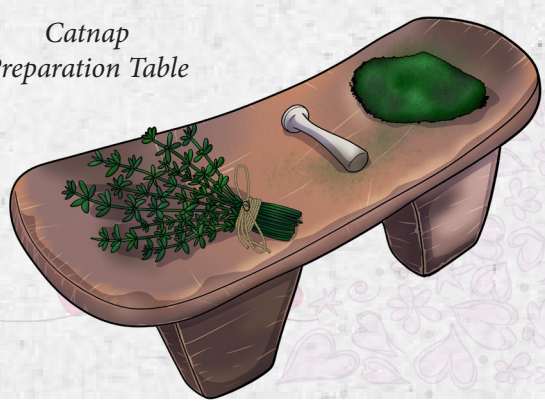
Stored Smite — Item 12

Consumable	Magical	Talisman

Price *375 gp*
Usage *affixed to a weapon*
Activate ◆◆ *envision*
Trigger *Your Strike damages a target*
Requirement *You are an expert with the affixed weapon*

Until the start of your next turn, your Strikes with the

Catnap Preparation Table



affixed weapon deal an extra 4 spirit damage to the damaged foe, increasing to 6 if you have master proficiency with this weapon.

Equipment

Ghostfire Lantern — Item 18

Light | Magical | Void

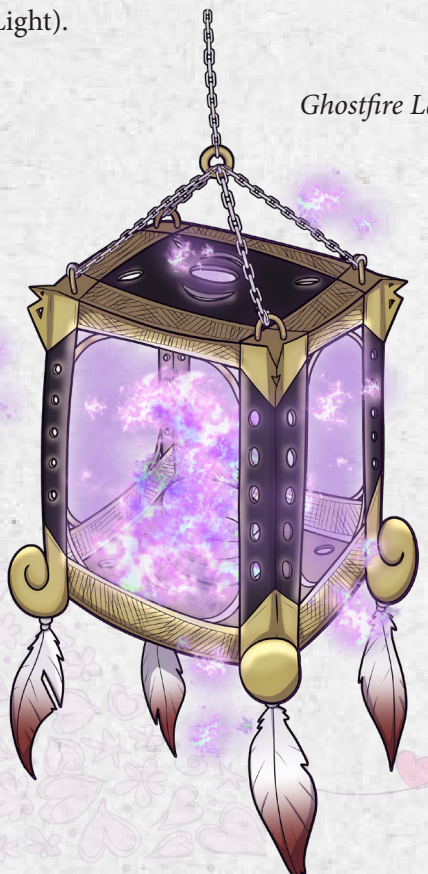
Price *21,000 gp*

This cast iron hooded lantern cannot be lit by mundane means; it can only be lit by the following:

- A Nekomata's breath weapon.
- Expending a spell that deals void (negative) damage.
- Expending an animate dead spell.
- A Yurei using a 10 minute interact action to create a ghostly spark.
- A Tenebrae Nymph's casting of light, illuminate, or prestidigitation.

This lantern can be lit for 4 hours before needing to be filled with 25 gp worth of special funeral incense or by expending one of the resources listed above and re-lit. While the lantern is lit, it behaves as a normal lantern and it has the following effects on creatures while they remain within 30 feet of the lantern ghostly teal light:

- All creatures without darkvision can treat darkness as dim light and dim light as bright light. This effect is centered on the lantern and not the creature.
- Creatures with darkvision gain greater darkvision
- Creatures with the undead trait gain a +2 circumstance bonus to armor class and saving throws versus effects that specifically target undead (such as Searing Light).



Ghostfire Lantern

Ring of the Virtuous Waifu — Item 10

Magical

Price *960 gp*

This simple golden band is not often powered by magic, but more the sheer virtue, love, and respect of the giver unto one's bride.

Requirements *you have a spouse*

Effect During your daily preparations, the ring grants the first of the following benefits that the wearer doesn't already possess (Starting from the top and working down).

- Grants the wearer the effect of the Bond of Marriage from the *bonding rites* spell.
- Grants the wearer the Waifu Dedication Feat as a bonus feat.
- Grants the wearer a level 4 Waifu Archetype Feat as a bonus feat.

Sentient Dakimakura — Item 5

Rare | Intelligent | Magical

Price *150 gp*

These intelligent body pillows are created by passionate artists who breathe deep devotion into their work, carving entire worlds of fictional lore. This Dakimakura is a sentient magic item with an alignment and personality decided by the item's creator, featuring an illustrated fictional character.

Activate *1 hour, Command*;

Effect you may have casual conversation with the pillow to mimic the effects of *Read Omens*. However, the responses are always biased and reflective of the fictional setting the art represents. As such, you are unable to commune with deities and instead communicate with a creature of a fictionalized universe. Despite the biased narrators and fictional setting, the Dakimakura always provides honest information. Despite inaccuracies, there is always some truth behind the fiction.

Snake Charmer's Pipe — Item 7

Coda | Magical | Primal | Staff

Price *350 gp*

Usage *held in 2 hands;* **Bulk** *L*

A pipe created by the Human races in order to combat the Lamia. While playing this pipe, you gain a +2 item bonus to Performance checks.

Activate *Cast a Spell*;

Effect You expend a number of charges from this instrument to cast a spell from the following list. You can only target snakes any time the target is specified to be an animal.

Cantrip *Tame*; **1st** *Charm*;
3rd *Hypnotic Pattern*

Runes

Battle Bikini — Item 6+

Abjuration | Battle Dress | Magical

Usage *etched onto armor*; **Bulk** -

House Chadress has provided a line of Battle Dresses for top of the line summer time fun and relaxation. This rune grants the armor a +1 item bonus to Diplomacy checks to Request. Additionally, you don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.

Type Battle Bikini; **Level** 6; **Price** *225 gp;*

Type Greater Battle Bikini; **Level** 12; **Price** *1,800 gp*
The item bonus to Diplomacy checks to Request is +2.

Type Major Battle Bikini; **Level** 19; **Price** *35,000 gp*
The item bonus to Diplomacy checks to Request is +3.

Bonding Blade — Item 6

Abjuration | Waifu | Magical

Price *225 gp;*
Usage *etched onto armor*; **Bulk** -

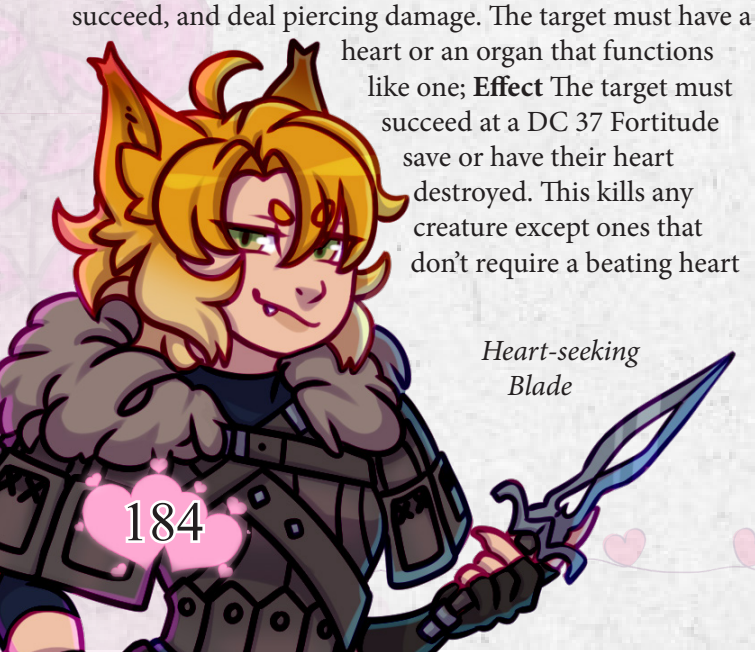
You deal 1 additional damage for each Waifu archetype class feat you have.

Heart-Seeking — Item 17

Rare | Concentrate | Evocation | Magical

Price *15,000 gp;*
Usage *etched onto a piercing weapon*; **Bulk** -

A weapon designed to attack the most powerful and influential organ in the body.
Activate ↷ *envision* (death, incapacitation); **Trigger** You roll a natural 20 on a Strike with the weapon, critically succeed, and deal piercing damage. The target must have a heart or an organ that functions like one; **Effect** The target must succeed at a DC 37 Fortitude save or have their heart destroyed. This kills any creature except ones that don't require a beating heart to live. For creatures with multiple hearts, this usually kills the creature only if you stop its last heart.



Heart-seeking Blade

Maid Outfit — Item 6+

Abjuration | Battle Dress | Magical

Usage *etched onto armor*; **Bulk** -

Many members of House Chadress' personal military adorn themselves in these famous garbs allowing them better aid of their comrades. If you roll a Critical Failure on your check to aid, you get a Failure instead.

Type Maid Outfit; **Level** 6; **Price** *225 gp;*

Type Greater Maid Outfit; **Level** 12; **Price** *1,800 gp*
Additionally, if you roll a Success on your check to aid, you get a Critical Success instead.

Type Major Maid Outfit; **Level** 19; **Price** *35,000 gp*
Additionally, you treat your effective proficiency as one step higher for the sake of Aid's bonus to your ally. If you are legendary in the attempted check, the circumstance bonus is +5.

Merry Maker — Item 6+

Abjuration | Battle Dress | Magical

Usage *etched onto armor*; **Bulk** -

Channeling the ancient art of buffoonery, this rune grants you special resistance when activated.
Activate ↷ *command;* **Frequency** *once per minute*; **Effect** Your merry making reduces oncoming damage. You gain resistance to one damage type of the triggering attack equal to half your level.

Type Merry Maker; **Level** 6; **Price** *225 gp;*

Type Greater Merry Maker; **Level** 12; **Price** *1,800 gp*
After you activate the armor and after damage resolves, you gain temporary hit points equal to half your level that lasts for 1 minute.

Type Major Merry Maker; **Level** 19; **Price** *35,000 gp*
Additionally, after you activate the armor and after damage resolves, for 1 minute, all allies within 30 feet gain bonus damage equal to one-third of your level.

Nurse Outfit — Item 6+

Abjuration | Battle Dress | Magical | Healing

Usage *etched onto armor*; **Bulk** -

A field battle nurse is prepared for any situation. This grants you the ability to heal an ally via activation.
Activate ❖ *command* ;**Frequency** *once per day*; **Effect** with a kind touch, you heal an adjacent target 2d8+5.

Type Nurse Outfit; **Level** 6; **Price** *225 gp;*

Type Greater Nurse Outfit; **Level** 12; **Price** *1,800 gp*
You can activate the armor twice per day and the healing

is 3d8+10.

Type Major Nurse Outfit; **Level** 19; **Price** *35,000 gp*
You can activate the armor three times per day and the healing is 6d8+20.

Weapons

Lesser Shoujo Blades — Item 5

Rare **Intelligent**

Price *155 gp;* **Usage** *held in 1 hand;* **Bulk** *L*
Base Weapon *Shortsword*

Perception +11*;* **Precise Vision** 30 feet, **Imprecise Hearing** 30 feet
Communication telepathy (Common and four other common languages)
Skills Performance +15
Int +2, **Wis** +2, **Int** +4
Will +13

Created in the image of the Legendary Shoujo Blades, these +1 *striking low-grade silvered* shortswords are created to provide companionship for wandering warriors in-between adventuring parties as many find it difficult to travel an adventurer's world without someone to speak to. These sentient weapons are imbued with souls that are easily "ignited" in different ways such as angering or flustering the soul of the weapon.
Activate ❖ command **Frequency** *once per hour*; **Effect** The Shoujo Blade becomes ignited and deals an additional 1d6 damage with Strikes depending on the personality type of the blade.

Activate [varies, see below] *command* **Frequency** *once per day*; **Effect** You cast the blade's respective level 2 Shoujo Spell.

Below are listed the various shoujo blade personalities, what types of damage they deal when ignited, their recommended alignment (GM gets final say), and their Shoujo spell.

Bakadere mental, any chaotic, *bakadere's ignorance* ↷;
Dandere electricity, LG or NG, *dandere's dash* ❖❖;
Goudere vitality, not neutral, *goudere's devotion* ❖❖;
Himedere force, any lawful, *himedere's decree* ❖❖;
Hiyaskudere sonic, any non-lawful, *hiyakasudere's tease* ↷;
Kuudere cold, any non-chaotic, *kuudere's calm* ↷;
Mayadere void, any non-good, *mayadere's malice* ❖❖❖;
Sadodere acid, any evil, *sadodere's cruel aura* ❖❖❖;
Tsundere fire, any, *tsundere's smite* ↷;
Yandere poison or bleed, any non-lawful, *yandere's mark* ❖❖

Pan of Frying — Item 8+

Mythic **Fatal d8** **Halfling**

Price *1,000 gp;* **Damage** *1d4 B;* **Bulk** *L*
Hands *1*
Type *melee,* **Category** *Simple,* **Group** *club,*

This +1 flaming frying pan is made of cold iron (low-grade) and is a versatile upgrade to the traveling and cooking adventurer via the Shinryujin brand marked on its surface. You gain a +1 circumstance bonus to checks to Cook Basic Meals and Special Meals. If you are a master in the chosen skill, this bonus increases to +2.

Mythic By expending 1 use of mythic power, 1 hero point, or 1 focus point, you can prepare an additional Meal or 1 Meal in half the regular time. Additionally when you do so regardless of your skill check you treat the meal as 1 Success tier higher.

Type Pan of Frying (Greater); **Level** 16; **Price** *8,000 gp*
The frying pan is a +2 greater flaming frying pan made of cold iron (standard-grade) and the circumstance bonus increases to +3 if you are legendary in the chosen skill.

Red Hair Sala'dhin Fighter and a Sadodere Lesser Shoujo Blade

CHAPTER 5

WAIFU SPELLS

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Pathfinder 2e	195-199
Shoujo Spells	200-209

Waifu Spells

This chapter introduces a variety of whimsical spells designed to add a touch of Waifu-inspired magic to your campaigns. Drawing from the themes of romance, humor, and all the silly tropes, these spells are crafted to be both entertaining and functional within the game.

Spells. Most spells in this chapter are designed about how you would expect a Complete Waifu Handbook to design their spells. Many enchantment spells, a few conjuration spells, and, of course, Waifumancy cantrips to enhance domestic encounters. The standout spells that many tables will appreciate are *Bonding Rite* and *Yurei Shokan*.

Shoujo Spells. Unlike normal spells, the Shoujo spells are a special school of magic that are based on your personality rather than your class. They are earned throughout a campaign and granted by the GM or selected through very specific class choices. They are all more powerful than usual spells and can be cast daily without expending spell slots. However, they can still be prepared as normal spells once earned. See page 200 for more details.

Notes from Stuart - Shoujo Spells

Shoujo spells are a pretty radical departure from what most third party source books do. We have planned 10 personality types that your characters can earn.

Currently, we only have 2nd level spells ready to experiment with. As we receive more feedback for these spells, we will expand on them. In the future we will add higher level spells as well as feats and possible class options.

5e Spells

Bonding Rite

***Classes**: Cleric, Paladin, Warlock*
3rd-level Enchantment

Casting Time: 1 Hour
Range: Touch
Components: V, S, M (two mirroring tokens such as gold bands, tattoo designs, or ceremonial weapons each worth 50gp)
Duration: Until Dispelled
Target: Two willing creatures within range

As part of casting this spell, you bond 2 willing creatures into a relationship respected in the eyes of the gods. The target creatures choose between Brotherhood, Fealty, Marriage, Mentorship, or Rivalry and bestow the following Bond to the targets.

These Bonds last until either creature is slain, one or both creatures decide to end the bond, lose their half of the material component, or either creature takes a knowingly hostile action against the other.

If an effect would end this spell outside of a violation of the perceived bond, the used material components are returned to the recipients and can be reused in later castings of the *Bonding Rite* spell.

Bond of Brotherhood

This bond must be sworn between 2 mutual targets, there is no limit to how many creatures one can share this bond with. Both creatures within this Bond are referred as "Brothers" for mechanical purpose:

- Both targets gain a +1d4 bonus to all to hit rolls while within 10ft of each other.
- When one Target attacks a hostile creature, they can spend their free interaction to mark them and provide their "Brother" a 1d4 bonus on their next damage roll on the "marked" prior to the "marker's" next turn.

Bond of Fealty

This oath is sworn by 1 target to another, granting each a unique benefit. The Recipient is referred to as a King, while the Initiator is the Knight:

- While within 60ft of their King, a Knight gains a 1d4 bonus each round you can spend to increase either 1 attack roll or damage roll made.
- While within 10ft of your Knight, a King gains +1 AC and a +1d4 bonus to all Persuasion and Intimidation checks.

Bond of Marriage

This oath is sworn between 2 mutual targets. A creature can only ever have 1 of these bonds active at a time. Many people swear this bond without enchantment as the limits of the divine are not the limits of love. Creatures who share this bond are referred to as each other's Spouse.

- While within 30ft of their Spouse, the target gains a +1 to AC. While within 15ft, this is increased to +2
- While within 5ft, a Spouse can use their reaction (in response to a Dexterity saving throw) to grab the other Spouse and cause them both to take the higher of their 2 rolls.

Variant Rule: Paladins who take this Bond may change their subclass to the Oath of Matrimony after the spell is cast. If the GM allows, the paladin may keep their old spells.

Variant Rule: Bond of Oathtaking

This bond is in between a Paladin and an Oathkeeper. After this bond is taken, the paladin may change their subclass to a different Oath. Once per long rest, the Oathkeeper may gain a +1d4 bonus to attack rolls while the Paladin maintains their Oath.

Bond of Mentorship

This oath is sworn by one target to another granting each a different boon. In this bond, the Recipient is known as the Pupil while the Initiator is the Mentor. A Mentor can bond to any number of Pupils, however a Pupil can only bond to a number of Mentors equal to their proficiency bonus at a time:

- The Mentor gains temp hit points equal to the Pupil's level and a point of inspiration every time they witness the Pupil succeed in a task the Mentor is proficient in but the Pupil is not.
- When the Mentor provides the Help action, the Pupil gains an additional bonus equal to the Mentor's proficiency bonus on the helped roll along with advantage.

Bond of Rivalry

This oath is sworn between two mutuals who each gain the same benefits. Those who swear this bond are identified as Rivals:

- Whenever a creature sees their rival succeed in a skill check they are not proficient in, their determination to better their rival grants them a d4 bonus on that check. If the rival is proficient, this bonus increases to d8. A rival may only have 1 determination bonus saved, but can choose when to trade out 1 skill check for another.

Oath of Matrimony: Bond of Marriage

DOTING SUPPORT

***Class**: Bard*
Enchantment Cantrip

Casting Time: Reaction (which you take when a creature within 30ft makes an ability check, attack roll, or saving throw) or an Action
Range: 30 feet
Components: V
Duration: Instantaneous
Target: 1 ally within range

You give a quick shout of moral support. The target gains a +1 to an attack roll or skill check. If you use this cantrip as a reaction, you are so preoccupied with supporting your ally that you cannot make a bonus action on your next turn. If you are a Protag Bard and you target one of your Special Someone's, they may roll on the comical misunderstanding table.

DREAM MEAL

***Classes**: Cleric, Druid, Ranger*
1st-level Conjuration

Casting Time: 1 Action
Range: Self
Components: V, S, M (a basic or special meal prepared within the last 8 hours)
Duration: Instantaneous

The next time you take a long rest, you dream and gain the benefits of special meals. You must sleep for at least 1 hour to gain the benefits of this spell and being awakened will cancel the affects.

Depending on the material component used, the effects of the spell will change:

- **Basic Meal**. You gain the favored meal bonus of your favorite meal. If you do not have a meal, the spell has no effect.
- **Special Meal**. You gain the benefit of the special meal as if it was prepared 1 step better (failure becomes success, success becomes critical success, etc).

If you fall asleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit.

At Higher levels. When you cast this spell with a third level spell slot or higher, you may target every willing creature within a 20-foot radius of yourself.

FLUSTERING FLIRTATION

***Classes**: Bard, Sorcerer, Warlock, Wizard*
1st-level Enchantment

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, 1 minute

Weaponizing your affections into a volatile enchantment, you begin striking poses that allow you to overheat the mind of enemies. When you cast this spell and again as a bonus action on subsequent turns, you can force 1 creature within range to make a Wisdom saving throw. A creature who fails the save suffers 1d6 Psychic damage.

Nosebleed. A creature who fails their save additionally suffers a condition called "Nosebleed" causing them to take 1d4 Necrotic damage at the start of each turn. A creature can end the condition by succeeding a Constitution save at the end of their turn against your spell DC.

A creature who succeeds the initial Wisdom save becomes immune to the spell for 24 hours. When this spell is cast at a level higher than a target's proficiency bonus, they rocket back 15ft and fall prone taking an additional 2d6 bludgeoning damage.

At Higher levels. When you cast this spell with a second level spell slot or higher, the Necrotic damage increases by 1d4. Additionally, when cast at 5th level, creatures who fail the Wisdom saving throw are incapacitated for 1 round.

INFATUATED HAZE

***Classes**: Bard, Sorcerer, Warlock, Wizard*
4th-level Enchantment

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the target is instead under the effect of the spell *slow*.

At Higher levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional humanoid for each slot level above 4th. The humanoids must be within 30 feet of each other when you target them.

ONCE UPON A DREAM

***Classes**: Bard, Sorcerer, Wizard*
1st-level Illusion

Casting Time: Special
Range: 100 miles
Components: V, S
Target: 1 Non-hostile creature you are aware of
You may preform a short 5 minute ritual to tie your dreams with a creature you are aware of before slumbering. While you sleep, you reach out to their mind, granting them a dream or vision that allows you to communicate your emotional state. The target recognizes this vision as a spell and sees you within it.

At Higher levels. You gain the following benefits when you cast the spell above 1st level.

- At 3rd level, the vision/dream can double as a message as though you cast the *sending* spell.
- At 5th level, the spells allow for two way communication as if you were in the same location.
- At 7th level, the target can be anywhere on the same plane of existence.
- At 9th level, you can target creatures across planes, the recipient is made aware of what plane it is sent from but not where in that plane.

PILLOW FIGHT

***Classes**: Bard, Sorcerer, Warlock, Wizard*
4th-level Abjuration

Casting Time: 1 Action
Range: 120 feet
Components: V, S, M (a small miniature pillow with an arcane glyph sewn into it)
Duration: Concentration 1 minute
You ward an area with a strange curse of cozy playfulness, preventing any true harm to befall creatures. Target a 30ft radius space centered on a point. While within this area, all weapons take on plush pillow like qualities that prevent them from dealing fatal damage. Additionally, all non-magical weapons act as though they had rolled minimal damage within the area. Ranged weapon attacks going through it are resolved as though they were within the area.

At Higher levels. The radius of the area is increased by 5ft for every spell level above fourth.

RED SPRITE OF DISTRACTIONING

***Classes**: Druid, Ranger, Sorcerer, Wizard*
1st-level Evocation

Casting Time: 1 Action
Range: 60 feet
Components: S, M (A wand with a small prism or glass piece)
Duration: Concentration 1 minute
You conjure into existence a small dot of red light by pointing your wand. Any creature within 15ft of the Dot must succeed a Wisdom saving throw against your spell DC or be distracted by the dot.

The creature can not move away from or target any creature until wasting at least 1 attack against the dot. For the sake of this spell, including the Dot in an Area of Effect spell or ability counts as making an attack against the Dot.

At the start of each of your turns, you can move the Dot to another point within 60ft from on you.
Creatures of the Beast Creature type suffer disadvantage on the Wisdom Saving throw. Nekomata and Okami suffer a -2 penalty to their saving throw as well.

At Higher levels. When cast at 2nd level or higher the range increases by 10ft for every level above 1st. The Dot's aura of distraction also expands by 5.

WAIFUMANCY

***Classes**: Bard, Cleric, Sorcerer, Warlock, Wizard*
Transmutation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: S, M (a household item relevant to the task you want done such as a cooking pan, feather duster, or laundry basket)
Duration: Concentration 1 minute
Manifesting the unique power of the Waifus, you create a small miracle to allow aid in household tasks. As an action, you can create one of the following instantaneous effects.

- Instantly prepare a home-cooked, quality sustaining, but mundane meal out of raw ingredients. This does not allow you to create basic or special meals from chapter 6 of this book.
- Instantly tidy or organize 1 room no more than 30ft by 30ft in size. This can not repair broken objects.
- Instantly clean a small pile of clothes enough to adorn 1 creature for 3-5 days.
- Instantly mend one suit of fine quality clothes or lower to "as good as new" conditions.
- Instantly summon a fresh food item from up to 30ft away (only if you ask politely).
- Instantly set or unset a table of dishes as well as cleaning them.

YUREI SHOKAN

***Classes**: Bard, Cleric, Sorcerer, Wizard*
6th-level Necromancy

Casting Time: 1 hour
Range: Touch
Target: A dead creature
Components: V, S, M (an item that has personal meaning worth at least 500 gp or a close loved one of the target creature)
Duration: Instantaneous

You touch the corpse of a creature that has been dead for no less than 25 years and has died of a cause other than old age. Calling out to its spirit via the sentimental connection to the material component used, you bring the creature back from death. If the physical remains of the slain creature no longer exist, you instead reach out to their soul through both a loved companion and a material component. Over the course of an hour, you beckon or otherwise coerce the soul back to the material plane. Assuming the soul is free, the target returns to the material plane with the following changes.

- Its creature type is undead instead of humanoid
- Any racial traits it had are replaced with the racial traits of the Yurei with a Subrace that best suits its cause of death (see chapter 1)
- The creature suffers -4 penalty to all saving throws. This penalty is reduced by 1 every 24 hours, or by 2 if the creature spends the time resting and performing no more than 4 hours of light activity
- Souls can be restored this way regardless of if the creature is willing, so long as the soul is not restrained or damaged.

If the target of this spell is already a Yurei, you may use the components of the spell to forcefully summon them to you. The target must succeed a Charisma save against your spell save DC or be summoned within 30ft of you within a point you decide. This action fails if the creature's soul is somehow unable to be conjured. Yurei bound by this spell can be summoned regardless of which plane of existence they are on, so long as no arcane or divine force prevents them from teleporting.

PATHFINDER 1E

BONDING RITE

School Enchantment (compulsion), [curse, language-dependent, mind-affecting]; **Level** Cleric 3, Paladin 3

Casting Time 1 Hour

Components V, S, F (two mirroring token such as gold bands, tattoo designs, or ceremonial weapons each worth 50gp)

Range Touch

Targets Two willing creatures within range

Saving Throw None; **Spell Resistance** no

As part of casting this spell, you bond 2 willing creatures into a relationship respected in the eyes of the gods. The target creatures choose between Brotherhood, Fealty, Marriage, Mentorship, or Rivalry and bestow the following Bond to the targets. These Bonds last until either creature is slain, one or both creatures decide to end the bond, lose their half of the focus component, or either creature takes a knowingly hostile action against the other.

Bond of Brotherhood

This bond must be sworn between 2 mutual targets. There is no limit to how many creatures one can share this bond with. Both creatures within this Bond are referred as "Brothers" for mechanical purpose:

- Both targets gain a +1d4 bonus to all weapon attack rolls while within 10 feet of each other.
- When one target attacks a hostile creature, they can spend a free action to mark them providing their "Brother" a bonus 1d4 damage if they attack that same creature before its turn begins.

Bond of Fealty

This oath is sworn by 1 target to another, granting each a unique benefit. The Recipient is referred to as a King, while the Initiator is the Knight:

- While within 60 feet of their King, a Knight gains a 1d4 bonus each round you can spend to increase an attack or damage roll.
- While within 10 feet of your Knight, a King gains +1 Morale Bonus to AC and a +4 competency bonus to all Diplomacy and Intimidation checks.

Bond of Marriage

This oath is sworn between 2 mutual targets. A creature can only ever have 1 of these bonds active at a time. Many people swear this bond without enchantment as the limits of the arcane are not the limits of love. Creatures who share this bond are referred to as each other's Spouse for mechanic purposes:

- While within 30 feet of their Spouse, the target gains a +1 sacred bonus to AC. While within 15 feet, this is increased to +2

Bond of Mentorship

This oath is sworn by one target to another granting each a different boon. In this bond, the recipient is known as the Pupil while the Initiator is the Mentor. A Mentor can bond to any number of Pupils, however a Pupil can only bond to a number of Mentors equal to 1 + 1 additional Mentor for every 4 levels they have:

- The Mentor gains temp hit points equal to the Pupil's level every time they witness the Pupil succeed in a task the Mentor is proficient in but the Pupil is not.
- Whenever the Mentor is present, the Pupil may roll any skill the Mentor has as though they were trained in it and they get an additional +2 bonus to that roll.

Bond of Rivalry

This oath is sworn between two mutuals who each gain the same benefits. Those who swear this bond are identified as Rivals:

- Whenever a creature sees their rival succeed in a check, they gain a 1d6 bonus to a skill of their choice if they do not have ranks in the skill used, or a 1d8 if they do. You may only have 1 bonus active, but may change it whenever a new trigger occurs.

DOTING SUPPORT

School Enchantment (compulsion) [emotion, mind-affecting]; **Level** Bard 0

Casting Time 1 Immediate Action or Standard Action

Components V

Range 30 feet

Targets 1 ally within range

Duration Single Attack Action, Saving Throw, or Skill Check

Saving Throw Will Negates; **Spell Resistance** no

You give a quick shout of moral support. The target gains a +1 bonus to an attack roll or skill check.

DREAM MEAL

School Conjuration (creation); **Level** Cleric 1, Druid 1, Ranger 1, Shaman 1
Casting Time 1 Standard Action
Components V, S, M (a basic or special meal prepared within the last 8 hours)
Duration Instantaneous
Range Self

The next time you sleep, you dream and gain the benefits of special meals. You must sleep for at least 1 hour to gain the benefits of this spell and being awakened early will cancel the effects.

Depending on the material component used, the effects of the spell will change:

- **Basic Meal**. You gain the favored meal bonus of your favorite meal. If you do not have a meal, the spell has no effect.
- **Special Meal**. You gain the benefit of the special meal as if it was prepared 1 step better (failure becomes success, success becomes critical success, etc).

If you fall asleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit.

DREAM MEAL, MASS

School Conjuration (creation); **Level** Cleric 3, Druid 3, Ranger 3, Shaman 3
Range 20-foot emanation
Duration Instantaneous

This spell functions like *Dream Meal*, except that it affects every willing creature within range.

FLUSTERING FLIRTATION

School Enchantment (compulsion) [emotion, mind-affecting] ; **Level** Bard 1, Bloodrager 1, Magus 1, Sorcerer/Wizard 1, Witch 1
Casting Time 1 Standard Action
Components V, S
Duration 1 minute
Range 60 feet
Targets 1 creature with blood or capable of bleeding
Saving Throw Will negates; see text; **Spell Resistance** no

Weaponizing your affections into a volatile enchantment, you begin striking poses that allow you to overheat the mind of enemies. When you cast this spell and again as a free action on subsequent turns, you can force 1 creature within range to make a Will saving throw. A creature who fails the save suffers 1d6 damage.

Nosebleed: A creature who fails their save additionally suffers a condition called "Nosebleed" causing them to take 1d4 bleed damage per 2 Caster Level (Max 10d4) at the start of each turn. A creature can end the condition by succeeding a Fortitude save at the end of their turn against your spell save DC.

INFATUATED HAZE

School Enchantment (compulsion) [mind-affecting];
Level Bard 4, Bloodrager 4,
Magus 4, Sorcerer/Wizard 4, Witch 4
Casting Time 1 Standard Action
Components V, S
Duration 1 round/level
Range 60 feet
Targets 1 humanoid creature
Saving Throw Will partial; see text; **Spell Resistance** no

The subject becomes paralyzed and freezes in place as if under the *hold person* spell. If the target succeeds the saving throw, they are instead under the effects of the *slow* spell.

ONCE UPON A DREAM

School Illusion (phantasm) [mind-affecting];
Level Bard, Sorcerer/Wizard 1
Casting Time 5 Minutes
Components V, S
Range 100 miles
Targets 1 friendly creature you are aware of.
Duration until received by target.
Saving Throw None; **Spell Resistance** no

When you and the target are next asleep at the same time, you are transported to a shared dream world. In this dream, you and the target can only communicate with emotions.

Special: You may cast this spell at higher levels in order to gain the following effects:

3rd: You may add up to 25 words to each target's communication.
5th: Range becomes 1000 Miles ({There is no Planetary Range or anything beyond Long which is only 400 + 40 feet per level except universal})
7th: You may add up to 250 words to each target's communication.
9th: The range becomes unlimited.

PILLOW FIGHT

School Abjuration; **Level** Bard 4, Bloodrager 4, Sorcerer/Wizard 4
Casting Time 1 standard action
Components V, S, M (a small miniature pillow with an arcane glyph sewn in)
Duration 1 round/level
Range 120 feet
Target 30ft radius area
Saving Throw None; **Spell Resistance** no

You ward an area with a strange curse of cozy playfulness, preventing any true harm to befall creatures. Target a 30 feet radius space centered on a point. While within this area, all weapons take on plush pillow like qualities that prevent them from dealing fatal damage, turning any damage dealt to nonlethal. Additionally, all non-magical weapons act as though they had rolled minimal damage within the area. Ranged weapon attacks going through it are resolved as though they were within the area.

RED SPRITE OF DISTRACTIONING

School Evocation [mind-affecting];
Level Druid 1, Ranger 1, Sorcerer/Wizard 1
Casting Time 1 standard action
Components S, F (A wand with a small prism or glass piece)
Duration 1 minute
Range 60 feet
Targets 1 creature
Saving Throw Will; **Spell Resistance** no

You conjure into existence a small Dot of red light by pointing your wand or your focus component. Any creature within 15 feet of the Dot must succeed a Will saving throw or be distracted by the Dot. The creature can not move away or target any creature until they attack the Dot. For the sake of this spell, including the Dot in an Area of Effect spell counts as making an attack against the dot.

At the start of each of your turns, you can move the Dot to another point within 60 feet from on you as a swift action. Creatures of the Animal, Magical Beast, or Yokai Creature type suffer a -2 penalty to their saving throw.

WAIFUMANCY

School Universal; **Level** Bard 0, Cleric 0, Sorcerer/Wizard 0, Witch 0
Casting Time 1 standard action
Components S, F (a household item relevant to the task you want done such as a cooking pan, feather duster, or laundry basket)
Duration Instantaneous
Range 30 feet
Saving Throw None; **Spell Resistance** no

Manifesting the unique power of the Waifus, you create a small miracle to allow aid in household tasks. As a standard action, you can create between 1 to 3 of the following instantaneous effects:

- Instantly prepare a home-cooked quality sustaining but mundane meal out of raw ingredients. This does not allow you to prepare a basic or special meal as outlined in chapter 6 of this book.
- Instantly tidy 1 room no more than 30x30 in size. This can not repair broken objects.
- Instantly clean a small pile of clothes enough to adorn 1 creature for 5-7 days.
- Instantly mend one suit of clothes to "as good as new" conditions.
- Instantly summon a fresh food item from up to 60 feet away (only if you ask politely).
- Instantly set or unset a table of dishes as well as cleaning them.

Feral Nekomata failed his save against the Red Sprite of Distractioning

YUREI SHOKAN

School Necromancy; **Level** Bard 6, Cleric 6, Medium 6, Sorcerer/Wizard 6, Spiritualist 6, Witch 6
Casting Time 1 Hour
Components V, S, M (an item that has personal meaning worth at least 500 gp or a close loved one of the target creature)
Duration Instantaneous
Range Touch
Saving Throw None; **Spell Resistance** No

You touch the corpse of a creature that has been dead for no less than 25 years and has died of a cause other than old age. Calling out to its spirit via the sentimental connection to the material component used, you bring the creature back from death. If the physical remains of the slain creature no longer exist, you instead reach out to their soul through both a loved companion and a material component. Over the course of an hour, you beckon or otherwise coerce the soul back to the material plane. Assuming the soul is free, the target returns to the material plane with the following changes:

- Its creature type is half-undead instead.
- Any racial traits it had are replaced with the racial traits (or Yurei Template if the GM chooses) of the Yurei with the subtype that best suits its cause of death (see chapter 1).
- The creature suffers -4 penalty to all saving throws. This penalty is reduced by 1 every 24 hours, or by 2 if the creature spends the time resting and performing no more than 4 hours of light activity.
- Souls can be restored this way regardless of if the creature is willing, so long as the soul is not restrained or damaged.

If the target of this spell is already a Yurei, you may use the components of the spell to forcefully summon them to you instead of resurrecting them. The target must succeed a Will save against your spell save DC or be summoned within 30 feet of you, within a point you decide. This fails if the creature's soul is somehow unable to be conjured. Yurei bound by this spell can be summoned regardless of which plane of existence they are on, so long as no arcane or divine force prevents them from teleporting.

PATHFINDER 2E

BONDING RITE — SPELL 3

Enchantment
Tradition *Divine, Primal*
Cast *1 hour (material, somatic, verbal)*
Range *Touch*; **Target** *2 willing creatures*
Duration *unlimited; see below*

You create a magical bond between two willing creatures who must share genuine affection for one another. As part of the spell, both members of the bond receive a ring, amulet, or similar token to symbolize their shared connection. The target creatures choose between Brotherhood, Fealty, Marriage, Mentorship, or Rivalry and bestow the following Bond to the targets. These Bonds and their effects last until either creature is slain, one or both creatures decide to end the bond, lose their token, or either creature takes a knowingly hostile action against the other:

- **Bond of Brotherhood** This bond must be sworn between 2 mutual targets, there is no limit to how many creatures one can share this bond with. Both creatures within this Bond are referred as "Brothers" for mechanical purposes and gain the Brother's Mark Action.

BROTHER'S MARK ↷

Concentrate
Trigger *the user's brother successfully damaged a creature within 10 feet*

Your brotherhood bond ignites in battle. Until the start of your brother's next turn, your next Strike or Spell Attack deals extra damage of that attack's type equal to half their level. If the attack deals multiple kinds of damage, they choose the type of damage from the types available.

- **Bond of Fealty** This oath is sworn by 1 target to another granting each a unique benefit. The Recipient is referred to as a King, while the Initiator is the Knight. A knight gains a +1 circumstance bonus to attack rolls against creatures within 30 feet of their king. A King gains a +1 circumstance bonus to AC and a +1 circumstance bonus to all Persuasion and Intimidation checks within 10 feet of their knight.

- **Bond of Marriage** This oath is sworn between 2 mutual targets. A creature can only ever have 1 of these bonds active at a time. Many people swear this bond without enchantment as the limits of the arcane are not the limits of love. Creatures who share this bond are referred to as each other's Spouse for mechanic purposes.
  - While within 15 feet of their Spouse, the target gains a +1 circumstance bonus to AC. While within 5 feet, this is increased to +2. Both targets also gain the I Got You reaction.

I GOT YOU ↷

Concentrate	Fortune

Trigger *the user's Spouse fails a Reflex saving throw within 5 feet of you*
Requirements *the user and the Spouse are not prone*
You leap to defend your Spouse from danger. The user and the Spouse both become prone. The user rolls a d20 and can substitutes their roll in place of their Spouse's, even if it's lower.

- **Bond of Mentorship** This oath is sworn by one target to another, granting each a different boon. In this bond, the Recipient is known as the Pupil while the Initiator is the Mentor. A Mentor can bond to a number of Pupils equal to their level, however a Pupil can only bond to a number of Mentors equal to a quarter of their level.
  - The Mentor gains temporary hit points equal to the Pupil's level every time they witness the Pupil succeed in a task the Mentor is trained in but the Pupil is not
  - Whenever a Pupil is within 30 feet of their Mentor, the Pupil adds a circumstance bonus equal to half their level to any skill they are untrained in.

Special If the Pupil has Untrained Improvisation and is at least level 7, the bonus gained for untrained skills decreases to +1.

- **Bond of Rivalry** This oath is sworn between 2 mutual targets who each gain the same benefits. Those who swear this bond are identified as Rivals. Whenever a creature sees their rival succeed in a skill check they are not trained in, their determination to better their rival grants them a circumstance bonus equal to their level the next time they attempt that check. If the creature is trained and the rival's proficiency in that skill is at a higher rank, then the proficiency decreases by +1 for each tier of proficiency between you two.

DESPERATE TEARS FOCUS 5

Healing	Vitality	Sorcerer

Bloodline Soulmated
Cast ◆▶▶▶ (somatic)
Range *Touch*; **Target** *1 dead creature that died within the past 5 minutes*
A desperate plea to change the fates' design, you embrace a dead creature and weep heartfelt, healing tears. You can't use *desperate tears* if the creature was killed via *disintegrate* or a death effect. If the force in charge of death has decided that the creature's time has come (at the GM's discretion) or if the creature doesn't wish to return to life, this spell automatically fails.

The creature returns to life in a glorious flash of light and 3d6 hit points are restored to it. The target is also permanently changed in some way by their time in the afterlife, such as gaining a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Heightened (+1) An additional 1d6 hit points are restored to the creature upon revival.

Masic Sorcerer bringing back what once was his.

DOTING SUPPORT — CANTRIP 1

Uncommon	Auditory	Bard
Cantrip	Composition	Enchantment

Cast ◆ (verbal)
Range *30 feet*; **Target** *1 friend or ally*
Duration *Until the start of your next turn*

You give a quick shout of moral support. This counts as having taken sufficient preparatory actions to Aid, except you don't need to specify what task you intend to Aid. When you later use the Aid reaction, you can roll Performance instead of the normal check you would need.

DREAM MEAL — SPELL 1

Uncommon	Conjuration	Mental	Sleep

Tradition *Divine*
Cast ◆◆ (somatic, verbal, material (a basic or special meal prepared within the last 8 hours))
Range Self;

The next time you sleep, you dream and gain the benefits of special meals. You must sleep for at least 1 hour to gain the benefits of this spell and being awakened early will cancel the effects.

Depending on the material component used, the effects of the spell will change:

- **Basic Meal**. You gain the favored meal bonus of your favorite meal. If you do not have a meal, the spell has no effect.
- **Special Meal**. You gain the benefit of the special meal as if it was prepared 1 step better (failure becomes success, success becomes critical success, etc).

Special If you fall asleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit.

Heightened (3rd) The range becomes 20 foot emanation affecting all willing targets.

FLUSTERING FLIRTATION — FOCUS 1

Emotion	Enchantment	Mental	Wizard

Cast ◆◆ (somatic, verbal)
Range 30 feet; **Target** *1 creature that has blood or can bleed*
Saving Throw *Fortitude*

You stoke the target's emotional state, causing its body to have a violent reaction. The spell deals 2d4 mental damage and 1 persistent bleed damage depending on the result of its Will save.

Critical Success The target takes no damage.
Success The target takes half mental damage but no persistent bleed damage.
Failure The target takes full damage.
Critical Failure As failure, but the gushing blood is so explosive the target is knocked prone and is stunned 1.

Heightened (+1) The mental damage increases by 2d4 and the persistent bleed damage increases by 1.

LOVE LANGUAGE — FOCUS 1

Cleric	Divination

Cast *1 minute;* **Duration** *5 minutes;*
Domains *passion, passion (apocryphal)*

You can understand and speak a single language you are hearing or reading. While this effect is active, you gain a +1 status bonus to Diplomacy checks to Make an Impression or Request a speaker of that language.

Heightened (+1) The duration lasts for an additional 5 minutes.
Heightened (5th) The status bonus increases to +2
Heightened (9th) The status bonus increases to +3

INFATUATED HAZE — FOCUS 4

Emotion	Enchantment	Incapacitation
Mental	Wizard	

Cast ◆◆ (somatic, verbal)
Range 30 feet; **Target** *1 creature*
Saving Throw *Will*

The target is distracted and captivated by an idealized version of what it loves.

Critical Success The target is unaffected.
Success The target is stunned 1.
Failure The target is slowed 1 for 1 minute.
Critical Failure The target is stunned 2 and slowed 1 for 1 minute.

Heightened (+1) You may target an additional creature.

NEPOTISM — FOCUS 1

Druid	Healing	Positive

Cast ◆ to ◆◆ (somatic)
Range touch or 30 feet (see text); **Target** *1 consort*

You heal and care for your Consortium first and foremost, restoring 1d6 Hit Points to the target and granting yourself a number of temporary hit points equal to half the amount healed. The number of actions spent Casting this Spell determines its effect.

◆ (somatic) The spell has a range of touch.
◆◆ (somatic, verbal) The spell has a range of 30 feet and restores an additional 1d4+4 Hit Points to the target.

Heightened (+1) The amount of healing increases by 1d6, and the additional healing for the 2-action version increases by 1d4+4.

ONCE UPON A DREAM — SPELL 1

Dream	Illusion	Linguistic
Mental	Sleep	Sorcerer

Tradition *Occult, Divine*
Cast *5 minutes (somatic, verbal)*
Range *100 miles*; **Target** *1 friendly creature you have met in person*
Duration *until the next time you make your daily preparations.*

You have many times dreamed of your destiny, and you know there are others to share in them. The next time both you and the target are asleep at the same time, you are transported into a shared dream world. In this dream, you and the target can only communicate with your emotions.

Heightened (3rd) You can communicate 25 words within the dream.
Heightened (5th) The range of the spell becomes planetary.
Heightened (7th) You can communicate 250 words within the dream.
Heightened (9th) The range of the spell becomes universal.

PAS DE DEUX — FOCUS 1

Conjuration	Sorcerer	Teleportation

Bloodline *Soulmated*
Cast ◆◆ (somatic, verbal)
Range 15 feet; **Target** *Self and Ally*

You and an ally perform an ethereal dance across the battlefield. You exchange places with an ally within range.

Heightened (+2) The range increases by 5 feet.

PILLOW FIGHT — SPELL 4

Conjuration	Sorcerer	Teleportation

Traditions *Arcane, Occult*
Cast ◆◆ *(somatic, verbal, material)*
Range *60 feet*; **Area** *20-foot burst*
Duration *sustained up to 1 minute*

You ward an area with a strange curse of cozy playfulness preventing any true harm to befall creatures. While in the area, all weapons gain the nonlethal trait and roll the minimum amount of damage. Ranged weapon attacks fired or thrown into the area are affected as well.

Heightened (+1) The spell's range increases by 10 feet and the area increases by 5 feet.

RED SPRITE OF DISTRACTIONING — SPELL 4

Evocation	Visual

Traditions *Arcane, Primal*
Cast ◆◆ *(somatic, verbal, material)*
Range *30 feet*
Saving Throw *Will*; **Duration** *sustained up to 1 minute*

You conjure into existence a small mote of red light by pointing your wand. Any creature within 5 feet of the dot must make a saving throw and creatures with the beast, Nekomata, or okami trait take a -1 circumstance penalty to this save. In addition, a creature must attempt a Will saving throw if it is within 5 of the light when you cast it, when it enters the pattern, when it ends its turn within 5 feet of the light, or if it uses a Seek or Interact action on the light. A creature currently fascinated by the pattern doesn't attempt new saves.

Success The target is unaffected.
Failure The target is fascinated by the pattern.
Critical Failure As failure, except while it remains fascinated, it can't use reactions.

When you sustain the spell, you can move the light to another point within range.

Heightened (+1) The spell's range increases by 10 feet. The light's aura of distraction also expands by 5 feet.

TRUE LOVE'S KISS — FOCUS 3

Healing	Sorcerer

Bloodline Soulmated
Cast ◆◆◆ (somatic)
Range *Touch*; **Target** *1 dead creature that died within the past 5 minutes*

Speaking directly from the heart, you directly kiss the forehead or lips and let the power of your love alleviate suffering. You attempt to counteract one curse, disease, or poison affecting the target. You gain a +2 circumstance bonus to the check if the effect has the polymorph trait.

Heightened (+1) You can attempt to counteract an additional curse, disease, or poison affecting the target. Each counteract attempt requires an additional roll.

WAIFUMANCY RITUAL 1

Uncommon

Cast *1 hour;* **Cost** *cleaning supplies worth 1 gp;*
Secondary Casters *1*; **Primary Check** *Occultism (expert);*
Secondary Check *Society*
Range *10 feet*; **Target** *30 foot square within any domicile or room.*

Cast ❖❖ *(somatic, verbal)*
Range *30 feet*; **Target** *object (cook, lift, or tidy only)*
Duration *sustained*

Manifesting the unique power of Waifus, you create a small miracle to accomplish the following household tasks:

- **Cook** Cool, warm, or flavor 2 pounds of nonliving material.
- **Tidy** instantly tidy 1 room no more than 30x30 in size, this can not repair broken objects
- **Wash** instantly clean a small pile of clothes enough to adorn 1 creature for a week.
- **Mend** Instantly mend clothing to "as good as new" conditions
- **Gather** Instantly summon a fresh food item from up to 60 ft away (only if you ask politely)
- **Set** Instantly set or unset a table of dishes as well as cleaning them

Waifumancy can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

YUREI SHOKAN RITUAL 4

Necromancy

Cast *1 day;* **Cost** *an item that has personal meaning worth at least 40 gp × the target's level and/or a close loved one of the target creature (see below);*
Secondary Casters *2*;
Primary Check *Religion (expert);*
Secondary Check *Occultism, Society*
Range *10 feet*;
Target *1 dead creature of up to 10th level that has been dead for no less than 25 years and has died of a cause other than old age*

You attempt to call forth the target's spirit via the sentimental connection to the material component used. If the physical remains of the slain creature no longer exist, you instead must reach out to their soul through both a loved companion and a material component. Over the course of a day, you beckon or otherwise coerce the soul back to the material plane. Souls can be restored this way regardless of if the creature is willing, so long as the soul is not restrained or damaged.

Critical Success The target returns to the material plane with the following changes:

- The creature gains the Yurei trait.
- If the creature is a PC, its ancestry becomes Yurei and its heritage changes to a Yurei heritage that best suits its cause of death (GM choice) unless it has a versatile heritage.
- This new body has full HP and has the same spells prepared and points in their pools as the original did when it died.

Success As critical success, except the new body has 1 HP and no spells prepared or points in any pools. The soul takes some time to adjust to its new existence, leaving them clumsy 2, drained 2, and enfeebled 2 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.
Failure You fail to call forth the target.
Critical Failure The target returns as a wraith. The ritual can be repeated after the wraith is destroyed.

If the target of this spell is already a Yurei, you may instead use the components of the spell to forcefully summon them to you. The target must succeed a Will Save against the higher of your Class DC or Spell DC or be summoned within 30 feet of you within a point you decide. Yurei bound by this spell can be summoned regardless of which plane of existence they are on, so long as no arcane or divine force prevents them from teleporting.

Heightened (5th) The maximum level of the target increases to 12. The cost is the target's level (minimum 1) × 75 gp.
Heightened (6th) The maximum level of the target increases to 14. The cost is the target's level (minimum 1) × 125 gp.
Heightened (7th) The maximum level of the target increases to 16. The cost is the target's level (minimum 1) × 200 gp.
Heightened (8th) The maximum level of the target increases to 18. The cost is the target's level (minimum 1) × 300 gp.
Heightened (9th) The maximum level of the target increases to 20. The cost is the target's level (minimum 1) × 600 gp.

Kishari, head librarian of The Velvet Spire studies the Love Mage artes and of Shoujo Spells.

Shoujo Spellbook

In the Xerros setting, there exists a special brand of magic called the Shoujo spells. These are spells that were developed through a Waifu's love for their spouse and each spell reflects the personality of the Waifu that created it. Shoujo spells are a part of the Waifu's devotion and spirit rather than their skill in magic.

The following 10 spells are all listed and tagged as a Shoujo spells. Shoujo spells cannot be selected through normal means and must be earned through special classes, feats, or even items starting at 3rd level.

Earning a Shoujo Spell

There are some classes, subclasses, items, and feats that cite Shoujo spells in their description. Shoujo spells are usually granted to PCs and other characters as rewards by the GM.

Once a Shoujo spell is chosen, you cannot learn a Shoujo spell outside your personality type.

Spells earned this way are treated as any other spells or spells known with extra lore implications:

- **Granted Spells**: If your spells are granted through an outside source such as a deity or a patron, the outside source does not claim credit for granting the spell to you. Instead, you are *somehow* casting the spell through their magic or tradition.
- **Spellbook**: If you cast spells through a spellbook, Shoujo spells are added to the book as a series of diary entries dedicated to your love. These "spells" are written in whatever language you wish and can be read by anyone else that shares your language, but cannot be learned from your spellbook as your brand of love is unique to you.
- **Spontaneous**: If you cast spells spontaneously, these spells do not count towards your spells known but are added to your spell list regardless.

Using Shoujo Spells

Shoujo spells are special in that they exist outside of spellcasting traditions or sources. You may cast a Shoujo spell at nearly anytime in the following ways.:

- **5e**. You may cast a Shoujo spell at least once per long rest without expending spell slots. If the feature that grants you the Shoujo spell allows you to cast it more, use that instead. At any time, you may expend an appropriate spell slot to spontaneously cast the spell.
- **Pathfinder 1e**. You may cast a Shoujo spell once per day as a spell-like ability. Unlike normal spell-like abilities, you may expend appropriate spell slots to apply metamagic to Shoujo spells. At any time, you may expend an appropriate spell slot to spontaneously cast a Shoujo Spell even if you use a spellbook.
- **Pathfinder 2e**. All Shoujo spells are focus spells and they share your classes' casting tradition. If you do not have a casting tradition, your Shoujo spells are occult.

BAKADERE'S IGNORANCE

A Bakadere is a type of Waifu that many would deem to be of low intelligence or have a dumb and mild personality. They typically do not put much logic or thought into their next move and operate on their whims and wants.

Personality: Bakadere
Alignment Suggestion: Any Neutral
Suggested Classes: Barbarian, Druid, Fighter
Trope: Well intentioned airhead

5E SPELL

BAKADERE'S IGNORANCE

2nd-level Abjuration (Shoujo Spell)

Casting Time: 1 action
Range: Touch
Target: 1 friendly creature within range
Components: V, S, M (a symbol of your love)
Duration: Concentration, up to 10 minutes

Imbuing a creature with foolishness and dulling their mind, you ward a creature against attempts to mental invasion. The target creature becomes unable to be compelled to act or not act by any magical source such as enchantment spells.

Additionally, creatures attempting to read the target's thoughts must make an intelligence ability check against your spell save DC or only be able to pull useless unrelated trivia about the creature's life such as favorite food, color, or most recent meal. Even if the target creature's intelligence modifier is negative, the DC for this check is actually increased by this negative modifier.

For example: If you target a creature with a -2 Int modifier it is treated as a +2 instead. Their below average intelligence is helpful in this regard because the invading spell cannot pull any useful information from the target.

PATHFINDER 1E

BAKADERE'S IGNORANCE

School Abjuration [Shoujo]; **Level** Special 2
Casting Time 1 action
Components V, S, F (a symbol of your love)
Duration 1 minute/level
Range 30 feet
Targets 1 creature within range
Saving Throw Will; **Spell Resistance** yes

Imbuing a creature with foolishness and dulling their mind, you ward a creature against attempts to invade their mind. The target creature becomes unable to be compelled through mind-affecting effects.

Additionally, creatures attempting to read the target's thoughts must make a will save against your spell save DC or only be able to pull useless unrelated trivia about the creature's life such as favorite food, color, or most recent meal. If the target creature's intelligence modifier is negative, the DC for this check is increased by the negative modifier.

PATHFINDER 2E

BAKADERE'S IGNORANCE FOCUS 1

Rare	Abjuration	Mental	Shoujo

Cast ↷ *(somatic, material)*
Range *30 feet*
Trigger *a creature other than you rolls a saving throw against a mental effect*

By imbuing a creature with foolishness and dulling their mind, you ward a creature against attempts to invade its mind. The target treats the results of their saving throw as one step better.

Additionally, until the end of your next turn, creatures attempting to read the target's thoughts must make a saving throw versus your spell save DC or only be able to pull useless unrelated trivia about the creature's life such as favorite food, color, or most recent meal.

Dandere's Dash

A Dandere is a Waifu that is quiet and very self contained. Their best traits can be brought out by interacting with their love interest.

Personality: Dandere
Alignment Suggestion: Lawful or Neutral Good
Suggested Classes: Cleric, Rogue, Wizard
Trope: Quiet reserved sweetheart

5e Spell

Dandere's Dash

2nd-level Conjuration (Shoujo Spell)

Casting Time: 1 bonus action
Target: Self
Components: S, M (A symbol of your love)
Duration: Concentration, up to 10 minutes

Your affection causes you to fluster and attempt to conceal yourself. You teleport yourself 20ft and attempt to take the hide action. For the duration, you can hide while only lightly obscured. If you are instead heavily obscured, you gain a bonus to the stealth check equal to the spells level.

At Higher Levels. When cast with a spell slot of 4th level or higher you may gain "Charges". You gain 1 Charge for each 2 spell levels above second which you can spend on subsequent turns. You may expend a charge to teleport and attempt to hide as per this spell. Additionally, the teleportation distance increases by 5ft for every spell level above 2nd.

"Senpai noticed me... this is terrible."

Pathfinder 1e

Dandere's Dash

School Conjuration (teleportation) [Shoujo];
Level Special 2
Casting Time 1 swift action
Components S, F (a symbol of your love)
Duration 10 minutes/level
Range 40 feet
Targets Self
Saving Throw None; **Spell Resistance** yes

You allow your affection to fluster you into a teleportation and attempt to conceal yourself. You teleport yourself 20 feet and make a stealth check. For the duration of the spell, 'steam' from your emotions permeates through your surroundings. You can hide without cover or concealment by gingerly moving at half your speed with this steam and you gain a bonus to your stealth checks equal to your spellcasting attribute modifier.

Pathfinder 2e

Dandere's Dash — Focus 1

Rare	Conjuration	Shoujo	Teleportation

Cast ❖❖ *(somatic, material)*
Targets *self*
Duration *1 minute*

Your affection causes you to fluster and attempt to conceal yourself. You gain a +1 status bonus to Stealth checks to Hide and instantly teleport yourself 20 feet and Hide.

Heightened (+2) You can recast Dandere's Dash an additional time without using a focus point as long as you still have the status bonus to Stealth.
Heightened 3rd The status bonus to Stealth lasts for 10 minutes.
Heightened 5th The status bonus to Stealth lasts for an hour and increases by an additional +1.
Heightened 9th The status bonus to Stealth lasts until your next daily preparations.

Goudere's Devotion

A Goudere is a Waifu incapable of containing their love for their spouse or significant other. They are defined by their determination and wanting praise for their efforts.

Personality: Goudere
Alignment Suggestion: Any Non-Neutral
Suggested Classes: Paladin, Rogue, Sorcerer
Trope: Unstoppable devoted supporter

5e Spell

Goudere's Devotion

2nd-level Enchantment (Shoujo Spell)

Casting Time: 1 action
Range: 40 feet
Components: S, F (a symbol of your love)
Duration: Concentration, 1 minute

You begin by declaring a target as your Love and demand that they praise you. Your Love gains temp HP equal to 3d4 + your spellcasting ability modifier. Whenever your Love spends their bonus action to praise you, you gain a special "praise action" which can be used to perform one of the following:

- Make a single weapon attack
- Cast a cantrip with a casting time of 1 action cast at it's lowest level
- Dash
- Any action you could usually do as a bonus action

Pathfinder 1e

Goudere's Devotion

School Enchantment (compulsion) [emotion, Shoujo];
Level Special 2
Casting Time 1 standard action
Components S, F (a symbol of your love)
Duration 1 round/level
Range 40 feet
Targets 1 allied creature within range
Saving Throw Will; **Spell Resistance** yes

You begin by declaring a target as your Love and demand that they praise you. Your Love gains temp HP equal to 3d4 + your spellcasting ability modifier. Whenever your Love spends their swift action to praise you, you gain a special "praise action" which can be used to perform one of the following:

- Make a single weapon attack without applying any feats
- Cast a Cantrip or Orison with a casting time of 1 action
- Gain a single move action
- Any action you could usually do as a swift action

Pathfinder 2e

Goudere's Devotion — Focus 1

Rare	Enchantment	Shoujo

Tradition *arcane, divine, occult*
Cast ◆◆ to *(verbal, somatic, material)*
Range *30 feet;* **Targets** *Ally or Friendly Creature*
Duration *1 minute*

You begin by declaring a target as your Love and demand that they praise you. The target may spend a reaction to praise you. When they do, you gain the quickened condition and can use the extra action each round only for the following actions:

- Make a Strike. This Strike deals minimum damage on a failure.
- Cast a two-action Cantrip
- Step twice.

"Praise me more, Master..."

HIMEDERE'S DECREE

A Himedere is a Waifu that believes that their significant other should spoil them and treat them like royalty. Himedere think very highly of themselves and their love.

Personality: Himedere
Alignment Suggestion: Any Lawful
Suggested Classes: Bard, Cleric, Wizard
Trope: Royal highness with their loyal knight

5E SPELL

HIMEDERE'S DECREE

2nd-level Illusion (Shoujo Spell)

Casting Time: 1 action
Range: 30 feet; **Target**: 1 creature within range
Components: V, S, M (A symbol of your love)
Duration: Concentration, 1 minute

Empowering your voice with your affections, you declare a creature to be afflicted with a singular adjective decree. Your words carve an illusion around them, making the decree appear true to any onlooker but has no physical effects. All enemy creatures that behold the creature within 30 feet must make an Intelligence saving throw or fall for the spell. Below are a few examples of decrees and their effects:

- **Baka (Stupid)**. The creature appears to become buffoonish and incompetent, creatures surrounding the target become incapable of understanding the creature's speech or instructions.
- **Ecchi (Pervert)**. The target appears to be a pervert and a social pariah. For the duration of this spell, the creature can no longer be targeted by spells or effects that target "willing" or "friendly" creatures.
- **Stinky**. An enemy appears to smell extremely foul, all creatures allied with them will refuse to end their turn within 5 feet of the target.
- **Strong**. The target appears to be stronger than any other, granting them advantage on intimidation checks.

You may come up with more decrees with your GM. Effects should be minor, only affecting 1 or 2 mechanical changes.

PATHFINDER 1E

HIMEDERE'S DECREE

School Illusion (glamor) [Shoujo]; **Level** Special 2
Casting Time 1 standard action
Components V, S, F (a symbol of your love)
Duration 10 minutes/level
Range 30 feet; **Targets** Self
Saving Throw Will; **Spell Resistance** yes

Empowering your voice with arcane affections, you declare a creature to be afflicted with a singular adjective decree. Your words carve an illusion around them, making the decree appear true to any onlooker but has no physical effects. All creatures must make a saving throw or believe the following effects.

- **Baka (Stupid)**. The creature appears to become buffoonish and incompetent, creatures become incapable of understanding the creature's speech or instructions.
- **Ecchi (Pervert)**. The target appears to be a pervert and a social pariah. For the duration of this spell, the creature can no longer be targeted by spells or effects that target "willing" or "friendly" creatures.
- **Stinky**. An enemy appears to smell extremely foul, all creatures allied with them will refuse to end their turn within 5 feet of the target.
- **Strong**. The target appears to be stronger than any other, granting them a +4 circumstance bonus to all Intimidation checks.

You may come up with more decrees with your GM. Effects should be minor, only affecting 1 or 2 mechanical changes.

PATHFINDER 2E

HIMEDERE'S DECREE — FOCUS 1

Rare	Illusion	Linguistic	Shoujo

Cast ❖❖ *(somatic, material)*
Range *30 feet;* **Targets** *1 creature*
Saving Throw *Will;* **Duration** *1 minute*

Empowering your voice with arcane affections, you declare a creature to be afflicted with a singular adjective decree. Your words carve an illusion around them, making the decree appear true to any onlooker but has no physical effects. Onlookers must make a saving throw or believe the following effects.

- **Baka (Stupid)**. The creature appears to become buffoonish. Creatures surrounding the target become incapable of understanding the creature's speech or instructions.
- **Ecchi (Pervert)**. The target appears to be a pervert and a social pariah. For the duration of this spell, the creature can no longer be targeted by spells or effects that target willing, friendly, or allied creatures.
- **Stinky**. An enemy appears to smell extremely foul, all creatures allied with them will refuse to end their turn within 5 feet of the target.
- **Strong**. The target appears to be stronger than any other, granting them a +1 status bonus to Intimidation checks..

You may come up with more decrees with your GM. Effects should be minor, only affecting 1 or 2 mechanical changes.

HIYAKASUDERE'S TEASE

A Hiyakasudere is a Waifu whose love language involves teasing their significant other. They love watching their love become flustered and annoyed.

Personality: Hiyakasudere
Alignment Suggestion: Any Non-Lawful
Suggested Classes: Bard, Fighter, Rogue
Trope: Flirty affectionate brat

5E SPELL

HIYAKASUDERE'S TEASE

2nd-level Enchantment (Shoujo Spell)

Casting Time: 1 reaction
Range: 40 feet
Target: 1 creature within range
Components: V, S, M (a symbol of your love)
Duration: Instantaneous

You begin relentlessly making fun of a creature's actions and hobbies, damaging their pride and making it difficult for them to act without flustering self-conscious thoughts. The creature must succeed a Wisdom save against your spell DC or suffer one of the following (your choice):

- Target a different creature in range for their action
- Choose a different action to perform or spell to cast
- Or perform any attack rolls for the action with disadvantage (this can not be chosen if the action lacks an attack roll)

PATHFINDER 1E

HIYAKASUDERE'S TEASE

School Enchantment (compulsion) [emotion, mind-affecting, shoujo]; **Level** Special 2
Casting Time 1 immediate action (to a hostile action)
Components V, S, F (a symbol of your love)
Duration Instantaneous
Range 40 feet
Targets 1 creature within range
Saving Throw Will; **Spell Resistance** no

You begin maliciously making fun of a creature's actions and hobbies, damaging their pride and making it difficult for them to act without flustering self-conscious thoughts. The creature must succeed a Will save against your spell DC or pick one of the following:

- Target a different creature in range for their action (this can only apply to spells that are harmful to their target and don't have a range of personal).
- Choose a different action to perform or spell to cast. (This does not make them lose their original spell slot or ability limit).
- Or perform any attack rolls for the action with a -5 Penalty (this can not be chosen if the action lacks an attack roll).

PATHFINDER 2E

HIYAKASUDERE'S TEASE — FOCUS 1

Rare	Emotion	Enchantment	Linguistic
Mental	Shoujo		

Cast ↻ *(verbal, somatic, material)*
Range *30 feet;* **Targets** *a creature targets you or your spouse with an attack roll*
Saving Throw *Will*

You begin maliciously making fun of a creature's actions and hobbies, damaging their pride and making it difficult for them to act without flustering self-conscious thoughts. On a failed save, the target chooses one of the following:

- Target a different creature in range.
- Choose a different action to perform.
- The attack is rolled with misfortune.

"You're actually casting a spell right now?!~ So lame!"

KUUDERE'S CALM

A Kuudere is a Waifu who keeps their emotions in check and contained. They believe that their actions speak much louder than their words ever can.

Personality: Kuudere
Alignment Suggestion: Any Non-Chaotic
Suggested Classes: Druid, Monk, Paladin
Trope: Quiet controlled protector

5E SPELL

KUUDERE'S CALM

2nd-level Enchantment (Shoujo Spell)

Casting Time: 1 action or reaction
Range: Self
Components: V, M (a symbol of your love)
Duration: Concentration, 1 minute

You suppress your affection and temporarily deaden your emotions. For the spell's duration, you gain advantage against the Charmed and Frightened Conditions or spells and abilities that would manipulate emotional status.

If you use this spell as a reaction, you only gain this spell's benefit against the single triggering effect.

PATHFINDER 1E

KUUDERE'S CALM

School Enchantment (compulsion) [emotion, mind-affecting, shoujo]; **Level** Special 2
Casting Time 1 standard or immediate action
Components V, F (a symbol of your love)
Duration 1 round/level
Range self
Saving Throw No; **Spell Resistance** yes

You suppress your affection and temporarily deaden your emotions. For the spell's duration, you gain a +4 bonus to all saving throws against compulsion and emotion based effects. If you use this spell as an immediate action, the duration only lasts until the beginning of your next turn.

PATHFINDER 2E

KUUDERE'S CALM — FOCUS 1

Rare | Emotion | Enchantment | Mental | Shoujo

Tradition *arcane, divine, occult*
Cast ↻ *(somatic, material)*
Range *30 feet;* **Targets** *you fail but don't critically fail a saving throw against an effect with the emotion trait.*

You suppress your affection and temporarily deaden your emotions. You succeed on your saving throw instead.

MAYADERE'S MALICE

A Mayadere is a Waifu who once was on the side of evil and still has dark compulsions and desires. Their love is so powerful that they chose love over evil.

Personality: Mayadere
Alignment Suggestion: Any Non-Good
Suggested Classes: Rogue, Warlock, Wizard
Trope: Villain with a soft spot

5E SPELL

MAYADERE'S MALICE

2nd-level Enchantment (Shoujo Spell)

Casting Time: 1 bonus action
Range: 30 feet
Target: 1 Ally within range
Components: V, S, M (a symbol of your love)
Duration: Concentration, 1 minute

You weaponize a creature's affections, turning them to a burning malice and a desire to slay all who oppose them. Target 1 willing ally. For the spell's duration, the chosen ally deals an additional 3d4 on weapon damage rolls against hostile creatures.

The allied creature ignores difficult terrain, so long as their movement would end within 5ft of a hostile creature with an intent to attack.

At Higher Levels. When cast at a spell level of 3rd or higher, the target ally additionally deals an extra 1d4 for every level above 1st when damaging the hostile creatures.

PATHFINDER 1E

MAYADERE'S MALICE

School Enchantment (compulsion) [evil, shoujo];
Level Special 2
Casting Time 1 swift action
Components V, S, F (a symbol of your love)
Duration 1 round/level
Range 40 feet
Targets 1 allied creature within range
Saving Throw none; **Spell Resistance** no

You weaponize a creature's affections, turning them to a burning malice and a desire to slay a specific creature. Target 1 willing ally. For the spell's duration, the chosen ally gains a bonus 2d4 to all damage rolls against hostile creatures.

So long as your ally is moving towards the hostile creatures, they are not impeded by difficult terrain.

PATHFINDER 2E

MAYADERE'S MALICE — FOCUS 2

Rare	Emotion	Enchantment	Shoujo

Cast ◆◆◆ *(verbal, somatic, material)*
Range *30 feet;* **Targets** *1 ally*
Duration *sustained*

You weaponize a creature's affections, turning them to a burning malice and a desire to slay your enemies. For the spell's duration, the target ally deals an additional damage die with Strikes and additional typed damage equal to the spell rank on cast spells.

SADODERE'S CRUEL AURA

A Sadodere is a Waifu who enjoys cruelly toying with their love or torturing others in the name of their love. A sadodere is someone who expresses their love in twisted ways.

Personality: Sadodere
Alignment Suggestion: Any evil
Suggested Classes: Barbarian, Rogue, Sorcerer
Trope: Cruel fiendish pervert

5E SPELL

SADODERE'S CRUEL AURA

2nd-level Necromancy (Shoujo Spell)

Casting Time: 1 action
Range: Self 10 Feet
Target: All hostile creatures in range
Components: V, S, M (a symbol of your love)
Duration: Instantaneous

You unleash a sadistic aura, targeting all creatures in range with your ambient cruelty. Creatures in range must succeed a Wisdom saving throw or take 3d6 psychic damage and be frightened of you.

Creatures who meet the save take half damage. Frightened creatures can reattempt the save at the end of their turn ending the effect on a success.

At Higher Levels. When you cast the spell at a level higher than 2nd, choose one of the following effects for each level above 2nd:

- Damage increases by 1d6
- Aura's radius increases by 5ft

PATHFINDER 1E

SADODERE'S CRUEL AURA

School necromancy [emotion, evil, fear, mind-affecting, shoujo]; **Level** Special 2
Casting Time 1 standard action
Components V, S, F (a symbol of your love)
Duration Instantaneous
Range 10 foot burst
Targets all hostile creatures within range
Saving Throw Will partial; **Spell Resistance** yes

You invoke a cruelty within your aura that degrades the bravery of others and aim that aura via a sadistic grin to creatures to demoralize them. Affected creatures must succeed a Will saving throw against your spell DC or take 1d6 points of damage per caster level (maximum 5d6) and be Frightened of you for 1 minute.

Creatures who make the Will save take half damage and resist the fear effect. A creature can reattempt the save against being frightened at the end of each of their turn.

PATHFINDER 2E

SADODERE'S CRUEL AURA — FOCUS 1

Rare	Aura	Emotional	Fear
Mental	Necromancy	Shoujo	Visual

Cast ◆▶▶ *(somatic, material)*
Range *30 feet emanation*
Duration *sustained up to 1 minute*
Saving Throw *Will*

You invoke a cruelty within your aura that degrades the bravery of others and aim that aura via a sadistic grin to demoralize them. A target within range takes 2d4 mental damage upon casting or sustaining the spell.

Critical Success The target is unaffected
Success The target takes half damage
Failure The target is frightened 1 and takes full damage
Critical Failure The target is frightened 2 and takes double damage.

Heightened (+1) You can target an additional creature within the area and the damage increases by 1d4.

A Tsundere is a Waifu who, for one reason or another, struggle with their feelings for their love. They hide their emotions.

Personality: Tsundere
Alignment Suggestion: Any
Suggested Classes: Barbarian, Fighter, Paladin
Trope: Emotionally repressed crush

5E SPELL

TSUNDERE'S SMITE

2nd-level Evocation (Shoujo Spell)

Casting Time: 1 Reaction (In response to any saving throw against the Charmed Condition, or after being successfully damaged)
Range: Self
Components: V, S, M (a symbol of your love)
Duration: Concentration, 1 minute

You agitate your affections into a violent outburst, either within your weapon or your hand itself. The next time you hit a creature with a weapon attack during this spell's duration, you deal an additional 3d6 of whatever damage type it already deals. While this spell is active, you can ignore the inability to attack any creature you are charmed by. This spell can be triggered if an ally casts a spell on you that applies the Charmed Condition.

At Higher Levels. When cast using a spell slot of 3rd level or higher the damage increases by 1d6 per level above second.

PATHFINDER 1E

TSUNDERE'S SMITE

School Evocation [Shoujo]; **Level** Special 2
Casting Time 1 immediate action (In response to any saving throw against being charmed, or after being successfully damaged)
Components V, S, F (a symbol of your love)
Duration 1 round/level
Range self
Saving Throw None; **Spell Resistance** no

You agitate your affections into a violent outburst, either within your weapon or your hand itself. Your next successful melee attack deals an additional 2d10 damage of the highest damaging type it already deals. While this spell is active, you can ignore the inability to attack any creature you are charmed by.

PATHFINDER 2E

TSUNDERE'S SMITE — FOCUS 1

Rare	Abjuration	Mental	Shoujo

Cast ↷ *(verbal, somatic, material)*
Duration *1 minute*
Trigger *a creature successfully deals damage to you or imposes a condition on you*

You agitate your affections into a violent outburst, either within your weapon or your hand itself. You make a melee Strike against the triggering creature. If the creature is not within the Strike's reach, the Strike is treated as if the target were within reach and all damage normally dealt by the Strike becomes mental damage. During the duration, you cannot be prevented from taking hostile actions.

YANDERE'S MARK

A Yandere is a Waifu who is obsessed with the object of their desire. They are often seen as unhealthily obsessed and over-possessive of their spouse.

Personality: Yandere
Alignment Suggestion: Any Non-Lawful
Suggested Classes: Bard, Rogue, Ranger
Trope: Obsessive possessive stalker

5E SPELL

YANDERE'S MARK

2nd-level Divination (Shoujo Spell)

Casting Time: 1 action
Range: Sight
Target: 1 Allied Creature
Components: V, S, M (a symbol of your love or a lock of your target's hair)
Duration: 8 hours

By imbuing your affection into a glyph used to track prey, you mark a creature as your "Darling". You always know the general direction of your Darling and their general condition as defined below as long as they are on the same plane of existence:

- Unharmed: Full hp
- Wounded: Hp above half but less than full
- Bloodied: Half or Below
- Critical: Below 25% of their max

When a creature deals damage to your "Darling", you may use your reaction to move 20ft or make a melee weapon attack against a creature within 5ft of you. While this spell is active, you can not move further away from your chosen Darling until you end the spell (no action required) unless you do so to defend or serve them in some way.

At Higher Levels. When you cast the spell with a spell slot of 3rd level or higher:

- The reaction movement increases by 5 feet for every level above 2nd.
- For every 2 levels above 2nd, the reactionary attack deals an extra 1d6
- When cast at 9th level, reactionary movement no longer provokes opportunity attacks and ignores difficult terrain. Reactionary attacks score a critical on 18-20.

PATHFINDER 1E

YANDERE'S MARK

School Divination [curse, shoujo]; **Level** Special 2
Casting Time 1 standard action
Components V, S, F (a symbol of your love or a lock of your target's hair)
Duration 8 hours
Range Sight
Targets 1 allied creature within range
Saving Throw Will; **Spell Resistance** yes

By imbuing your affection into a glyph used to track prey, you mark a creature as your "Darling". You always know the general direction of your Darling and their general condition as defined below as long as they are on the same plane of existence:

- Unharmed: Full hp
- Wounded: Hp above half but less than full
- Bloodied: Half or Below
- Critical: Below 25% of their max

When another creature deals damage to your "Darling", you may use your immediate action to move 20 feet or make a melee weapon attack against a creature within 5 feet of you. While this spell is active, you can not move further away from your chosen Darling until you end the spell. Unless you do so to defend or serve them in some way.

PATHFINDER 2E

YANDERE'S MARK — FOCUS 1

Rare	Curse	Divination	Emotion
Fear	Mental	Shoujo	Visual

Cast ❖❖ *(verbal, somatic, material)*
Range *Touch;* **Targets** *1 willing living creature*
Duration *until the next time you make your daily preparations*

By imbuing your affection into a glyph used to track prey, you mark a creature as your "Darling". You always know the general direction of your Darling and their general condition as defined below as long as they are on the same plane of existence.

- **Unharmed** Full Hit Points
- **Lightly Wounded** Hit Points above half but less than full
- **Bloodied** Hit Points at Half or Below
- **Critical** Below 25% of their max Hit Points

When a creature deals damage to your "Darling", you may use your reaction to move 15 feet towards or make a melee Strike against that creature. While this spell is active, you can not move further away from your chosen Darling until you end the spell unless you do so to defend or serve them in some way.

CHAPTER 6

COOKING AND CAMPING

Classes	Description	Page Numbers
Camping	Zones, Camping, and Camping activities	211-219
Cooking	Cooking and cooking reagent rules	220-221
Meals	32 Special Meals of nearly every level and their effects in all 3 systems	222-253
Legendary Meals	Legendary Meals that can only be eaten once and provide a permanent buff.	254-261

Creating Campsites

While exploration and travel are a major part of most campaign settings, the art of downtime is isn't always explored in many systems. Especially when it comes to the some of real life's most enjoyable activities such as camping, cooking, and enjoying a meal.

While this chapter is not an exhaustive list of activities, it can help serve as inspiration and as some basic rules for establishing campsites, campsite activities, and, one of life's most enjoyable pastimes, cooking.

Zones and Weather

Whenever exploring an area, it is important for the GM to know how dangerous the zone that you are exploring is. It is not necessary for the PCs to know how dangerous the territory is, but chances are they will have some idea through common sense or their character's abilities.

Zones and Weather

Danger Levels	Zone Examples	Weather Examples
Safe	Near town, developed area, or owned property	Clear skies, ideal temperature, ideal condition
Average	Typical wilderness, roadside travel, allied territory	Mild, undisrupted, fog, no real hazards
Dangerous	Enemy territory, untamed wilderness, hostile terrain	Rain, light snow, high winds, hail
Deadly	Cursed lands, other planes of existence, powerful wandering monsters	Blizzard, lightning, fire storm, sandstorm, tornado, hurricane

5e • Zone DC's

Danger Zone	Zone DC	Encounter Roll	Weather Modifier
Safe	8	11	-1
Average	10	12	+0
Dangerous	15	13	+1
Deadly	20	14	+3

PF1 • Zone DC's

Danger Zone	Zone DC	Encounter Roll	Weather Modifier
Safe	13	11	-2
Average	18	12	+0
Dangerous	23	13	+2
Deadly	30	14	+4

PF2 • Zone DC's

Danger Zone	Zone DC	Encounter Roll	Weather Modifier
Safe	15	11	-2
Average	23	12	+0
Dangerous	32	13	+2
Deadly	40	14	+4

Determining DC's

The table on the previous page provides a solid baseline for determining how difficult performing any camping activity is in a given zone.

Zone DC: The Zone DC determines the Skill DC for each camping Activity. Feel free to adjust the DC for each activity as needed.

Encounter DC: The GM secretly rolls a single flat d20. If the d20 matches or is greater than the DC, an encounter occurs. More dangerous weather also makes encounters ***less*** likely. While it might seem odd that more dangerous territories have lower encounter rates, it is also more dangerous for typical denizens of the zone which means they are less inclined to seek out trouble. It is recommended to roll for encounters for every 8, 12, or 24 hours the players spend in a single zone depending on how meticulous your travel rules are.

Do keep in mind that not all encounters are dangerous. Some may be simple travelers, merchants, curious animals, natural wonders, or supernatural events. It is up to your GM and the setting to determine what sort of encounters will appear whenever the Encounter DC is rolled.

Weather Modifier: The GM determines through a system's typical means what sort of weather is occurring in a zone. Depending on the weather, it may make camping activities easier or harder. Fair weather may make encounters more enticing for events and enemies as well.

Encounter DC example: Your players are in a heavily wooded area in enemy territory that's patrolled by random monsters, which means the DC for each skill check is set to *Dangerous*. However, camouflaging the site might be easier due to the dense foliage, bringing the DC down to *Regular*. Hunt and Gather in this particular zone might be *Deadly* thanks to the wandering monsters. Feel free to bring context and additional DC adjustments to each activity as you see fit.

Notes from Stuart - Nat 20s and Nat 1s

If you are choosing to use the Critical Success/Failure rules above for 5e and Pf1e, Nat 20s and Nat 1s increase or decrease the stages of success by 1 respectively.

For Example: If you are playing 5e, and the DC for an activity is 28 and you roll a Natural 20 but your bonuses only result in a 24, you succeed rather than fail.

Critical Success/Failure

Though only Pathfinder 2e uses the critical success/failure system, we felt it would be more fun to include such a system into our own camping rules.

If you succeed or fail a skill check for camping by a certain amount (depending on the system), you may achieve a critical success or critical failure. Also, Natural 20s and 1s alter the degree of success by 1 in the appropriate direction for better or worse respectively.

- **5e Exceeds/fails.** DC check by 5 or more
- **Pf1 Exceeds/fails**. DC check by 8 or more
- **Pf2: Exceeds/fails**. DC check by 10 or more

If you feel like this is not useful for your setting or table, feel free to treat every success or failure as a critical success or a critical failure.

Note: Further details for Pathfinder 2nd edition's camping rules can be found in *Pathfinder: Kingmaker Adventure Path: Companion Guide* or at https://2e.aonprd.com/Rules.aspx?ID=1885. The following camp activities are heavily inspired by the guide and adapted into other systems.

Optional: Prepare a Campsite

Concentrate	Exploration	Move

While it's possible to just find anywhere to camp, it's not always ideal. The party can first establish a camp in order to benefit from any other camping activities. Doing this activity takes an hour. You may use the following skills to establish a campground against the Zone's DC.

Prepare a Campsite Table	
5e:	Intelligence (Nature), Wisdom (Survival)
Pf1:	Appraise, Knowledge (Geography), Knowledge (Nature), Survival
Pf2:	Lore: (Terrain you are in), Survival

Succeeding in establishing a camp, you may use the same campsite again in the future with the same rate of success.

Critical Success You find the perfect spot for a camp. The encounter DC for your area increases by 2 and Zone DC decreases by 1.

Success As critical success, except the DC decreases by 1 but skill checks remain the same.

Failure Your campsite will work, but it's not good. Campsite activities that require checks take a -2 penalty.

Critical Failure Your camp is a mess and you cannot perform any camping activities this evening (though you can still gain the benefit of resting). Your encounter DC for this area decreases by 2 and your attempts have possibly drawn the attention of others. Roll an encounter check with the new DC.

Camp Activities

Once a campsite is prepared, your PCs may attempt to perform any of the following campsite activities:

Time. Nearly all activities take 1 hour and can add to the time needed to take a long rest or rest needed to restore spells for the day.

> *NOTE*: **Pathfinder 2e** has every activity running on a 2 hour each rule. Use whichever time table you feel is best for your games.

Utilizing Magic. Camp activities tagged with "Concentrate" are considered strenuous and thus you cannot concentrate on spells in order to boost activity effectiveness (though spells that don't require concentration will still work).

Activity Limit. A single PC may perform up to 4 activities each day (though this will add to the total camping time if the players intend to take a full rest). Multiple characters and NPC may perform activities at the same time. No two characters can perform the same activity at the same time, but each activity allows an additional character to Provide Aid on it. Once an activity is chosen and completed, it cannot be performed again until the next day or after the next long rest.

PCs and NPC's may perform their normal activities such as researching spells, crafting items, or treating wounds as camping activities.

Recommended: Fast Camp

As part of a Long Rest, a party may choose to take their downtime together allowing them to create a camp to rest. Taking time to set up a camp takes 1 hour of strenuous activity before the long rest begins (See "Prepare a Campsite" on the previous page).

Allow players to preform 2 camping activities as part of their 8 hours of long rest. Races who have features like an Elf's Trance can take 2 additional hours of light activity outside of those listed in the camping activities.

Camouflage Campsite

Camping	Manipulate	Secret

You attempt to conceal the camp from potential threats by covering tents with foliage or minimizing the spreads of smell or smoke, The following skills can be used for this activity against the Zone DC:

Camouflage Campsite Table	
5e:	Dexterity (Stealth)
Pf1:	Stealth
Pf2:	Stealth

Critical Success Your attempt exceeds expectations. Increase the Encounter DC by 2. The first time a flat check would result in an encounter, treat it as a failure with no encounter.

Success Increase the encounter DC of your camp by 1.

Failure Your campsite is not camouflaged.

Critical Failure You think your camp is camouflaged but instead you somehow made it more noticeable. Decrease the encounter DC of your camp by 2. You automatically have an encounter on a roll of 19 or 20.

Hunt and Gather

Camping	Move

You spend an hour gathering supplies from the wilderness. The following skills can be used for this activity against the Zone DC:

Hunt and Gather Table	
5e:	Intelligence (Nature), Wisdom (Survival)
Pf1:	Knowledge (Nature), Survival
Pf2:	Hunting Lore, Survival

Critical Success You find a number of basic ingredients equal to twice the Zone's DC, Plus special ingredients relating to Zone Danger (Basic is 4, Dangerous is 8, Deadly is 12).

Success You find a number of basic ingredients equal to the Zone's DC, plus 1d4 special ingredients. If the Zone is *Dangerous* increase to 2d4. If the Zone is *Deadly* increase to 3d4.

Failure You find a number of basic ingredients equal to the Zone's DC.

Critical Failure You find 1d4 basic ingredients. In addition, you've attracted attention. Make an additional Encounter DC check to determine if a random encounter occurs.

Learn Advanced Activity

Camping	Concentrate

There are dozens of specialized advanced activities within the pages of The Complete Waifu Handbook. Many of these can be discovered either through hearing about it, learning from a companion, or buying recipes.

Source To use an advanced activity, it first must be learned as if learning a spell from a spellbook. Some activities are learned from recipes and will have a gold cost. Other activities can be taught from a character who knows how to do it. All of the companions from this book are

presented with at least 1 or 2 advanced activities known as Companion Activities. Another character may learn these activities from the companions in the Chapter 7 of this book. Once an activity is learned, it can be performed on their own at any camping session.

Prerequisites Each advanced activity has a different prerequisite. The prerequisites to learn each advanced activity are on the Advanced Activity and Companion Activity tables. Activities that can be learned "on their own" may be attempted at any time.

You spend at least one hour attempting to learn an advanced activity. Use one of the following skill checks against the Zone DC:

Learn Advanced Activity Table	
5e:	Intelligence (Any), Wisdom (Perception)
Pf1:	Knowledge (any), Linguistics, Perception, Profession (any)
Pf2:	Lore (Any), Perception

Critical Success You learn the advanced activity. Any PC who meets the activity's requirements can now perform that activity.
Success You make progress learning the advanced activity but require at least one more day to master it. The next time you attempt to Learn Advanced Activity, the result of that check is improved by one degree of success from the result rolled.
Failure You fail to learn anything.
Critical Failure As failure, except your next attempt to Learn Advanced Activity will worsen by one degree of success.

ORGANIZE CAMP

Camping

You spend one hour to take the lead on organizing camp resources, manage shifts, and scouting the area to determine optimal efficiency with the following skill checks against the Zone DC:

Organize Watch Table	
5e:	Intelligence (Nature), Wisdom (Perception)
Pf1:	Knowledge (Geography), Perception
Pf2:	Nature, Perception

Critical Success You optimize the camp! The party may perform one additional Camp Activity without adding additional time to the camp's resting time or counting towards the 4 camping activity daily limit.
Success Your party's daily limit for camp activities increases to 5.
Failure No benefits.
Critical Failure As failure, but you attract unwanted attention. Attempt a flat check against the Zone's encounter DC to determine if a random encounter occurs.

PROVIDE AID

Camping **Concentrate**

Instead of performing your own camping activity, you may choose to aid another and go with that ally on their activity. There is no limit to the number of times you can spend to Provide Aid during a camp session. If you do:

Providing Aid for Camp Activity Table	
5e:	Ally gains advantage on their activity
Pf1:	Ally gains the benefit of Aid Another
Pf2:	Use the **Providing Aid** camping rules, **Aid**, or **Aid Revamped** as determined by your GM.

RELAX

Camping

You spend 1 hour listening to campfire stories, chatting, reading, meditation, napping, or otherwise taking it easy. There is no limit to the number of times you can spend relaxing during a camping session and you do not suffer any negatives from a critical failure on the Tell Campfire Story activity.

Relax Benefit Table	
5e:	This is treated as a short rest. You also gain advantage on your next camping activity
Pf1:	You gain the Aid Another benefit on your next camping activity as if you were aiding yourself.
Pf2:	You gain a +1 circumstance bonus on your next camping activity

TELL A CAMPFIRE STORY

Camping	Concentrate	Emotion
Linguistic	Mental	

You spend one hour telling a story, either from a previous adventure or something that was told to you from another campfire story. If you are using the common "I know a guy..." house-rule, this is the perfect time to implement that rule in the form of lore.

Any companion within earshot of the story potentially gains the benefit of this activity. If a character is performing the Hunt and Gather activity during the time this is being performed, they do not gain the benefit.

The Knowledge/Intelligence Skills that are available to make this check should be best suited to the situation and story being told:

Tell a Campfire Story Skill Table	
5e:	Intelligence (Arcana, History, Nature, or Religion), Charisma (Performance)
Pf1:	Knowledge (Any), Performance (Oratory)
Pf2:	Lore (Any), Knowledge (Any), Performance

The DC checks are based on your level:

Tell a Campfire Story DC Table	
5e:	10 + your proficiency bonus
Pf1:	12 + your character level
Pf2:	Appropriate DC for your character level

Critical Success You greatly inspire your allies!

Tell a Campfire Story - Critical Success Table	
5e:	Your allies gain advantage on all skill checks, attack rolls, and saving throws made during the Camping Session
Pf1:	Your allies gain a +4 morale bonus on all skill checks, attack rolls, and saving throws made during the Camping Session
Pf2:	Your allies gain a +2 status bonus to attack rolls, saving throws, and skill checks until the end of the camping session and each ally may re-roll failed roll once for the remainder of the camping session

Success As critical success, except you only grant the bonuses for one single skill check and one single saving throw each.

Failure Your allies are unmoved and receive no benefits.

Critical Failure As failure, but you distract or unsettle your allies. You instead give disadvantage or penalties equal to all rolls affect by a critical success.

Results for the Tell a Campfire Story are always rolled first.

Advanced Activities

Advanced activities must be Learned first (Page 213). Either through camping manuals, hearing it through rumor, or taught by a companion. ***Each Advanced Activity has a list of requirements listed on the page 218.***

Bento Box

Camping | Manipulate

You spend an hour converting foraging ingredients into other food options. You can convert any number of 5 basic ingredients or one special ingredient into 1 daily ration.

Ear to the Ground

Camping

You use your uncanny perception to listen to the environment, trying to make the most optimal decisions based on what's available. Make a perception and survival skill checks against the Zone's DC. If you succeed, you improve the result of an ally's Camouflage Campsite, Hunt and Gather, or Organize Campsite by 1 stage.

Fire Pit

Camping | Manipulate

You build a large and intimidating campfire that lasts for the next six hours. Perform one of the following skill checks against the Zone DC:

Fire Pit Table	
5e:	Intelligence (Any), (Wisdom) Survival
Pf1:	Craft (Any), Survival
Pf2:	Craft, Survival

If you succeed, you increase the encounter DC by 1. If you fail, decrease it by 1. If the dice lands exactly on the encounter DC, the encounter is guaranteed to at least be a neutral one, even if the party is encountered by monsters or a hostile force.

Dragon's Camping Hoard

Rare | Camping | Dragon | Shinryujin

Prerequisite: *Shinryujin, see Page 218*

You lay out all of your treasures, making your campsite more vulnerable to theft or loss. However, seeing your spoils out and about is very satisfying. All party members in camp not doing the Hunt and Gather activity gain the benefit of the Relax activity. You must spend an extra hour packing up camp.

Environmental Workout

Camping

You do some training exercises using the environment as your equipment. Perform one of the following skill checks against the Zone DC:

Group Workout Table	
5e:	Strength (Athletics), Dexterity (Acrobatics)
Pf1:	Acrobatics, Athletics (unchained), Climb, Swim
Pf2:	Acrobatics, Athletics

Critical Success You gain an additional 10 feet of movement speed while in this environment for 24 hours.

Success As critical success except 5 feet.

Failure Your workout is weak! No effect.

Critical Failure You pull a muscle and your movement speeds are reduced by half for the next 24 hours unless a *lesser restoration* or *restoration* spell is cast on you.

Nymph's Gathering Technique

Camping | Manipulate | Nymph

Prerequisite: *Nymph, see Page 218*

As an ambassador of nature, you can coax more out of an environment for survival. If you complete this activity after using Hunt and Gather or while helping someone Hunt and Gather, improve the results by 1 stage but you do not gain the ingredients until after this activity is finished. This activity is considered the Hunt and Gather activity for the purpose of other camp activity synergy.

Sandstorm Soldier Sleep Schedule

Camping | Sala'dhin

Prerequisite: *Sala'dhin, see Page 218*

If you perform this activity, a camp can only have 1 activity for each member of this camping session. The amount of sleep the camp needs is reduced to 4 hours, or 2 hours if the party is full of elves with the Trance racial trait.

Shoujo Scroll Manifesto

Rare | Camping | Shoujo

Prerequisite: *Must know a Shoujo Spell, see Page 218*

You spend an hour writing poetry, ramblings about your love, or plans for the future with your spouse. If you spend at least 4 hours working on your manifesto (this can be broken up into multiple camp session activities) you create a *Shoujo Scroll*:

Shoujo Scroll — Item 3

Consumable | Magical | Scroll | Shoujo

A Shoujo Scroll is a jerry-rigged spell scroll that con-

tains your 2nd level (or rank) Shoujo Spell. This scroll is monetarily worthless and only contains what you've written. This scroll can be used to cast your Shoujo spell once before being rendered useless (though it still contains all of your poetry and writings). You can only carry 1 Shoujo Scroll at a time and you cannot begin creation of another one while you still have an unused scroll.

STAR READING

Camping | **Fortune**

You read the stars hoping for good omens in the future. While gazing, you can use one of the following skill checks against the Zone's DC:

Star Reading Table	
5e:	Intelligence (Arcana, Religion)
Pf1:	Knowledge (Planes, Religion)
Pf2:	Occultism, Religion, Astrology Lore or Fortune-Telling Lore

Critical Success You can re-roll a single d20 within the next 24 hours (this is a fortune effect) and you are granted cryptic knowledge on where you should go tomorrow.

Success As critical success, except you can't re-roll a d20.

Failure The stars tell you nothing. No effect.

Critical Failure You wildly and comically misinterpret a star sign. On the next camping activity you take, your result is treated as one degree worse, regardless of the roll.

SNAKE TRACKS

Camping | **Lamia** | **Manipulate**

Prerequisite: *Lamia, see Page 218*

Since you do not travel on two legs, you can leave unconventional tracks to throw off pursuers. If you complete this activity after using Camouflage Campsite or Provide Aid for someone Camouflage the Campsite, improve the results by 1 stage.

STUFFY BUNNIES

Camping

You and a few of your companions enter an eating contest, stuffing your faces with food while trying to say "stuffy bunnies" without spitting out their food. You each consume 3 rations and roll a Constitution or Dexterity check (alternatively, Fortitude or Reflex saving throw for Pathfinder). The one with the highest number is the winner and gains the benefit of their favored meal bonus. The others gain nothing, but at least are sustained for the evening.

TELL A GHOST STORY

Camping | **Concentrate** | **Emotion** | **Fear** | **Linguistic** | **Mental** | **Yurei**

Prerequisite: *Yurei, see Page 218*

You tell a story and by one means or another, it ended up being very spooky. Roll the same skill needed for Tell a Campfire Story. So long as everyone at camp has only done one activity (including this one), the long rest can conclude in 6 hours rather than the usual 8 needed since everyone has quietly agreed that they don't want to remain in the area longer than they have to. Using this camp activity is treated as if you did Tell a Campfire Story.

TRAPPED CAMPSITE

Camping | **Manipulate**

You booby trap (heh) your campsite. While setting up, use the following skill checks against the Zone's DC:

Trapped Campsite Table	
5e:	Dexterity (Sleight of Hand), Artisan's Tools, Wisdom (Survival)
Pf1:	Craft (traps), Profession (hunter), Sleight of Hand, Survival
Pf2:	Craft, Hunter Lore, Thievery, Survival

Critical Success Your traps are especially clever. You trap an animal granting you 1 special ingredient. If you are attacked in the middle of the night, the attackers move throughout the campsite as if it were difficult terrain.

Success As critical success, except you do not gain the special ingredient.

Failure Your traps are ineffective and do not work or have any effect... Not that anyone realizes.

Critical Failure Your traps are poorly placed. One random companion sets off a trap and they take damage equal to your character level.

WASTE NONE, WANT NONE

Camping | **Manipulate**

This can either by used by a person who just completed the camp activity Harvest Special Ingredients (Page 220) or it can be used by someone who completed Provide Aid for that activity. If this activity is completed, you may harvest twice the amount of special ingredients. If a special Substitution is made (see Substitution on page 220) in the cooking section), special ingredients can still be harvested.

Advanced Activities

Activity	Source	5e Requirements	Pathfinder 1e	Pathfinder 2e
Ear to the Ground	Can discover on their own or be taught	Proficient in Survival and Perception	Perception and Survival (3 ranks)	Expert in Perception and Survival
Harvest Special Ingredients	Can discover on their own or be taught	Proficient in Medicine or Survival	Heal or Survival (3 ranks)	Expert in Medicine or Survival
Fire Pit	Can discover on their own or be taught	Proficient in Intelligence skill or Survival	Survival (3 ranks)	Expert in Crafting or Survival
Dragon's Camping Hoard	Can discover on their own or be taught	Shinryujin and you must have 10,000gp worth of loot	Shinryujin and you must have 10,000gp worth of loot	Shinryujin and you must have over 10,000sp worth of loot
Environmental Workout	Can discover on their own or be taught	Proficient in Acrobatics or Athletics	Acrobatics, Athletics (unchained), Climb, or Swim (3 ranks)	Expert in Acrobatics or Athletics
Nymph's Gathering Technique	Can discover on their own or be taught	Nymph and Proficient in Nature or Survival	Nymph, Knowledge (Nature) or Survival (3 ranks)	Nymph and Expert in Nature or Survival
Sandstorm Soldier Sleep Schedule	Learn automaticall if Sala'dhin with Sandstorm Soldier Feat	Sala'dhin with Sandstorm Soldier Feat	Sala'dhin with Sandstorm Soldier Feat	Sala'dhin with Elite Sandstorm Soldier Feat
Shoujo Scroll Manifesto	Can discover on their own or be taught	Must know a Shoujo Spell and be in love with someone	Must know a Shoujo Spell and be in love with someone	Must know a Shoujo Spell and be in love with someone
Star Reading	Can discover on their own or be taught	Proficient in Arcana or Religion	Knowledge (Planes or Religion) (3 ranks)	Expert in Occultism, Religion, Astrology Lore, or Fortune-Telling Lore
Snake Tracks	Can discover on their own or be taught	Lamia and Proficient in Nature, Stealth, or Survival	Lamia, Knowledge (Nature), Stealth, or Survival (3 ranks)	Lamia and Expert in Nature, Stealth, or Survival
Stuffy Bunnies	Recipe (10 gp/sp (pf2e))	Know recipe (game rules)	Know recipe (game rules)	Know recipe (game rules)
Tell a Ghost Story	Can discover on their own or be taught	Yurei and Proficient in a Tell a Campfire Story skill	Yurei, 1 rank in a Tell a Campfire Story skill	Yurei and Expert in a Tell a Campfire Story skill
Trapped Campsite	Can discover on their own or be taught	Proficient in Dexterity (Sleight of Hand), Artisan's Tools, or Wisdom (Survival)	Craft (traps), Profession (hunter), Sleight of Hand, or Survival (3 ranks)	Expert in Crafting, Hunter Lore, Thievery, or Survival
Waste None, Want None	Can discover on their own or be taught	Know a Special Meal recipe that allows Substitution	Know a Special Meal recipe that allows Substitution	Know a Special Meal recipe that allows Substitution

Companion Activities

Activity	Source	5e Requirements	Pathfinder 1e	Pathfinder 2e
Borrow Ambrosia	Akiko (pg 285)	Zenko or ability to cast *plane shift*	Zenko or ability to cast *plane shift*	Zenko or ability to cast *plane shift*
Catering	Okutsuna (pg 319)	Amazing Waifu Cook or Expertise in a cooking skill	Amazing Cook Waifu Virtue or 5 ranks in a cooking skill	Expert in a cooking skill or Amazing Waifu Cook Feat
Create Manga Chapter	Hana Bunaa (pg 306)	Proficient in Calligraphy Tools	Craft (calligraphy) or Profession (author/artist) (3 ranks)	Expert in a Tell a Campfire Story skill or relevant lore skill
Critter Repellent	Anniwyn (pg 303)	Proficient in Survival	Survival (3 ranks)	Expert in Survival
Cryo Sleep	Prince Setsumaru (pg 323)	Have an ability or spell that deals cold damage	Have an ability or spell that deals cold damage	Have an ability or spell that deals cold damage

Activity	Source	5e Requirements	Pathfinder 1e	Pathfinder 2e
Encouraging Tease	Princess Hime (pg 326)	Able to cast the *Hiyasakudere's Tease* Shoujo Spell	Able to cast the *Hiyasakudere's Tease* Shoujo Spell	Able to cast the *Hiyasakudere's Tease* Shoujo Spell
Equipment Manager	Water Sword (pg 347)	14 Intelligence or Wisdom	14 Intelligence or Wisdom	14 Intelligence or Wisdom
Fox Spring	Akiko (pg 285)	Zenko	Zenko	Zenko
Haunted Campsite	Raphiel "Rath" Shadow (pg 334)	Undead creature type	Undead creature type or Half-Undead subtype	Ghost Trait
Head Pats	Akiko (pg 285)	Able to cast a Shoujo Spell	Able to cast a Shoujo Spell	Able to cast a Shoujo Spell
Healthy Meal	Water Sword (pg 347)	Expertise in Wisdom (Medicine)	Skill Focus: Heal feat	Master in Medicine
Ice Bath	Prince Setsumaru (pg 323)	Have an ability or spell that deals cold damage	Have an ability or spell that deals cold damage	Have an ability or spell that deals cold damage
Infernal Kitchen	Serenity (pg 323)	Have an ability or spell that deals fire damage	Have an ability or spell that deals fire damage	Have an ability or spell that deals fire damage
It Must be Perfect	Serenity (pg 323)	Amazing Waifu Cook or Expertise in a cooking skill	Amazing Cook Waifu Virtue or 5 ranks in a cooking skill	Amazing Waifu Cook Feat Expert in a cooking skill
Just in Case	Violet Gossamer (pg 303)	Simply be taught	Simply be taught	Simply be taught
Love Mage Kindness	Hana Bunaa (pg 307)	Love Mage with the Hurts so Good class Feature	Love Mage with the Hurts so Good class Feature	Love Mage with the Hurts so Good class Feat
Maidcraft	Okutsuna (pg 319)	Expertise in any Skill	Any skill (5 ranks)	Expert in Labor Lore
Momma Hawk	Shandalar (pg 342)	Expertise in Perception	Perception (10 ranks)	Master in Perception
Onion Barrier	Bright Luster (pg 289)	Must know the Onion Grove Camping Activity	Must know the Onion Grove Camping Activity	Must know the Onion Grove Camping Activity
Onion Grove	Bright Luster (pg 289)	Druid or Flora Nymph with Sylvan Spell Mastery Feat	Druid or Flora Nymph with Sylvan Spell Mastery Feat	Druid or Flora Nymph with Sylvan Spell Mastery Feat
Pet Therapy	Shandalar (pg 343)	Animal Companion, Familiar or similar feature	Animal Companion, Eidolon, Familiar, or similar feature	Animal Companion, Eidolon, Familiar, or similar feature
Play Fetch	Princess Kriga (pg 331)	Proficient in Wisdom (Animal Handling)	Handle Animal (3 ranks)	Expert in Nature
Point-Blank Target Practice	Myster "Snow" Thompson (pg 315)	5th level, Proficient with bows	Base Attack Bonus +5, Proficient with bows	Expert in any weapon in the bow group
Practice Duel	Lysandre de la Chadress (pg 311)	5th level, Proficient with swords	Base Attack Bonus +5, Proficient with swords	Expert in any weapon in the Sword group
Rage Reflections	Myster "Snow" Thompson (pg 315)	Rage class ability and able to create *mirror images*	Rage class ability and able to create *mirror images*	Rage class ability and able to create *mirror images*
Reinforce Dress	Lysandre de la Chadress (pg 311)	Proficient in Weaver's Tools	Craft (clothing) or Profession (tailor) (5 ranks)	Expert in Tailor Lore
Secret Base	Faylynn "Faith" Shadow (pg 299)	Proficient in Stealth	Stealth (5 ranks)	Expert in Stealth
Shadow Blades	Raphiel "Rath" Shadow (pg 335)	Yurei or Ghost Creature Type	Yurei or Ghost Creature Type	Ghost Trait
Shadow Guard	Princess Hime (pg 326)	Nekomata or able to cast 3rd level Necromancy spells	Nekomata or able to cast 3rd level Necromancy spells	Nekomata or able to cast rank 3 Necromancy spells
Silent Stalking	Faylynn "Faith" Shadow (pg 299)	Proficiency in Dexterity (Stealth)	Stealth (5 ranks)	Expert in Stealth
Stolen Necromancy	Shandalar (Pg 343)	Mawed Alliance Necromancy Artifact Book	Mawed Alliance Necromancy Artifact Book	Mawed Alliance Necromancy Artifact Book

Cooking Meals

While there are spells, potions, and special powers that can grant bonuses and mechanical benefits, nothing quite beats the simplicity and fun of a home cooked meal. Any character can spend their camping activity cooking a hearty meal.

To cook a single meal from this book, you need:

- 1 Daily Ration
- Basic Ingredients
- Special Ingredients

Rations: The cost of rations are available in each game's player's handbook. Many GM's choose not to keep track of daily rations, but it is recommended to do so for the purpose of cooking reagents.

Basic Ingredients: Basic ingredients are common and easy to gather. If the players and the GM wish, they can choose to eschew and ignore basic ingredients entirely. A single daily ration can be disassembled and used as 3 basic ingredients.

Special Ingredients: Special Ingredients are harder to come by and are more rare. They are typically only harvested through the Hunt and Gather activity. However, a single special ingredient (2 if critically successful) can be harvested from certain creatures at the approval of the GM using the advanced activity below.

Terra Nymph performing the Harvest Special Ingredients Activity on a slain plant monster

Harvest Special Ingredients

Whenever you slay a particularly difficult monster, such as an aberration, a dragon, or an ooze, you might be able to harvest special ingredients from them. It takes 1 hour to butcher and harvest special ingredients from monsters.

Harvest Special Ingredient Table	
5e:	Wisdom (Medicine or Survival) DC 8 + CR of creature
Pf1:	Heal or Survival DC 12 + CR of creature
Pf2:	Medicine or Survival DC determined by Creature Level.

It is recommended to treat Special Ingredients as a special reagent for cooking. Use this table when determining if a Substitution (see Substitution in the next column) is successful.

Favorite Meal: Favorite meals are special bonuses that last for 24 hours. Each character may declare one favorite meal. You may declare your favorite meal at character creation that is Meal 5 or lower for ***Pathfinder 2e*** or whenever you consume a meal and gained it's success effects twice, or critical success once. Once a favorite meal is declared, it cannot be changed unless a character experiences a critical success on a different meal. Companions don't change their favorite meals.

A character gains the benefit of their favorite meal if they consume a meal that was a success. All characters gain the benefit of a favorite meal upon a critical success, even if it is not their favorite.

Skills for Cooking: The skills for cooking a meal depends on the system. It is not required to have any special feat or proficiency to cook any meals from this book. However, due to the numerical difficulty required to cook some of the meals, it is likely that a character will need to specialize in order to cook some of them. The list of skills to cook meals are:

Cooking Skill Table	
5e:	Intelligence (Arcana), Intelligence (History), Wisdom (Survival), or Cook's Utensils
Pf1:	Craft (Cooking or Alchemy), Profession (Chef), or Survival
Pf2:	Crafting, Cooking Lore, or Survival

Recipe Cost: The recipes must be known, bought, earned, or discovered and kept like spells for a wizard. They can typically be bought from innkeepers, specialty cook shops, or guarded like ancient secrets. The prices listed are suggestions for your own games.

Pathfinder 2e prices are 10% of the recommended costs.

Requirements: Several recipes require specific conditions to be met before the meal can be made. Usually, these are in the form of racial requirements, spell requirements, or special location requirements.

Substitutions: Several recipes allow for substitutions that don't require characters to expend their regular cooking ingredients. Unless stated otherwise, the cook preparing the meal using substitutions does not need to expend any rations, basic, or special ingredients. Meals prepared with substitutions can feed a camp of 10 characters.

Use the Harvest Special Ingredients Table on this page to determine if using a Substitution is successful. If successful, a special meal is prepared using substitutions.

If the camp does not have 10 people, any excess servings of the meal can be stored as rations in the party inventory and used for preparing additional meals.

COOK BASIC MEAL

Camping | **Manipulate**

You spend 1 hour preparing a meal. Expend 2 basic ingredients per serving you wish to prepare as well as 1 daily rations per serving.

Critical Success You cook an excellent but simple meal serving as daily rations and it grants the following:

Cook Basic Meal	
5e:	You gain 1d10 temporary hp for 24 hours and gain +1 on a single saving throw during that time.
Pf1:	You recover twice the amount of normal HP and gain a +1 camping bonus to a single saving throw of your choice for 24 hours.
Pf2:	You prepare a delicious meal. A character who eats this meal recovers Hit Points equal to their Constitution modifier (minimum 1) multiplied by twice their level when they rest during this camping session instead of the normal amount, and they gain a +1 status bonus a single saving throw of their choice for 24 hours.

Success As critical success, except no healing/bonus hp is granted.

Failure Your meals are satiating, but provide no benefit.

Critical Failure Your meal is comically bad. The saving throw bonus you would get during that time is instead a penalty.

COOK SPECIAL MEAL

Camping | **Manipulate**

You spend 1 hour cooking a special meal listed in this book. To cook a special meal you must expend 1 daily ration as well as the recipe's listed basic and special ingredients for each serving you wish to cook. You may attempt to cook a special meal multiple times during a camping session, but each attempt must be a different recipe and use special ingredients for each serving you wish to cook. Unless the meal specifies otherwise, all of the effects last for 24 hours or until you prepare a camp again, whichever comes first.

Critical Success The character gains the recipe's listed critical success effect.

Success The character gains the recipe's listed success effect.

Failure The character gains no special benefit from the meal, although the meal is still sustaining as if it were a daily ration.

Critical Failure The character suffers the recipe's critical failure effect.

DISCOVERING SPECIAL MEALS

Camping | **Concentrate**

You spend 1 hour attempting to discover a special recipe. Choose a recipe that doesn't have the Rare trait in the Pathfinder 2e recipe block; the recipe must have a DC equal to or lower than the Zone DC you are camping in. You may ignore both of these requirements if you are using Substitutions listed in a recipe as the ingredients.

Expend twice the normal amount of ingredients (or a single Substitution) required to prepare 1 serving of the special meal, then attempt that special meal's DC check. The skill must use your Intelligence ability score in every system.

Critical Success You discover the special meal and add it to the list of recipes the party knows. In addition, your research was efficient, and you recover half of the ingredients you had to expend to attempt this activity. If you used Substitutions, you instead prepare 10 servings of a meal.

Success As critical success, except you do not recover any ingredients and prepare 1 serving of a meal.

Failure You fail to discover the special meal and do not recover any ingredients.

Critical Failure As failure, but you also expose yourself to the special meal's critical failure effect while performing an unwise taste test.

AASIMAR HAIR PASTA

This simple pasta dish with noodles as thin and beautiful as aasimar hair. No aasimar were harmed during the cooking of this meal.

Recipe Price 80 gp
Ingredients 4 basic

5E RECIPE

Preparation DC 13

Favorite Meal During the duration of this effect, you can use your reaction to gain cold resistance against a single spell or ability.

Critical Success The meal grants advantage to all saving throws versus effects with cold damage or cold effects for 24 hours.
Success As critical success, but only Constitution saving throws.
Critical Failure The pasta is cold and unpleasant and causes disadvantage to saving throws against effects that deal cold damage for 24 hours.

PATHFINDER 1E

Preparation DC 17

Favorite Meal cold resistance 5 for the next 24 hours.

Critical Success The meal grants a +2 camping bonus to all saving throws versus effects with cold damage for 24 hours.
Success As critical success, but only Fortitude saving throws against cold based damage.
Critical Failure The pasta is cold and unpleasant and causes a –1 penalty to saving throws against effects that deal cold damage for 24 hours.

PATHFINDER 2E

Meal

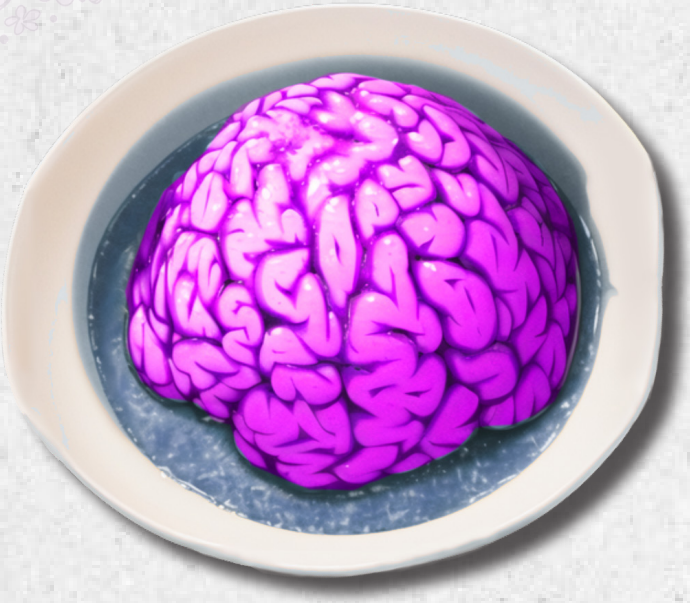
Meal 5

Preparation DC 23

Favorite Meal cold resistance equal to half your level for the next 24 hours.

Critical Success The meal grants a +1 status bonus to all saving throws against effects with the cold trait for 24 hours.
Success As critical success, but only Fortitude saving throws.
Critical Failure The pasta is cold and unpleasant and causes a –1 status penalty to saving throws against effects with the cold trait for 24 hours. This is a poison effect.

ABERRANT BRAIN



The most powerful aberrations will devour brains and gain their knowledge. This dish proves that they were onto something. This difficult dish is created using the brain of a recently slain aberration.

Recipe Price 500 gp
Ingredients 2 basic, 3 Special
Substitution Ingredients may be substituted with the brain of an aberration with a creature level 7 or CR 7 or higher slain within the last 24 hours.

5E RECIPE

Preparation DC 17

Favorite Meal You gain advantage to all saving throws against aberration creatures for 24 hours.

Critical Success You are temporarily filled with the power of a great brain devouring creature. You gain advantage to Intelligence skill checks and saving throws.
Success You gain advantage on Intelligence saving throws for 24 hours.
Critical Failure Your mind floods with visions of horror as you see the victims of the slain aberration over the course of the next 24 hours. Within that time, you are sickened by what you see and suffer a disadvantage with Wisdom and Intelligence skills and saving throws.

PATHFINDER 1E

Preparation DC 22

Favorite Meal You gain a +3 camping bonus to all saving throws against spells and abilities from aberration creatures for 24 hours.

Critical Success You are temporarily filled with the power of a great brain devouring creature. You gain a +2 Camping bonus to Will Saves for 24 hours. During this time, you also gain a +2 camping bonus to all Intelligence based skill checks.
Success As critical success, except you do not gain the bonus to skill checks.
Critical Failure Your mind floods with visions of horror as you see the victims of the slain aberration over the course of the next 24 hours. Within that time, you are sickened by what you see and suffer 2 Wisdom and Intelligence damage.

PATHFINDER 2E

Rare | Meal

Meal 10

Preparation DC 33

Favorite Meal You gain a +2 bonus to all saving throws against spells and abilities from aberration creatures for 24 hours.

Critical Success You are temporarily filled with the power of a great brain devouring creature. You gain a +1 status bonus to Will saves. You also gain a +2 status bonus to all Intelligence skill checks to Recall Knowledge, Identify Magic, or Decipher Writing.
Success As critical success, except you do not gain the bonus to skill checks.
Critical Failure Your mind floods with visions of horror as you see the victims of the slain aberration over the course of the next 24 hours. Within that time, you are sickened by what you see and are stupefied 2 for 24 hours.

ACID SEARED GORGON RIBS

A gorgon bull is a difficult meal to prepare but extremely tender and delicious once the metallic flesh is removed and simmered in its own innards and light acid.

Recipe Price 700 gp
Ingredients 5 basic, 3 special
Substitution Ingredients may be substituted with the remains of a Gorgon of creature level 5 or CR 5 or higher.
Requirements If you are using the substitution, you must be able to cast a spell or use an ability that deals acid damage.

5E RECIPE

Preparation DC 18

Favorite Meal Acid Resistance for the next 24 hours.

Critical Success You gain a +1 bonus to armor class as your skin grows dense and feels as hard as steel plates. In addition, you are immune to petrification effects for 24 hours.
Success As critical success, except you are not immune to petrification effects.
Critical Failure The dish was prepared completely wrong. You take 2d4 acid damage and damage your jaw and teeth. You cannot consume foods for the next 24 hours unless subject to a *lesser restoration* spell. You cannot be killed by this effect, however you can fall unconscious.

PATHFINDER 1E

Preparation DC 23

Favorite Meal acid resistance 10 for the next 24 hours.

Critical Success You gain a +2 natural armor bonus that feels as hard as steel plates. Plus, you are immune to petrification or effects similar to the spell *flesh to stone* for 24 hours.
Success As critical success, except you are not immune to petrification effects.
Critical Failure The dish was prepared completely wrong. You take 3d4 acid damage and damage your jaw and teeth. You cannot consume foods for the next 24 hours unless subject to a *lesser restoration* spell. You cannot be killed by this effect, however you can fall unconscious.

PATHFINDER 2E

Meal

Meal 11

Preparation DC 29

Favorite Meal acid resistance 10 for 24 hours.

Critical Success You gain a +1 status bonus to armor class that feels as hard as steel plates. Plus, you are immune to petrification effects for 24 hours.
Success As critical success, except you are not immune to petrification effects.
Critical Failure The dish was prepared completely wrong. You take 4d4 acid damage and damage your jaw and teeth. You cannot consume foods for the next 24 hours unless subject to a *restoration* spell. You cannot be killed by this effect, however you can fall unconscious.

AZATA ALE

This wild and chaotic ale can only be made when brewed in the courts of celestial fey. It is so powerful it can make even a devil cut loose.

Recipe Price 12,000 gp
Ingredients 2 basic, 3 Special
Requirements Must be prepared in a magical realm full of powerful chaotic-good creatures.
Hangover DC After the effects of this ale wears off, you must succeed a skill check or be placed under a debilitating condition (see below) for 24 hours.

5E RECIPE

Preparation DC 22

Favorite Meal You do not change alignments, nor do you suffer the hangover effects.

Hangover DC 20 Wisdom (Medicine) or be under the poisoned condition.

Critical Success Your alignment temporarily switches to chaotic (your good, neutral, or evil alignment stay the same). You gain resistance to nonmagical bludgeoning, piercing, and slashing damage. You also gain resistance to lightning, a +5 bonus to all your movement speeds, and advantage to all saving throws.
Success As critical success, except the Hangover DC increases by 2.
Critical Failure You go on a bad trip. Your alignment switches to chaotic neutral for 24 hours. During that time you are under the effects of the *confusion spell.*

PATHFINDER 1E

Preparation DC 33

Favorite Meal You do not change alignments, nor do you suffer the hangover effects.

Hangover DC 30 Heal check or be sickened for 24 hours.

Critical Success Your alignment temporarily switches to chaotic (your good, neutral, or evil alignment stay the same. You do not lose your class abilities during this time). You gain DR 5/cold iron or evil. You also gain electricity resistance equal to half your level, a +10 ft. camping bonus to your movement speeds, and a +3 camping bonus to all saving throws.
Success As critical success, except the hangover DC increases by 3.
Critical Failure You go on a bad trip. Your alignment switches to chaotic neutral for 24 hours. During that time you are under the effects of the *confusion* spell.

PATHFINDER 2E

Rare | Meal

Meal 18

Preparation DC 43

Favorite Meal You do not change alignments, nor do you suffer the hangover effects.

Hangover DC 39 Medicine or be sickened 1 for 24 hours.

Critical Success Your alignment temporarily switches to chaotic (your good, neutral, or evil alignment stay the same). You also gain electricity resistance equal to your level, a +5 status bonus to your movement speed, and a +1 status bonus to all saving throws.
Success As critical success, except the hangover DC increases by 5.
Critical Failure You go on a bad trip. Your alignment switches to chaotic neutral for 24 hours. During that time you are under the effects of the confusion spell as if you critically failed the save for that spell.

AZURE HUMMUS

A special hummus created by a renowned blue-haired sand elf chef. The dish is oddly cool, fruity, and fluffy.

Recipe Price 180 gp
Ingredients 2 basic, 2 special

5E RECIPE

Preparation DC 13

Favorite Meal During the duration of this effect, you can use your reaction to gain fire resistance against a single spell or ability.

Critical Success The meal grants advantage to all saving throws versus effects with fire damage or cold effects for 24 hours.
Success As critical success, but only Dexterity saving throws.
Critical Failure The hummus is warm and foul and causes disadvantage to saving throws against effects that deal fire damage for 24 hours.

PATHFINDER 1E

Preparation DC 19

Favorite Meal fire resistance 5 for the next 24 hours.

Critical Success The meal grants a +1 camping bonus to all saving throws versus effects with fire damage for 24 hours.
Success As critical success, but only Reflex saving throws.
Critical Failure The hummus is warm and foul and causes a –1 penalty to saving throws against effects that deal fire damage for 24 hours.

PATHFINDER 2E

Meal

Meal 7

Preparation DC 24

Favorite Meal fire resistance 5 for the next 24 hours.

Critical Success The meal grants a +1 status bonus to all saving throws against effects with the Fire trait for 24 hours.
Success As critical success, but only Fortitude saving throws.
Critical Failure The hummus is warm and foul and causes a –1 status penalty to saving throws against effects with the Fire trait for 24 hours. This is a poison effect.

BANSHEE BISQUE

Although called a Bisque, this creamy soup is made with questionably strained protein and filtered through necromantic energies. It's probably better not to ask the chef what's in it.

Recipe Price 5,000 gp
Ingredients 8 basic, 3 Special
Requirements This must be prepared by an undead chef, a creature that can cast 4th level necromancy spells, or this must be prepared within a graveyard.

5E RECIPE

Preparation DC 18

Favorite Meal You gain advantage for all saving throws against spells and abilities from undead creatures for 24 hours.

Critical Success You gain thunder resistance for 24 hours. During that time, you also gain advantage to all saving throws against spells and abilities that deal thunder damage or utilize sound in their effects.
Success As critical success, but you do not gain advantage against all effects that utilize sound.
Critical Failure The food was awful, you gain an overwhelming feeling of dread as you suffer disadvantage to charisma saving throws for 24 hours.

PATHFINDER 1E

Preparation DC 28

Favorite Meal You gain a +4 camping bonus to all saving throws against spells and abilities from undead creatures for 24 hours.

Critical Success You gain sonic resistance equal to half your level for 24 hours. During that time, you also gain a +3 camping bonus to all saving throws against effects that deal sonic damage. If you are making a saving throw against a spell or ability that utilizes sonic damage or auditory affects from an undead creature, you may roll twice and take the better result.
Success As critical success, but your saving throw bonus is only a +1 and you do not get to roll twice.
Critical Failure The food was awful, you gain an overwhelming feeling of dread as you take 3 charisma damage that cannot be recovered for 24 hours.

PATHFINDER 2E

Meal

Meal 16

Preparation DC 36

Favorite Meal You gain a +3 status bonus to all saving throws against spells and abilities from undead creatures for 24 hours.

Critical Success You gain sonic resistance equal to half your level for 24 hours. In addition, you gain a +3 status bonus to all saving throws against effects with the sonic trait. If you are making a saving throw from a spell or effect from a creature with the undead trait and is using the sonic trait, you may roll twice and take the better result. This is a fortune affect.
Success As critical success, but your saving throw bonus is only a +1 and you do not get the fortune effect.
Critical Failure The food was awful, you gain an overwhelming feeling of dread as you suffer a -1 status penalty to charisma-based checks and are drained 1 for 24 hours.

BEAST OF A BURGER

A mountain of meat, vegetables, cheese, and bread make up this legendary eating challenge. Consuming this burger in one sitting is an accomplishment in itself.

Recipe Price 10,000 gp
Ingredients 4 basic, 4 Special
Special You must make a saving throw (see below) when you consume this meal. If you fail, you instantly gain the Critical Failure result.

5E RECIPE

Preparation DC 19

Favorite Meal The Consumption DC is reduced by 2

Consumption DC Constitution 18

Critical Success You may gain advantage on a number of d20 Die Rolls equal to your proficiency bonus. You may roll these advantages on any d20 roll involving your Strength modifier including attacks, skills, and saving throws.
Success As critical success, except no advantage on attacks.
Critical Failure You cannot handle that much glorious burger and instead are considered to be in the poisoned condition for the next 24 hours (even if you normally would be immune to this condition). Every 4 hours, you take 4d4 poison damage from this condition. You cannot be killed with this condition, but you can fall unconscious.

PATHFINDER 1E

Preparation DC 30

Favorite Meal The Consumption DC is reduced by 4

Consumption DC Fortitude 27

Critical Success You gain a +4 camping bonus to all d20 dice rolls involving your strength modifiers, including attack rolls, skill checks, and combat maneuver checks.
Success As critical success, except you do not add this bonus to attack rolls or combat maneuver checks.
Critical Failure You cannot handle that much glorious burger and instead are considered to be in the sickened condition with a -4 penalty instead of the usual -2 for the next 24 hours (even if you normally would be immune to this condition). Every 4 hours, you take 4d4 damage from this condition. You cannot be killed with this condition, but you can fall unconscious.

PATHFINDER 2E

Meal

Meal 19

Preparation DC 39

Favorite Meal The Consumption DC is reduced by 3

Consumption DC Fortitude 35

Critical Success For the next 24 hours, you may re-roll a single d20 involving your strength modifier. This is a fortune effect.
Success As critical success, except the roll cannot have the attack trait.
Critical Failure You cannot handle that much glorious burger. Every 4 hours for 24 hours, you take 4d4 poison damage even if you would be immune to it. You cannot die from this damage, but you can fall unconscious.

BUFFALO WYVERN WYNGZ™

Hot and spicy chicken-style Wyngz™ made from dragon flesh. Has a powerful bite of flavor.

Recipe Price 10 gp
Ingredients 6 special
Substitution An ingredient that comes from a monster that has a dragon creature type or a creature with the dragon trait.
Special When cooking using the Substitution ingredients, The DC of the meal increases by 1 for each creature level or Hit Die the creature had.
Note if the dragon has an affinity for a type of elemental energy damage (i.e. A Red Dragon has an affinity for fire damage due to its fire breath and immunity to fire damage). If the dragon used didn't have a clear affinity, the GM decides the most appropriate energy type.

5E RECIPE

Preparation DC 11

Favorite Meal You gain an advantage bonus to Intimidate and Persuasion checks for 24 hours.

- **DC 12** You gain resistance against the energy affinity of the dragon you devoured.
- **DC 17** your weapon damage deals an additional 1d6 energy damage of the energy affinity of the dragon you devoured.
- **DC 21** As an action, you unleash a breath weapon that erupts in either a 30 foot line or 15 foot cone dealing 1d6 energy damage per 2 CR that matches the dragon's energy affinity. The affected targets may roll a dexterity saving throw vs 8 + your proficiency bonus + your highest ability modifier. You may use this breath weapon once within 24 hours

Success The meal grants you all of the bonuses listed for your DC and lower for 24 hours.
Critical Failure The Wyngz™ don't sit right with you, and instead makes you uneasy, as if the soul of the slain dragon is watching you. You suffer disadvantage to saving throws against the frightened condition for the next 24 hours.

PATHFINDER 1E

Preparation DC 12

Favorite Meal You gain a +2 camping bonus to Diplomacy and Intimidate checks for 24 hours.

- **DC 13** You gain resistance equal to the CR of the energy affinity of the dragon you devoured.
- **DC 18** your weapon damage deals an additional 1d6 energy damage of the energy affinity of the dragon.
- **DC 22** As a standard action, you unleash a breath weapon that erupts in either a 30 foot line or 15 foot cone dealing 1d6 energy damage per 2 HD that matches the dragon's energy affinity. The affected targets may roll a reflex saving throw vs 10 + half your level + your highest ability modifier. You may use this breath weapon once within 24 hours

Success The meal grants you all of the bonuses listed for your DC and lower for 24 hours.
Critical Failure The Wyngz™ don't sit right with you, and instead makes you uneasy, as if the soul of the slain dragon is watching you. You suffer a -2 penalty to saving throws against fear effects for the next 24 hours.

PATHFINDER 2E

Rare **Meal**

Meal 0

Preparation DC 19

Favorite Meal You gain a +1 status bonus to Diplomacy checks to Make An Impression for 24 hours.

- DC 20 - You gain resistance equal to the creature level against the energy affinity of the dragon you devoured.
- DC 25 - your weapon damage deals an additional 2 energy damage of the energy affinity of the dragon.
- DC 29 - You may use two actions to unleash a breath weapon that erupts in either a 30 foot line or 15 foot cone dealing 5d6 energy damage that matches the dragon's energy affinity. The affected targets may roll a reflex saving throw vs the Skill DC of the skill you used to prepare the meal. You may use this breath weapon once within 24 hours

Success The meal grants you all of the bonuses listed for your DC and lower for 24 hours.
Critical Failure The Wyngz™ don't sit right with you, and instead makes you uneasy, as if the soul of the slain dragon is watching you. You suffer a -2 status penalty to fear effects for the next 24 hours.

BULETTE WELLINGTON

A tenderloin of a great beast wrapped in a beautiful pastry shell. This meal combines the best elements of decadent meat, sinful pastry, and amazing presentation.

Recipe Price 8,000 gp
Ingredients 7 basic, 3 Special
Substitution Ingredients may be substituted with the remains of a Bulette of creature level 5 or CR 5 or higher.

5E RECIPE

Preparation DC 16

Favorite Meal You gain advantage to Athletics checks for 24 hours.

Critical Success You gain a +10 bonus to all your movement speeds and ignore difficult terrain for 24 hours. Once, during this 24 hour period, you may use an additional action after taking a double move.
Success Same as critical success, but without the action benefit.
Critical Failure The food still tastes good (it's meat and pastry after all). But you forgot the sauce and the meal sits heavily in your stomach reducing all your movement speeds by 5 feet for 24 hours.

PATHFINDER 1E

Preparation DC 29

Favorite Meal You gain a +4 camping bonus to Combat Maneuver Bonuses as well as athletics (unchained), swim, and climb checks for 24 hours.

Critical Success You gain a +10 ft. bonus to all your movement speeds and ignore difficult terrain for 24 hours. Once, during this 24 hour period, you may use a full attack after making a charge.
Success Same as critical success, but without the full attack benefit.
Critical Failure The food still tastes good (it's meat and pastry after all). But you forgot the sauce and the meal sits heavily in your stomach reducing all your movement speeds by 5 feet for 24 hours.

PATHFINDER 2E

Meal

Meal 17

Preparation DC 37

Favorite Meal You gain a +1 to Athletics checks for 24 hours.

Critical Success You gain a +10 bonus to all your movement speeds and ignore difficult terrain for 24 hours. Once, during this 24 hour period, you may Stride up to twice your speed and Strike as a single action.
Success Same as critical success, but without the single action Stride and Strike.
Critical Failure The food still tastes good (it's meat and pastry after all). But you forgot the sauce and the meal sits heavily in your stomach reducing all your movement speeds by 5 feet for 24 hours.

COCOA-SUGAR WAFFLES

An incredibly sugary and sweet dessert that is often foolishly served at breakfast. This meal rots your teeth, your arteries, and even your mind...but it's so delicious, most people say it's worth it.

Recipe Price 2,500 gp
Ingredients 4 basic, 3 special
Sugar Rush You gain a number of temporary hit points equal to twice your level, which you can restore up to that max value with any means of healing. This maximum decreases by 1 per hour, and automatically disappears after 24 hours. When when this maximum hits zero, you gain the Sugar Crash Effect.
Sugar Crash If you lose all your temporary hit points from this meal or you take a long rest, you gain the Sugar Crash effect and Sugar Rush ends.

5E RECIPE

Preparation DC 18

Favorite Meal You can consume a goodberry to restore a point of temporary hit points from Sugar Rush in addition to it's usual effects.

Sugar Crash You suffer 2 points of exhaustion that cannot be recovered until you take a long rest.

Critical Success You gain the benefits of the *haste* spell so long as you maintain your Sugar Rush.
Success As critical success, except your sugar rush hit point bonus is only equal to your level.
Critical Failure You immediately suffer a sugar crash effect and must spend one hour recovering from this crash or using a *lesser restoration* spell. You also cannot stomach the idea of eating another special meal for at least 24 hours.

PATHFINDER 1E

Preparation DC 29

Favorite Meal You can consume a goodberry to restore a point of temporary hit points from Sugar Rush in addition to it's usual effects.

Sugar Crash You gain the fatigued condition with a -4 penalty instead of the usual -2 that cannot be removed until you rest 8 hours.

Critical Success You gain the benefits of the *haste* spell so long as you maintain your sugar rush.
Success As critical success, except your sugar rush hit point bonus is only equal to your level.
Critical Failure You immediately suffer a sugar crash effect and must spend one hour recovering from this crash or using a *lesser restoration* spell. You also cannot stomach the idea of eating another special meal for at least 24 hours.

PATHFINDER 2E

Rare **Meal**

Meal 14

Preparation DC 38

Favorite Meal You can consume a goodberry to restore a point of temporary hit points from Sugar Rush in addition to it's usual effects.

Sugar Crash You become fatigued and cannot be recover until you rest 8 hours.

Critical Success You gain the benefits of the *haste* spell so long as you maintain your sugar rush.
Success As critical success, except your sugar rush hit point bonus is only equal to your level.
Critical Failure You do not gain Sugar Rush and immediately suffer fatigue. You must spend one hour recovering from this crash or use a *restoration* spell. You also cannot stomach the idea of eating another special meal for at least 24 hours.

DIRE RAMEN

A complicated hearty soup filled with green onions, seaweed, bamboo shoots, a hearty broth, various greens, and a mighty strip of protein.

Recipe Price 35,000 gp
Ingredients 10 basic, 5 special
Special When preparing dire ramen, declare one type of protein you intend to include. Depending on the type, you gain a different bonus depending on the ability score: Red Meat (STR), Fowl Meat (DEX), Egg (CON), Fish (INT), Vegetable (WIS), Tofu (CHA)

5E RECIPE

Preparation DC 26

Favorite Meal You gain advantage to all skill checks associated with the protein added to the meal.

Critical Success Increase the ability score associated with the protein by 2 or to 18, whichever results in the higher score. This effect will last for one week.
Success As critical success, except the effect lasts no longer than 24 hours.
Critical Failure The dish is off and you can tell. You become insufferable explaining how this wasn't "authentic" ramen and refuse to eat another special meal for 1 week.

PATHFINDER 1E

Preparation DC 35

Favorite Meal You gain an additional +4 camping bonus to all skill checks associated with the protein added to the meal.

Critical Success You gain a +4 camping bonus to the attribute associated with the protein added to the dish. This effect will last for one week.
Success As critical success, except the effect lasts no longer than 24 hours.
Critical Failure The dish is off and you can tell. You become insufferable explaining how this wasn't "authentic" ramen and refuse to eat another special meal for 1 week.

PATHFINDER 2E

Rare | Apex | Meal

Meal 20

Preparation DC 47

Favorite Meal You gain an additional +2 to all skills associated with the protein added to the meal without the attack trait.

Critical Success Increase the ability score associated with the protein by 2 or to 18, whichever results in the higher score. Note that this meal is an apex item, and you can't gain an ability score increase from more than one apex item at a time. This effect will last for one week.
Success As critical success, but the effect lasts no longer than 24 hours.
Critical Failure The dish is off and you can tell. You become insufferable explaining how this wasn't "authentic" ramen and refuse to eat another special meal for 1 week.

DRYAD'S DELIGHT

A special trail mix created with various edible barks, nuts, and berries. A favorite of dryads.

Recipe Price 20 gp
Ingredients 3 basic

5E RECIPE

Preparation DC 10

Favorite Meal During the duration of this effect, you can use your reaction to gain advantage on a saving throw against a spell on the druid's spell list for 24 hours.

Critical Success You gain advantage to all saving throws against spells and effects that cause the exhaustion condition.
Success As critical success, but you must use your reaction to gain the advantage roll.
Critical Failure The trail mix was poorly balanced and you are left picking your teeth for the next 24 hours and cannot enjoy a food buff the next day.

PATHFINDER 1E

Preparation DC 14

Favorite Meal You gain a +1 camping bonus to saving throws against spells on the druid spell list for 24 hours.

Critical Success You gain a +2 camping bonus to saving throws or AC against spells and effects that cause the fatigued or exhausted condition for 24 hours.
Success As critical success, but instead you gain a +1 bonus.
Critical Failure The trail mix was poorly balanced and you are left picking your teeth for the next 24 hours and cannot enjoy a food buff the next day.

PATHFINDER 2E

Meal

Meal 2

Preparation DC 17

Favorite Meal You gain +1 status bonus to saving throws against primal spells for 24 hours.

Critical Success You gain a +1 status bonus to effects that cause the fatigued and enfeebled condition for 24 hours.
Success As critical success, except you only gain the bonus for the fatigued condition.
Critical Failure The trail mix was poorly balanced and you are left picking your teeth for the next 24 hours and cannot enjoy a food buff the next day.

FROSTED WOLF DONUTS

Made from frosted sugar canes high upon the winter peaks. The Winterwolf Okami have developed and grew frosted sugarcane and use animal fat to fry them into dough.

Recipe Price 1,050 gp
Ingredients 4 basic, 2 special

5E RECIPE

Preparation DC 14

Favorite Meal You gain advantage on Dexterity and Charisma saving throws versus any effects involving fire damage for 24 hours.

Critical Success The meal grants resistance to fire damage for 24 hours. You gain a number of d4s equal to your proficiency modifier. One of these d4s may be added to any attack as cold damage once per round.
Success As critical success, except you do not gain the d4s.
Critical Failure You have a bad reaction and get the shivers. You suffer disadvantage to Dexterity saves for 24 hours.

PATHFINDER 1E

Preparation DC 24

Favorite Meal You gain a +2 camping bonus on Reflex saving throws for 24 hours.

Critical Success The meal grants the eater fire resistance equal to half their level or 5 for the next 24 hours (whichever is higher). You gain a number of d6s equal ¼ your level (minimum 1). One of these d6s may be added to any attack as cold damage once per round.
Success As critical success, except you do not gain the extra d6s.
Critical Failure You have a bad reaction and get the shivers. You suffer a –1 penalty to Reflex saves for 24 hours.

PATHFINDER 2E

Meal

Meal 12

Preparation DC 31

Favorite Meal You gain a +1 status bonus to Reflex saving throws for 24 hours.

Critical Success The meal grants the eater fire resistance equal to half their level or 5 for the next 24 hours (whichever is higher). During this time, you may have your Strikes deal 2 extra cold damage. You can do this a number of times per day equal to ¼ your level and you may only add this damage once per round.
Success As critical success, except you do not gain the extra cold damage.
Critical Failure You have a bad reaction and get the shivers. You suffer a –1 status penalty to Reflex saves for 24 hours.

GELATINOUS CUBELETS

This meal places a great deal of trust on the chef. These delicate cubes are assorted into several flavors that can only be appreciated by the truly refined…and brave…or stupid.

Recipe Price 3,500 gp
Ingredients 5 basic, 3 Special
Substitution Ingredients may be substituted with the dead remains of an ooze of Creature Level 8 or CR 8 or higher slain within the last 24 hours.

5E RECIPE

Preparation DC 18

Favorite Meal You gain advantage on constitution saving throws for 24 hours.

Critical Success You become immune to acid damage, disease, poison, and poison damage for 24 hours.
Success As critical success, except the immunities only apply to effects and damage from oozes.
Critical Failure The dish was cut from the wrong part of the cube, causing you to become poisoned and you take 3d4 acid damage every 4 hours for the next 24 hours.

PATHFINDER 1E

Preparation DC 30

Favorite Meal You gain a +2 camping bonus to fortitude saving throws for 24 hour.

Critical Success You become immune to acid damage, disease, poison, and poison damage for 24 hours.
Success As critical success, except the immunities only apply to effects and damage from oozes.
Critical Failure The dish was cut from the wrong part of the cube, causing you to become poisoned. You are nauseated and take 3d6 acid damage every 4 hours for the next 24 hours.

PATHFINDER 2E

Rare | Meal

Meal 15

Preparation DC 40

Favorite Meal You gain a +1 status bonus to fortitude saving throws for 24 hours.

Critical Success You gain immunity to acid damage, poison damage, and automatically counteract diseases and poisons of 12th level or lower.
Success As critical success, except the immunities only apply to effects and damage from oozes of level 12 or lower.
Critical Failure The ingredients for the dish were cut from the wrong part of the cube, causing you to become poisoned. You are sickened 1 and take acid damage equal to your level every 4 hours for the next 24 hours.

GARUDA MERINGUE CAKE

Also known as The Heavenly Veil, this meal is a transcendent dessert that cannot be fully appreciated when first consumed. Your body and spirit are both so entranced that you refuse to shuffle off this mortal coil.

Recipe Price 30,000 gp
Ingredients 10 basic, 5 special
Requirements Must be prepared by someone who can cast divine spells such as *flame strike* or *divine immolation*, as well as *revivify* or *breath of life*.

5E RECIPE

Preparation DC 26

Favorite Meal While flying, a friendly creature your size or smaller can ride you like a mount without penalty.

Critical Success You gain a fly speed equal to double your walking speed for 24 hours. If you die, you return to life 1d4 rounds later as if you are subject to the *Revivify* spell. When you do, you cause an explosion within a 10 foot radius dealing 10d6 radiant damage.

Dexterity saving throw (DC 8 + proficiency bonus + highest ability mod) for half damage. You cannot gain this effect again and you are covered in magical arcane runes that stop you from consuming this meal until your next long rest.
Success As critical success, except you do not gain the *revivify* effect.
Critical Failure The dish is too light and fluffy and during battle, roll 1d4. On a result of 1, you begin floating in the air and are unable to take a movement unless you have a fly speed.

PATHFINDER 1E

Preparation DC 35

Favorite Meal While flying, a friendly creature your size or smaller can ride you like a mount without penalty.

Critical Success You gain a fly speed equal to double your movement speed for 24 hours. If you die, you return to life 1d4 rounds later as if you are subject to the *Breath of Life* spell. When you do, you cause an explosion within a 10 foot radius dealing 10d6 damage as if from the *flame strike* spell.

Reflex saving throw (DC 10 + half level + highest ability mod) for half damage. You cannot gain this effect again and you are covered in magical arcane runes preventing you from consuming this meal for 24 hours.
Success As critical success, except you do not gain the *breath of life* effect.
Critical Failure The dish is too light and fluffy and during battle, roll 1d4. On a result of 1, you begin floating in the air and are unable to take a movement unless you have a fly speed.

PATHFINDER 2E

Rare | Meal

Meal 20

Preparation DC 47

Favorite Meal While flying, an allied creature who has Mounted you does not add their bulk to your carry weight.

Critical Success You gain a fly speed equal to double your walking speed for 24 hours. If you would die within the duration, you instead return to life 1d4 rounds later as if you were subject to the *Breath of Life* spell. When you do, you cause an explosion dealing 10d6 vitality damage within a 10 foot emanation (basic DC 40 Reflex). You cannot gain this effect again and you are covered in magical arcane runes preventing you from consuming this meal until your next long rest.
Success As critical success, except you do not gain the *Breath of Life* effect.
Critical Failure The dish is too light and fluffy. For the next 12 hours, any time you make an attack roll, roll 1d4. On a result of 1, you begin floating in the air and are unable to take an action with the Move trait unless you have a fly speed.

GHOSTFIRE ROASTED PEPPERS

Roasted Ghost Chiles combined with a stir fry of mixed peppers creates a dish that kicks like an undead horse.

Recipe Price 250 gp
Ingredients 4 basic, 1 special
Requirements Requires the participation of someone who can deal necrotic, negative, or void damage. Alternatively, someone such as a Nekomata or someone who can deal ghostfire damage may participate in the creation of this meal.

5E RECIPE

Preparation DC 14

Favorite Meal If this is your favorite meal and the chef made a critical success, a friendly creature may choose to heal you with necrotic damage. If not, you are instead immune to necrotic damage.

Critical Success You are immune to necrotic damage and vulnerable to radiant damage for 24 hours.
Success As critical success, except you are only resistant to necrotic damage.
Critical Failure The peppers were way too hot. You couldn't enjoy the flavor and you spit them out, gaining no nourishment from the meal. You also stink like hot peppers and undeath. You suffer a disadvantage to Dexterity (stealth) checks for the next 24 hours.

PATHFINDER 1E

Preparation DC 21

Favorite Meal You gain the benefit of *death ward*. However, the morale bonus is only a +1 and is instead considered a camping bonus.

Critical Success You heal from negative energy and take half damage from positive energy for the next 24 hours.
Success You heal from negative energy and take damage from positive energy for the next 24 hours.
Critical Failure The peppers were way too hot. You couldn't enjoy the flavor and you spit them out, gaining no nourishment from the meal. You also stink like hot peppers and undeath. You suffer a -2 penalty to stealth checks for the next 24 hours.

PATHFINDER 2E

Uncommon | Meal

Meal 8

Preparation DC 27

Favorite Meal You gain a +1 status bonus to saving throws against spells and abilities that cause the drained condition.

Critical Success As success, except you have resistance to vitality equal to your level.
Success You gain Negative Healing for 24 hours.
Critical Failure The peppers were way too hot. You couldn't enjoy the flavor and you spit them out, gaining no nourishment from the meal. You also stink like hot peppers and undeath. You suffer a -2 status penalty to stealth checks for the next 24 hours.

GOODBERRY PIE

A fruity and delicious pie made from goodberries. It is an excellent source of vitamins and can enhance recovery.

Recipe Price 120 gp
Ingredients 2 basic, 1 Special
Requirements The ability to cast the *Goodberry* spell or the *Goodberry* focus spell.

5E RECIPE

Preparation DC 11

Favorite Meal You gain an advantage to Wisdom (Survival) checks for 24 hours.

Critical Success You gain temporary hit points equal to your level, you gain advantage on Intelligence (Nature) skill checks for the next 24 hours. The runoff from the pie can also be saved as 1d4 berries affected by the *Goodberry* spell for the next 24 hours.
Success Same as critical success, but you don't get any excess berries.
Critical Failure The berries were ruined in preparation and resulted in a foul taste. You are under the poisoned condition and you cannot get rid of it by yourself for 24 hours.

PATHFINDER 1E

Preparation DC 16

Favorite Meal You gain an additional +2 camping bonus to Survival checks for 24 hours.

Critical Success The meal recovers 2d8+5 hit points, you gain a +2 to Knowledge (Geography and Nature) for the next 24 hours. The runoff from the pie can also be saved as 1d4 berry affected by the *Goodberry* spell for the next 24 hours.
Success Same as critical success, but you don't get any excess berries.
Critical Failure The berries were ruined in preparation and resulted in a foul taste. You are sickened and you cannot get rid of it by yourself for 24 hours.

PATHFINDER 2E

Meal

Meal 4

Preparation DC 20

Favorite Meal You gain an additional +1 status bonus to Survival checks to Subsist for 24 hours.

Critical Success The meal recovers 3d6+4 hit points and you gain a +1 to Nature checks to Recall Knowledge for the next 24 hours. The runoff from the pie can also be saved as 1 berry affected by the *Goodberry* focus spell for the next 24 hours.
Success Same as critical success, but you don't get any excess berries.
Critical Failure The berries were ruined in preparation and resulted in a foul taste. You are Sickened 2. You cannot reduce the value below 1 by yourself for 24 hours.

HOLY HARDTACK

An extremely dense biscuit made from flour, water, salt, and a touch of divine magic. A staple of paladins, crusaders, and other holy warriors. Bland, tasteless, and hard to chew.

Recipe Price 30 gp
Ingredients 1 basic, 1 special
Requirements Ability to cast a divine spell such as *bless* or *holy water*.

Special This food does not degrade and can be considered fresh and stored as an inventory item for 100 years.

5E RECIPE

Preparation DC 12

Favorite Meal You gain the benefit of *bless* next time you enter combat within 24 hours.

Critical Success The meal grants advantage against all effects that cause the frightened condition for 24 hours.
Success As critical success, except you must use your reaction to gain advantage.
Critical Failure The meal is hard and inedible and causes disadvantage to wisdom saving throws for 24 hours.

PATHFINDER 1E

Preparation DC 15

Favorite Meal You gain the benefit of *bless* next time you enter combat within 24 hours.

Critical Success The meal grants a +1 camping bonus to Will saving throws for 24 hours.
Success The meal grants a +1 camping bonus to saving throws against fear effects for 24 hours.
Critical Failure The meal is hard and inedible and causes a –1 penalty to will saving throws for 24 hours.

PATHFINDER 2E

Meal

Meal 3

Preparation DC 19

Favorite Meal You gain the benefit of *bless* next time you enter combat within 24 hours, except you cannot extend the emanation's radius.

Critical Success The meal grants a +1 status bonus to Will saving throws for 24 hours.
Success The meal grants a +1 status bonus to saving throws against effects with the Fear trait for 24 hours.
Critical Failure The meal is hard and inedible and causes a –1 status penalty to will saving throws for 24 hour.

KRAKEN KALAMARI

Whether prepared fried, roasted, or raw. Kraken Kalamari is a popular preparation method for squid.

Recipe Price 500 gp
Ingredients 2 basic, 2 Special

5E RECIPE

Preparation DC 15

Favorite Meal You can cast *grease* once as an innate spell using your highest ability as the spellcasting ability within the next 24 hours. The grease is black.

Critical Success You can breathe both air and water. You also gain a swim speed equal to your walking speed for 24 hours. If you already have a swim speed, increase it by 5 feet.
Success As critical success, except you cannot breathe water.
Critical Failure Oh gods! The squid went down the wrong way! You are poisoned for 24 hours and you retch up ink during this time to remove the condition as a DC 15 Wisdom (medicine) check. You can only attempt to retch once every 6 hours.

PATHFINDER 1E

Preparation DC 22

Favorite Meal You can cast *grease* once as a spell-like ability using your highest ability score as the spellcasting ability within the next 24 hours. The grease is black.

Critical Success You gain the aquatic subtype with the amphibious universal monster rule. You gain a swim speed equal to your movement speed for 24 hours. If you already have a swim speed, increase it by 5 feet.
Success As critical success, except you cannot breathe water.
Critical Failure Oh gods! The squid went down the wrong way! You are sickened for 24 hours and you retch up ink during this time to remove the condition as a DC 22 heal check. You can only attempt to retch once every 6 hours.

PATHFINDER 2E

Meal

Meal 10

Preparation DC 28

Favorite Meal You can cast *grease* once as an innate primal spell within the next 24 hours. The grease is black.

Critical Success You gain the amphibious trait. You also gain a swim speed equal to your movement speed for 24 hours. If you already have a swim speed, increase it by 5 feet.
Success As critical success, except you are not amphibious.
Critical Failure Oh gods! The squid went down the wrong way! You are sickened 2 for 24 hours and you retch up ink during this time with a DC 27 medicine check. You can only attempt to retch once every 6 hours.

LONGSTRIDER SALAD

A healthy, but light salad consisting of specially grown cucumbers, tomatoes, celery, and olives. Traditionally not eaten with fat or oils of any kind. Designed for long distance runners and athletes.

Recipe Price 350 gp
Ingredients 5 basic

5E RECIPE

Preparation DC 13

Favorite Meal +5 bonus to walking speed

Critical Success The meal grants advantage to one Strength (Athletics) and Dexterity (Acrobatics) checks for 24 hours.
Success As critical success, but choose only one skill.
Critical Failure Something about the vegetables didn't sit right with you. The first time you enter combat and attempt to move stressfully, consider your movement as if going through difficult terrain.

PATHFINDER 1E

Preparation DC 21

Favorite Meal +5 land movement speed

Critical Success The meal grants a +3 camping bonus to acrobatics, athletics (unchained), climb, and swim checks for 24 hours.
Success As critical success, but the bonus is only +2.
Critical Failure Something about the vegetables didn't sit right with you. The first time you enter combat and attempt to move stressfully, consider your movement as if going through difficult terrain.

PATHFINDER 2E

Meal

Meal 9

Preparation DC 27

Favorite Meal When calculating travel speed, you gain a +5 status bonus to your movement speed for 24 hours.

Critical Success The meal grants a +2 status bonus to athletics checks without the attack trait and acrobatics checks for 24 hours.
Success The meal grants a +1 status bonus to athletics checks without the attack trait for 24 hours.
Critical Failure Something about the vegetables didn't sit right with you. The first time you enter combat and attempt to move stressfully, consider your movement as if going through difficult terrain.

MAGIC MINT COCOA

Yet another delicious treat from the dryads. Magic Mint leaves come from dryad trees, though suitable substitutions can be made with druidic magic.

Recipe Price 1,500 gp
Ingredients 4 basic, 2 Special
Preparation The ability to cast primal, Druid, Ranger, or Shaman spells, or be a Flora Nymph with a leaf from their home.

5E RECIPE

Preparation DC 15

Favorite Meal You gain advantage on Charisma (Persuasion) checks for 24 hours.

Critical Success You gain resistance to fire and cold damage as a reaction. Additionally, you also have advantage to intelligence and wisdom saving throws for the next 24 hour.
Success As critical success, but you only have advantage on saving throws.
Critical Failure You have an allergic reaction to the mint, which causes you to break out in a painful, embarrassing rash. You gain disadvantage to athletics and diplomacy checks for 24 hours.

PATHFINDER 1E

Preparation DC 25

Favorite Meal You gain a +4 camping bonus to diplomacy checks for 24 hours.

Critical Success You gain resistance 5 against fire and cold damage and gain a +2 camping bonus to will saves for the next 24 hours.
Success As critical success, but you only get the will save bonus.
Critical Failure You have an allergic reaction to the mint, which causes you to break out in a painful, embarrassing rash. You suffer a -2 to climb and diplomacy checks for 24 hours.

PATHFINDER 2E

Meal

Meal 13

Preparation DC 32

Favorite Meal You gain a +2 bonus to Diplomacy checks to Request for 24 hours.

Critical Success You gain resistance 5 against fire and cold damage and gain a +1 bonus to will saves for the next 24 hours.
Success As critical success, but you only get the will save bonus.
Critical Failure You have an allergic reaction to the mint, which causes you to break out in a painful, embarrassing rash. You suffer a -1 status penalty to athletics and diplomacy checks for 24 hours.

MEGA MILKSHAKE

A massive modular milkshake made from the mammaries of any milked mammal. Popular among the human races and often had after a long day of work.

Recipe Price 1,500 gp
Ingredients 4 basic, 2 Special
Preparation Able to use an ability or cast a spell that deals cold damage.
Special When preparing Mega Milkshake, declare one type of additive you intend to include as a flavor. Depending on the type, you gain a different bonus depending on the ability score: Protein (Strength), Grains (Dexterity), Fruits (Intelligence), Chocolate (Wisdom), Alcohol (Charisma)

5E RECIPE

Preparation DC 13

Favorite Meal You may gain advantage on a single skill check of your choice with your chosen ability score.

Critical Success You gain a +1 bonus to all skill checks made with that ability score that doesn't involve combat.
Success As critical success, except you choose only 1 skill associated with that ability score of your choice.
Critical Failure The ice cream is liquidy and unpleasant to eat. You instead suffer a -1 to all skill checks made with that attribute for the next 24 hours.

PATHFINDER 1E

Preparation DC 17

Favorite Meal You may double the camping bonus you receive once as a free action while this effect is active.

Critical Success You a +2 camping bonus to all skill checks made with that ability score that doesn't involve combat.
Success As critical success, but the bonus only applies to a single skill associated with that ability score of your choice.
Critical Failure The ice cream is liquidy and unpleasant to eat. You instead suffer a -2 to all skill checks made with that attribute for the next 24 hours.

PATHFINDER 2E

Meal

Meal 5

Preparation DC 23

Favorite Meal You gain a +1 status bonus to one attack roll, Perception check, saving throw, or skill check in the next 24 bonus.

Critical Success You gain a +1 status bonus to all skill checks made with that attribute for the next 12 hours.
Success As critical success, except you choose only one skill associated with that attribute.
Critical Failure The ice cream is liquidy and unpleasant to eat. You instead suffer a -1 status penalty to all skill checks made with that attribute for the next 24 hours.

ONI'S GIRI

A delicious rice ball covered in decadent chocolate. Though a Shoujo's love is usually dedicated to their spouse, it is customary and expected for gifts of affection to be granted to one's superiors on special occasions. (This meal is not a donut)

Recipe Price 250 gp
Ingredients 4 basic, 1 special
Requirements You must be able to cast a Shoujo spell.
Special (See below). In addition, if this meal is gifted by the preparer to an authority figure, their attitude is improved significantly (typically 1 stage).

5E RECIPE

Preparation DC 13

Favorite Meal After casting the Shoujo spell, you heal 1 hp per round for 1 minute.

Special Can be stored as a special daily ration for 24 hours and consumed as an action.

Critical Success After consuming the meal, you may cast the Shoujo spell associated with the preparer or your own personality once. In addition, you gain advantage on all Charisma based skill checks against those with higher social status than yourself. These effects last until you take your next long rest.
Success As critical success, but you do not gain the ability to cast the spell.
Critical Failure The meal is cold and without heart. You are unable to cast Shoujo spells until the next time you take a long rest.

PATHFINDER 1E

Preparation DC 17

Favorite Meal After casting the Shoujo spell, you gain fast healing 1 for 1 minute.

Special Can be stored as a special daily ration for 24 hours and consumed as a standard action.

Critical Success After consuming the meal, you may cast the Shoujo spell associated with the preparer or your own personality once. In addition, you gain a +3 camping bonus to Charisma based skill checks against those with higher social status than yourself. These effects last for the next 24 hours.
Success As critical success, but you do not gain the ability to cast the spell.
Critical Failure The meal is cold and without heart. You are unable to cast Shoujo spells for 24 hours.

PATHFINDER 2E

Meal

Meal 8

Preparation DC 23

Favorite Meal After casting the Shoujo spell, you gain fast healing 1 for 1 minute.

Special Can be stored as a special daily ration for 24 hours and consumed with an Interact action.

Critical Success After consuming the meal, you may cast the Shoujo spell associated with the preparer or your own personality. In addition, you gain a +1 status bonus to Charisma based skill checks against those with higher social status than yourself. These effects last for the next 24 hours.
Success As critical success, but you do not gain the ability to cast the spell.
Critical Failure The meal is cold and without heart. You are unable to cast Shoujo spells for 24 hours.

PHOENIX FRIED RICE

A phoenix did not, in fact, fry this rice. However, this fried rice does bring the heat and majesty of a phoenix.

Recipe Price 9,000 gp
Ingredients 6 basic, 4 special

5E RECIPE

Preparation DC 19

Favorite Meal Any fire damage dealt by you gains an additional damage die.

Critical Success You gain the effect of *death ward* with a duration of 24 hours. You also gain fire resistance while under the effect of *death ward*. In addition, the next time you are damaged, you regain 10 hit points per round for 1 minute.
Success As critical success, but you only gain the benefit of *death ward*.
Critical Failure While the phoenix may rise again, you may not. You gain 2 levels of exhaustion for 24 hours. This effect cannot be removed except through the passage of time.

PATHFINDER 1E

Preparation DC 30

Favorite Meal Any fire damage dealt by you does additional fire damage equal to your level.

Critical Success You gain the effect of death ward for 24 hours. You also gain fire resistance equal to half your level for while under the effect of death ward. In addition, the next time you are damaged, you gain fast healing 10 for 1 minute.
Success As critical success, but you do not gain fast healing.
Critical Failure While the phoenix may rise again, you might not. You gain 2 negative levels for 24 hours. This effect cannot be removed except through the passage of time.

PATHFINDER 2E

Rare | Meal

Meal 16

Preparation DC 41

Favorite Meal Any fire damage dealt by you does additional fire damage equal to your level.

Critical Success The meal grants a +3 status bonus to saves against death and negative effects and gain fire resistance equal half your level. In addition, the next time you are damaged, you gain fast healing 10 for 1 minute.
Success As critical success, but you do not gain fast healing.
Critical Failure While the phoenix may rise again, you may not. You are drained 2 for 24 hours. This effect cannot be removed except through the passage of time.

REDCAP RYE

A beautiful loaf of hot and fluffy bread. When it bakes, the crown forms a vibrant red crust and a golden brown bottom. The yeast used in this bread gives the distinct color and grants a massive boost of explosive energy.

Recipe Price 200 gp
Ingredients 2 basic, 2 Special

5E RECIPE

Preparation DC 13

Favorite Meal Your two-handed weapons gain an additional 1d4 damage

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Critical Success You gain a +2 on any two-handed melee attack roll and damage roll by expending your bonus action for 24 hours.
Success As critical success, but the bonus is only +1.
Critical Failure The bread wasn't fully formed and the yeast settles awkwardly in your stomach, making you bloated and easier to hit. You suffer a -1 penalty to your AC for 24 hours

PATHFINDER 1E

Preparation DC 19

Favorite Meal Your two-handed weapons are considered one size category larger than they actually are. This effect does not stack with spells or effects such as *lead blades*.

Critical Success The meal grants a +2 camping bonus to two-handed melee attack rolls and damage rolls for 24 hours.
Success As critical success, but the bonus is only +1.
Critical Failure The bread wasn't fully formed and the yeast settles awkwardly in your stomach, making you bloated and easier to hit. You suffer a -1 penalty to your AC for 24 hours.

PATHFINDER 2E

Uncommon | Meal

Meal 7

Preparation DC 26

Favorite Meal Your second attack with a two-handed weapon only suffers a -4 penalty instead of the usual -5

Critical Success The meal grants a +1 status bonus to two-handed melee Strike damage rolls for 24 hours.
Success As critical success, but the effects apply to only the first two handed Strikes in a round for the next 24 hours.
Critical Failure The bread wasn't fully formed and the yeast settles awkwardly in your stomach, making you bloated and easier to hit. You suffer a -1 status penalty to your AC for 24 hours.

RICE, CORN, & CHEESE

This simple meal is hearty, flavorful, and quite filling. A favorite among farmers and those that work long days.

Recipe Price 700 gp
Ingredients 6 basic, 2 special

5E RECIPE

Preparation DC 12

Favorite Meal Remove 2 levels of exhaustion if this meal was a critical success and your favored meal. Remove 1 level if it was a success and your favored meal

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Critical Success You are filled, full, and happy. You gain advantage to constitution saving throws a number of times per day equal to your proficiency modifier.
Success As critical success, except you only gain advantage once.
Critical Failure The dish is too filling and full making complicated movements even more difficult. You do not gain your proficiency bonus to Strength (Athletics) skill checks for the next 24 hours.

PATHFINDER 1E

Preparation DC 15

Favorite Meal You may remove the exhausted condition if this meal was a critical success and your favorite meal. If you have the exhausted condition, you may reduce it to the fatigued condition if the meal was a success and your favorite meal. If you are fatigued when consuming this meal, remove that condition.

Critical Success You gain a +2 camping bonus to your fortitude saving throw for 24 hours.
Success As critical success, except the bonus is +1.
Critical Failure The dish is too filling and full making complicated movements even more difficult. You do not gain your strength modifier to athletics (unchained), climb, or swim skill checks for the next 24 hours.

PATHFINDER 2E

Meal

Meal 3

Preparation DC 19

Favorite Meal If you are fatigued, remove that condition.

Critical Success You are filled, full, and happy. You gain a +2 status bonus to your next Fortitude saving throw.
Success As critical success, except the status bonus is +1.
Critical Failure The dish is too filling and makes complicated movements even more difficult. You take a -2 status penalty as if you were wearing cumbersome armor

ROC LOBSTER

A meal commonly known as Sea and Sky. This gigantic feast involves a well prepared bird and crustacean seasoned with butter, exotic spices, and soft buttered bread.

Recipe Price 700 gp
Ingredients 6 basic, 2 special

5E RECIPE

Preparation DC 14

Favorite Meal You gain advantage on Athletics and Acrobatics checks that involve swimming and flying.

Critical Success You gain a swim speed equal to your walking speed. You gain a +10 feet bonus to your swim, walking, and fly speed (if you have one). You also gain the effects of *featherfall* for 24 hours.
Success As critical success, but the bonus is only 5 feet.
Critical Failure You're not sure if the lobster or the bird was prepared incorrectly, but you eventually violently evacuate both of them one way or another. You gain the poisoned condition for 24 hours.

PATHFINDER 1E

Preparation DC 23

Favorite Meal You gain a +4 camping bonus to Climb, Fly, and Swim skill checks for 24 hours.

Critical Success You gain a swim speed equal to your movement speed. You gain a +10 feet bonus to your swim, movement, and fly speed (if you have one). You also gain the effects of *featherfall* for 24 hours.
Success As critical success, but the bonus is only 5 feet.
Critical Failure You're not sure if the lobster or the bird was prepared incorrectly, but you eventually violently evacuate both of them one way or another. You become sickened for 24 hours.

PATHFINDER 2E

Meal

Meal 11

Preparation DC 29

Favorite Meal You gain a +1 status bonus to athletics checks to swim and a +1 status bonus to acrobatics checks to Maneuver in Flight for 24 hours.

Critical Success You gain a bonus of 5 feet to both your swim and fly speed (if you have one). If you do not have a swim speed, you gain one equal to your movement speed. If you do not have a fly speed, you gain the benefit of *gentle landing*. All of these effects last 24 hours.
Success You gain a swim speed equal to half your movement speed and the benefit of *gentle landing* for 24 hours.
Critical Failure You're not sure if the lobster or the bird was prepared incorrectly, but you eventually violently evacuate both of them one way or another. You become sickened 1 for 24 hours. This is a poison effect.

ROC OMELETS

This gigantic egg comes from the nest of the great Rocs. It contains so much food, it can feed a small platoon.

Recipe Price 140 gp
Ingredients 1 basic, 2 special
Substitutions Ingredients may be substituted for 1 Roc Egg.
Special If this meal is prepared using the substitutions, each remaining excess meal may be converted into a special ingredient.

5E RECIPE

Preparation DC 16

Favorite Meal You gain a +1 bonus to Constitution and Strength saving throws for 24 hours.

Critical Success You gain 2d4 + your level in temporary hit points for 24 hours. While you have these temporary hit points, you gain +2 to perception checks and passive perception.
Success As critical success, except you only gain 1d4 + your level in temporary hit points.
Critical Failure The egg wasn't cooked all the way through and you got dire salmonella. The eater takes 2d4 poison damage and is poisoned until they get a full night's rest. You cannot be killed with this condition, but you can fall unconscious.

PATHFINDER 1E

Preparation DC 24

Favorite Meal You gain a +2 camping bonus to Fortitude saving throws for the next 24 hours.

Critical Success You gain a camping bonus of 2d10 + your level in temporary hit points for 24 hours. While you have these temporary hit points, you gain a +2 camping bonus to perception checks.
Success As critical success, except the hit point bonus is only equal to 1d10 + your level.
Critical Failure The egg wasn't cooked all the way through and you got dire salmonella. The eater takes 2d6 poison damage and is sickened until they get a full night's rest. You cannot be killed with this condition, but you can fall unconscious.

PATHFINDER 2E

Rare | Meal

Meal 9

Preparation DC 32

Favorite Meal +1 status bonus to Fortitude saves for the next 24 hours.

Critical Success You gain temporary Hit Points equal to your level, lasting up to 24 hours. While you have these temporary hit points, you gain a +1 status bonus to perception.
Success As critical success, except the hit point bonus is only equal to half your level.
Critical Failure The egg wasn't cooked all the way through and you got dire salmonella. The eater takes 2d6 poison damage and is sickened 1 until they get a full night's rest. This is a poison effect. You cannot be killed with this condition, but you can fall unconscious.

SPARKLING NYMPH SODA

A spritzy and light soda that puts a smile on your face and puts you in a GREAT mood!

Recipe Price 1,000 gp
Ingredients 3 basic, 2 special

5E RECIPE

Preparation DC 13

Favorite Meal You gain the advantage bonus to Charisma (deception) checks as well.

Critical Success The meal grants advantage to Charisma (Persuasion) and Charisma (Performance) checks for 24 hours.
Success As critical success, but advantage can only be applied once to each skill within 24 hours.
Critical Failure The soda was TOO effective and somehow made your mood inappropriately bubbly. You suffer hiccups, burping, and embarrassing gas all day while suffering disadvantage to Charisma (Intimidation) checks for 24 hour.

PATHFINDER 1E

Preparation DC 24

Favorite Meal You gain the camping bonus to Bluff as well for the next 24 hours.

Critical Success The meal grants a +4 camping bonus to Diplomacy and Performance checks for 24 hours.
Success As critical success, but the bonus only occurs once to each skill within 24 hours.
Critical Failure The soda was TOO effective and somehow made your mood inappropriately bubbly. You suffer hiccups, burping, and embarrassing gas all day while taking a -2 to Intimidation checks for 24 hour.

PATHFINDER 2E

Meal

Meal 12

Preparation DC 31

Favorite Meal You gain +2 status bonus to Diplomacy checks to Request for the amount of time matching your success or critical success.

Critical Success The meal grants a +2 status bonus to Performance checks and Diplomacy checks to Make an Impression for the next 24 hours.
Success As critical success, but the effects only occurs the next time you make one of those rolls within the next 24 hours.
Critical Failure The soda was TOO effective and somehow made your mood inappropriately bubbly. You suffer hiccups, burping, and embarrassing gas all day while taking a - 1 status penalty to Intimidation checks for 24 hours.

TIEFLING FOOD CAKE

A deep dark chocolate layer cake. A special raspberry flavored frosting is used to both bind the cake and decorate it.

Recipe Price 130 gp
Ingredients 5 basic, 1 Special

5E RECIPE

Preparation DC 13

Favorite Meal You may roll and add 1d4 to your advantage result.

Critical Success You gain advantage on Charisma (Deception, Performance, and Persuasion) checks once each within 24 hours.
Success As critical success, but only for one Charisma skill instead of all of them (choose after finishing the meal).
Critical Failure The chocolate was clumpy and gooey, but tasted great! Unfortunately, you have chocolate stains all over your face and clothes causing a distracting disadvantage to Charisma (performance) checks for the next 24 hours. This disadvantage penalty can be changed to a -1 penalty if you spend an hour changing clothes and taking a hot bath.

PATHFINDER 1E

Preparation DC 18

Favorite Meal You gain an additional +1 camping bonus to the skill checks for 24 hours.

Critical Success The meal grants a +2 camping bonus to Use Magic Device and Performance checks for the next 24 hours.
Success As critical success, but the bonus is only +1.
Critical Failure The chocolate was clumpy and gooey, but tasted great! Unfortunately, you have chocolate stains all over your face and clothes causing a distracting -2 penalty to performance checks for the next 24 hours. This penalty can be reduced to -1 if you spend an hour to change clothes and take a hot bath.

PATHFINDER 2E

Meal

Meal 6

Preparation DC 23

Favorite Meal You gain a +1 status bonus to Diplomacy checks to Request for 24 hours.

Critical Success You gain a +2 status bonus to Performance checks for the next 24 hours.
Success You gain a +1 status bonus to Performance checks for the next 24 hours.
Critical Failure The chocolate was clumpy and gooey, but tasted great! Unfortunately, you have chocolate stains all over your face and clothes causing a distracting -2 status penalty to performance checks for the next 24 hours. This penalty can be reduced to -1 if you spend an hour to change clothes and take a hot bath.

TSUNDERE PIZZA

Developed by a zenko who had trouble expressing her emotions. The Tsundere Pizza is a dish covered in jalapenos and pineapple reflecting her spicy but sweet personality. However, don't get the wrong idea, it's not like anyone made this for you or anything…baka.

Recipe Price 20 gp
Ingredients 2 basic

5E RECIPE

Preparation DC 10

Favorite Meal Treat the results of the meal as one step better.

Critical Success You gain advantage on saving throws against spells and effects that cause the charmed condition for 24 hours.
Success As critical success, but you only gain advantage once within 24 hours.
Critical Failure You are confused as to why someone would behave this way and prepare a pizza like this. Your confusion causes you to roll disadvantage to your next Charisma (Persuasion) check within 24 hours.

PATHFINDER 1E

Preparation DC 13

Favorite Meal Treat the results of the meal as one step better.

Critical Success The meal grants a +2 camping bonus to Will saving throws against charm effects for 24 hours.
Success As critical success, except the bonus is +1 instead.
Critical Failure You are confused as to why someone would behave this way and prepare a pizza like this. Your confusion leads to a -1 penalty to Diplomacy checks for 24 hours.

PATHFINDER 2E

Meal

Meal 1

Preparation DC 16

Favorite Meal Treat the results of the meal as one step better.

Critical Success The meal grants a +1 status bonus to Will saving throws against all mental and emotion effects for 24 hours.
Success As critical success, except the bonus is only applied to emotion effects.
Critical Failure You are confused as to why someone would behave this way and prepare a pizza like this. Your confusion leads to a -1 status penalty to Diplomacy checks for 24 hours.

VORPAL WINE

"A wine so delicious and so powerful it will take your head clean off your shoulders."
- Marketing for the Vorpal Wine

Recipe Price 20,000 gp
Ingredients 7 basic, 5 Special
Hangover DC You must make a saving throw (see below) when you take a swig of this wine. If you fail, you gain the meal's effects as if it were prepared to a success degree one step lower.

5E RECIPE

Preparation DC 25

Favorite Meal You gain advantage on your hangover saving throw.

Hangover DC Constitution 20

Critical Success You treat all your melee attacks with a slashing weapon as if it had the vorpal enchantment for 24 hours. You also gain a +2 to attack rolls with all slashing melee weapons. You lose this effect with a successful use of the vorpal enchantment.
Success As critical success, except you do not gain the vorpal effect. You lose this effect upon a critical hit with a slashing melee weapon.
Critical Failure You feel the full effects of this wine, fall unconscious, and cannot be awoken for 24 hours. During this time, you have unsettling (but in hindsight, comical) dreams about your body running around without your head as you desperately call to it trying to get it to pick you up.

PATHFINDER 1E

Preparation DC 34

Favorite Meal Your die roll is considered to be a natural 20 on a 19 when making your hangover saving throw.

Hangover DC Fortitude 30.

Critical Success You treat all your melee strikes with a slashing weapon as if it had the vorpal enchantment for 24 hours. You also gain a +3 camping bonus to attack rolls with all slashing melee weapons. You lose this effect with a successful use of the vorpal enchantment.
Success You gain a +3 camping bonus to attack rolls with a slashing melee weapon. You lose this effect upon a successful critical hit with a slashing melee weapon.
Critical Failure You feel the full effects of this wine, fall unconscious, and cannot be awoken for 24 hours. During this time, you have unsettling (but in hindsight, comical) dreams about your body running around without your head as you desperately call to it trying to get it to pick you up.

PATHFINDER 2E

Rare **Meal**

Meal 19

Preparation DC 45

Favorite Meal Your die roll is considered to be a natural 20 on a 19 when making your hangover saving throw.

Hangover DC Fortitude 40.

Critical Success You treat all your melee strikes with a slashing weapon as if it had the vorpal trait for 24 hours. You also gain a +1 status bonus to attack rolls with a slashing melee weapon. You lose this effect with a successful use of the vorpal enchantment.
Success As critical success, except your weapons do not gain the vorpal trait. You lose this effect upon a critically successful Strike with a slashing melee weapon.
Critical Failure You feel the full effects of this wine, fall unconscious, and cannot be awoken for 24 hours. During this time, you have unsettling (but in hindsight, comical) dreams about your body running around without your head as you desperately call to it trying to get it to pick you up.

LEGENDARY MEALS

Legendary Meals

Just like how magic items, spells, and even racial abilities have legendary counterparts, so too does the art of cooking. Legendary meals are a once in a lifetime eating opportunity. They are so rare and so complex that most chef's (even the greatest ones) never get the opportunity to craft them.

To cook a legendary meal you need the following in addition to having its legendary recipe:

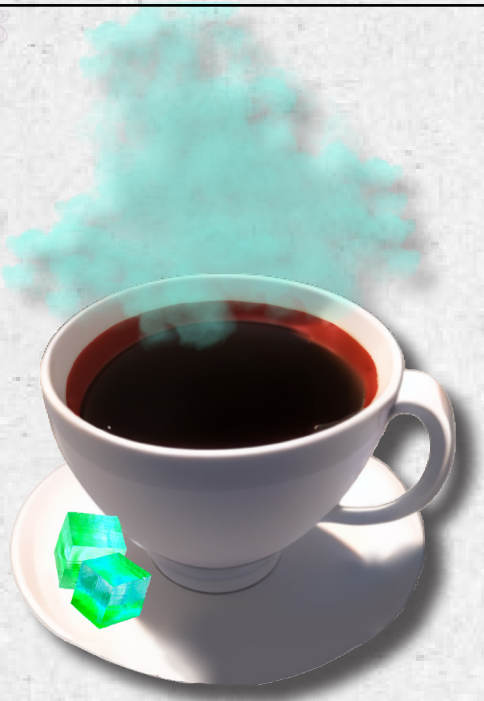
System	Cooking Feat/Abilities
5e:	Amazing Waifu Cook domestic virtue, Knowledgeable Cook Feat, Expertise or Skill Expert Feat (cooking skill)
Pf1:	Skill Focus Feat (Relevant cooking skill), or *Amazing Waifu Cook* Waifu Virtue
Pf2:	Legendary in relevant cooking skill

Success: Cooking a legendary meal does not have a critical success or critical failure. Instead, it is a simple pass/fail check. It is immediately apparent to the chef if the dish is a success or a failure. Consuming a legendary dish grants the consumer with a permanent buff that lasts for their entire lifetime. The effect of the food attaches to their soul and carries over even if their body is destroyed, they reincarnate, or they are turned into an undead of some kind.

A creature can only gain the benefits of one legendary meal during their life, afterlife, or unlife. If they want to rid themselves of the benefit of a legendary meal, they need to cast a *wish* spell or something of similar power.

Failure: Attempting to consume a failed legendary dish simply results in an unpleasant taste followed by immediate vomiting that can last up to 1 hour. This grants the poisoned condition or is treated as a poison in all systems.

ELEMENTAL ESPRESSO



This coffee is infused with the elements from all 4 elemental planes as well as the spirit of its denizens, the djinni-kin. Ingesting this legendary, frothy drink will permanently change you to an avatar of all elements

Recipe Price 50,000 gp
Ingredients 10 basic, 6 special
Preparation You must grow coffee beans from dirt from the plane of earth, nurture it with water from the plane of water, heat it from fire from the elemental plane of fire, and expose it to air from the plane of air.

5E RECIPE

Preparation DC 30

Success Your creature type becomes an elemental. You learn the Primordial language and gain advantage to all skill checks and saving throws against all elemental creatures from the planes of air, earth, fire, or water.

Once per day, you may drink any coffee. When you do, you then roll a 1d4 and can transform into an elemental as if you were a druid with an elemental wild shape equal to your current level. If you already are a druid capable of this, you do not need to expend uses of Wild Shape to transform into your elemental forms. The result of your 1d4 determines your elemental form:, 1 Air, 2 Earth, 3 Fire, 4 Water.

PATHFINDER 1E

Preparation DC 40

Success Your creature type becomes an outsider with the native subtype, not affecting any racial feats or requirements. You learn the elemental languages of earth, water, fire, and air, and gain a permanent +4 camping bonus to all skill checks and saving throws against all elementals and outsiders from the planes of air, earth, fire, or water.

Once per day, you may drink any coffee. When you do, you then roll a 1d4 and gain the effects of a 7th level *elemental body IV*. The result of your 1d4 determines your elemental form:, 1 Air, 2 Earth, 3 Fire, 4 Water. *Elemental body IV*'s caster level is equal to your character level and its Spell Save DC is determined with your highest ability modifier.

PATHFINDER 2E

Rare **Meal**

Preparation DC 50

Success You gain the Elemental trait. You learn the elemental languages of earth, water, fire, and air, and gain a permanent +2 status bonus to all skill checks and saving throws against elementals.

Once per day, you may drink any coffee. When you do, you then roll a 1d4 and gain the effects of a 7th level *elemental form*. The result of your 1d4 determines your elemental form:, 1 Fire, 2 Water, 3 Earth, 4 Air.

GOLDEN APPLE COBBLER

This meal is created from 20 apples of love or discord. The cobblers are delicious, delicate, and politely sweet. A golden apple cobbler is the ultimate symbol of affection between a mortal and a deity.

Recipe Price 50,000 gp
Ingredients 20 basic, 6 Special, 20 golden apples gifted from the same deity.

5E RECIPE

Preparation DC 30

Success You can call upon the deity that supplied the golden apples once per week to ask for a favor of some kind. Roll 1d100 and if the result is below more than three times your level, the deity intervenes and casts the *Wish* spell appropriate for your situation (although a deity will rarely destroy or completely solve a problem for you, they can intervene on your behalf and pull you out of a dangerous situation).

PATHFINDER 1E

Preparation DC 40

Success You can call upon the deity that supplied the golden apples once per week to ask for a favor of some kind. Roll 1d100 and if the result is below more than three times your level, the deity intervenes and casts the *Miracle* spell appropriate for your situation (although a deity will rarely destroy or completely solve a problem for you, they can intervene on your behalf and pull you out of a dangerous situation).

PATHFINDER 2E

Rare | Meal | Divine

Preparation DC 50

Success You can call upon the deity that supplied the golden apples once per week as a single action to ask for a favor of some kind. Roll 1d100 and if the result is below more than three times your level, the deity intervenes and casts the *Miracle* spell appropriate for your situation (although a deity will rarely destroy or completely solve a problem for you, they can intervene on your behalf and pull you out of a dangerous situation)

HELLFIRE CURRY

The Kitchens of Hell are run by infernal, nightmarish, devils known as Ramzies. The greatest of these Ramzies was an archdevil known as Gideon and has invented a dish that is both celebrated and feared across the multiverse.

Recipe Price 50,000 gp
Ingredients 10 basic, 6 special
Ingredients This curry must be prepared in the halls of the Nine Hells or a similar plane of existence where powerful Lawful Evil devils reside.

5E RECIPE

Preparation DC 30

Success You eat the hellacious dish and see fire, both literally and figuratively, as the powers of hell infuse into your very body. You permanently gain immunity against fire and acid as well as resistance to bludgeoning, piercing, and slashing non-magical attacks that aren't silvered. Your eyes also stay burning as they gain Darkvision that can see through magical darkness, as devils do. Though you gain some powers from hell, your soul is not bound for it.

PATHFINDER 1E

Preparation DC 40

Success You eat the hellacious dish and see fire, both literally and figuratively, as the powers of hell infuse into your very body. You permanently gain immunity against fire and acid as well as DR 10/good and silver weapons. Your eyes also stay burning as they gain Darkvision up to 60 ft and can see through effects like *deeper darkness*, as per a devil's *See in Darkness* ability. Though you gain some powers from hell, your soul is not bound for it.

PATHFINDER 2E

Rare | Meal

Preparation DC 50

Success You eat the hellacious dish and see fire, both literally and figuratively, as the powers of hell infuse into your very body. You permanently gain immunity against fire and acid damage. You also gain resistance 10 to physical damage except against Holy silver weapons. Your eyes also stay burning as they gain Greater Darkvision, as devils do. Though you gain some powers from hell, your soul is not bound for it.

SILVER DRAGON SHERBET

This meal is a special kind of peach sherbet ice cream prepared with an infusion of the legendary powers of a silver dragon. The peach flavoring is sublime, and despite the powers of a dragon, the ice cream is the perfect temperature and will not give brain freeze.

Recipe Price 50,000 gp
Ingredients 10 basic, 6 Special
Preparation An ancient silver dragon must help prepare the dish. They must be fully aware, consenting, and understand they are preparing a legendary meal by finding you worthy of it.

5E RECIPE

Preparation DC 30

Success You permanently gain immunity to cold damage. You may also cast *Bonding Rite* at will. You may also perform a ceremony that will atone Paladins, Waifus, Warlocks, or any other class that breaks their bonds or oaths. If the target is not truly penitent, then the effects are treated as a failure since the forgiveness you grant is only open to those who seek it.

You also see perfectly well in fog and clouds. You may also cast *Fog Cloud* once per day as if you were a 20th level spellcaster. Enemy creatures within this fog cloud take 1d6 cold damage per round and lasts until they leave the fog or the spell wears off.

PATHFINDER 1E

Preparation DC 40

Success You permanently gain immunity to cold damage. You may also use the *atonement* and *bonding rite* spells at will, treating your caster level as if you were a 20th level cleric. If the target is not truly penitent, then the effects are treated as a failure since the forgiveness you grant is only open to those who seek it.

You also see perfectly well in fog and clouds. You may also cast *Fog Cloud* once per day as a spell-like ability as a 20th level spellcaster, treating your highest attribute as the spellcasting ability. Enemy creatures within this fog cloud take 2d6 cold damage per round as if it were a Silver Dragon's aura and it persists until they leave the fog or the spell wears off.

PATHFINDER 2E

Rare | Meal

Preparation DC 50

Success You permanently gain immunity to cold damage. You may also use the *Atone* ritual and *Bonding Rite* for free as an at-will ritual with an instant effect, as though you had rolled a critical success for your target. If the target is not truly penitent, then *Atone's* effects are treated as a failure since the forgiveness you grant is always open to those who seek it.

You also see perfectly well in fog and clouds. You may also cast *Fog Cloud* once per day as an innate spell. Enemy creatures within this fog cloud take 3d6 cold damage per round as if it were a Silver Dragon's Cold Aura and lasts until they leave the fog or the spell wears off.

SOUL FOOD

A meal prepared with obsession rather than love. Your desire to make someone yours in both body AND soul are infused into the meal.

Recipe Price 50,000 gp
Ingredients 10 basic, 6 Special
Preparation This meal is made from the soul of a creature and their spouse who has the Soulmate ability through the Soulmated Waifu Feat (5e), the Waifu Prestige Class (pf1e), or the Waifu Archetype (pf2e).

Special Consuming this meal grants you the greatest ability a Waifu has, the power of soulmates. As such, they gain a Spouse as appropriate to their system.

5E RECIPE

Preparation DC 30

Success You gain a Partner as if you took the Partner in Crime rogue subclass, with your rogue level equal to your character level. This partner is the spirit of either the Waifu or their Spouse (your choice) that is permanently bound to your spirit. The partner knows all spells they had when they were alive and their race is treated as a Yurei with the Jibakurei subtype, with yourself being the subject of their Bound racial trait. You also gain the Soulmated Waifu feat, ignoring prerequisites.

PATHFINDER 1E

Preparation DC 40

Success You gain a Spouse as if you took the Waifu prestige class with your Waifu level equal to your character level (maximum 10). This Spouse is the spirit of either the Waifu or their Spouse (your choice) that is permanently bound to your spirit. The Spouse knows all spells they had when they were alive and their race is treated as a Yurei with the Jibakurei subtype, with yourself being the subject of their Bound racial trait. You also gain the Soulmated capstone ability from the Waifu prestige class, ignoring prerequisites.

PATHFINDER 2E

Rare | Meal

Preparation DC 50

Success You gain the Dynamic Duo Dedication as a bonus feat. This partner is the spirit of either the Waifu or their Spouse (your choice) that is permanently bound to your spirit. The partner knows all spells they had when they were alive and their ancestry is treated as a Yurei with the Jibakurei heritage, with yourself being the subject of their Bound racial trait. You also gain the Soulmated Waifu feat, ignoring prerequisites.

TARRASQUE A LA KAIJU

The tarrasque, the spawn of destructive beasts, and creatures like kaiju are known as civilization destroyers. This dish will begin the recovery process as it heals those same societies. This massive mountain of meat and bone can feed a single town for nearly a month, if prepared properly.

Recipe Price 50,000 gp
Ingredients 10 basic, 6 special
Preparation The ingredients of this dish must come exclusively from either a kaiju or a tarrasque that has been permanently killed.

Special This dish can feed an entire city filled with thousands, if not tens of thousands of people. However, only the person eating the delicate heartstrings can gain the benefits of this Meal.

5E RECIPE

Preparation DC 30

Success You gain a reflective carapace. You are from this point onwards immune to a single type of energy damage, usually the one attributed to the kaiju itself (if the kaiju is not attributed with one, the GM will choose an energy damage type). Not only are you immune to this damage, but you can also use your reaction to reflect the effect back at the source just like the Tarrasque Carapace.

PATHFINDER 1E

Preparation DC 40

Success You gain a reflective carapace. You are from this point onwards immune to a single type of energy damage, usually the one attributed to the kaiju itself (if the kaiju is not attributed with one, the GM will choose an energy damage type). Not only are you immune to this damage, but you can use an immediate action to reflect the effect back at the source just like the Tarrasque Carapace.

PATHFINDER 2E

Rare Meal

Preparation DC 50

Success You gain a reflective carapace. You are from this point onwards immune to a single type of energy damage, usually the one attributed to the kaiju itself (if the kaiju is not attributed with one, the GM will choose an energy damage type). Not only are you immune to this damage, but you can also use your reaction to reflect the effect back at the source just like the Tarrasque Carapace.

TYRANNOSAURUS TAMALES

This is a mixed dish full of a dinosaur's meat and energies of their primordial power fit beautifully into a wrap. It is difficult to make, and even more difficult to eat as dinosaur meat tends to be unfit for mortal consumption.

Recipe Price 50,000 gp
Ingredients 10 basic, 6 Special
Preparation The ingredients must be obtained from the remains of a number of dinosaurs whose levels or hit dice equaling 30 or greater and are slain within the last 24 hours.

5E RECIPE

Preparation DC 30

Success You devour the food and gain the primal abilities of the dinosaurs. A number of times per long rest equal to your proficiency bonus, as an action, you grow to huge size and gain advantage on all Strength checks and Saving throws. Your Strength is increased to 24 or gains a +2 bonus (whichever results in the higher score). Your weapon grows to match your size and while enlarged, your attacks deal an additional 2d6 damage. This effect lasts for 1 minute. If you are killed during this transformation, you are reverted back to your normal size.

PATHFINDER 1E

Preparation DC 40

Success You devour the food and gain the primal abilities of the dinosaurs. Once per day plus an additional time for every 5 levels you possess, as a standard action, you gain the effects of *Legendary Proportions* without expending any material components, even if you normally cannot gain the effects of the spell. Your duration is 1 round for every character level you possess.

PATHFINDER 2E

Rare Meal

Preparation DC 50

Success You devour the food and gain the primal abilities of the dinosaurs. Once per day plus an additional time for every 5 levels you possess, you can gain the effects of *Nature Incarnate* without expending any material components. When choosing forms, you are restricted to the Kaiju form and it becomes a primordial *Giganotosaurus*. Spell DC's for Nature Incarnate equals 23 + the level of the cook who made the meal.

CHAPTER 7

WAIFU SETTING

Content	Description	Pages
World of Xerros	Introduction to the Waifu setting, including the world and the human races' role within it.	264-265
The Dragonbride	One of the main religions on the world of Xerros, specifically the god-queen on Monshojil.	266-267
Monshojil	Brief history of the collection of kingdoms that make up the country of the Dragonbride.	268-276
Monshojil Major Cities	8 cities within Monshojil that are either capital cities or important locations, their demographics, and points of interest.	276-281
Waifus	17 fully fleshed out NPCs that can become companions or major characters. Perfect for the Waifu setting or your own.	282-347

Waifu Lore!

Despite this book dedicating over 250 pages to comedic and teamwork oriented material, the "Waifu Setting" does, in fact, have expansive lore that dates back thousands of years and into Xerros' present day. In this chapter, we discuss:

- The Planet Xerros
- The Human Races
- The Dragonbride Religion
- The Kingdoms of Monshojil
  - History
  - Government
  - 8 Territories
  - 44 sites of interest
  - 8 Major Cities
- 17 Waifus (NPC) to add to your own games

Notes from Stuart: Flawed Characters

My personal character writing philosophy is to include many elements and subjects that some would consider to be distasteful. You are welcome to ignore these elements if you wish, however, I feel that such elements add to much stronger character writing. Such elements include:

- Slavery
- Sexism
- Racism
- Severe Trauma
- Incest
- Inappropriate Relationships
- Child Death
- Alcohol Abuse
- Insufferable Puns

The NPCs are also all quite strong and well built for their respective systems. They are much tougher than the average NPC.

Xerros. "The Waifu Setting", much like other fantasy worlds, has all of the "standard" fantasy races such as dwarves, elves, halflings, and orcs. Most of the content in this book can comfortably slot into most other fantasy settings. Incorporating the kingdoms of Monshojil into another world would be straightforward for any GM, as their history spans just under 400 years, requiring minimal adjustment to blend seamlessly into other realms.

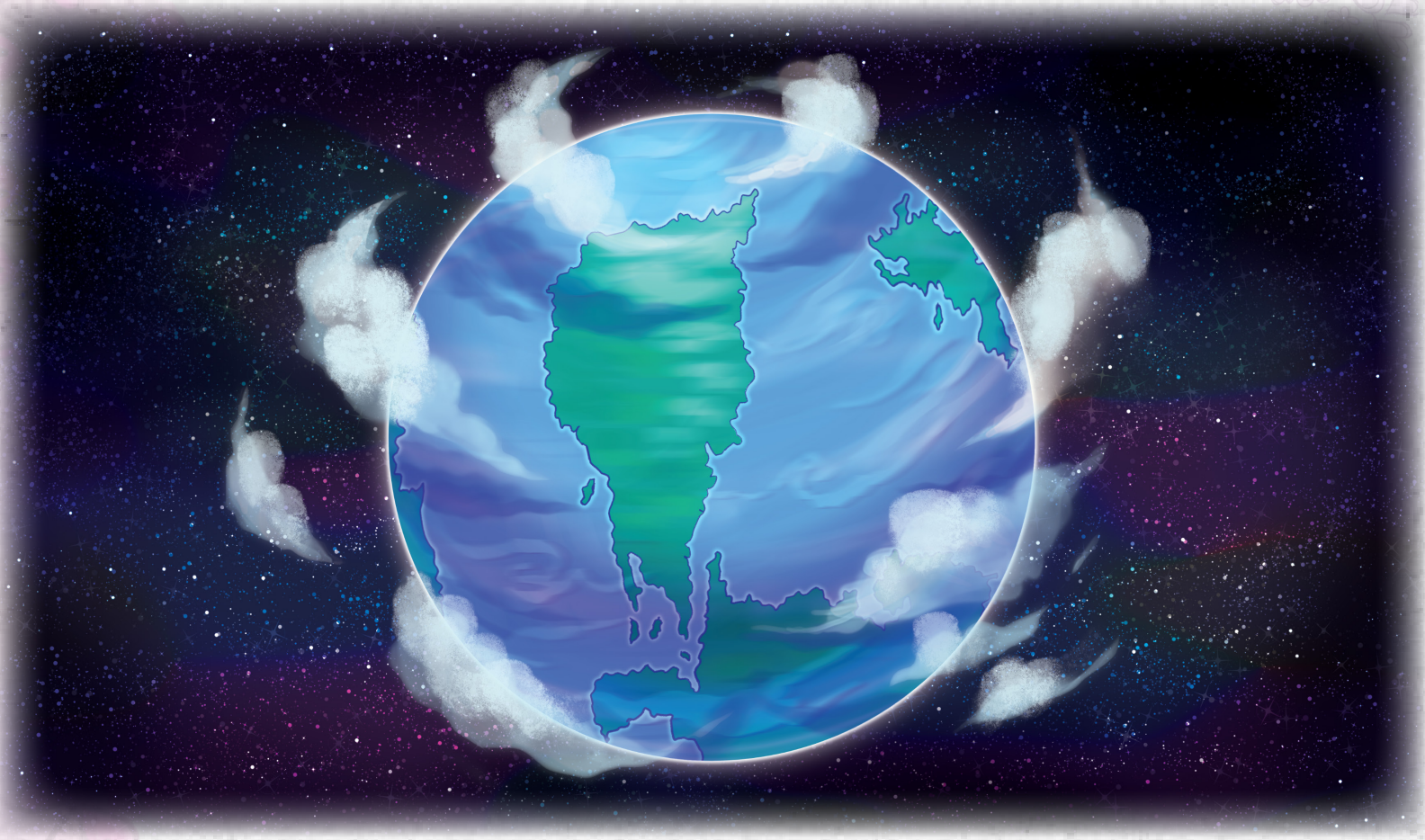
Xerros is set in the same universe as real-world Earth, meaning it can fit into the Pathfinder setting, though it likely wouldn't align well with most 5e settings. However, the timeline might present challenges, as Xerros exists thousands of years after humans abandoned Earth following an apocalyptic event.

Humans. In Xerros, humans are viewed as a mythical and exotic race hailing from a distant world. They are highly sought after as companions due to their unique talent for forming friendships, expanding territories, and achieving their ambitions.

Waifus. This chapter provides several examples of potential Waifus for your campaign. Each entry provides the following:

- **Combat Statistics** All characters are stated with powers and abilities presented in this book. Most classes/subclasses are represented.
- **Character Summary** Occupation, Backstory, Personality, and even favorite meals are all explored to help you fully grasp the nature of each character.
- **Unique Camping Activity** On page 213, it states PCs can Learn Advanced Activities known only by the companions in this book called Companion Activities. If a Waifu in this book is in the party, they can perform or teach another character the activity provided they are friendly to the party and they meet the requirements on page 219.

XERROS



World of Second Chances

Now a peaceful planet, Xerros was shaped by the results of three different apocalypses: *The Devil's Descent*, *The Fae Fall*, and *The Hubris of Humanity*.

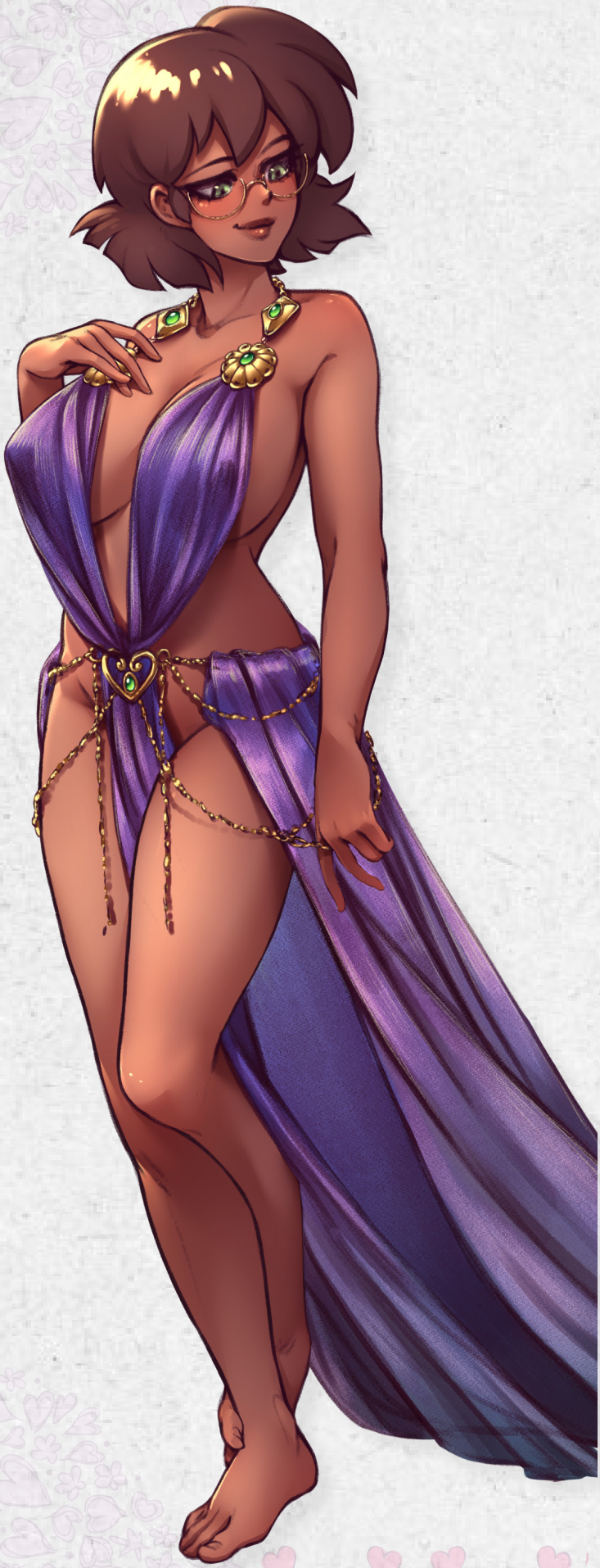
The first was *The Devil's Descent*: the time when the profane Underworlds (at the time called Overworlds), invaded the Fae Planes to plunder their lands and primal magics. Shortly after this invasion, the elves fled the Fane for Earth, leaving their kin to fend off the hellish invaders.

Over the course of thousands of years, the Fae battled the invading hordes, pushing them back to their own realms where eventually a stalemate was reached. Unsatisfied with this, the Fae called to the stars to annihilate their enemy once and for all.

The universe answered the call, sending thousands of meteors from across space to annihilate the fiends. This meteor swarm crushed the Overworlds and the Fae Planes in a cataclysmic wave of destruction that buried the two realms under millions of tons of rock in an event that came to be called *The Fae Fall*.

Across the cosmos, on the world in which the Elves fled, the last remnants of the Human world prayed for an escape of their own doom called *The Hubris of Humanity*. How this downfall began, not even the Humans remember. All they knew was that this event was a result of their own failings and they quietly prayed for a savior. Their prayers were answered by the last Human Saint who arrived at their hearth with a promise of hope. This Saint and his clan of Winter Elves told them of a world where they could begin again.

This Human Paragon, his sept of Elves, and the last tribe of Humanity left Earth for Xerros, in an event Humanity came to call "The Second Chance".



The Human Races

The world of Xerros was originally the homeworld of primal magics and the ancient Fey. Over the course of thousands of years, this Fey homeworld has been invaded by the Yokai of the various Underworlds. These wars were fought over territory and magic, often both at once. Tensions still persist in the modern age, thanks to the long memories and longer lifespans of the belligerents.

However, much to the surprise and confusion of these inhabitants, their most recent invasive species have been found to be a strangely positive experience. Mankind arrived and thrived quickly. Brought by their Saintly Paragon, these peoples were found to be short-lived and had even shorter memories.

These humans bred and spread quickly, seemingly indifferent to the hostile realms of the Fane and the Underworlds. They could swiftly form alliances, start and end wars, as well as raise and raze empires within one of their very short generations. Humans also seemed to love getting involved in the politics of their neighbors and were unafraid of getting their hands dirty.

As both an ironic and hilarious coincidence, many Yokai and Fey races resembled animals and creatures of their homeworld. As a consequence of this, the Yokai and Fey were assaulted with affection and endless head pats that could tame even the most vicious of their kind. This urge to pet the most dangerous creatures quickly became the Human's greatest diplomatic tool.

It wasn't long before mankind became the polite bane of these supernatural races. Fey, Yokai, and even Goblinkin were fascinated by the Human race, who often become the topic of discussion whether intended or not.

It wasn't long before the magic of Xerros affected the human races in return. As the humans spread across the continents, they developed into three races that were still distinctly mankind: dwarves, halflings, and masics.

Dwarves. The pinnacle of Human creativity. Dwarves have been shaped by their environment and the world's magic to continue industry and production at any cost.

Halflings. The pinnacle of human determination. Halflings are rumored to have supernatural luck to which they credit to their natural grit and pluckiness.

Masics. The pinnacle of human compassion. Masics retain the original appearance of humans as well as their habit of exploration and expansion. As such, this became the most populous human race.

The Dragonbride

Millennia have past since Humans came to Xerros. The details of these histories are still held by scholars of every race and there are even creatures that still have memories of their arrival. One of these creatures is The Dragonbride, a Shinryujin who came to love a Human and changed the continent of Erovat forever, shaping the lands for herself, her dynasty, and for her Waifu.

Here Comes the Bride

As the first Humans traveled the continent of Erovat, they began to quarrel with the Yokai that had overtaken the land. Though they fought long and hard to overcome the elements of the northernmost region (Mehlovia in modern times), they were largely unprepared to deal with the fiendish creatures of the Underworld. Their battles were long, arduous, and devoid of mercy.

One day, a scouting party led by Masic Prince Ovis were traveling in Greenteeth Forest. Along the way, they encountered a clan of Direwolf Okami, who quickly entered into a brutal conflict with them. Masic reinforcements arrived, but were overwhelmed by the superior Okami forces more familiar to the terrain. Just as all hoped seemed lost, a dragon appeared, seemingly from nowhere. The dragon's fire erupted and set the forest alight, though somehow the Masics were left untouched.

As the battle and the blaze died, the great wyrm touched down in front of the suspicious and confused soldiers. The dragon shrank, shed her feathers, and morphed into the shape of a beautiful human woman. The only evidence of her previous form, a pair of horns atop her head and a tail playfully protruding from her long skirts. Everyone present understood they were in the presence of a higher being as she approached with the grace and majesty of divinity.

Though this deity had theatrics to pomp and Prince Ovis had questions to ask, the two were caught speechless when they met face to face, captivated by an overwhelming infatuation.

It is said that the two remained awake for days, speaking of dreams, ambitions, and whispering quiet but unsubtle flattery. The dragoness joined them. Within a few short months, a wedding was held and the Ryuuda dynasty began.

THE BRIDAL MARCH

After the union of Prince Ovis and Princess Daphne, the masic clan swiftly marched south, claiming land, cleansing monsters, and ejecting Yokai. This conquest, led by the prince and his bride, became known as The Bridal March.

Over the next several decades, the loving couple were inseparable. To many, their love was as annoying as it was endearing. However, the two believed that their strong bond was the secret to their success. With the security of their union as their foundation, they were free to expand their power and rule all the way to the southern coast of Erovat.

As they gained more influence, they encouraged their children to also find love wherever they could. This created a culture of matchmaking that produced many noble families that can trace their lineage back to the couple.

These expanded noble lines, each sporting their own heraldry with symbols of their love, quickly gave the land a sense of identity. The two named their country Monshojil, or the "Land of Sigils".

However, the country was given the nickname "The Fertile Kingdoms" in reference to their verdant lands and as a playful jab at the couple and their propensity for having many children.

THE WEDDING RECEPTION

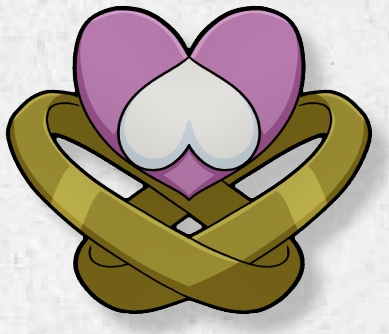
As expected of all things involving humans, Monshojil was founded and raised quickly. Although most of the Fey and Yokai races of other continents initially ignored the humans in Erovat, the alarming rate in which the Masic Prince conquered southern lands concerned them.

Overlords and Archfey from all over Xerros arrived at the gates of Ryurion to both congratulate the couple and to grant a warning: Should the Ryuuda Dynasty of Monshojil invade any lands east of Erovat, every lord, both primal and profane, will slay all humans within their own realms. Despite this, the couple treated with the lords and kings of the realms, celebrating their love without further care.

THE HONEYMOON

With the soul of nearly every Dwarf, Halfling, and Masic held hostage, the couple kept their affairs focused within their newfound lands. The pair ruled for centuries, and though Daphne granted her Waifu an extended life, the years wore on the now ancient Masic.

Noticing this, and with the stress of the death of their first Shinryujin child, the Bride and her Prince planned a Great Honeymoon, leaving their heirs to care for the land until their return. The couple departed, leaving Xerros for other realms, vowing to return within the turn of the century. Now, with half a decade remaining, the world prepares for the Return of the Dragonbride.



THE DRAGONBRIDE

Alignment: Neutral Good
Edicts: Inspire love, encourage others to find their Waifus, encourage growth through relationships.
Anathema: Standing in the way of any consensual romantic relationship, betraying your friends.
Holidays: Dragon Egg Festival, Waifu Day
Holy Text: The Complete Waifu Handbook
Symbol: Entwined wedding rings holding entwined hearts

5E DEITY

Suggested Domains: Cupid, Light

PATHFINDER 1E

Areas of Concern: Family, Legacies, Love, Protection
Domains: Cupid, Family, Good, Protection
Favored Weapon: Longbow

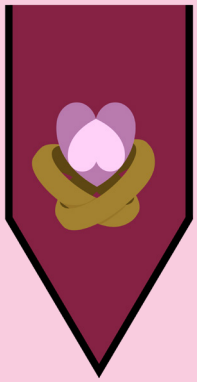
PATHFINDER 2E

Areas of Concern: Family, Legacies, Love, Protection
Follower Alignment: Any Good

DEVOTEE BENEFITS

Divine Ability: Dexterity or Wisdom
Divine Font: Heal
Divine Skill: Diplomacy
Favored Weapon: Longbow
Domains: Duty, Family, Passion, Protection
Cleric Spells: 1st *Charm*, 2nd *Calm Emotions*, 5th *Glimmer of Charm*

Monshojil



The Fertile Kingdoms

Alignment: NG

Capital: Ryurion City

Notable Settlements: Aristocrat Harbor, Greenbed, Highskirt, Ryurion City, Yomiko

Ruler: Prince Kenshin Ryuuda, Steward

Government: Feudal Monarchy

Languages: Western Masic Common, Sylvan, Shinryugo

Religion: The Dragonbride, The Housewife (unofficial), The Manbeast God, Winter's Prophecy (unofficial).

South of the frozen frontiers of Mehlovia, exists a land that is the envy of the world. Green, fertile lands that extend to the southern coastline with warm pleasant summers and gentle winters. What is not beautiful green land are mountainous peaks that provide natural defensive barriers and easily distinguishable dividing lines. A perfect cradle to nourish the heroes of a newborn kingdom.

History

The formation of Monshojil took place over the course of around 300 years and was tamed by the Dragonbride, her King-Waifu, and her children. During their long life, they had over three dozen children, many of which inherited their mother's divine spark to, born as either Nephilim or Shinryujin. As these children grew, marriage offers were sent daily, not only from within the kingdom, but from nobles, generals, and even Demigods of other continents.

Inheritance for the royal family became complicated as some children were functionally immortal while others were not. In total, the king and queen had 42 children with 11 of them born as Shinryujin, 23 as celestial Nephilim, and 8 born as Masics.

Queen Daphne's firstborn was Prince Akiros, a Masic who had no talent for magic but became a mighty warrior and general for his parents. Though he was responsible for many military victories, he chose not to pursue a career in politics, and instead quietly retired in a villa in Aristocrat Harbor with his wives siring a Shinryujin child of his own.

This unusual career path set a precedence within the royal family. Typically, royalty would be prepped and groomed for rule. However, Daphne and Ovis's long life allowed for their children to have a great deal of control over their own destiny. Most of the time, however, they would still pursue high powered careers such as daimyo, ambassadors, or even business owners.

With 42 children, there was no shortage of those who wish to rule. As such, heirs who simply wished to travel the world or take lesser responsibilities were encouraged to pursue their own goals. The king and queen's only rule for their children is that they must find their Waifu.

When King Ovis and Queen Daphne departed for their Honeymoon, they left their son, Prince Kenshin, the latest of their Shinryujin children to steward the land until they returned. Though Kenshin is a powerful spellcaster and swordsman, he is not the mightiest of Daphne's descendants leaving many to doubt his ruling capabilities.

These doubts were quickly dismissed however, when the Prince managed to effectively administer repeatedly competent rulings over the last century. The young prince, like his parents, credited his effective rule to finding his Waifu as their relationship acts as the foundation to his life.

However, with less than a decade until the Dragonbride returns, the Prince prepared to relinquish his powers to his parents as he and his bride prepare for their own draconic sleep.

Government

Currently, Monshojil exists as a feudal monarchy that is divided into 6 kingdoms and 2 territories. Though each region varies in how they choose to govern, they all answer to the High King, who lives in Ryurion City.

Prince Kenshin currently rules as steward along with his bride, Lady Tsupiei acting as consort. Lady Tsupiei is a fellow Shinryujin, and the daughter of Prince Akiros, who awoke from her dragonsleep around the time Kenshin came of age. Though related, this practice is common with noble houses of any region. This is especially true for Shinryujin who have trouble finding Waifus that live as long as them, or who can share their "sleeping schedule."

Territories

Monshojil is the unification of 6 Kingdoms and 2 still unclaimed territories:

Barren Cradle. A massive desert located in the middle of Monshojil which acts as a blemish in the middle of the beautiful green-filled kingdom. Lying in the shadow of the Tanto and Nekofyre mountains, it is unable to receive

TO HOLY MEHLOVIA
FROSTWOLF MOUNTAINS
FROSTGAZE VILLAGE
THE WHITEWALK
DIRESKULL DAM
STORMCRYPTS
STORMFORD
GREENTEETH FOREST
NYMORI
NEREIDS GRACE
STORMSEA
FEYFORT
DRYADS DUPE
GREENBED
GREENBED LAKE
MALIAES MOOT
EAST NYMORI
NAIADS PASS
NYMORI FOREST
GOLDWATER RIVER
NYMPHWOOD
SHINTATSU VILLAGE
HONEYMOON PORTAL
RYU GRAND
KENSONG
WYRMHUG
RYLURION CITY
POTAGAWA RIVER
GRASSBLADE HIGHLANDS
LOVESHADOW LAKE
MORILOGO
MIZUMNI LAKE
MOUNTA
RYLURION
TAMADERO VILLAGE
LULUBOO
MOUNTANA EXPANSE
DRAKEPORT
NEKOFYRE MOUNTAINS
HIGHSKIRT
SPECTRES GATE
ICHIZU STYX
NIIZU STYX
NINZU STYX
TANTO MOUNTAINS
MOONTEAR ISLAND
ASHSCALE OASIS
SANZU STYX
NEKOMANCER VILLAGE
MOOPS NEDRA
DEROTAMA VILLAGE
BLADED BAY
SANDWYRM FORT
GHOSTMARSH
BARREN CRADLE
ASHPORT
HELLBOUND LABYRINTH
YOMIKO
SAL'TANIN
DHINWALK MOUNTAINS
SEAGRAVE VILLAGE
DAWNTON
HALLOW WILDS
FOREST OF SHADOWS
LOST MINES OF RYUKAGE
SUNSHADOW SEA
DUSKPORT
THE FORGOTTEN CHURCH
THE DEAD LAKE
TREEMOUNT
TREASURE FIELDS
QUEENS GARDEN
AGROPOLI
QUEENSPORT
KINGSBAY
THE GREENSPIRES
PLUTOMI
ARISTOCRAT HARBOR
MONSHOJIL
"THE FERTILE KINGDOMS"
HIGH CITY
CAPITAL CITY
CITY
DUNGEON

any rain from the north which leaves it a dry and sand-cursed region. The Dragonbride's third son, a mountain of a Shinryujin named Kyrosuke, made it his life's work to tame and utilize this seemingly empty realm. The dragon learned much about the land. Despite its inhospitality, he discovered that many Sand Elves from Sala'bhim formed a few settlements there. Rather than chase these Sala'dhin away, he legitimized the settlement, Sal'tanin, and claimed it as his capital.

However, every decade or so, when it seemed like Kyrosuke was about to establish a foothold, something would go wrong to destroy his progress. During this time, Kyrosuke married a blue haired Sand Elf woman. This obsession with the desert along with his Sala'dhin Waifu earned him the nickname, "The Sandwyrm".

Kyrosuke's quest continued for nearly two centuries. During this time, his bad luck continued. It was believed that he was somehow cursed. It didn't help that it took nearly 200 years for him and his Sala'dhin bride to have a child, with all their previous pregnancies resulting in still-births. However, together, they eventually produced a son named Daiki. Daiki was also blessed with the divine spark of the Shinryujin along with the blue hair and bronzed skin of his mother.

One day, the Sandwyrm went missing. Search parties were sent as Queen Daphne and her dragon children took to the skies to search over the barren wasteland. After days of searching, they discovered the bones of a colossal dragon in the middle of the desert picked clean of all scales, flesh, and organs.

The Queen demanded that they retrieve the corpse, but every attempt to claim the bones were repelled by hordes of monsters spilling out of the skeleton fending off man and dragon alike. Heartbroken, Daphne summoned a massive sandstorm that raked the area for weeks, hoping that the storm would at least give her son a proper burial. This seemed to work for a time. However, with the death of the Sandwyrm, relationships worsened between the Sand Elves and the Dragonbride. She suspected the Sala'dhin had a hand in her son's death.

She delegitimized Sal'tanin, claiming it would get no support from Monshojil until the cause of Kyrosuke's death had been determined. She did, however, welcome her late son's widow and her grandson into her home before leaving for her Honeymoon.

As the years passed, Daiki grew into a powerful man. He continued his father's work, attempting to establish a permanent foothold in the Barren Cradle. He was given the nickname "The Ash Drake" by the common folk. Using his druidic powers, he established two locations in his name: The Ashport, and the Ashscale Oasis.

East Nymori. During the height of the Nymori-Yokai War, a great dam was constructed by the Direwolf Okami in the east, designed to divert the Coldwater River west in an attempt to cut off the water supply to Greenbed. The dam managed to do much more than that. As the river cut west, it destroyed a large swath of trees and separated Nymori into eastern and western sides. During this time, the eastern forest was occupied by very few Nymphs and Fey, with the majority of the population consisting of the Dragonbride's forces. Tensions rose as supplies grew scarce, and the division between Man and Fey grew more tense.

One night, tensions rose between the Fey and Masics. However, moments before a fight occurred, one of the medical tents erupted into flames, igniting all the herbs and balms inside. Using nearly the last of their precious water, the remaining Nymphs and Masics managed to prevent a forest fire.

Once the flames smoldered and the situation calmed, the Nymphs and the Masics approached each other again. However, rather than a fight erupting, the leaders of these two parties embraced each other in passion. It wasn't long before dozens of other soldiers, mages, and Nymphs began to partner, pair, or group off and indulge in each other's company.

When dawn rose, the two factions emerged from their trances and realized the smoke from the medical tents had created a cloud of mist that wove a spell of passion over nearly the entire camp. Despite the initial awkwardness of this encounter, this event led to the Fey and Humans forming a much more stable and permanent alliance.

Ironically, despite the Okami's attempts to divide their enemies, their dam, brought many Men and Nymphs together to create the Consortium. Greenbed was reformed as a permanent Human and Fey city. Together, the Consortium managed to take the Direskull Dam and created the first true Nymph town called Nereid's Grace, which restore water to East Nymori.

Ghostmarsh. The newest territory of Monshojil. During the Dragonbride's conquest, the Ghostmarsh was never fully conquered. Beneath the inhospitable swamplands lands lies Yomi, the Underworld of the Undead. Several entrances to this Underworld are scattered around the Ghostmarsh but for centuries no reliable one could be found.

The first Monshojilian settlement founded was Nekomancer Village, established by an exceptionally brave (and possibly foolish) Masic wizard named Tagon. Tagon was "persuaded" into building a home for a small hoard of Nekomata. Despite being one of the most dangerous areas of Monshojil, Nekomancer Village remained relatively safe from undead threats.

When word reached Queen Daphne of this village and the necromancer who claimed Ghostmarsh land in her name, she could hardly believe it. She flew out personally with her husband to see to see it for herself. When they reached the village, they found an exhausted but happy wizard managing a town full of Nekomata who began to domesticate themselves for Tagon's kindness.

During Daphne's reign, Nekomancer Village was the only established village within the Ghostmarsh. It received support and paid taxes to Ryurion City, but otherwise operated as a semi-independent city-state for decades.

Nearly 60 years into Prince Kenshin's Stewardship, he received a message from a mysterious figure known as "The Housewife" inviting him to the first permanent Yurei city within the Ghostmarsh. When he arrived, he discovered a metropolis, nearly as large as Ryurion City that was bustling with Yurei, Nekomata, and Hellhound Okami.

Despite being surrounded by what were usually his enemies, he was approached by a mysterious Yurei, wrapped in a pink kimono and covered in tattoos. She introduced herself as "The Housewife" and proposed that her city join Monshojil as an official vassal kingdom. With her grace, she promised to transform the Ghostmarsh into a valuable trade route, curb the Undead threat, and guard one of the most exposed entrances to Yomi.

Overnight, Monshojil reaped the benefit of this alliance. The Yurei of the marsh possessed special sailing techniques that allowed ships to traverse the treacherous waters as easily as the open sea. The territory became less dangerous, and Yurei began to gain mainstream acceptance. As they became more common, many citizens started to view their form of undeath as just another stage of life. To this day, Prince Kenshin's greatest achievement is considered to be the alliance with Yomiko and their enigmatic "Housewife".

Hallow Wilds. The Hallow Wilds have a history of misfortune nearly as old as the Barren Cradle. After Nekomancer Village was founded, explorers discovered a relatively safe route from the Spectre's Gate to the Dhinwalk Mountains by sailing south on the Ichizu Styx. From there, they would travel south through a mountain pass, eventually reaching the southernmost point of the Niizu Styx and arriving at the Hallow Wilds.

This new trade route allowed goods from the Mountana Expanse to reach Duskport without having to travel south around the southern tip of Plutomi, significantly reducing travel time by months. As trade increased and people began to settle, the fledgling town of Dawnton experienced another stroke of luck when gold was discovered nearby.

In the mountains, where the Niizu Styx ended its course, a massive gold deposit was discovered, sparking a gold rush that drew a flood of people into the region. This rush lasted for five decades, leading to a significant population boom in the area. In response, Queen Daphne appointed her Shinryujin twins, Pyrokane and Chrysoka, to govern this burgeoning territory.

The twins were unusual in many ways. Unlike most Shinryujin, they shared a single Dragonstone and transformed into a two-headed wyrm. Inseparable since birth, Pyrokane and Chrysoka were among Queen Daphne's oldest children, yet they refused to marry or search for a Waifu.

Their success and reputation were mixed. During times of strife, the twins were known to be excellent leaders, making decisions that benefited as many people as possible. However, in times of plenty, they indulged in wine, gambling, and other debaucherous activities that did not meet with their mother's approval.

Before leaving for her honeymoon with her husband, Queen Daphne took the twins' Dragonstone with her and assigned each of them to govern a different town. Pyrokane, the brother, was appointed to rule Duskport, while his sister, Chrysoka, was given authority over Dawnton.

The Dragonbride promised to return the twins' Dragonstone if they could each find suitable spouses by the time she returned. With less than a decade left, however, Pyrokane and Chrysoka have yet to find their own Waifus. To make matters worse, rumors have spread that the new roads in the Hallow Wilds were constructed solely to make travel between Duskport and Dawnton easier for the twins.

Mountana Expanse. As the Nymori-Yokai War came to an end, the Dragonbride began building her kingdom and expanding southward. Her first priority was to establish the kingdom of Ryurion, capitalizing on its ore-rich mountains, vast lake, and fertile grasslands. As her kingdoms and family expanded, she saw opportunity in the eastern plains. However, the greatest challenge she faced was the range of mountains that separated Ryurion City from the unclaimed land.

Queen Daphne's first two children were Masics, and her second son, Prince Ryukonis, was determined to make use of the eastern plains. While exploring the fields, Ryukonis made a remarkable find: horses, an animal that humans had not encountered since before they arrived on Xerros.

Fascinated by these animals, Ryukonis spent years trying to tame them. Unaware that humans had domesticated horses in their ancient past, many of the common folk considered him foolish for even attempting such a thing. However, to their amazement, Ryukonis succeeded in penning and taming a small herd of horses, gradually integrating them into his expanding territory.

One evening, Ryukonis was visited in his dream by a magnificent horse adorned with dragon scales and great antlers. In his dream, Ryukonis mounted the majestic beast and rode it into the sky, finally able to touch the clouds like his draconic mother. Awoke with a profound understanding, Ryukonis realized he had been sent an envoy of the Manbeast God. Months later, one of his mares gave birth to the first Longma, or dragonhorse.

Nymori. The Land of Nymphs. The northernmost region is the most verdant and temperate out of all Monshojil. During Queen Daphne's conquest, a powerful alliance was formed between the Masic clans and the Nymphs of these northern forests in an effort to eject the Direwolf Okami that had taken residence there to prey upon the Fey. With the combined effort of the mythic dragon queen and the Archfey King, the largest forest on the continent had been successfully claimed.

From then on, the rule of Nymori was entrusted to the Archfey, Stormking Pakori, who now serves as Daimyo of the land. Unlike the Nymphs, who are often seen as a union between man and nature, the Fairies are part of the original Fey clans from the Fane. Although Nymori is part of Monshojil, it is considered a challenging place for Masics and Yokai to live due to the nearly alien nature of these ancient Fey.

Plutomi. Land of Riches. South of Ryurion and west of Yomiko. This tropical expanse is teeming with powerful monsters, man-eating plants, and ancient curses. Aside from a few farmlands dedicated to growing citrus fruits, much of Plutomi remains untamed. Governance of this land is entrusted to the Council of Coin, a guild of merchants and nobles managing Aristocrat Harbor. The council elects a guild leader with the title of daimyo every three years. The upcoming election, in preparation for the Dragonbride's arrival, will soon determine the next daimyo. Currently, this office is held by a Shinryujin named Kinsos, known as "The Gold Dragon".

Ryurion. The Dragonhome. This land extends from the Grassblade Highlands in the west to Loveport in the east. The two largest cities in this region are Highskirt, known for its military training grounds, and Ryurion City, the residence of the royal family. The current daimyo is Lysandre of House Chadress, who leads the Battle Maid military as the head Battle Bride.

Ryurion City is a mythical city that, despite nearly 100 years of absence, still houses the Dragonbride's Will. While within the city, citizens are expected to abide by the laws of her philosophy and religion. If these laws are respected, citizens are rewarded with luck and fortune. Those that don't respect her edicts within her city walls are cursed.

HOLIDAYS

There are many unique national holidays that are celebrated by the people of Monshojil. Many that involve the cycle of birth, finding love, and, of course, what comes after death.

Dragon Egg Festival. Due to the difficulties Shinryujin often face in conceiving, Queen Daphne was exceptionally fortunate to announce a pregnancy approximately once every 10 years. Initially, the Dragon Egg Festivals had no set schedule and was held whenever the Queen announced she was with child. This tradition continued for several children until a 30-year dry spell occurred, during which the Queen did not announce any newborns.

This dry spell ended with a grand celebration when Queen Daphne announced she was expecting twins. The festival lasted for nearly two weeks, with some towns even reporting deaths from alcohol abuse. In response, the Queen declared the holiday an official annual event, encouraging other couples to announce their own pregnancies.

Waifu Day. A weekend-long holiday established under the Dragonbride's philosophy of foundational love. The celebration encourages lovers to deepen their relationships: Matchmakers are hired to help young people find their Waifus. Established couples are given time off to rekindle their relationship (often to prepare for the Dragon Egg Festival). Additionally, older and more experienced couples give demonstrations on effective communication with their spouses and share their wisdom.

Yurei Matsuri. A recently established and highly controversial holiday. During the Dragonbride's Honeymoon, the Yurei city of Yomiko was founded and quickly became wealthy and influential. Their ability to sail ships and ferry cargo across the Ghostmarsh quickly shifted the public perception of the Yurei.

The shift in perception was so dramatic that wealthy families began reviving their loved ones as Yurei or becoming Yurei themselves. During Yurei Matsuri, Nekomata and other powerful necromancers gather in Yomiko to perform the *Yurei shokan* ritual throughout the city. Whether this sudden increase in the undead population will benefit Monshojil remains to be seen.

GAZETTEER

Though the Dragonbride's Kingdom has been flourishing for the near 400 years, there are many untamed regions ripe for adventure. The following gazetteer gives brief descriptions of areas that are well known to most of the populace of Monshojil and would be expected to be common knowledge, even among the small folk.

Agropoli. The largest farming village in Monshojil. Agropoli boarders on both the Queen Gardens and the Treasure Fields allowing the locals to cultivate and harvest the exotic crops that only these two locations can provide. As such, many of the local farmers have become quite wealthy as their product is in high demand from the rest of the kingdoms. Some farmers even have opulent manors.

Ashport. Formed by the Ash Drake. It is now a convenient port for ships to stop at who want to be free to from Sala'dhin influence. As such, it is in direct competition with Sal'tanin. It's not uncommon to hear entire streets singing a single shanty in unison. The Ash Drake's Birthday is celebrated here in the summer.

Ashscale Oasis. Formed with the Ash Drake's Magic. A midpoint between Highskirt and Ashport, this place is often visited by settlers attempting to stake a claim in the region or adventurers curious about the Sandwyrm Fort. There is a very small bazaar here and a tiny inn, but no formal city has yet been established.

Dawnton. A town nestled in the outcrop of the mountains. It quickly became the hub of a gold rush and was a key factor in increasing trade between Yomiko and Duskport. Its bustling main street is lined with saloons, trading posts, and the famous Golden Goose Tavern: a meeting place for miners and merchants. The town's architecture is a mix of rustic wooden buildings and more opulent structures built during the gold rush.

Derotama Village. Sister city of Tamadero Village. Denizens mine ore from the Tanto mountains and ship them to Tamadero to be crafted into swords for the kingdom. The village is a bustling mining community, with vast networks of tunnels and a strong, cooperative spirit among its inhabitants.

Dhinwalk Mountains. A mountain range that spans the southern span of the barren cradle. Named after the Sala'dhin that are credited with exploring and charting out most of the area. The rugged terrain is rich in mineral deposits and home to a variety of rare flora and fauna, making it a destination for adventurous botanists and curious Nymphs. The mountain range's jagged peaks and deep valleys create a dramatic landscape, with hidden waterfalls and ancient groves tucked away within its folds.

Direskull Dam. A great dam built by the Direwolf Okami during the invasion of the Dragonbride. Built from the bones of Direwolf prisoners and traitors, the Direskull Dam was an attempt to dry Greenbed and infuse what remained with a necrotic poison. Once captured by Queen Daphne and her husband, the dam was purified and is now managed by the Nymphs of Greenteeth forest. It now sends the Coldwater River west while diverting enough water south towards Greenbed in order to meet the needs of Eastern Nymori.

Drakeport. After two centuries of excavation, the great Nekofyre mountains were cleaved in twain by a massive project headed by one of the Dragonbride's many children. Drakeport was constructed as a means to quickly trade between Ryurion and the southern kingdoms, allowing ships to pass the Bladed Bay and into the Sunshadow Sea.

Dryad's Dupe. This place is less a town and more of a shifting settlement of tree settled Dryads. The location of Dryad's Dupe changes every couple of years as the trees that house the Nymphs slowly crawl through the Nymori forest. It is a marvel of natural harmony, with tree-houses interconnected by bridges of living vines.

Duskport. Called this since the nearby trees are so tall and so mighty that the only time sunlight ever directly shines upon the town is at dusk. The town's unique twilight ambiance has inspired many an artist and caused a burgeoning art gallery scene.

Feyfort. A once abandoned Nymph stronghold now occupied by the spirits of slain Fey. During the Nymori-Yokai War, the Direwolf Okami brutally massacred countless Nymphs in an effort to control the Nymori Forest. The fort serves as a solemn reminder of that event and is a place of pilgrimage for those honoring fallen ancestors by leaving offerings at the foot of the ruins.

Forest of Shadows. Haunted woods directly south of the Ghostmarsh. Not many are brave enough to venture into the twisted woods, and even fewer return who report whispering trees and sightings of nightmarish entities lurking within.

Frostwolf Mountains. Named after the Winterwolf Okami that live there. Despite being powerful warriors, they rarely have conflict with Humans. They do however, tend to attack other Okami on sight. The mountains are also home to hidden hot springs and ancient, mystical ice caverns. Some speculate these caverns have treasure within, but the Winterwolf Okami don't let guests find out.

Grassblade Highlands. The enchanted plains, known for housing the first katana, Grasscutter, are covered in lush grass that sways like waves. King Ovis, Waifu of the Dragonbride, claimed this legendary blade as his own. Since then, warriors of Monshojil have wielded katanas in his name, making them a popular choice of sword. Every year, smiths compete to create the highest-quality blade and present it to the Royal Family in his honor.

Greenteeth Forest. Once a Direwolf Okami forest, this area is now primarily inhabited by Nymphs and controlled by The Consortium. Many former Direwolf dens still hide secret treasures, attracting adventurers and treasure hunters. Meanwhile, the Nymphs strive to maintain the forest's balance and beauty amidst the influx of outsiders.

Hellbound Labyrinth. A never-ending chain of tunnels and dungeons that are rumored to lead into Yomi but never confirmed. These dark, twisting passages are filled with traps, treasure, and Hellhound mutants. This perilous dungeon attracts those seeking fortune or fame, yet many who enter are never seen again. This only adds to the labyrinth's fearsome reputation.

Honeymoon Gate. This stone structure, once used by the Dragonbride to take her husband on their long-awaited honeymoon, is adorned with intricate carvings and magical runes that depict their love story. The gate stands as a testament to their bond, and its detailed engravings narrate the journey of the Dragonbride and her Waifu. Today, it is guarded day and night by loyal warriors who protect its sacred grounds.

Kensong. A settlement famous for its warrior-bard college. Combining martial artes with the arts, their bards scribe music representing great battles of the past and of famous fiction. The students' music and martial artes performances draw visitors from afar.

Lost Mines of Ryukage. "The Dragon's Shadow" is a mythical creature said to haunt the Tanto Mountains. It is said that it lives in these cursed mines with echoes of lost souls, testing the mettle of treasure seekers who enter.

Loveshadow Lake. Named after the princess who took her own life, leaping to her death after being rejected by her Waifu. The lake lies on the hearts of the people like a shadow, making it an unpopular spot for couples or romance. Yet it draws those seeking solace or to honor the princess's tragic story.

Luuboo. A fishing village known for its use of extra-long spears to expertly reel in the elusive bladefish, an exotic delicacy that is difficult to catch. The village hosts several seasonal seafood competitions and festivals, showcasing both fishing skills and culinary arts. Chefs from all over Monshojil travel here to participate in these events.

Maliae's Moot. Once a meeting place between the first Masics of Monshojil and the Fey of Nymori Forest. It is here that the treaties between these peoples were signed and their alliance was formed. The moot is a sacred grove with ancient, gnarled trees and whispering winds that carry the voices of the past.

Moontear Island. A deadly mythical island with carnivorous plants, believed to have formed when Lamia's secret moon shed a tear that fell into Bladed Bay. At night, the islands plants can be seen beautifully glowing, as if calling to the people of Drakeport as a siren's lure.

Moors Nedra. A cursed tomb leading into Yomi, where powerful monsters are said to occupy the tunnels. The moors are shrouded in perpetual fog, and eerie wails echo from the depths of the tomb to warn intruders of the dangers within. Not even The Housewife has dared to challenge the inhabitants.

Morilogo. A warrior village that breeds the highly coveted Longma, or Dragon Horses. They have a spartan-like training culture, where both riders and horses undergo rigorous training from a young age to become elite cavalry units known for their speed, strength, and precise unity. The bond between the Longma and their riders is of high repute.

Nekofyre Mountains. The mountains surrounding Ryurion are plagued by Feral Nekomata. Although they were scattered following the arrival of the Royal Family, many clans still hide in the less-traveled corners of the mountains. These Nekomata occasionally emerge to challenge each other or intruders.

Nekomancer Village. Founded by a Masic necromancer fascinated with the Nekomata of the Ghostmarsh, this village was officially the first Masic settlement in the region. This village is famous for its Necromancy College (shaped like a waving cat of course) and attracts students from all over Monshojil.

Naiad's Pass. An outpost that serves to collect tolls for those traveling down the Potogawa River. It is also famous for its traveling River Barge Taverns staffed by beautiful Aqua Nymphs. The pass is a lively checkpoint where travelers rest, trade stories, and enjoy the serene river views. It is also a popular stop for travel-loving couples.

Nereid's Grace. During the Nymori-Yokai war, after the construction of the Direskull Dam, the Fey of what is now modern-day Greenbed faced near extinction due to a severe water shortage. Fortunately, brave seawater Nymphs secretly dug a trench to allow the sea to refill the lake. Using their magic and specialized sylvan engineering, they developed a method to remove the salt from the water, creating a delightful ice cream in the process.

Nymphwood. When the Coldwater River was diverted from Greenbed, it carved a path through Nymori Forest, splitting the lands into two distinct woods. The surviving Fey, who had allied with the Dragonbride and fought valiantly during the Nymori-Yokai War, evolved into Nymphs and claimed these woods as their own.

Queen's Gardens. Citrus trees flourish throughout these tropical lands, producing delicious fruits that were highly coveted and the cause of many bloody battles. The conflict almost escalated into a full-blown civil war until the Dragonbride intervened and claimed the lands for herself. Today, her coin funds the care and protection of these wild citrus trees, with the profits benefiting her kingdom directly.

Sal'tanin. A scim word meaning "great dragon," this town was known by a different name nearly 300 years ago. As the Sandwyrm improved relations between the Sala'dhin settlers and the Monshojilians, the town was renamed in his honor to foster positive relations with the Dragonbride. It is now home to Zarahal: the School of Love Mages (or Harem Mages in the local dialect).

Waifu Setting

Sandwyrm Fort. The colossal bones of the Sandwyrm create a giant makeshift structure that houses monsters and other hostile creatures. Once buried by the Dragonbride, the "structure" reemerged once she left for her honeymoon. Adventurers and treasure seekers are drawn to this fort, lured by its riches and the thrill of its dangers.

Seagrave Village. Credited for the creation of the first of the ocean Yurei, this village teeters on the edge of the Ghostmarsh and the Eastern Ocean. The villagers mostly live in harmony with their ghostly neighbors and many who lose their loved ones at sea are reunited here.

Shintatsu Village. Known as Dragonsheart Village, it is said to be the most romantic village in all the kingdoms. The mystical laws decreed by the Dragonbride, which also affect Ryurion City, are enforced here; failure to follow them may result in a curse of loneliness and misery. Due to this, the village's reputation often draws couples seeking blessings for their unions.

Spectre's Gate. On this gate, the Dragonbride placed a seal to halt the spread of the Ghostmarsh. The gate serves as a formidable barrier, infused with powerful wards and guarded by paladins, clerics, and allied Nekomancers who patrol the area to prevent the encroaching darkness.

Stormcrypts. Long ago, the Stormking ruled this island with his Fey and storm elementals. Shortly after the end of the Nymori-Yokai war, this storm seemingly died. However, it is said that this storm still rages within the crypts, making the place a perilous realm of eternal tempest and hidden treasures.

Tamadero Village. Sister to Derotama Village, this village of smiths uses ore from their sister-city to craft exquisite and expertly made katanas. Many craftsmen pilgrimage here to study under the finest smiths in Monshojil.

Tanto Mountains. A long mountain range stretching from Drakeport to the southern end of Bladed Bay, known for its high-quality ore used to create Monshojil's famed katanas. These mountains are rich in resources and history, featuring ancient mining tunnels and legendary warrior training grounds.

The Forgotten Church. A church dedicated to a long-forgotten Godson, visited annually by the Human Paragon. The church, a relic of an ancient faith, features stone walls draped in thorny ivy, surrounded by fields sprawling with grapevines.

The Greenspires. Huge beanstalks that reach up to the Skylands, their towering heights offering a passage to the floating islands above. The beanstalks are considered sacred and are tended by a dedicated caste of Flora Nymphs who ensure their growth and protect them from harm.

Treasure Fields. Tropical fields that produce most of Monshojil's vegetables. The simple folk who live here are known for their kindness and lack of criticism. These fields are crucial to the kingdom's agriculture, with vibrant marketplaces showcasing the land's rich bounty.

Whitewalk. A vast, flat tundra that separates Mehlovia from Monshojil. This icy expanse is a harsh and unforgiving landscape, home only to the hardiest creatures and nomadic tribes. The tundra is scattered with ancient stone markers and forgotten ruins.

Wyrmhug. A shepherding village bordering Loveshadow Lake and the Ryu Grand, this cozy settlement is renowned for its unique breed of sheep called Brideflock Sheep. Raised with love, care, and respect, these sheep lead stress-free lives, resulting in the highest quality wool, milk, and meat. Every child of the Dragonbride is given a Brideflock sheep to rear and care for as a lesson in humility and respect for all creatures.

The Sandwyrm protecting his herd of Brideflock Sheep.

Ryurion City

Location: Ryurion, Monshojil

Government: Kenshin Ryuuda, High Steward

Population: 84% Masic, 8% Nymph, 6% Nekomata, 1% Okami, 1% Other

Religion: Dragonbride

Notable Places: Royal Palace, The Bridal Showers

Organization: High Throne, Bridesmaids & Groomsmen

Beyond the mountains and above the Loveshadow Lake lies the High Capital of Monshojil, Ryurion City, home of the Dragonbride and her dynasty. Despite its challenging location for transporting goods, the city is both glorious and comfortable.

The city is renowned for the blessings placed upon it. Within its limits, the Dragonbride's edicts must be followed, encouraging love and the search for one's Waifu. Citizens receive blessings for helping others find their Waifu, while those who hinder love or matchmaking are cursed. As a result, matchmaking is a sacred duty, and churches serve as venues for singles to meet potential partners.

Royal Palace. The Royal Palace is an opulent and magnificent structure. Inside are rooms full of all sorts of modern comforts and amenities; no expenses were spared for the God-queen and her family.

The Bridal Showers. After the founding of Ryurion City, artists, engineers, and clerics devoted nearly a century to constructing a grand fountain. At its center, statues of the Royal Family and the Dragonbride with her husband stand prominently. The fountain, the size of a small hamlet, draws water from Loveshadow Lake, creating a magnificent display. Known as The Bridal Showers, it is rumored to be the source of the town's blessing and offers other protections not publicly known. Families, lovers, and travelers from across Monshojil come to enjoy the massive fountain, which also serves as a water park.

Aristocrat Harbor

Location: Plutomi, Monshojil

Government: Kinsos, Daimyo and Leader of the Council of Coin

Population: 80% Masic (Monshojilian), 8% Nymph, 4% Nekomata, 3% Sand Elf, 2% Lamia, 2% Other

Religion: Dragonbride, Sun-king

Notable Places: Dragonlight, Goldports, The Sandbar

Organization: The Council of Coin

Aristocrat Harbor, the southernmost port in Monshojil, is a major trade hub on the continent. It imports exotic goods from the Southern Sala'bhim and the Eastern Great Mesania. The city's wealth has fostered many prosperous merchants, even drawing matchmaking requests from the Dragonbride's descendants.

True to its name, Aristocrat Harbor caters to the rich and powerful. The town is divided into two districts: the wealthy elite live on Scalecrest Isle, a tropical and private island about a mile off the southern shoreline, while workers and travelers reside on the mainland.

Dragonlight. During the Bridal March, Prince Akiros claimed territories by lighting magical torches with dragonfire atop prominent hills and landmarks instead of planting flags. Upon reaching the coast, he placed his victory torch on a nearby island. Nearly 400 years later, the island is home to a marble lighthouse that serves as both a navigational beacon for ships and a symbol of the town.

Goldports. On Scalecrest Isle, the dockyards are adorned with gilded arches and marble pavilions, housing the pleasure barges of the wealthy elite. These docks are more than functional; they symbolize the status and prestige of the Council of Coin and its Aristocrats, reflecting their immense wealth and power.

The Sandbar. The Sandbar is a collection of taverns, inns, and resorts along the southern shores of the harbor. Each venue features a unique theme, such as Sand Elven harems, High Gnome pubs, or Lamia-styled hookah bars. A popular drinking challenge, known as "The Sandbar Gauntlet," serves as a rite of passage for many sailors. It requires participants to drink one of the strongest beverages and sample the signature dish at each establishment before sunrise.

Frostgaze Village

Location: East Nymori, Monshojil

Government: Nayuta, Tribal Chief

Population: 91% Okami (Winterwolf), 8% Okami (Direwolf), 1% Other

Religion: Winter's Prophecy

Notable Places: Frosted Sugarcane Fields, Prophecy Tents

Organization: Tribal Council, Oracle Circle

At the northern border of Monshojil lie the Frostwolf Mountains. Named after the Winterwolf Okami, these mountains have given rise to a people as cold and formidable as the peaks themselves. Frostgaze Village distinguishes itself from other Winterwolf clans through its openness to collaboration with other races. This is reflected in their key export, frosted sugarcane, a rare crop that thrives only in the coldest environments and is prized as a main ingredient in recipes like Frosted Wolf Donuts.

Adding to its mystique, Frostgaze Village is renowned for its oracles and mysticism. While all final decisions are made by Chief Nayuta, these seers play a crucial role in the village's decision-making processes.

Recently, Frostgaze Village welcomed the remnants of the Greenteeth Clan, a Direwolf Okami tribe that was once the mortal enemy of The Consortium. This decision, urged by the village's oracles, sparked controversy both within the tribe and with The Consortium. The oracles, however, insisted that the unification of these tribes would set in motion the long-foreseen Winter's Prophecy.

Frosted Sugarcane Fields. The envy of every high chef and baker in Monshojil, the frosted fields of Frostgaze Village are both a key export and the Winterwolves' greatest diplomatic asset. Frosted sugarcane, notoriously difficult to cultivate, thrives only in the coldest environments. The village's sugarcane field is the largest and most successful in Monshojil, fiercely guarded at all times from thieves, saboteurs, and the deadly sweet-toothed Vorpal Snow Bunnies.

Prophecy Tents. The Winterwolf Okami of Frostgaze Village maintain a distinct ice bathing tradition. The Prophecy Tents, typically reserved for oracles to enter trances, are opened to the public in the evenings as communal baths, offering a space for both mixed and public bathing.

Greenbed

Location: East Nymori, Monshojil

Government: Satoros, Patriarch

Population: 49% Masic, 41% Nymph, 5% Nekomata, 4% Okami, 1% Other

Religion: Dragonbride

Notable Places: Dusktree Amphitheater, Greenbed Lake

Organization: Consortium Patriarch and his Consorts

Greenbed is often considered the only true city in the two Nymori Kingdoms. Unlike Stormford, Greenbed boasts a significantly larger population of Masics, surpassing even the local Nymphs in number. This is largely because Greenbed serves as the home base for The Consortium.

The druids of Greenbed serve as the unofficial representatives of the land itself. Nature spirits, Kami, and surface-born Fey are rarely outspoken about their needs and don't tend to voice concerns as much as violently reject an imbalance in nature, such as the construction of a dam or the opening of mines. These socially adept druids, who bridge the gap between man and nature, are highly valued and treated with immense respect for their ability to mediate and maintain balance.

The Consortium

The Consortium is a far-reaching organization of druids, rangers, barbarians, and other nature-aligned individuals who dedicate their lives to bridging the gap between mortals and nature. Their strategy revolves around an "open love" policy fostering a deep sense of community and treating each member as part of a close-knit family.

For better or worse, nearly every member of The Consortium is connected through blood, brotherhood, or love creating both strong bonds and intense rivalries. However, they believe that this occasional friction is a small price to pay for the strength and unity it fosters within the organization.

The Consortium welcomes all, regardless of race, class, or alignment, but true membership requires time and sincerity. While those seeking security or power aren't turned away, leadership and influence are reserved for the loyal and dedicated with each case carefully considered before full inclusion.

Matron/Patron. While most of Monshojil refers to their rulers as Daimyo, the Consortium elects a Matron or Patron. This leader is entrusted with managing the social and spiritual well-being of the circle and has the authority to make final decisions in personal matters like divorce or wealth distribution.

Consort. A Consort in the Circle acts as a personal advisor to the Matron or Patron, appointed solely through nepotism. Though this may appear biased, the Consortium prioritizes loyalty and trust over merit. The bond between a Consort and their Matron or Patron is expected to be as close as that of a spouse, with the Consort's main role being to provide unwavering support in all decisions and delegations, guided by love as their central tenet.

Suitor. The entry-level members of The Consortium are known as Suitors, who seek favor from their Matron or Patron. Suitors hold the power to vote for the election of a Matron or Patron and can call for a replacement with a majority vote at any time. While the leaders of The Consortium may enjoy privileged lives, their continued position depends on the will of the Suitors.

Courtier. Many Consortium-trained druids form their own miniature circles (known as Courtiers) during their adventures. While these Courtiers benefit from the protections of the Circle and may travel with their Suitor, they do not have a voice in the decision-making processes of The Consortium.

Greenbed has many notable locations, but two are the most important for large scale gatherings:

Dusktree Amphitheater. A massive arena built from the roots of a colossal dusktree. This venue hosts a variety of public events, including weddings, festivals, and town hall meetings. The tree and its roots are magical and empathetic, blooming flowers, shedding leaves, or illuminating with fae lights in response to events held within.

Greenbed Lake. A massive lake that provides Greenbed with clean drinking water. During the Nymori-Yokai War, the Direwolf Okami forces frequently poisoned their waters with necromantic energies. Since then, the lake is one of the most watched and protected areas within the kingdoms. Part of the taxes collected by the Consortium can be served as public service towards the lake, whether it be magical purification, patrolling the waters, or other mundane services.

Highskirt

Location: Ryurion, Monshojil

Government: Lysandre, Daimyo

Population: 79% Masic, 11% Nekomata, 5% Nymph, 3% Sand Elf, 2% Other

Religion: Dragonbride

Notable Places: Battle Maid Barracks, Chadress Textiles and Printing

Organization: House Chadress

During the days of the Dragonbride, this southern passage between the Ghostmarsh and Ryurion was secured as both a fortress and as a crossing point. As the influx of people increased, the Fortress of Highskirt evolved into a thriving city renowned for its fashion, international relations, and combat prowess.

As the Dragonbride and her Waifu expanded their conquest across southern Erovat, their armies and military grew as they drew more than just Masics. Nymphs, Okami, Zenko, and even other Shinryujin joined their ranks.

For a time, the military divisions were segregated by race, which worked for a while but created tension. To address this, House Chadress introduced a uniform that showcased both the beauty and ferocity of her female soldiers, leading to the creation of the Battle Maid Division.

Battle Maid Barracks. A stunning fortified structure that functions as a barracks, colosseum, and museum. Renowned for the legendary beauty and skill of the Battle Maids, it draws visitors from all over Monshojil who come to witness their prowess and seek their favor. Capitalizing on this popularity, the barracks now offer tours and combat performances for a modest fee, which helps to bolster the military's funds.

Chadress Textiles and Printing. To equip the Battle Maids, House Chadress constructed an extensive workshop. Recently, they added a printing press to enhance information dissemination and produce propaganda for the house. House Chadress commissioned Hana Bunaa, a Sala'dhin artist, to create a manga titled "Dressed to Kill," which fictionalizes and embellishes the story of the founder of House Chadress.

Mounta

Location: Mountana Expanse, Monshojil

Government: Ryukonis VI, Daimyo

Population: 75% Masic, 13% Nymph, 8% Nekomata, 2% Okami, 2% Yurei, 1% Other

Religion: Dragonbride, Manbeast God

Notable Places: Royal Stables, The Foals

Organization: The Horselords

Before the Mountana Expanse was officially established, a settlement was founded along the Potogawa River to manage supply lines and support Prince Ryukonis' Horse Domestication Project. He constructed his palace on the eastern side of the river and his stables on the western side.

At the project's outset, Prince Ryukonis camped outside with his horses in makeshift stables, striving to establish himself as the "horse in charge." Despite initial skepticism from the kingdom, his perseverance paid off as he successfully domesticated the horses. The value of these horses led to a tripling of town funds, transforming Mounta into a vital trade hub and ranching center.

Royal Stables. Longma are deeply woven into Mounta's cultural and societal fabric. The town treats their Longma with the utmost respect, and their stables are more opulent than even the Mounta royal palace. Constructed entirely from stone, these grand stables reach several stories high and feature lush grass, elegant water fountains, and powerful enchantments to ensure the well-being and protection of the kingdom's prized mounts.

The Foals. Despite the Longma's ability to fly, most Masics cannot and that makes overland transport the most efficient for large quantities of goods. To facilitate this, a grand drawbridge was constructed spanning the Potogawa River. Each corner of the bridge features statues of young horses, and when the bridge is raised—whether during conflicts or to accommodate large ships—it resembles four rearing foals.

Stormford

Location: Nymori, Monshojil

Government: Stormking Pakori, Daimyo and King of Nymori

Population: 85% Nymph, 7% Fey, 3% Masic, 2% Nekomata, 1% Okami, 1% Other

Religion: Stormking, Dragonbride

Notable Places: Stormsoul Seat, Tempest Tower

Organization: The Stormsoul Court

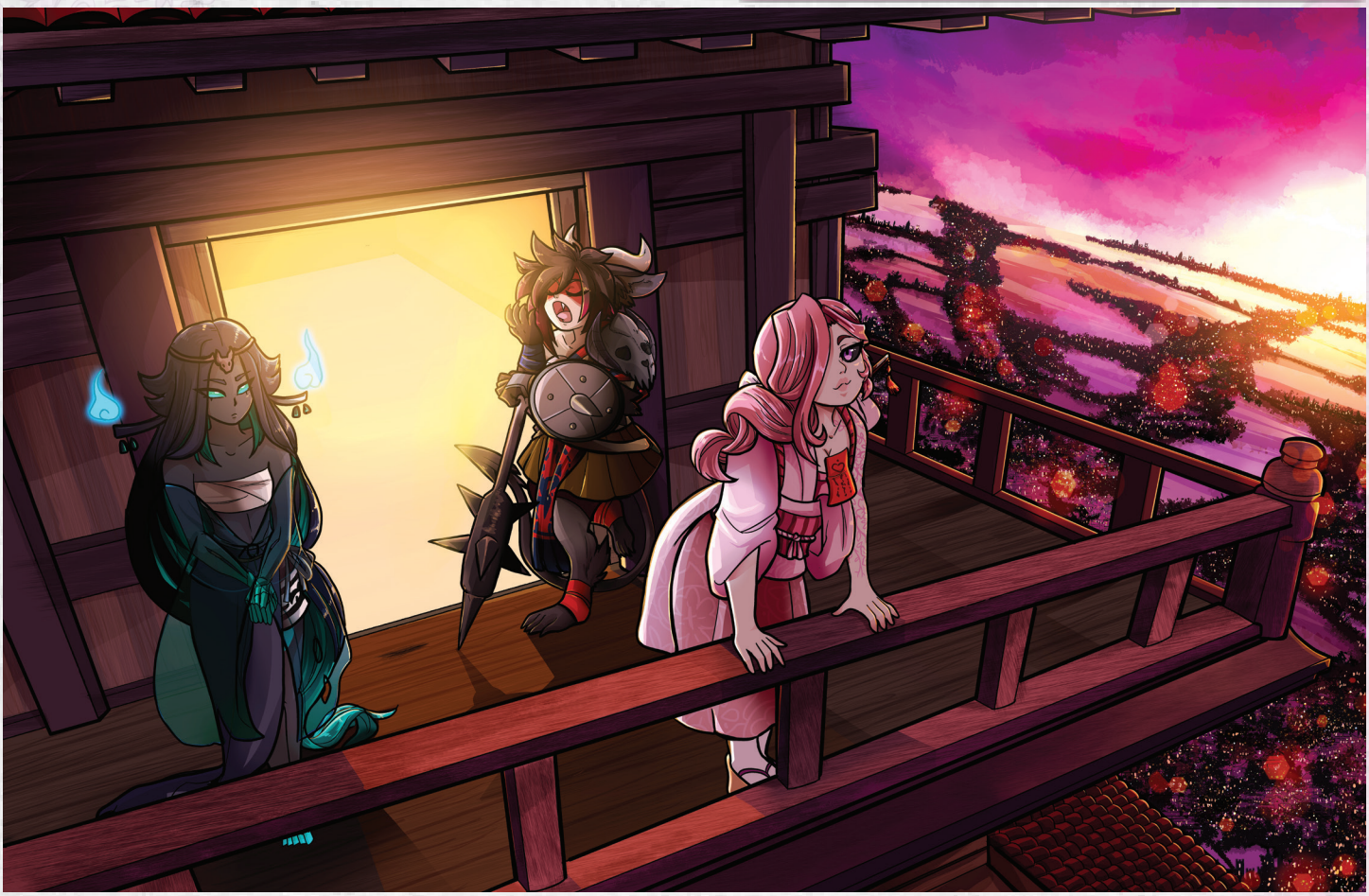
Nymphs and Fey have a distinct view of cities compared to human concepts. For centuries, Stormford was merely a gathering place where Fey paid tribute to the Stormking, the Archfey who ruled over Nymori Forest. It lacked a formal name and structure, evolving only later into a recognized settlement.

As a Feneborn attuned to the Stormsea, the Stormking did not maintain a formal court or organized structure for his realm. This lack of organization allowed the Direwolf Okami tribes to exploit the situation, ravaging Nymph-bonded homes and seizing the most valuable lands within Nymori Forest.

This changed with the arrival of the Dragonbride and her Waifu. After forging an alliance, they officially declared Stormford as Nymori's capital, transforming the former informal gathering place into a structured and thriving city.

Stormsoul Seat. The defining feature of Stormford is the immense tree that grew atop the fjord after which the city is named. Nymphs and Fey guided its growth to form a colossal fortress that reaches skyward and faces the storms of the western ocean. This towering tree endures all tempests, with storms ceasing once the storms' eyes converge with the tree at their center point.

Tempest Tower. The largest man-made building in Stormford is the Tempest Tower, an impressive structure not made from natural elements. This recent addition was constructed with the aid of the Dragonbride and her top engineers and wizards. Officially, the Stormking presents the tower as a symbol of the alliance with Monshojil. However, rumors persist that the Stormking is using the tower for arcane experiments, seeking to regain his former power before the Yokai-Nymori War.



Yomiko

Location: Ghostmarsh, Monshojil

Government: Anastasia Hizumi, Daimyo

Population: 70% Yurei, 15% Nekomata, 10% Masic, 2% Nymph, 2% Okami, 1% Other

Religion: Housewife, Dragonbride

Notable Places: Housewife Pagoda, Coin's Crossing

Organization: The Housewife Council

If there were a city that nearly any Yurei could call home, it would be Yomiko. This sleepless, floating city in the middle of the Niizu Styx functions as a major trade hub and is the most accessible entrance to the Underworld, known as Yomi, earning it the nickname "Little Yomi." Consequently, Yomiko is predominantly inhabited by Nekomata, Tenebrae, and, naturally, wayward Yurei.

As a city, Yomiko is unique. It functions as an urban sprawl for Undead who don't need traditional nourishment or housing, resulting in accommodations resembling storage sheds or tombs. Dozens of Yurei can occupy the same space during their rest without it being obvious until they emerge. Affordable restaurants are rare, and most livable space is dedicated to hotels for passing sailors.

Coin's Crossing. While not an individual place, the Coin's Crossing is a district of the city dedicated to gambling dens and places of sinful entertainment. Despite strict laws imposed by both the Housewife and the Dragonbride to curb certain vices, rumors persist of hidden establishments that cater to every curiosity.

Housewife Pagoda. The home of Daimyo Anastasia Hizumi and rumored to be an entrance to Yomi. This towering pagoda stretches into the sky as a testament to her growing influence. The ground floor features a statue dedicated to the Dragonbride. In the years leading up to her return, Anastasia has performed many public displays of worshiping Monshojil's god-queen in her home.

Akiko
Messenger of Fortune

Adventuring Party: The PCs' Party. Akiko is the Zenko assigned by the god of fortune to assist the PCs with their quest.

Romance: Possible. Zenko assigned to mortals tend to fall in love with them. Akiko swears that won't happen to her though.

Preference: Akiko isn't interested in anyone, why would you even ask that? However, if she *had* to pick a type, it probably would be someone who is capable and perceptive.

Favorite Meal: Tsundere Pizza.

Preferred Gifts: Akiko likes it when offerings are made to her at travel shrines or god of fortune shrines in the form of food, gold, or artwork made to resemble foxes.

Hated Insults: Making fun of her ears, tail, bust size, cooking, or foxes in general.

Personality Trope: Tsundere girlfriend. Akiko is a hopeless romantic (at least by anime standards), and has not had much experience in finding a romantic interest. Akiko admires strong, capable, and perceptive people. It is likely she will likely develop feelings for someone who discovers or learns she is a zenko, especially if she was in fox form or invisible at the time.

Shoujo Spell: *Tsundere's Smite*

Occupation

Akiko is a Zenko that serves the God of Fortune from the Skylands. Like the Divine Dragons, she is assigned tasks and duties that benefit either humanity at large or a very specific person or group of people.

At the beginning of the campaign, the God of Fortune assigns Akiko to be the spiritual guardian of the party. She was informed that she would be protecting potential world-saving heroes and was warned she would probably fall in love with one of them.

This is, of course, nonsense. Telling his Zenko that they are destined to fall in love is a prank that the God of Fortune loves to play on his Zenko while they are serving as adventurer guardians. However, it seems as if Akiko will more than likely do that while watching over the Player Characters.

5e • Akiko — CR 4

Medium Celestial/Fey (Zenko (Nogi)), Lawful Good

Armor Class 12 (Dex)
Hit Points 30 (4d6 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

Saving throws Con +5, Cha +5
Skills Arcana +2, Deception +5, Insight +3, Religion +2
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Celestial, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Crossblooded Sorcery (1/Rest). Akiko has a unique Sorcerous Origin from her mixture of Fae and Celestial bloodlines as a Zenko. When Akiko misses an attack or fails a save, she can tap into her chaotic heritage to gain a 2d4 bonus, potentially changing the result.

Foxy Messenger. Akiko can communicate with Foxes and other Zenko regardless of languages known.

Inari Spellcaster. As an action, Akiko can transform into a fox with an appropriate stat block retaining her mental ability scores. While in fox form, she can still use her spellcasting abilities

Metamagic (4/day). Akiko can manipulate her spells in the following ways:

- *Quickened.* When Akiko casts a spell that has a casting time of 1 action, it is instead changed to a bonus action instead.
- *Twinned.* Akiko can target two creatures when a spell would normally only be able to target one.

Spellcasting. Akiko is a 3rd-level crossblooded sorcerer. Her spellcasting ability is Charisma (Spell Save DC 13, +5 to hit with spell attacks). Akiko has the following spells known:

Cantrips (at will): *Firebolt, guidance, mage hand, message, minor illusion*
1st level (4 slots): *cure wounds, entangle, shield, sleep*
2nd level (3 slots): *Invisibility, misty step, scorching ray, tsundere's smite*

Actions

Firefox Bolt. *Ranged Spell Attack*: +5 to hit, reach 120 ft., one target. *Hit*: 5 (1d10) fire damage.

Wakizashi (Scimitar). *Melee Weapon Attack*: +2 to hit. reach 5 ft., one target. *Hit*: 5 (1d6+2) slashing damage.

Backstory

Akiko was once an average fox that managed to grow old enough to ascend as a Zenko. While she doesn't remember her life as an animal, she remembers the feeling of being helpless and trapped in a forest fire of some kind. Akiko doesn't realize it, but this forest fire was the one that Daphne the Dragonbride caused in Nymori when she first arrived in the mortal realm and saved a group of Masics from a tribe of Direwolf Okami.

Akiko is the youngest Zenko in history, barely over 350 years old. She has since taken her training as a guardian celestial extremely seriously and has been awarded her ascension into full kiko (or energy fox) early. Once she was granted ascension, she was assigned to protect a group of adventurers. She was encouraged to do this without making herself known. This group of adventurers are the player characters either in the Xerros setting or whatever setting you wish.

Personality

Akiko is a stubborn, determined, and ambitious girl. On the outside, Akiko presents herself as a tough and confident person. However, as the youngest Zenko in history, she is secretly quite nervous and is determined to prove herself.

She admires people who are as ambitious as herself. She hides from the party and is impressed if anyone notices her, whether in fox form or human form. She secretly roots for the party and their success, becoming distressed when they fail or struggle.

Akiko loves head pats and ear scratches, she is unable to resist reacting strongly when someone attempts to do so. As with most Tsundere-types, she is frightened of her own emotions and stubborn to accept a romance. Characters who wish to pursue a relationship with her need to be patient and understanding.

PF1 • Akiko — CR 3

XP 1,200
Female Zenko (Nogi) Crossblooded Sorcerer 4
NG medium fey/outsider (native)

Init +1; **Senses** low-light vision. Perception +0

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 24 (4d6 + 8)
Fort +3, **Ref** +2, **Will** +3

Resist acid 5, cold 5

Offense

Speed 30 ft.
Melee +1 Wakizashi +4 (1d6/18-20)
Zenko (Nogi) Spell-like abilities (CL 4nd; Concentration +9)
At will - *Guidance, Form Change*
1/day each - *Entangle*
Shoujo Spell-like abilities (CL 4th; Concentration +9)
1/day - *Tsundere's Smite*
Bloodline Spell-like abilities (CL 4th; Concentration +9)
7/day each - *heavenly fire*
Sorcerer Spells Known (CL 4th; Concentration +9)
2nd 4/day (DC 16) - *invisibility, tsundere's smite*
1st 8/day (DC 15) - *cure light wounds, entangle, magic missile, sleep (DC 17)*
0th (at will) - *detect magic, light, mage hand, message, oath of anonymity, spark*
Bloodline *celestial/fey*

Statistics

Str 8, **Dex** 12, **Con** 14, **Int** 12, **Wis** 10, **Cha** 21
Base Atk +2; **CMB** +1; **CMD** 11
Feats Eschew Materials, Inari Spellcaster, Echoing Spell
Skills Knowledge (Nature) +8, Heal +7, Spellcraft +8, Use Magic Device +12
Languages Common, Celestial, Elven, Sylvan
SQ bloodline arcana (compulsion spell DC +2); (summons gain DR/evil 2), crossblooded drawback, form change, foxy messenger
Gear - Cloak of Resistance +1, Headband of mental prowess +2 (Int and Cha)

Special Abilities

Blessing of Fortune: Akiko is assigned to protect the party by the Demigod of fortune and with his blessing, she does not suffer the crossblooded drawback of having less spells known. She is also proficient with her Wakizashi and treats it as a simple weapon and as if she has Weapon Finesse feat.

PF2 • Akiko — Creature 3

Unique | NG | Medium | Humanoid | Celestial | Fey | Zenko

Perception +6
Skills Acrobatics +6, Arcana +8, Deception +8, Nature +6
Str 0, **Dex** +1, **Con** +3, **Int** +1, **Wis** +1, **Cha** +4

AC 16; **Fort** +6, **Ref** +6, **Will** +9
HP 34

Speed 25
Melee ❖ Wakizashi +8 (agile, deadly d8, finesse, versatile p), **Damage** 1d6 +3 slashing
Inari Spellcaster Akiko can cast spells, even while in fox form.
Primal Spontaneous Spells DC 19, attack +8; **2nd** *blazing bolt, entangling flora, invisibility* **1st** *charm, color spray, heal, sleep*; **cantrips (1st)** *approximate, ghost sound, light, produce flame*
Sorcerer Focus Spells 2 Focus Points, DC 18; **2nd** *tsundere's smite,* **1st** *faerie dust*;
Split Shot ❖ (concentrate, metamagic) If Akiko's next action is to Cast a Spell without a duration that requires an attack roll against a single target and has no effect beyond dealing damage, she rolls a single attack roll and compares the results to the AC of two targets within the spell's range. The spell deals only half its usual damage to each target. This counts as one attack for her multiple attack penalty.

Battle Tactics

Before Combat Akiko remains in fox form at nearly all times, unless she has introduced herself to the party. Most of the time however, Akiko will attempt stealth checks or cast *invisibility* while in fox form and hide.

During Combat Akiko rarely engages in direct combat. If she can successfully Hide, she will cast non-damaging and non-flashy spells such as *entangle* or *sleep.* If she is known to the party and discovered by the enemy she will cry for help and begin casting damaging spells and abilities.

Morale If she is discovered by the enemy she will flee to the best of her ability and then return once she is convinced she isn't being pursued.

Akiko will remain fighting unless all other party members are slain or if she is brought below half hit points.

If she is known to the party or has a romantic relationship with one of them, she will fight with them to the death.

BORROW AMBROSIA

Uncommon	Camping	Concentrate
Conjuration	Teleportation	

Akiko disappears to her deity's realm and brings back ambrosia. She returns with 1d4 special ingredients. Akiko can only perform this activity once every other day. This activity can only be Learned or performed by a Zenko or a creature able to cast the *Plane Shift* spell.

FOX SPRING

Uncommon	Camping	Concentrate
Divine	Fortune	Zenko

Akiko spends 1 hour creating a communal hot spring. Characters may then spend an additional hour relaxing in the spring, gaining the benefit of the Relax activity.

According to folk lore, those that bathe with a Zenko will find good luck. Within 24 hours of bathing with Akiko (and provided nothing occurred that would offend her), all characters that join her will gain the following benefits:

System	Benefit
5e:	Advantage on a single roll of their choice.
Pf1:	A re-roll on any dice roll of their choice.
Pf2:	A re-roll on any dice roll of their choice.

This is a fortune affect. Due to the power of this activity and the nature of playing with fate, this activity can only be performed once per week. This activity can only be Learned by a Zenko.

HEAD PATS

Rare	Camping	Concentrate
Emotion	Mental	Shoujo

Requirements *Both characters performing this activity must be in love.*

Akiko allows someone to scratch her ears, pet her tail, or pat her hair. If this person is someone she *definitely* doesn't have a crush on (wink wink), she might allow them to lay their head on her lap like a pillow or even (scandalously) hold hands. If any creature in the multiverse is fortunate enough to perform the Relax activity while Akiko performs this with them, they gain the benefit of a full night's rest. Akiko is incredibly embarrassed by this activity and can only perform it with another person once per week. This activity can only be Learned by someone who can cast Shoujo Spells.

Bright Luster
Rage from Beyond Time

Adventuring Party: The Consortium. However, this Bright Luster is from a doomed future where the Consortium was destroyed.

Romance: Possible. Bright Luster was a Consort of the The Consortium's Patron. She recently lost her lovers in her future and those wounds are still fresh. Her mind is focused solely on a mission of vengeance.

Preference: Bright Luster prefers those that respect animals, nature, and can make her laugh. Though druids might be an obvious choice, one of her last consorts from the future was a powerful wizard and the Patron of her consortium.

Favorite Meal: Magic Mint Cocoa.

Preferred Gifts: Genuine acts of hope. For example: A poor family packing her lunch, convincing a corrupt politician to change his ways, or donating time to charity.

Hated Insults: Insulting her scars, commenting on her smell, or calling her a coward. Bright Luster is immensely scarred from her alternate future and hates being reminded about it.

Personality Trope: Quiet shell-shocked observer. Bright Luster is a woman of few words. Her single obsession is finding out who doomed the future. She is not impolite to strangers, but she is single minded in destroying her target.

Shoujo Spell: *Sadodere's Cruel Aura*

Occupation

Currently speaking, this Bright Luster is homeless, jobless, and very far from home. In the country of Monshojil, there currently exists two Bright Lusters. One is currently one of the happy brides of the Patron of the Consortium. The other is a woman that traveled back from a doomed future. At the moment, she is in council with the Consortium leaders in an attempt to rectify the situation.

5e • Bright Luster CR 18

Medium Flora Nymph, Neutral Evil

Armor Class 17 (Unearthly Grace)
Hit Points 177 (18d8 + 54)
Speed 30 ft, Fly 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	20 (+5)	19 (+4)

Saving throws Int +6, Wis +11
Skills Animal Handling +11, Nature +11, Perception +11, Survival +11
Damage Vulnerability fire, poison
Senses darkvision 60ft., passive Perception 21
Languages Common, Consortium, Druidic, Sylvan
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Archdruid. Bright Lust can ignore verbal and somatic components.

Fully Optimized. Bright Luster is attuned to the Gears of Time granting her the following benefits

- Bright Luster gains 63 temporary hit points each dawn
- Bright Luster can treat her Int and Dex saves as if she had a +5 in those ability modifiers
- Bright Luster ignores the drawbacks of any levels of exhaustion she suffers until she suffers 6th level exhaustion

Spellcasting. Bright Luster is a 18th-level consortium druid. Her spellcasting ability is Wisdom (Spell Save DC 19, +11 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft, poison spray, resistance, shillelagh*
1st level (4 slots): *Cure wounds, entangle, fog cloud, red sprite of distracting, thunderwave*
2nd level (3 slots): *animal messenger, hold person, sadodere;s cruel aura, moonbeam*
3rd level (3 slots): *call lightning, sleet storm*
4th level (3 slots): *blight, dominate beast, ice storm*
5th level (3 slots): *awaken, insect plague, wall of stone*
6th level (2 slots): *sunbeam, transport via plants, wall of thorns*
7th level (2 slots): *planeshift, reverse gravity*
8th level (1 slots): *sunburst*
9th level (1 slots): *storm of vengeance*

Greater Consortium. Bright Luster is an Archdruid of The Consortium, a cult that shares their magic with one another, Bright Luster can treat the following spells as prepared druid spells for herself.

1st level: *bane, silent image*
2nd level: *acid arrow, invisibility*
3rd level: *counterspell, dispel magic*
4th level: *locate creature, polymorph*
5th level: *modify memory, telekinesis*
6th level: *globe of invulnerability*
7th level: *simulacrum*
8th level: *power word stun*
9th level: *timestop*

Speech of Leaf. Bright Luster can communicate with plants as though they shared a language.

Actions

Blinding Beauty (6/rest). Bright Luster releases a burst of dazzling sylvan beauty forcing all creatures within 30 ft. of her to succeed on a Constitution saving throw against a DC of 18 or be blinded until the start of their next turn.

Gear of Time (Chakram). *Melee or Ranged Weapon Attack* +14 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit*: 12 (1d8 + 8) slashing damage plus 9 (2d8) additional force damage.

Bonus Actions

Nepotistic Healing. Bright Luster targets 1 creature within 30 feet, healing them for 3d6 damage.

Soaring Dash. Bright Luster takes the Dash Action

Reactions

Got Your Back (3/day). Bright Luster trades places with 1 willing creature as a reaction when that creature is targeted by an attack, changing the target.

Backstory

Bright Luster is one of the Consorts of The Consortium from a doomed future. According to her, shortly after her husband was elected, a series of events lead to the destruction of The Consortium and possibly all of Monshojil, though she doesn't know the details.

The Consortium has just began to amass power and she believed that the destruction was caused by the Okami from the Frostwolf Mountains in retaliation of their occupation of Greenteeth Forest. Bright Luster is furious and misses her family, but due to her lack of knowledge she can't guide her past people. Upon her escape from her timeline, she was poisoned, burned, and now permanently has the smell of burnt onions.

PF1 • Bright Luster — CR 20

XP 204,800
Female Venerable Nymph (Flora) Consortium Druid 18
NE medium fey

Init +5 **Senses** darkvision 60ft. true seeing, Perception +31

Defense

AC 28, touch 19, flat-footed 22 (+5 armor, +5 cha, +3 deflection, +1 dodge, +4 natural)

hp 192 (18d8+108) (92 (18d8+18))

Fort +19, **Ref** +12, **Will** +22; +4 vs. fey and plant-targeted effects

Offense

Speed 30 ft., 80 ft. fly (perfect)
Melee or Ranged Time Gear (Returning Agile Chakram) +19/+14/+9 (1d6+6 slashing + 2d10 force);
Special Attacks wild shape 8/day
Nymph Spell-like abilities (CL 18th; Concentration +23)
4/day - *Blinding Beauty (DC 24)*
1/day each - *Animal Messenger, Cure Light Wounds, Plant Growth*
Shoujo Spell-like abilities (CL 18th; Concentration +28)
1/day - *sadodere's cruel aura*
Domain Spell-like abilities (CL 18th; Concentration +28)
8/day - *Nepotism*
Druid Spells Prepared (CL 18th; Concentration +28)
9th (DC 29) - *storm of vengeance (2), time stop*[D]
8th (DC 28)- *power word stun*[D]*, reverse gravity, sunburst (2), storm-bolts*
7th (DC 27)- *plane shift, simulacrum*[D]*, sunbeam (2), true seeing*
6th (DC 26)- *antilife shell, epidemic, globe of invulnerability*[D]*, plague storm, transport via plants (2)*
5th (DC 25)- *awaken, insect plague (2), telekinesis*[D]*, wall of stones, wall of thorns (2)*
4th (DC 24)- *blight (2), echolocation (2), ice storm (2), locate creature*[D]
3rd (DC 23)- *animal aspect, call lightning (2), communal, greater, dispel magic*[D]*, dominate animal, resinous skin, sleet storm*
2nd (DC 22)- *bear's endurance, fog cloud (2), animal messenger, hold person (2), invisibility*[D]*, sadodere's cruel aura*
1st (DC 20)- *entangle (2), cure light wounds, nereid's grace, red sprite of distractioning, shillelagh, silent image*[D]*,*
0 At Will - *create water, detect magic, resistance, read magic*
[D] *Domain Spell;* **Domain** *Consortium*

Statistics

Str 10, **Dex** 12, **Con** 20 (10), **Int** 13, **Wis** 31, **Cha** 20 (17)
Base Atk +14; **CMB** +14; **CMD** 25
Feats Alertness, Blind-Fight, Improved Initiative, Combat Casting, Dodge, Lightning Reflexes, Nymph Beauty, Sylvan Spell Style, Toughness
Skills Diplomacy +27, Heal +31, Knowledge (Nature) +22, Perception +31, Sense Motive + 32,
Languages Common, Druidic, Sylvan
SQ Nepotism, Extended Care, Nature Sense, Social Druid, Woodland Stride, Resist Nature's Lure, Wild Shape, Share the Love, Got Your Back, Timeless Body
Gear - amulet of natural armor +3, leaf armor Battle Dress +2, cloak of resistance +3, gear of time, headband of inspired wisdom (+6), ring of protection +3

Special Abilities

Gear of Time: Bright Luster comes from the future and used an artifact called the Gear of Time to travel to the past. The Gear allows her to use her Consortium domain even if she currently doesn't have anyone in her personal Consortium.

Additionally, she has gained additional boosts to her ability scores with her natural ability scores indicated in the parentheses and is considered to be of venerable age. This ability has increased her CR by 1.

Circle Archdruid: Bright Luster is the leader of a circle of druids from her time. If a player character or an NPC is a Consortium druid she may roll her Knowledge (Nature) to determine if she knows their backstory, gear, and spell loadout, and may plan around it accordingly.

Personality

Bright Luster was once a very expressive nymph. Bright Luster loves to laugh, although she will attempt to stifle it if she is among strangers. She especially has a soft spot for cringe worthy puns (the worse, the better).

This damaged Bright Luster from the future is quiet, reserved, and often goes minutes at a time remaining completely still. She will see her younger self, her husband, and her sister-wives and yearn for those simpler times but then retreat into her own mind. At the moment, Bright Luster is perturbed, hurt, and confused by her situation while being unsure of what to do. Her true name is Sara.

Battle Tactics

During Combat Bright Luster approaches combat with less tactics and more of an emotional reaction. Depending on who she is fighting and why, she will change her approach.

Casual Fight: If Bright Luster is fighting a group of bandits, monster, etc she will utilize third level or lower spells in order to save her resources.

Nepotism: If Bright Luster is fighting members of the Consortium, she will utilize non-lethal spells and abilities like blinding beauty, stuns, and other means to incapacitate them.

Furious: If Bright Luster takes the fight personally (for

PF2 • Bright Luster — Creature 20

Unique	NE	Medium	Humanoid	Fey	Nymph

Perception +36
Languages Common, Sylvan, Druidic
Skills Acrobatics +30, Arcana +32, Diplomacy +33, Nature +36
Str +2, **Dex** +2, **Con** +4, **Int** +0, **Wis** +9, **Cha** +6

AC 42; **Fort** +31, **Ref** +28, **Will** +34
HP 296; **Weakness** fire 13, poison 13

Speed 30 feet, fly 60 feet

Melee ❖ Gear of Time (Chakram) +29 (thrown), **Damage** 4d6+15 slashing

Primal Prepared Spells DC 41, Attack +28; **9th** *nature's enmity, storm of vengeance, upheaval;* **8th** *polar ray, punishing winds, whirlwinds;* **7th** *eclipse burst, interplanar teleport, sunburst;* **6th** *chain lightning, nature's reprisal, rose's thorns;* **5th** *cone of cold, stormburst, wall of stone;* **4th** *draw the lightning, hydraulic torrent, petal storm;* **3rd** *lightning bolt, moonlight ray, wall of wind;* **2nd** *entangle, sudden bolt, web;* **1st** *chilling spray, horizon thunder sphere, shockwave;* **Cantrip (9th)** *acid splash, electric arc, gale blast, ray of frost, tanglefoot*

Primal Focus Spells 3 focus points, DC 41, attack +28; *sadodere's cruel aura, tempest surge;*

Arcane Prepared Spells DC 41, attack +28; **4th** *bestial curse, veil;* **3rd** *locate, invisibility sphere;* **2nd** *dispel magic, lucky number;* **1st** *illusory disguise, invisible item;* **cantrips (9th)** *prestidigitation, spout*

Blinding Beauty ❖❖❖ (light) all enemy creatures within 30 feet of Bright Luster must make a DC 42 Fortitude saving throw or be blinded for 1 hour. Creatures affected by this may attempt the saving throw again each round to be rid of the condition.

Consortium Conduit ❖ (concentrate, manipulate, metamagic); **Frequency** Once per minute. **Effect** If Bright Luster's next action is to Cast a Spell of 4th level or lower that has no duration, she doesn't expend the prepared spell as she casts it.

Retributive Blast ↷ **Trigger** An opponent adjacent to her critically hits Bright Luster with a melee weapon or melee unarmed attack. **Requirements** Bright Luster has at least 1 available Focus Point. **Effect** Bright Luster casts tempest surge on the triggering opponent and pushes that creature, moving it 5 feet away from her if it fails its reflex save, or 10 feet if it critically fails. This movement is forced movement.

Fury of the Nymph ❖ (manipulate, metamagic) If Bright Luster's next action is to Cast a Spell, the spell ignores 15 of the target's resistance to acid, cold, electricity, fire, or sonic damage. This applies to all damage the spell deal, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by wall of fire. A creature's immunities are unaffected.

example, they insult her repeatedly, or she believes they are a threat to the Consortium), she will use her highest level spells to destroy the target.

Morale Bright Luster will fight according to what sort of situation she gets in.

Casual Fight: Bright Luster will fight until she loses 50% of her max HP, then attempt to retreat. If prevented she will turn Furious.

Nepotism: If the target is still fighting after 2 rounds, she will attempt to retreat.

Furious: Bright Luster fights to the death.

ONION GROVE

Camping	Concentrate	Druid
Manipulate	Nymph	

In her future, Bright Luster grew onions in her special druid grove. If Bright Luster Provides Aid to someone with the Prepare a Campsite Activity, treat the result as one step better. If the result is a critical success, she grows a small patch of magic onions which generates 1d4 special ingredients. This activity can only be learned or taught to a Flora Nymph, a druid, or a character the GM approves would be equally appropriate.

ONION BARRIER

Camping	Manipulate	Olfactory	Secret

This camp activity can only be performed if someone completed the Onion Grove activity and it resulted in the Prepare a Campsite Activity achieving a critical success during this camping session. Using the smell of the freshly harvested onions, the individual masks the scent of the campsite.

The person performing this activity can use the following skills in order to perform the Camouflage Campsite Activity

Onion Barrier Table	
5e:	Intelligence or Wisdom (Nature)
Pf1:	Knowledge (Nature or Geography)
Pf2:	Farming Lore, Nature

The result of the roll is always one stage better. However, if creatures near the camp do not have a sense of smell or enjoy the scent of onions, treat the result as normal.

Daphne The Dragonbride

Adventuring Party: Ryuuda Dynasty. Daphne is the Demigod of Monshojil and adventures when the need for a God-queen arises.

Romance: Impossible. Daphne formed a kingdom and began a 400 year dynasty out of love for her husband and would rather die than betray him.

Preference: Daphne loves paladin-types. Any lawful good or noble individuals that are truly selfless and servants of the less fortunate remind her of her husband.

Favorite Meal: Dire Ramen.

Preferred Gifts: Faithful offerings. Daphne has a religious order with specific edicts and anathema. Giving her gifts that respect her edicts is the fastest way to earn her appreciation. Alternatively, any thoughtful gifts for her family, whether they be baby clothes, new toys, or a bottle of wine, so long as it is contextually good for one of her children or grandchildren.

Hated Insults: Insulting good gods, insulting her husband, insulting nobility, dragons, or humanity as a whole. Daphne has seen the best that mortals and immortals have to offer and doesn't tolerate their slander.

Personality Trope: Devoted Loving Queen. Daphne dedicated her long life to fulfilling her husband's dream of creating a nation and is happiest seeing him and her family succeed.

Shoujo Spell: *Goudere's Devotion*

Occupation

The Shinryujin race were created millennia ago during the dawn of Xerros. These creatures were meant to be the guardians and protectors of mortal races.

Daphne was originally no different from any other Shinryujin, when she first descended onto Xerros' surface world, she came in order to defend a small Masic clan from annihilation from some Direwolf Okami. However, she would quickly fall in love with their leader and was married in a short period of time. Over the course of 300 years, she and her new husband would conquer the southern lands of Erovat, turning it from a lawless and unutilized land into a vast collection of kingdoms that are the envy of the rest of the world.

5e • Daphne CR 20

Medium humanoid (Shinryujin (summoning)), Neutral Good

Armor Class 19 (Natural Armor + Dex)
Hit Points 170 (20d8 + 80)
Speed 30 ft, Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	10 (+0)	20 (+5)	12 (+1)

Saving throws Wis +11, Cha +6
Skills Insight +11, Perception +11, Religion +6, Survival +11
Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, radiant
Senses blindsight 60 ft. darkvision 60ft. passive perception 21
Languages Common, Draconic, Celestial
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Channel Divinity: Destroy Undead. All undead creatures of CR 5 or lower within 30ft of Daphne must succeed a Charisma saving throw DC 19 or be destroyed immediately.

Draconic Transformation (1/rest). When Daphne is reduced to 0 hit points she instead restores herself to 210 hit points, regains all her expended legendary resistances, Summon Echo, and enters her draconic form using the appropriate stat block on page 330. Daphne can also enter this stat block as an action.

Legendary Resistance (3/day). If Daphne fails a saving throw, she can choose to succeed instead.

Spellcasting. Daphne is a level 20th Cupid Domain Cleric. Her spellcasting ability is Wisdom (Spell save 19, +11 to hit with spell attacks). Daphne has the following cleric spells prepared.

Cantrips (at will): *light, sacred flame, spare the dying, Waifumancy*
1st level (4 slots): *Charm Person, Cure Wounds, Dream Meal, Find Familiar, Guiding Bold, Inflict Wounds, Sleep, Unseen Servant*
2nd level (3 slots): *calm emotions, goudere's devotion, spiritual weapon, suggestion, warding bond*
3rd level (3 slots): *bonding rites, hypnotic pattern, revivify, spirit guardians, tongues*
4th level (3 slots): *confusion, compulsion, guardian of faith*
5th level (3 slots): *dominate person, legend lore, modify memory*
6th level (2 slots): *heal, planar ally*
7th level (2 slots): *conjure celestial, regenerate*
8th level (1 slots): *holy aura*
9th level (1 slots): *heal mass*

Summon Echo (1/day). Daphne can cast any one spell with the word Conjure or Summon in the name at 6th level.

Waifu Virtue: Waifu Arcanum. Daphne can cast any paladin spell of third level or lower regardless of having it prepared or not.

Actions

Multiattack. Daphne can make either 2 bow attacks, or 2 claw attacks and 1 bite attack.

Cupid's bow. *Ranged Weapon Attack* +11 to hit, range 150/600 ft. one target. *Hit*: 9 (1d8 + 5) piercing damage plus 9 (2d8) psychic damage.

Bite. *Melee Attack* +8 to hit, reach 5 ft. one target. *Hit*: 6 (1d8+2) piercing damage.

Claw. *Melee Attack* +8 to hit, reach 5 ft. one target. *Hit*: 5 (1d6+2) slashing damage.

Bonus Actions

Tail. *Melee Attack* +8 to hit, reach 10 ft. one target. *Hit*: 7 (1d8+2) bludgeoning damage.

Conjure Ammunition (Recharge 5-6). Daphne summons a quiver of special arrows, when she does so all her Cupid's Bow attacks this turn gain one of the following benefits using her spell DC for any required saving throws:

- **Charm.** The target must succeed a wisdom saving throw or be charmed.
- **Heal.** The target is healed as if Daphne had cast a 3rd level *cure wounds* on them.
- **Sleep.** The target must succeed a wisdom saving throw or fall unconscious as per the sleep spell.

Legendary Actions

Daphne can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another character's turn. Daphne regains spent legendary actions at the start of her turn.

Detect. Daphne makes a perception check.
Reposition. Daphne moves up to 30 feet.
Quickshot. Daphne makes 1 Cupid's bow attack

PF1 • Daphne

XP 1,000,000
Female venerable advanced Shinryujin
Herald Caller 5/ Divine Wyrm 5/ Waifu 10/Marshal 10
NG medium dragon (mythic)
Init +20; **Senses** Blindsense 60 ft., darkvision 60 ft. Perception +36

Defense

AC 35, touch 20, flat-footed 25 (+10 armor, +5 deflection, +10 Dex)
hp 184 (15d8 + 5d12 + 80)
Fort +20, **Ref** +20, **Will** +29
Immune fire, *flamestrike* damage, paralysis, sleep **SR** 30

Offense

Speed 30 ft., Fly 80ft (good)
Melee Claws +21/+21 (1d4+5) Bite +21 (1d6+7)
Reach 5 ft.
Ranged Cupid's Bow +35*/+35*/+30/+25/+20/+15 (1d8+24/x3)
*Manyshot, fires 2 arrows
Special Attacks confidence (3/day; +1d12) Channel Positive Energy (8/day; DC 24, 9d6), dispel fear (su), Inspiring Assault, Mythic Power (23/day; surge +1d12), Rally, Words of Hope, words of valor

Racial Spell-like abilities (CL 20th; Concentration +33)
1/day - *Unseen Servant (Su)*
Shoujo Spell-like abilities (CL 20th; Concentration +33)
1/day - *Goudere's Devotion*
Domain Spell-like abilities (CL 20th; Concentration +33)
9/day - *Cupid's Quiver (Su)*
20 rounds/day - *Sacred Arrows (Ex)*

Cleric Spells Prepared (CL 20th; Concentration +30 (+33 conjuration spells))
9th (DC 32) - *dominate monster*[D], *heal (mass) (2), gate*
8th (DC 31)- *call construct (2), euphoric tranquility*[D], *holy aura (2)*
7th (DC 30)- *greater restoration (2), regenerate (3), symphathy*[D]
6th (DC 29)- *heal (3), geas, modify memory*[D], *planar ally (3)*
5th (DC 28)- *breath of life (2), dominate person*[D], *flame strike (2), legend lore, pillar of life, raise dead*
4th (DC 27)- *confusion*[D], *control summoned creature, control weather, death ward, divine power, guardian of faith, holy smite (2)*
3rd (DC 26)- *archon's aura, bonding rites, , calm emotions*[D], *dispel magic, prayer, remove curse, remove disease, tongues*
2nd (DC 25)- *calm emotions, himedere's decree*[D], *hold person, lesser restoration (2), spiritual weapon (2), status*
1st (DC 24)- *bless, command (2), flustering flirtation*[D], *divine favor, dream meal, sanctuary, shield of faith*
0 At Will - *create water, detect magic, mending, resistance*
[D] Domain spell; **Domain**: *Cupid (goudere)*

Statistics

Str 20, **Dex** 30, **Con** 14, **Int** 12, **Wis** 36, **Cha** 24
Base Atk +20 (+16 without *Sacred Arrows*); **CMB** +35; **CMD** 48
Feats Ability Focus (adoring presence (dragon form only)), Ancient Memories, Augmented Summon [M], Deadly Aim [M], Divine Wyrmling, Manyshot (mythic), multiattack, outflank, Point Blank Shot, Precise Shot, Prestigious spellcaster (Waifu) [M], Rapid Shot [M], Spell Focus (conjuration) [M], Summon Emblem, Superior Summoning, Weapon Focus (longbow)
Mythic feat [M]
Skills Diplomacy +30, Fly +24, Heal +36, Perception +36, Profession (Queen) +36, Sense Motive +36
Languages Common, Celestial, Draconic, Shinryugo
SQ ageless, amazing initiative (ex), aura, call heralds (su), confidence (su), couples banter, dedicated summoner, directed assault (ex), dispel fear (su), divine heralds (su), draconic awakening (4 feats), dragonsheart, dragonstone awakening, dragon feat (ability focus x2), hard to kill (ex), holy Waifu, inspiring assault, just married, legendary hero (su), lover's embrace, mighty heralds, mythic saving throws (ex), press the advantage, promised rings, rally (su), recuperation (ex), sacred vows, tactical genius (outflank), true love, soulmate, spontaneous casting, summoning stone, true dragon, Waifu arcanum (paladin), Waifu spellcaster, wears the pants, words of hope, words of valor

Combat Gear Bag of Holding (type II), Belt of Physical Might +6 (STR + DEX), Cloak of Resistance +5, Cupid's Bow, Dragonstone Kimono, Headband of Mental Prowess +6 (CHA and WIS), Ring of Protection +5

Special Abilities

Creation of the Gods (Su): Daphne is an ancient and immortal dragon, created as a guardian of the world. As such, her ability scores were generated using 25 points, rather than the standard 15 point buy used to create most NPC's. Additionally, she has gained the +3 bonus to Intelligence, Wisdom, and Charisma scores for having lived to a venerable age, but she doesn't suffer the Strength, Dexterity, or Constitution, penalties.

Daphne's supernatural life grants her complete immunity to ability damage and drain, charm and compulsion effects, death effects, disease, energy drain, petrification, poison, and all forms of madness (including confusion effects and *feeblemind*). This ability increases her total CR by 1.

Divine Contingency (Su): If Daphne is reduced to 0 hit points or less, a contingency left on her by her creator gods long ago will cause her to shift into her Dragonform at full hit points.

Cupid's Bow (Su): The compound longbow is a lesser artifact created by Daphne herself. She can transform it into a hairpin she wears on her head at will. As a bow, it functions as a +5 *adaptive grayflame* composite longbow with double the typical range of a composite longbow. This bow doesn't require ammunition.
If she transforms into her dragonform, the bow grows to colossal size and can still be shot. As a swift action, Daphne can expend one use of channel energy or mythic power, the bow enhancement is increased to +6 and deals an additional 10d6 fire damage that is treated as the *flame strike* spell.

free action, Daphne can transform into her Dragon Form using the stat block below.

Herald of Herself (Su): Daphne is a Herald Caller, and may substitute any spell she has with a summoning spell of the same level. Daphne grants her own spells to herself and every creature she summons (regardless of source) has the good descriptor and appears as a friend of hers she knew in life.

Mythic Marshal (Su): As a passive bonus, all of Daphne's summons ignore difficult terrain, gain a +10 bonus to critical confirmations, the benefit of the Outflank teamwork feat.

Daphne (Dragon Form) CR 25/MR 10

XP 3,500,000
NG Gargantuan dragon (mythic)
Init +34; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision, smoke vision, x-ray vision; Perception +36; **Aura** adoring presence (330 ft., DC 30)

Defense

AC 46, touch 16, flat-footed 36 (+10 Dex, +40 natural, -4 size)
hp 408 (25d12 + 240); fast healing 5
Fort +28, **Ref** +20, **Will** +29
DR 15/epic and magic; **SR** 35

Offense

Speed 40 ft., Fly 250ft (good)
Melee bite +38 (4d6+25/18–20 plus bleed and grab), 2 claws +40 (2d8+15/19–20 plus bleed and grab), 2 wings +36 (2d6+8), tail slap +36 (2d8+25)
Space 20 ft.; Reach 15 ft. (20 ft. with bite)
Ranged Dragonbow +40*/+40*/+35/+30/+25/+20 (3d8+38/x3)
*Manyshot, each fires 2 arrows
Special Attacks bleed (2d6), breath weapon (60-ft. cone, 22d10 (damage as the *flamestrike* spell), Reflex DC 32 half, usable every 1d4 rounds), lingering breath (4d6 fire, 10 rounds), swallow whole (2d6 bludgeoning and 2d6 fire damage, AC 28, 51 hp), tail sweep (DC 32, 2d6+25)

Cleric and Domain Spells & Spell-like abilities (CL 17th; Concentration +30 (+31 conjuration spells))
Daphne (Dragonform) has the same spell load-out as Daphne

Statistics

Str 40, **Dex** 30, **Con** 30, **Int** 12, **Wis** 36, **Cha** 24
Base Atk +25; **CMB** +44; **CMD** 64
Feats Cleave, Critical Focus[M], Greater Vital Strike, Improved Critical (bite)[M], Improved Critical (claws), Improved Initiative[M], Improved Iron Will, Improved Vital Strike, Iron Will[M], Multiattack, Power Attack[M], Quicken Spell, Staggering Critical, Vital Strike
Mythic feat [M]
Skills Fly +24, Intimidate +37
SQ dragon cantrips

Special Abilities

Adoring Presence (Su): Instead of a frightening presence, Daphne (Dragon Form) emits an aura of pacifism and adoration. Non-mythic creatures that fail the saving throw are affected as though under the effect of *charm monster* for 24 hours. Mythic creatures that fail the saving throw are instead under the effect of *calm emotions*.

Daphne (Dragon Form) can expend one use of mythic power in order to change the effect to *Dominate Monster (Mythic)*. Non-mythic creatures that fail the saving throw are effected for 24 hours, while mythic creatures may attempt saving throws as normal. Mythic creatures that succeed the saving throw are immune to the effect of adoring presence for 24 hours.

Daphne (Su): Daphne (Dragon Form) still has all of the feats, spells, and abilities of Daphne from the previous stat block. This stat block mentions what has changed or what has been added.

5e • Daphne (Dragon Form) CR 24

Gargantuan Dragon (Shinryujin (Summoning)), Neutral Good

Armor Class 20 (Natural Armor)
Hit Points 380 (20d20 + 160)
Speed 40 ft, Fly 80 ft., swim 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	26 (+8)	10 (+0)	20 (+5)	12 (+1)

Saving throws Str +14, Dex +9, Con +14, Int +6, Wis +5, Cha +7
Mythic challenge 15 (13,000 XP) Defeating Daphne as a mythic encounter awards the party 26,000 XP.
Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, radiant
Senses blindsight 60 ft. darkvision 120ft. truesight 30 ft., passive perception 21
Languages Common, Draconic, Celestial
Challenge 24 (50,000 XP) **Proficiency Bonus** +6

Daphne. Daphne (Dragon Form) maintains her Destroy Undead, Spellcasting abilities, Spells, Summon Echo, and Waifu Virtues in her Dragon Form. However, in her draconic form, she no longer requires somatic components.

Legendary Resistance (3/day). If Daphne (Dragon Form) fails a saving throw, she can choose to succeed instead.

Mythic Resistance (3/day). If Daphne (Dragon Form) fails a saving throw, she can re-roll it choosing which result to take.

Actions

Multiattack. Daphne (Dragon Form) can make either 2 dragonbolt or 2 claw attacks and 1 bite attack.

Bite. *Melee Weapon Attack* +15 to hit, reach 15 ft. one target. *Hit*: 17 (2d8+8) piercing damage plus 11 (2d10) radiant damage.

Claws. *Melee Weapon Attack* +15 to hit, reach 10 ft. one target. *Hit*: 22 (4d6+8) slashing damage.

Dragonbolt. *Ranged Weapon Attack* +13 to hit, range 150/600 ft. one target. *Hit*: 19 (3d8+6) psychic damage.

Breath Weapon (Recharge 5-6). Daphne (Dragon Form) exhales holy fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 33 (6d10) fire and 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Tail. *Melee Attack* +14 to hit, reach 10 ft. one target. *Hit*: 24 (3d10+8) bludgeoning damage.

Adoring Presence. Each creature of Daphne's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become charmed or frightened (Daphne (Dragon Form)'s choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Daphne's Adoring Presence for the next 24 hours.

Legendary Actions

Daphne (Dragon Form) can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Daphne (Dragon Form) regains spent legendary actions at the start of her turn.

Attack. Daphne (Dragon Form) makes a bite attack or a dragonbolt attack.
Detect. Daphne makes a Wisdom (Perception) check.

Mythic Actions

If Daphne had used Draconic Transformation in the last hour she can use the options below as legendary actions.

Emblem Surge (Costs 2 Actions). One creature summoned by Daphne (Dragon Form)'s Summon Ability takes its multiattack.
Wing Attack. Daphne (Dragon Form) beats her wings. Each creature within 15 feet of Daphne (Dragon Form) must succeed on a DC 24 Dexterity saving throw or take 16 (3d6 + 8) bludgeoning damage and be knocked prone. Daphne (Dragon Form) can then fly up to half her flying speed.

Backstory

Daphne is the Dragonbride as described on page 266-267. Her backstory is tied to all of Monshojil.

Personality

Daphne is a proud wife, mother, grandmother, and even greater grandmother to a long line of nobles and royalty. Daphne is happiest when performing her duties as the head of her family. She delights in caring for her family and her husband more than she cares for the politics of ruling.

Battle Tactics

Human Form

Before Combat Daphne avoids combat when possible. Daphne has *sanctuary* cast on herself at all times.

During Combat If Daphne is somehow forced to engage, she will take to the skies and attack with her bow and summon creatures to aid her. If she is alone, she will make attempts to retreat. If combat lasts longer than 1 minute, she will transform into her dragonform.

Morale Daphne casually fights and flees until she is brought to half hit points, after that, she will begin to utilize her most powerful spells, utilizing enchantments to dominate or control her attackers.

Dragonform

If Daphne is forced into her dragonform due to being attacked directly and brought to 0 hit points:

During Combat Daphne will use her melee and breath weapon attacks to destroy the target that forced her transformation. If she takes 100 damage over this period, she will take to the skies and resume her dragonbow attacks and while summoning as many creatures as possible.

Morale Daphne fights to the death, Daphne will cease combat if all enemies have been dominated due to *Adoring Presence*.

PF2 • Daphne — Creature 20

Unique | NG | Medium | Humanoid | Dragon | Shinryujin | Mythic

Perception +33
Skills Religion +32, Society +34, Survival +34
Str +2, **Dex** +3, **Con** +5, **Int** +0, **Wis** +10, **Cha** +7

AC 45; **Fort** +33, **Ref** +30, **Will** +33
HP 361

Speed 25, fly 30 feet

Ranged ❖ Dragonbow +36 (deadly d10, propulsive, volley 30 ft.), **Damage** 3d8+19 piercing plus 2d8 psychic or positive damage (her choice)

Prepared Divine Spells DC 42, attack +31; **10th** *avatar (see transformation), heal x2, harm x2;* **7th** *deity's strike (at will);* **5th** *flame strike (at will);* **4th** *dull ambitions (at will);* **2nd** *calm emotions (at will);* **1st** *command (at will)* **cantrips (10th)** *divine lance, guidance, light, prestidigitation, stabilize*

Transformation ❖ (mythic, polymorph, transmutation)
Frequency once per day **Trigger** Daphne is reduced to 0 HP **Effect** Daphne regains all of her health and gains the effects of the spell *avatar* for 1 hour, except her appearance becomes that of a dragon and the specific abilities she would gain upon casting the spell normally based on the deity are the following:

- **Speed** fly Speed 70 feet
- **Breath Weapon** (60-ft cone) DC 41 basic Reflex Save **Damage** 2d8+10 fire plus 2d8+10 positive
- **Melee** Bite/Claw/Tail ❖ **Damage** 4d10+22 piercing (versatile B or S)
- **Adoring Presence** (aura, emotion, incapacitation, mental, mythic) 300 feet, DC 42. This ability functions as the Frightful Presence monster ability. However, instead of applying the frightened condition, the effect is that of the *Charm* spell instead as if heightened to 8th level. If the result is a critical failure, the creature must roll a second saving throw as if under the effect of the *Dominate* spell. Creatures normally immune to charm, emotion, or mental traits must still roll to resist this effect unless they have the mythic trait.

Faylynn "Faith" Shadow Twin

Adventuring Party: Shadowcats. Faith travels with Princess Hime and her twin brother Rath along with their gang of Zashiki-warashi Yurei. They are currently traveling to Yomiko in order to live a better life under the Housewife.

Romance: Possible. Faylynn is focused on taking a care of the Shadowcats and has very little time for romance.

Preference: Faylynn is a serious and determined thief. She prefers watching people and living vicariously through them. She loves people who get easily excited and energetic.

Favorite Meal: Ghostfire Roasted Peppers.

Preferred Gifts: Masterwork or magical thieves tools, valuable gems, gifts for Rath or Princess Hime.

Hated Insults: Insulting the Shadowcats, calling her a criminal, insulting her intelligence.

Personality Trope: Emotionless thinker. Growing up as an orphan with an emotional and outgoing girl like Princess Hime forced Faylynn to mature very quickly. She doesn't outwardly display emotion but has immense love for her brother and Princess Hime, whom she sees as a sister. She often smiles while watching them without realizing it.

Shoujo Spell: *Kuudere's Calm*

Occupation

While Princess Hime might be the leader and face of the infamous Shadowcats, Faylynn "Faith" Shadow is the brains of the operations. She is the one who is in charge of coming up with schemes, contingencies, and, of course, the oft-needed "Plan B".

Faith is a scout who frequently cases targets and manages the logistics for their ever growing "orphan crime family". As the planner, Faith takes her role dead seriously. Faith believes that if she ever stops thinking, everyone in the Shadowcats are doomed.

5e • Faylynn "Faith" Shadow — CR 9

Medium humanoid (masic), True Neutral

Armor Class 16 (Studded Leather)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)

Saving throws Dex +8, Int +6
Skills Acrobatics +8, Insight +4, Investigation +10, Perception +4, Sleight of Hand +12, Stealth +8
Senses Passive Perception 14
Languages Common, Sibling Bickering, Thieves Cant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Evasion. When Faith is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeed on the saving throw and only half damage if she fails.

Keen shot. Faith can take a -5 penalty to her attack roll when using her bow to deal an additional 10 piercing damage.

Sneak Attack (1/turn). Faith deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated or have disadvantage on the attack roll.

Waifu Virtue: Shoujo Waifu (4/day). Faith can cast *kuudere's calm* without a spell slot.

Waifu's Virtue: Sister's Intuition. Faith always knows Rath's general health, knowing whether he is above or below half hp.

Actions

Shortsword. *Melee Weapon Attack* +8 to hit, reach 5 ft. one target. *Hit*: 7 (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack* +8 to hit, reach 30/320 ft. one target. *Hit*: 7 (1d6 + 4) piercing damage.

Bonus Actions

Cunning Action. On each of her turns, Faith can use a bonus action to take the Dash, Disengage, or Hide action.

Reaction

Uncanny Dodge. When an attacker Faith can see hits her with an attack, Faith can use her reaction to half the attacks damage.

Backstory

Faylynn and her twin brother Rath were orphaned at an early age and were cast out into the unforgiving streets with very little warning after their parents died. Miraculously, they survived for nearly a year on their own before tragedy struck.

On their tenth birthday, when Rath was attempting to steal a birthday cake, he was caught in the crossfire of some unrelated violence and slain. Devastated, Faith broke down in the middle of an alley when an eight year old Princess Hime found her. Even though Princess Hime was two years younger than her, thanks to her advanced aging as a Nekomata, she took Faith in calling herself "Big Sister Hime" and promised to take care of her.

Since then, Faith and Princess Hime became some of the best thieves in town. With growing success, they adopted more orphans into the Shadow Cats to keep them away from the truly violent gangs.

On Faith's twentieth birthday, Princess Hime presented her with her brother's cloak saying she tracked it down some time ago. In their tearful hug, Princess Hime's Nekomancy somehow brought Faith's brother back to unlife as a Yurei. He appeared before the two as if no time had passed, still ten years old and unaware he had died.

Although Rath comfortably reinserted himself back into his sister's life, the two women searched far and wide for a means to resurrect him permanently. The opportunity arose when Yomiko started gaining momentum on the Monshojilian stage. Rumors claim that the Housewife is granting resurrections to certain Yurei who can perform important duties for her.

With renewed hope, the Shadowcats left for Yomiko and are currently traveling across the dangerous Ghostmarsh in a desperate hope to reach the great Undead city.

PF1 • Faylynn "Faith" Shadow — CR 9

XP 9,600
Female Masic Scout 8/Waifu 2
N medium humanoid
Init +6; **Senses** Perception +12

Defense

AC 22, touch 18, flat-footed 16 (+4 armor, +6 Dex, +2 sibling's bond)
Hp 56 (10d8 + 10)
Fort +4, **Ref** +14, **Will** +3
Defensive Abilities Evasion, Trapfinding,

Offense

Speed 30 ft.
Melee +1 Agile Dagger +14/+8 (1d4+7) piercing or slashing
Ranged +2 Shortbow +15*/+10 (1d6+2)
Special Attacks Feint from the Shadows (+15 bluff), Focused Shot, Scout (Skirmisher, Scout's Charge), Sneak Attack (+4d6), Slow Reactions
* Manyshot - 2 arrows
Shoujo Spell-like abilities (CL 10th; Concentration +10)
1/day - *Kuudere's Calm*

Statistics

Str 8, **Dex** 22, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10
Base Atk +7; **CMB** +5; **CMD** 20
Feats Focused Shot, Point Blank Shot (+1/+1), Precise Shot, Rapid Shot, Many Shot, Sibling's Bond, Weapon Finesse,
Skills Acrobatics +19, Bluff +13, Climb +12, Disable Device +19, Escape Artist +19, Knowledge (local) +15, Perception +13, Sleight of Hand +19, Stealth +19, Swim +8, Use Magic Device +13
Languages Common, Necril, Scim, Twin
SQ family motto (family first, provide for your family), feint from the shadows, finesse rogue, slow reactions, sniper's eye, twin language, Waifu Virtue (skilled Waifu), fast getaway, skirmisher, scout's charge
Gear - Boots of Speed, Belt of Dexterity +2, Wand of Mage Armor (41 charges)

Personality

Despite her normal dead faced expression, Faith is an extremely emotional girl. However, she frequently doesn't feel like she can express those emotions. Growing up on the streets hardened her and made her keep everything close to the chest. She will allow herself to sometimes smile around the two she considers her family, but otherwise often has to be the "mother" of the trio and frequently needing to be the responsible killjoy.

Faith is fiercely loyal to both Rath and Princess Hime and values their lives above her own. She loves them more than anything and dedicates her life to their well being and goals. Unfortunately, this has somewhat stunted her own personality and she rarely thinks of anything else outside of them.

Battle Tactics

Before Combat Faith takes to the shadows and will vanish, move, and shift away from prying eyes in order to trigger sneak attacks.

During Combat Faith supplies ranged support to her party. She will constantly reposition around the battlefield in order to trigger sneak attack.

Morale If Faith falls below half health, she will call for a retreat which both Rath and Princess Hime will obey.

PF2 • Faylynn "Faith" Shadow — Creature 10

Unique	N	Medium	Humanoid	Human

Perception +20
Skills Athletics +18, Society +20, Stealth +22, Thievery +22
Str +1, **Dex** +7, **Con** +3, **Int** +5, **Wis** +1, **Cha** +5
Practiced Thief Faith does not take any penalties to Steal or Palm an Object, even if it's closely guarded or in combat. Observers take a -2 penalty to their Perception DC's to detect any of her successful thefts. She also moves at her normal speed while sneaking.
Mobility When Faith takes a Stride action to move half her Speed or less, that movement does not trigger reactions.

AC 30; **Fort** +18, **Ref** +22, **Will** +19
HP 135
Nimble Dodge ↻ **Trigger** A creature targets Faith with an attack and she can see the attacker. **Requirements** Faith is not encumbered. Faith deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Focus Spells 1 Focus Points, DC 26;
2nd *Kuudere's Calm*
Speed 30
Melee ❖ shortsword +23 (agile, finesse, versatile P), **Damage** 2d6+10 piercing
Ranged ❖ shortbow +23 (deadly d10, range 60 ft.) **Damage** 2d6+10 piercing
Sneak Attack If Faith Strikes a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack or a ranged unarmed attack, she deals an extra 2d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.
Yoink ❖ Faith makes a melee Strike or Tumbles Through. If the target was flat-footed against this maneuver, she can immediately attempt to Steal.

SECRET BASE

Camping	Concentrate

Growing up on the streets has made Faith paranoid and vigilant. Faith always makes sure to find and reinforce a campsite with strategic choke points and means of defense. Whenever Faith performs this activity, treat it as if she performed Finding Campsite activity with its' result as one step better. This activity takes 2 hours instead of 1.

SILENT STALKING

Camping	Concentrate

Faith stalks prey using her scouting skills. Because Faith is only hunting prey and not foraging, treat the Zone DC for the activity as one step higher. Faith can perform Hunt and Gather using the following skill checks:

System	Skill Check
5e:	Dexterity (Stealth)
Pf1:	Stealth
Pf2:	Stealth

Gossamer Twins
Crafters of the Consortium

Adventuring Party: The Consortium. Anniwyn just joined as a Suitor and Violet Gossamer is an undecided Courtier.

Romance: Possible. Both are open to romance and even sharing a partner with each other, provided there is no one else involved.

Preference: Anniwyn is outgoing and looks for someone who loves adventure, while Violet Gossamer is easily worried and needs someone who can reassure her. Both twins will only accept someone who gets along with both of them at the very least.

Favorite Meal: Goodberry Pie.

Preferred Gifts: Anniwyn prefers well cooked foods and Violet Gossamer likes practical gifts that can be useful in many situations.

Hated Insults: Both fey hate when anyone insults nature, the fey, or each other. However, Violet also hates when people insult her preparation, her tools, or her efforts. Anniwyn additionally hates pointless cruelty.

Personality Trope: *Anniwyn* - Adventurous Tomboy. Anniwyn enjoys exploration, discovery, and competition. She tends to act before the thinks and it can get her into trouble.

Violet Gossamer - Timid Over-thinker. Violet Gossamer loves to tinker and create things that could help in any circumstance but can often over-stress what she believes she needs.

Shoujo Spells: Anniwyn - *Bakadere's Ignorance*
Violet Gossamer - *Dandere's Dash*

Occupation

As their epithet suggests, these twins are crafters within the Consortium. Anniwyn is a wood worker that creates furniture and Violet Gossamer is a tinker and mender of clothing who is surprisingly adept at small gadgets and knickknacks.

At the moment, only Anniwyn is a member of the Consortium while Violet Gossamer is uncertain if she is ready to commit to another family.

Backstory

Despite being true fey, the twins were born on the surface world. Long ago, a Consortium druid brought a flower from the Fane to his bride as a wedding gift. From their love, this flower bloomed and within it, these two fairies were born. This act of love made Anniwyn and Violet their children and the four became a family.

As they grew on the surface, they adopted many mortal inclined hobbies such as crafting, food, and (like many Consortium druids) became fascinated with love. Inspired by their parents, both twins took up aspects of druidic practice. Violet Gossamer became a magic expert while Anniwyn became a ranger. As they came of age, they joined the Consortium, though Violet is unsure if she is ready. Anniwyn's true name is Grove Tender, and Violet Gossamer is Weave Mender.

5e • Anniwyn — CR 2

Small Fey, Neutral Good

Armor Class 13
Hit Points 25 (3d10 + 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	9 (-1)

Saving throws Str +3, Dex +5
Skills Animal Handling +5, Athletics +3, Insight +5, Perception +5
Senses Passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spellcasting. Anniwyn is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Anniwyn has the following Ranger spells prepared:

1st level (3 slots): *cure wounds, fog cloud, healing word, hunter's mark*

Sylvan Spellcraft. Anniwyn's innate spellcasting ability is wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day: *bless, Bakadere's Ignorance*
1/day: *Bakadere's Ignorance, Enhance Ability*

Actions

Longbow. *Ranged Weapon Attack* +7 to hit, range 150/600 ft. one target. Hit: 7 (1d8 +2) piercing damage plus an additional 2 (1d4) piercing damage.

Bonus Actions

Fey Flight. Anniwyn takes the dash action, this dash must be done using her flight speed.

5e • Violet Gossamer — CR 2

Small Fey, Neutral Good

Armor Class 12
Hit Points 20 (3d6 + 6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	16 (+3)	10 (+0)	9 (-1)

Saving throws Int +5, Wis +2
Skills Arcana +5, Medicine +2, Performance +1
Senses Passive Perception 10
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spellcasting. Violet Gossamer is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Violet Gossamer has the following Wizard spells prepared:

Cantrips (at-will): *firebolt, message, mirror illusion*
1st level (3 slots): *expeditious retreat, grease, protection from good and evil*
2nd level (2 slots): *dandere's dash, invisibility, magic weapon*

Bonus Actions

Fey Flight. Anniwyn takes the dash action, this dash must be done using her flight speed.

Personality

Anniwyn - As suggested from their trope. Anniwyn is a tomboy who is outgoing and sporty. However, she is also quite overprotective of those she takes under her wing. Loyalty and dedication are core tenets of the Consortium and Anniwyn takes that very seriously as she tends to be the one who chides on others for taking risks. In her mind, it is her duty to make the mistakes and others to learn from her discoveries, even if it comes off as hypocritical.

Violet Gossamer - As stated in her personality trope section, Violet Gossamer is a nervous little bunny. She is timid and polite, especially whenever meeting new people. However, once she becomes comfortable with someone she ends up becoming quite a chatterbox. She has been known to speak incredibly quickly when excited about topics pertaining to magic, woodworking, and lewd activities (even though she's woefully inexperienced, despite being a love mage).

PF1 • Anniwyn — CR 3

XP 800
Female Gathlain Ranger (Bonded Pair) 4
NG small fey
Init +4; **Senses** low-light vision, Perception +8

Defense

AC 18, touch 15, flat-footed 14 (+2 armor, +1 natural armor, +1 size, +4 dex)
hp 30 (4d10)
Fort +4, **Ref** +8, **Will** +3

Offense

Speed 30 ft., fly 40 (poor maneuverability)
Ranged +1 Longbow +10 (1d6+1/x3)
Gathlain Spell-like abilities (CL 4th; Concentration +4)
1/day each - *entangle, feather step*
Shoujo Spell-like abilities (CL 4th; Concentration +6)
1/day - *bakadere's ignorance*
Ranger Spells Prepared (CL 1st; Concentration +3)
1st - *Fog Cloud*

Statistics

Str 12, **Dex** 18, **Con** 10, **Int** 10, **Wis** 14, **Cha** 9
Base Atk +4; **CMB** +4; **CMD** 18
Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot
Skills Handle Animal +6, Heal +9, Perception +9, Knowledge (Nature) +7, Stealth +11, Survival +9 (+10 when tracking)
Languages Common, Sylvan
SQ favored enemy (undead), combat style (archery), hunter's bond (companions), wild empathy, favored terrain (forest)
Combat Gear - +1 small longbow with 20 arrows, *cure light wounds* potion (2), mwk leather armor

PF1 • Violet Gossamer — CR 3

XP 800
Female Gathlain Wizard (Love Mage) 4
NG small fey
Init +6; **Senses** low-light vision, Perception +0

Defense

AC 14, touch 13, flat-footed 12 (+1 natural armor, +1 size, +2 dex)
hp 23 (4d16+4)
Fort +3, **Ref** +3, **Will** +5

Offense

Speed 30 ft., fly 40 (poor maneuverability)
Gathlain Spell-like abilities (CL 4th; Concentration +4)
1/day each - *entangle, feather step*
Shoujo Spell-like abilities (CL 4th; Concentration +8)
1/day - *dandere's dash*
Wizard Spells Prepared (CL 4th; Concentration +8)
2nd (DC 16) - *invisibility, scorching ray, dandere's dash*
1st (DC 15) - *grease (2), magic weapon (2)*
0 (at will) - *ray of frost, ghost sound, message, light*

Statistics

Str 7, **Dex** 13, **Con** 12, **Int** 18, **Wis** 10, **Cha** 9
Base Atk +1; **CMB** -1; **CMD** 10
Feats Improved Initiative, Spell Penetration
Skills Appraise +11, Handle Animal +3, Heal +4, Knowledge (Arcane) +11, Knowledge (Nature) +11, Spellcraft +11
Languages Common, Sylvan (+4 other languages)
SQ love mage, tattoo mage, power of love
Combat Gear - cloak of resistance +1, potion of mage armor (2), scroll of protection from arrows, scroll of sanctuary.
Other Gear - spellbook with all of the spells Violet has prepared, mwk sewing kit.

Battle Tactics

Before Combat *Anniwyn* - Anniwyn will slow enemies down with an entanglement spell if possible.
Violet Gossamer - Violet will use *invisibility* on herself and buff Anniwyn's bow with magic.

During Combat *Anniwyn* - Anniwyn fights at a distance using her bow but will put herself between enemies and Violet Gossamer.
Violet Gossamer - Violet utilizes *grease* spells and any sort of crowd control to prevent fights from getting too violent on either side. She will always prioritize Anniwyn's safety over her own or the safety of other party members.

Morale Both girls avoid combat at all costs, they will utilize spells that hinder enemies from pursuing them and utilize magics in order to escape. If either twin is slain, the other will fight to the death.

PF2 • Anniwyn — Creature 3

Unique	CG	Small	Fey	Plant

Perception +9;
Languages Common, Sylvan
Skills Athletics +7, Nature +9, Survival +9
Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** -1

AC 19; **Fort** +8, **Ref** +9, **Will** +9
HP 42; **Weakness** cold iron 3

Speed 20; **Fly** 30
Ranged ❖ Longbow +10 (deadly d10, volley 30 feet, range increment 100 feet), **Damage** 1d8+6 piercing
Focus Spells 1 Focus Point, DC 17; **2nd** *bakadere's ignorance;*
Hide and Seek Anniwyn ignores difficult terrain from non-magical foliage.
Packhunt Prey ❖ (concentrate) Anniwyn designates a single creature as her prey. She must be able to see or hear the prey, or she must be tracking the prey during exploration. Anniwyn and Violet Gossamer gain a +2 circumstance bonus to Perception checks when they Seek their prey and a +2 circumstance bonus to Survival checks when they Track their prey. They also ignore the penalty for making ranged attacks within their second range increment against the prey Anniwyn is hunting.

Anniwyn can have only one creature designated as her prey at a time. If she uses Packhunt Prey against a creature when she already has a creature designated, the prior creature loses the designation and the new prey gains the designation. The designation lasts for 24 hours.

Rootbound ❖❖ **Requirements** Anniwyn isn't using her wings to fly; **Effect** Anniwyn sprouts woody roots from the tips of her wings that bind an adjacent creature's limbs. The target must succeed at a DC 19 Fortitude save or be grabbed by her wing-tip vines until the start of her next turn.

PF2 • Violet Gossamer — Creature 3

Unique	CG	Small	Fey	Plant

Perception +9;
Languages Common, Sylvan
Skills Arcana +9, Medicine +7, Nature +7, Performance +6
Str +0, **Dex** +2, **Con** +2, **Int** +3, **Wis** +0, **Cha** -1

AC 17; **Fort** +8, **Ref** +8, **Will** +9
HP 34; **Weakness** cold iron 3

Speed 20; **Fly** 30
Arcane Prepared Spells DC 17, attack +9; **2nd** *invisibility, warrior's regret, vicious jealousy*; **1st** *charm, fleet step, grease, runic weapon*; **cantrip (2nd)** *daze, figment, frostbite, ignition, infectious enthusiasm, message*
Arcane Focus Spells 1 Focus Point, DC 17, attack +9; **2nd** *fluttering heart, dandere's dash;*
Hide and Seek Anniwyn ignores difficult terrain from non-magical foliage.
Rootbound ❖❖ **Requirements** Anniwyn isn't using her wings to fly; **Effect** Anniwyn sprouts woody roots from the tips of her wings that bind an adjacent creature's limbs. The target must succeed at a DC 19 Fortitude save or be grabbed by her wing-tip vines until the start of her next turn.

JUST IN CASE

Camping	Concentrate

Violet Gossamer is always prepared for any situation. She has either already bought or prepared the perfect item for any camp activity. Violet Gossamer can spend increments of 10gp (or sp (PF2e)) up to a maximum of 20gp/sp to perform the Provide Aid activity with the following benefits:

Critter Repellent Table		
5e:	*Pf1:*	The ally gains an additional +1 bonus to their dice roll for every 10gp she spends.
Pf2:		Violet Gossamer can perform the Provide Aid activity without rolling any dice. Instead, she expends a number of silver pieces equal to the Zone DC. The ally gains the benefit of Provide Aid plus an additional +1 circumstance bonus to the dice roll for every 10 sp (or sp (PF2e)) she spends.

CRITTER REPELLENT

Camping	Concentrate	Manipulate

Anniwyn scouts the area and uses her expertise in order to create a natural repellent to animals and Yokai. If anyone has performed the Camouflage Campsite activity, improve it's results by one stage. If any creature attacks the camp that is an animal or a Yokai or has the animal or Yokai trait, they suffer the following penalties.

Critter Repellent Table	
5e:	Disadvantage on initiative checks.
Pf1:	-4 to initiative checks.
Pf2:	-2 circumstance penalty to Initiative checks.

Hana Bunaa
The Loveless Lover

Adventuring Party: House Chadress. Hana is the House's resident artist and propagandist.
Romance: Possible. Hana doesn't feel romantic love or desire, but is open to the idea of one day having a partner or children.
Preference: Hana is more interested in a person's history, mentality, and personality rather than physical appearance. Hana will choose a partner if they are emotionally or mentally stimulating to her.
Favorite Meal: Phoenix Fried Rice.
Preferred Gifts: Masterwork calligraphy or art supplies, appealing clothing, or personal favors and errands being handled (so she doesn't have to).
Hated Insults: Insulting her eyes, her skin (or tattoos), or insulting her manga without reading it. Hana hates being judged based on appearances.
Personality Trope: Indifferent absentminded author. Hana hangs around people for inspiration for her books. She can sometimes come off as thoughtless because she enjoys the "story" of people she interacts with.
Shoujo Spell: *Yandere's Mark*

Occupation

Hana Bunaa is a patron artist working for House Chadress. Originally, she was hired to manage sigil and embroidery designs. She helped open a tattoo parlor in order to break into the lower class markets. Her tattoo designs are quite popular with sailors, carpenters, and skilled laborers.

However, her greatest contributions to House Chadress has been authoring and publishing a manga called *Dressed to Kill.* This manga features a fictionalized (not to mention, glorified) progenitor of House Chadress. Like most noble sponsored artists, her manga is being used by the House in order to improve their public perception and smear their detractors.

5e • Hana Bunaa CR 9

Medium humanoid (Sand Elf (Red Hair)), Neutral

Armor Class 14 (17 with Mage Armor)
Hit Points 72 (10d6+30)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	19 (+4)	15 (+2)	10 (+0)

Saving throws Int +8, WIS +6
Skills Arcana +8, History +8, Perception +6, Performance +4, Survival +6
Damage Resistance Fire
Senses Darkvision 60ft., Passive Perception 16
Languages Common, Scim (Elvish Dialect)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Power of Love. Hana Bunaa can cast each of the following spells once per long rest without expending a spell slot.

1st level: *Shield*
2nd level: *Hold Person*
3rd level: *Counterspell*
4th level: *Private Sanctum*
5th level: *Teleportation Circle*

Post Rest Clarity (2/rest). Hana Bunaa can grant herself advantage on any Intelligence or Wisdom save or check.

Spellcasting. Hana is a 10th-level wizard. Her spellcasting ability is Intelligence (Spell Save DC 16, +8 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *Firebolt, Mage Hand, Message, Minor Illusion, Prestidigitation*
1st level (4 slots): *Mage Armor, Shield, Charm Person*
2nd level (3 slots): *Hold Person, Misty Step, Rope Trick, Yandere's Mark*
3rd level (3 slots): *Counterspell, Fireball*
4th level (3 slots): *Private Sanctum, Resilient Sphere*
5th level (3 slots): *Teleportation Circle*

Actions

Jambiya (dagger). *Melee or Ranged Weapon Attack* +7 to hit, reach 5 ft. or range 20/60 ft. one target. *Hit*: 5 (1d4+3) piercing damage.

Backstory

Born in Sala'Bhim, and given the birth name Amira, she was the child of a semi-successful family of rug makers. As the child of a crafter, Amira learned how to make beautiful artwork from her father. Though she was second born, her blue haired brother could not own a business due to the laws of Sala'bhim. Because of this, she was expected to inherit their shop when her father retired.

Unfortunately, during a shift in the country's power, her family was forced to move to a new town where they saw almost no financial success. Her father fell ill trying to provide for them, leaving Amira to take over the business.

During this time, a lesser prince of their town offered to marry Amira and solve their financial problems. Amira agreed, since financial marriages were a fairly common occurrence.

On the day when they arrived at his palace, the prince instead killed Amira's father and imprisoned Amira and her mother in his harem. Together, they were trapped for several years while her brother was nowhere to be seen.

In this harem, Amira spent a decade as little more than a slave. As an odalisque of the harem, she learned to harness the magics of a Harem Mage (Love Mage), biding her time.

One night, she and a few other women performed a daring escape. During the retreat, several women were killed by the Prince's guards. One of the victims was Amira's mother, slain by hand of her brother.

Amira escaped, making her way to a new land where she used her artistic and love skills to find herself as the head artist of the Chadress household. Hana Bunaa is the name Amira gave to herself after leaving Sala'bhim, serving as a means to hide herself and as an exotic pen name.

Personality

Hana is either constantly working or in her own head, thinking about work. These habits both serve her financially and keeps her invasive thoughts at bay.

As a Love Mage, Hana understands the value of physical love and will utilize her body to her benefit or to the benefit of her friends. However, because of her trauma and her workaholic nature, she rarely feels anything for it other than the practical applications.

PF1 • Hana Bunaa — CR 10

XP 9,600
Female Sand Elf Diviner (Love Mage) 10
N medium humanoid (elf)
Init +5 (forewarned); **Senses** low-light vision, Arcane Sight 120 ft., Perception +0

Defense

AC 19, touch 10, flat-footed 19 (+4 armor, +1 natural, +4 shield)
hp 62 (10d6 +30)
Fort +4, **Ref** +2, **Will** +7
Defensive Abilities Scrying Adept, Post Rest Clarity (2/day)

Offense

Speed 30 ft.
Melee Jambiya (Dagger) +4 (1d4-1)
Ranged Shortbow +5 (1d6)
Sand Elf Spell-like abilities (CL 10th; Concentration +15)
1/day each - *Red Rage (+2)*
Diviner Spell-like abilities (CL 10th; Concentration +15)
9/day - *Diviner's Fortune (+5)*
Shoujo Spell-like abilities (CL 10th; Concentration +15)
1/day - *Yandere's Mark*

Diviner Spells Prepared (CL 10th; Concentration +15)
5th - *fire snake, mage's private sanctum, teleport, prying eyes*
4th - *charm monster (2), dimension door, resilient sphere, scrying*
3rd- *fireball (2), dispel magic, hold person, voluminous vocabulary*
2nd- *daze monster (2), escaping ward (2), rope trick, Yandere's Mark*
1st - *identify*, mage armor, shield(*3), charm person, magic missile*
0 (at will) - *message, mage hand, prestidigitation, spark*
Opposition School Necromancy, Transmutation

Statistics

Str 8, **Dex** 10, **Con** 15, **Int** 22, **Wis** 11, **Cha** 8
Base Atk +5; **CMB** +4; **CMD** 14
Feats Inscribe Magical Tattoo, Spell Focus (Divination), Greater Spell Focus (Divination), Diviner's Delving, Superior Scryer
Skills Heal +13, Knowledge (Arcana) +19, Knowledge (History) +19, Knowledge (Nobility) +14, Linguistics +14, Profession (Manga Artist) +13, Spellcraft +19
Languages Common, Scim (+11 more languages)
SQ Tattoo Mage, Power of Love, Post-Rest Clarity, Arcane School (Divination), Forewarned, Scrying Adept
Combat Gear - Headband of Vast Intelligence (+4, Geography and Nature), weapons, Spellbook (also has permanency)

Special Abilities

Aftercare (Ex) (2/day): When Hana Bunaa uses the First Aid action, the partner who took 8 hours of rest with her gains one of the following benefits:

- The benefits of a *cure* spell equal to the highest level spell slot Hana has.
- Regain their highest level spell slot.

Inscribed Magical Tattoos (Su): Hana has used *permanency* to give herself *mage armor* on her wrists. She also has the following spells scribed on her that she can activate as a standard action. *Black tentacles (x2), burning hands, fireball, fire snake, teleport.*

Permanent Spell (Su): Hana has used permanency to give herself *arcane sight*.

Battle Tactics

Before Combat: If Hana is in a party, she will find someone she trusts to perform Love Magic camp activity with in order to obtain the *Hurts so Good* buff. Any partner she performs this with will be marked with *Yandere's Mark*.

During Battle: Hana focuses on crowd control, dealing fire damage, and counterspell enemy magics. Once crowd control is established, Hana will target the most dangerous or highest level enemy and will target them until they are dead.

Morale: Hana retreats if brought below half hp. Her first priority will be to protect her own life but will teleport her party as well as whoever she has marked with her *yandere's mark* if at all possible.

Create Manga Chapter

Camping	Concentrate	Manipulate

This activity takes 4 hours instead of the usual 1. However, it can be gradually completed in 1 hour increments. Hana writes and illustrates a new chapter of her manga. This manga chapter can be stored as a permanent item in the players inventory. This manga chapter can be read by any character at any time performing the Relax activity and gains the benefit of the Tell a Campfire Story activity with a critical success, even if no one is performing that activity. A character can only gain the benefit of this manga chapter once before they must read a new chapter.

PF2 • Hana Bunaa — Creature 10

Unique	N	Medium	Humanoid	Sala'dhin

Perception +16
Languages Common, Scim
Skills Arcana +19, Nature +19, Occultism +19, Society +19
Str +0, **Dex** +4, **Con** +4, **Int** +7, **Wis** +2, **Cha** +2

Magical Tattoos Whenever Hana is struck by damage other than mental, she must succeed at a DC 6 Flat Check or lose a prepared spell of the highest ranks she is able to cast. She can regain a single lost spell upon a successful Treat Wounds performed on her. If she is healed back up to her maximum HP, then she regains any and all lost spell slots.

AC 27; **Fort** +16, **Ref** +19, **Will** +19
HP 130

Hurts so Good During daily preparations, Hana and a companion divide the burdens of their lives, sharing their problems and coming up with a plan on how to handle the day. The mental and physical strain of this planning causes the both of them to become drained 1. This condition cannot be recovered in any way until both of them get a full night's rest. However, until her next daily preparations, they both gain a +1 status bonus to her AC as well as one of the following benefits. Both must select the same benefit:

- The status bonus to AC is +2 instead.
- +1 status bonus to attack rolls.
- +1 status bonus to all skill checks of a single attribute
- +1 status bonus to one saving throw of her choice.

Special Hana can choose to have both become drained 2 and gain an additional benefit listed above. The selected benefits must be the same.

Speed 25
Melee ❖ jambiya +17 (agile, finesse, thrown 10ft., versatile s), **Damage** 2d6 +10 piercing
Arcane Spells DC 31, attack +21; **5th** *blink charge, flame dancer, sending, truespeech* **4th** *dimension door, dispelling globe, globe of invulnerability, translocate*; **3rd** *cozy cabin, fireball, lashing rope, paralyze*; **2nd** *acid arrow, blazing bolt, flaming sphere, sudden bolt*; **1st** *animate rope, charm, force barrage, mystic armor*; **cantrips (5th)** *ghost sound, mage hand, message, prestidigitation, produce flame, shield, telekinetic hand*
Focus Spells 3 Focus Points, DC 31; **5th** *fluttering heart, infatuated haze, yandere's mark*;
Counterspell ↷ (abjuration, arcane); **Trigger** a creature Casts a Spell that Hana has prepared. **Effect** Hana expends a prepared spell to counter the triggering creature's casting of that same spell. She loses her spell slot as if she had cast the triggering spell. She then attempts to counteract the triggering spell.
Power of Love ❖ **Frequency** Once per day **Effect** during her turn, Hana gains the ability to cast one spell she prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements, including having her Jambiya on her person.

LOVE MAGIC KINDNESS

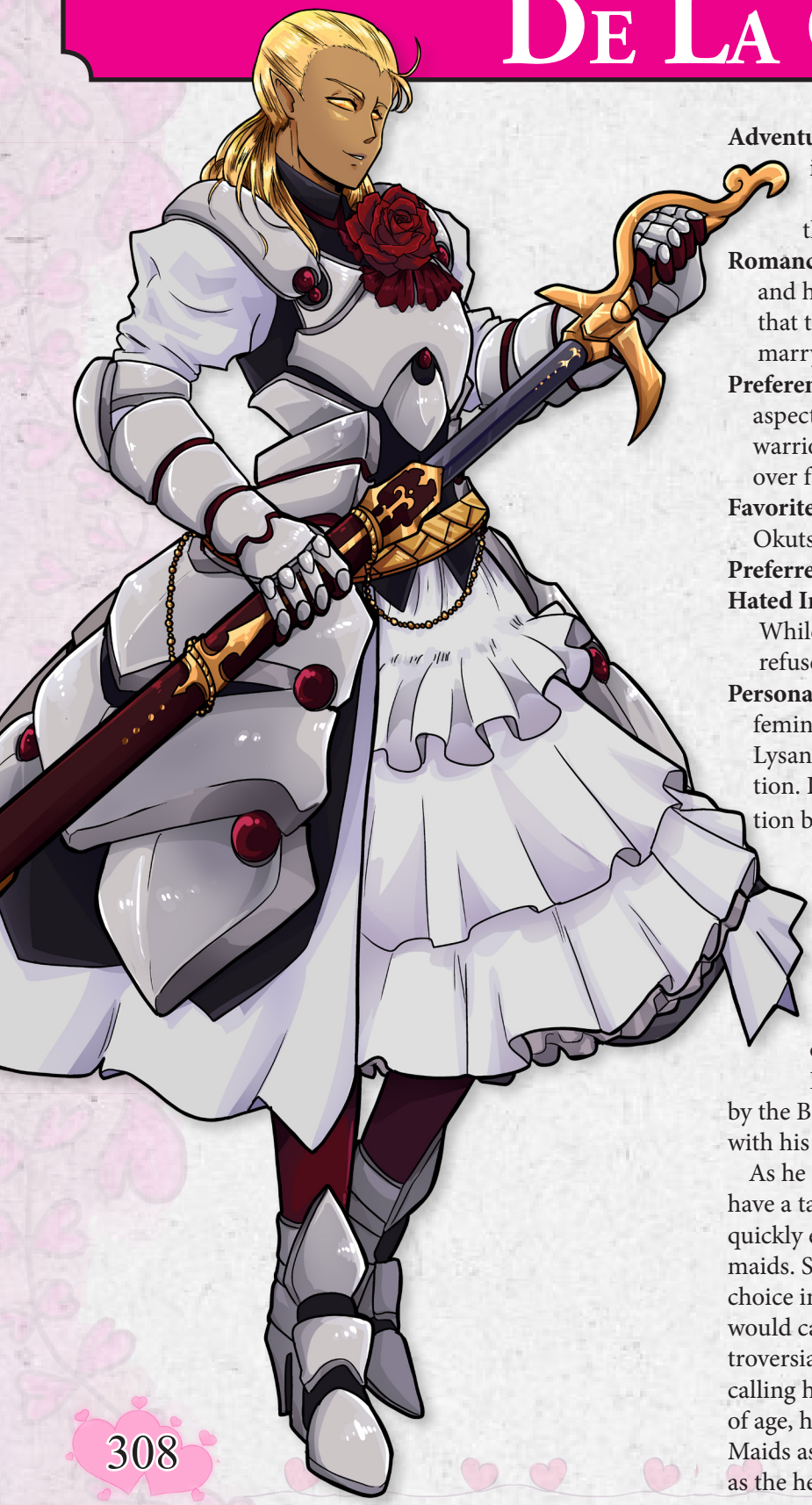
Camping	Concentrate	Wizard

Despite her level, Hana can use the Hurt's so Good ability granted by her subclass. By performing this activity with a partner, she and the partner gain the following benefits for 24 hours:

System	Benefit
5e:	Gain the benefit of the *Hurts so Good* from the Love Mage subclass without causing hit point damage.
Pf1:	Gain the benefit of the *Hurts so Good* from the Love Mage archetype without causing the hit point damage.
Pf2:	Hana and the character she spends this time with gain the benefit of *Hurts so Good* from her stat block without causing Drained 1.

This activity only be taught to another love mage with the Hurts so Good ability or feat.

Lysandre Astolphono De La Chadress



Adventuring Party: House Chadress. Lysandre is currently partied with Okutsuna and Hana Bunaa. He is currently preparing for the return of the Dragonbride.

Romance: Unlikely. Lysandre and Okutsuna are in love and have secretly married. However, they both know that their marriage may not last as he may need to marry a princess of Ryurion.

Preference: Lysandre prefers feminine things in all aspects of his life. His wife, despite being a fearsome warrior, is very "girly" and he enjoys bonding with her over fashion and gossip.

Favorite Meal: Bulette Wellington (or any meal made by Okutsuna).

Preferred Gifts: Fine threads, fine art, and fine wine.

Hated Insults: Insulting his family, his friends, or his wife. While Lysandre laughs off direct insults to him, he refuses to tolerate those that insults what he loves.

Personality Trope: Proud noble fencer. Lysandre enjoys feminine aesthetics, hobbies, and pastimes. However, Lysandre is a man of resolve, commitment, and ambition. Lysandre believes he will raise his families' position by his own hand and by making his own choices.

Occupation

The prestigious House Chadress is famous for two things: Their thriving and aggressively territorial textile business, and their private military of prestigious battle maids.

From a young age, Lysandre was taught to fight by the Battle Maids and utilize their paired fighting tactics with his maid, Okutsuna.

As he grew older, it was discovered that not only did he have a talent for swordsmanship, but also leadership. He quickly earned the respect (and often adoration) of his maids. Some of his fellow school mates would mock his choice in combat or fashion style. Behind his back, they would call him the Battle Bride, an ancient title with controversial implications. He would laugh and happily start calling himself that to own their insults. When he became of age, he declared himself the true leader of the Battle Maids as the Battle Bride. Which, was technically accurate as the heir of House Chadress.

5e • Lysandre — CR 11

Medium humanoid (celestial blooded), Chaotic Good

Armor Class 17 (Battle Dress)
Hit Points 92 (11d10 + 22)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	18 (+4)

Saving throws Str +7, Con +6
Skills Athletics +7, History +3, Persuasion +8, Performance +8
Damage Resistance radiant
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Orc
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Action Surge (1/rest). Lysandre may take 1 additional action.

Rally. Lysandre has 4 rally dice (d8s), which he can expend to perform Advance or Surge of Inspiration.

Bridal Flowers (1/day). If Lysandre is within 30 feet of Okutsuna, they each may gain advantage on a single attack roll, saving throw, or skill check.

Actions

Multiattack. Lysandre makes three attacks.

Dueling Sword. *Melee Weapon Attack* +7 to hit, reach 5 ft. one target. *Hit*: 9 (1d6 +5) slashing damage.

Advance. As an action, Lysandre can expend one of his rally die to allow up to 5 allies within 60 ft to move up to their base move speed without provoking opportunity attacks.

Bonus Actions

Second Wind (1/rest). Lysandre heals 16 (1d10+11) hit points. Alternatively, if he is within 5 feet of Okutsuna, he may heal her hit points instead.

Perfect Harmony (4/day). Lysandre can take the help action targeting only Okutsuna.

Reactions

Surge of Inspiration. When Lysandre sees an ally take the attack action he can spend a rally die as well as his action surge to grant that ally an additional action. The chosen ally also gains a d8 bonus on their next d20 roll they make.

Backstory

Growing up as the heir of House Chadress came with plenty of benefits. As descendants of a Shinryujin, Lysandre was primed as a nobleman and as a leader of a private military. Due to his family's immense wealth and influence, he obtained advanced combat training and the best education money could buy.

When he was a child, he was granted Okutsuna as his personal maid. They took to each other very quickly, bonding over their shared love of dresses and swordsmanship. When he began his military training, Okutsuna would shadow him and it was quickly decided that they should train together in Battle Maid martial arts.

As teenagers, Lysandre learned early on that his family was preparing to marry him to one of the daughters of Prince Kenshin in order to increase their family's status. While he was happy to make his family proud, he and Okutsuna discovered they were each others Waifu. Around this time, Hana Bunaa joined the Chadress house as a patron artist.

Currently, Highskirt is going through a period of high tension as Lysandre prepares for the return of his great-great-grandmother. While he does so, there are whispers of a possible rebellion within the ranks of the Battle Maids.

Personality

Lysandre is a special kind of narcissist. He believes that he is better than most people and is full of self confidence that shields him from insults and petty arguments. He considers most insults as a form of coping from those less talented than him.

Lysandre accepts his role as a noble, as both a servant of the common folk and as a leader of his House. However, he also believes that he always has the correct answer. It doesn't help that his decisions often turn out fortuitous. Whether the outcomes be by determination, fate, or sheer dumb luck, it reinforces his own self assurance.

PF1 • Lysandre — CR 10

XP 6,400
Male Aasimar Battle Bride 8/Waifu 2
CG medium outsider (native)
Init +4; **Senses** Darkvision 60ft., Perception +0

Defense

AC 24, touch 17, flat-footed 19 (+7 armor, +4 cha, +1 dodge, +2 Tied the Knot)

hp 65 (10d8 + 20)
Fort +9, **Ref** +6, **Will** +3
DR 1/-
Resist Acid 5, Cold 5, Electricity 5, Fire 5

Offense

Speed 30 ft.
Melee +1 Dueling Sword +16/+11 (1d8+9/18-20/x2)
Aasimar Spell-like abilities (CL 10th; Concentration +10)
1/day - *Alter Self*
Space 5ft.; **Reach** 5ft
Special Attacks Rally (up to 3 at once) 27 rounds/day (advance, blessing, DODGE!, surge of inspiration)

Statistics

Str 19, **Dex** 10, **Con** 14, **Int** 8, **Wis** 10, **Cha** 18
Base Atk +9; **CMB** +13; **CMD** 23
Feats Armor Material Expertise (Mithral), Dodge, Greater Weapon Focus (Dueling Sword), Improved Initiative, Power Attack, Weapon Focus (Dueling Sword), Tied the Knot (Betrothed), Weapon Specialization (Dueling Sword)
Skills Diplomacy +16, Heal +13, Knowledge (History) +3, Perform (oratory) +17
Languages Common and Celestial
SQ Battle Dress Training (+2), Bridal Roses (rose), Battle Seamstress, Wedding Vows, Waifu Virtue (Musical Waifu), Couple Banter
Battle Gear Mithral Field Plate Battle Dress, +1 dueling sword

Special Abilities

Okutsuna (ex): Lysandre has a set of passive buffs due to Okutsuna's levels in Waifu and her Oath of Matrimony. Lysandre also grants Okutsuna passive benefits calculated into her stat block already.

On the surface, Lysandre comes off as dismissive and snobby. In reality, he is a man of commitment, focus, and sheer will. He loves the finer things in life, but is determined to give himself, his people, and his family a better standing after all of his actions and plans have been finalized.

Lysandre loves his family, his friends, and his Waifu. He sees these as not only extensions of himself, but as the source of his strength just as the Dragonbride decrees.

Battle Tactics

During Combat Lysandre will use flanking tactics and special abilities with Okutsuna in order to defeat enemies as quickly as possible. Fear tactics and combat positioning is his priority, sticking near Okutsuna for flanking and combo purposes:

System	Abilities Used
5e:	Uses the Advance rally to move allies into favorable flanking positions.
Pf1:	Uses Advance, Blessing, and Dodge rallies at the same time for most fights.
Pf2:	Uses Battering Strike to frighten enemies following up with Shatter Defenses.

Morale Lysandre will defend his wife to the death. If he notices that either she or he is reduced to below half hit points, he will tell her to retreat. If Okutsuna is slain Lysandre fights to the death.

PF2 • Lysandre — Creature 10

Unique | CG | Medium | Humanoid | Nephilim | Human

Perception +21
Languages Common, Celestial, Orc
Skills Acrobatics +18, Athletics +23, Diplomacy +19, Performance +21, Society +19, Tailor Lore +21
Str +7, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +5

Bravery When Lysandre rolls a success at a Will save against a fear effect, he gets a critical success instead. In addition, anytime he gains the frightened condition, reduce its value by 1.

Back to Back As long as Lysandre and Okutsuna are adjacent to each other, neither of them can become flat-footed due to flanking unless both of them are flanked. If Lysandre is adjacent to more than one ally, all eligible allies can benefit at a given time. The benefit is negated for everyone if at least he and any one eligible ally are flanked, but not if his allies are flanked and he isn't.

Bridal Flowers ❖ (emotion, mental, visual) Lysandre's Battle Dress is adorned with red roses symbolizing his love for his wife. If Lysandre is within 10 feet of Okutsuna and spends this action, they each gain a +1 status bonus to attack rolls and saves against mental effects as long as they remain within 10 feet of each other. If one of them leaves the 10 foot radius, this action must be used again to regain its effects.

Pizzazz Presence Lysandre gains a circumstance bonus to determine rolls for Strikes against frightened creatures equal to double the target's frightened value.

Fabulous Aura Lysandre is surrounded by a fabulous aura in a 10-foot emanation. This aura has the emotion, mental, and visual traits and grants him and allies within the aura a +1 status bonus to saving throws against fear.

AC 31; **Fort** +20, **Ref** +18, **Will** +17
HP 191

Speed 25
Melee ❖ Dueling Sword +24 (finesse, versatile P), **Damage** 2d12+13 slashing

Attack of Opportunity ↷ **Trigger** A creature within Lysandre's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action. **Effect** Lysandre attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, Lysandre disrupts that action. This strike doesn't count towards Lysandre's multiple attack penalty, and his multiple attack penalty doesn't apply to this Strike.

Battering Strike ❖❖ (emotion, fear, mental) Lysandre makes a melee Strike. If he hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Shatter Defenses ❖ (press); **Requirements** A frightened creature is in Lysandre's melee reach. **Effect** Lysandre makes a melee strike against a frightened creature. If he hits and deals damage, the target becomes Off-Guard until its frightened condition ends. If the target was already flat-footed to him when he damaged it with the Strike it can't reduce its frightened value below 1 until the start of its next turn.

Inspiring Stance ❖ (open, stance) When Lysandre spend this action, attempt a DC diplomacy check or assign a different DC based on the circumstance. The effect depends on the results of the check

Critical Success Lysandre's fabulous aura increases to a 20-foot emanation and grants you and allies a +1 status bonus to attack rolls and saves against mental effects.

Success As critical success, but his aura size doesn't increase.

Failure He fails to enter the stance.

Critical Failure He fails to enter the stance and can't take this action again for 1 minute.

PRACTICE DUEL

Camping | Concentrate

Lysandre and another character can spend 1 hour practicing their fencing and fighting techniques. Make a single attack roll with both characters. The character with the higher attack roll result gains the following benefit for 24 hours.

System	Skill Check
5e:	Your first attack roll with a sword resulting in a 19 on the die is considered a natural 20.
Pf1:	Automatic critical confirm on a single critical hit roll with a sword or similar slashing weapon.
Pf2:	A single critical hit with an attack roll using a weapon in the Sword group will succeed on 9 above the AC of the target instead of 10.

REINFORCE DRESS

Camping | Concentrate | Manipulate

As an expert seamster, Lysandre has helped his family create hundreds of Battle Dresses over the course of his lifetime. Lysandre can reinforce light and cloth armor with special threads, padding, and folding techniques. During that time, the armor or chest piece gains a +1 AC bonus which lasts until the wearer takes damage, is grappled, or after being worn for 24 hours (whichever comes first).

Myster "Snow" Thompson
Hail of Nightmare

Adventuring Party: Mysters. Thompson is a member of the Mysters, a guild of monster hunters from the cursed land of Great Mesania from across the seas.

Romance: Possible. While aloof, teetering on oblivious, he does seek an anchor in his life. Something, or someone who can ground him in reality and give him solidified purpose, rather than just wandering for wanderings sake.

Preference: Warmth, kindness, understanding. Living and surviving alone for so long, Snowy has forgotten what it means to feel loved but he remembers what qualities he remembers fondly. Someone who is patient, able to take the time necessary to understand and work with Snowy to communicate and achieve goals. Someone who is kind, able to reassure and comfort in stressful or trying times. Someone who is warm, be it a fiery spirit or just simply brightens a room with their presence and able to melt a long frozen heart.

Favorite Meal: Dryad's Delight.

Preferred Gifts: High utility items, such as backpacks, survival tools, health kits, or herbalism kits.

Hated Insults: Anything that disrespects the dead, insults to his mother, or disrespecting single mothers.

Personality Trope: Cold distant survivor - Snow had survived for decades without much human contact, killing deadly beasts and being otherwise shunned or ignored by most. Like many Mysters, "Snow" Thompson is a man of few words and fewer actions.

Shoujo Spell: *Kuudere's Calm*

5e • Myster Thompson CR 5

Medium humanoid, True Neutral

Armor Class 15 (Unarmored Defense)
Hit Points 85 (9d12 + 27)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving throws Str +7, Con +6
Skills Athletics +7, Insight +5, Survival +5
Senses Passive Perception 12
Languages Common
Challenge 5 (1,500 XP) **Proficiency Bonus** +3

Storm Rage. Myster Thompson wields a bow and while he is within 10 feet of his target, he uses his strength modifier instead of his dexterity modifier and doesn't suffer disadvantage using this bow within melee range.

Rage Clone. Whenever Myster Thompson uses his rage ability, he creates 3 semi-corporeal copies of himself that match his current statistics. These copies each have 11 hit points and cannot make attacks on their own. Whenever Myster Thompson uses an action, he can choose to have the Rage Clone do so instead.

Kuudere's Calm. Myster Thompson has advantage on saves against charm, frighten and spells that alter his emotional state.

Actions

Multiattack. Myster Thompson makes two attacks with his bow.

Blizzard Bow. *Ranged Weapon Attack* +10 to hit, reach 10 ft. one target. *Hit*: 18 (4d6 + 4) damage.

Bonus Actions

Rage (4/day). Myster Thompson gains resistance to bludgeoning, piercing, and slashing damage as well as deals an additional 3 damage on all weapon attacks. This effect lasts for 1 minute.

Angry Movement. Myster Thompson can command one of his clones to move a distance equal to his walking speed.

Occupation

"Snowy" Thompson is a member of a monster hunting guild called the Mysters. The Mysters (pronounced "Misters") travel the miasmic lands of Great Mesania, slaying the gigantic creatures that have come to overrun the lands. He recently traveled to Monshojil in an effort to find his estranged father.

Once he arrived in Monshojil, he has taken up to wandering but has been seen great success as a mercenary and monster slayer around the Yomiko region. He has also found himself in the Underworld Yomi a few times.

Backstory

"Snow" Thompson was born in the lands of Great Mesania to a creature called a Feral Waifu and a very brave Masic man. In Great Mesania, the land is covered in an ancient Miasma that leaked from their local Underworld. This Miasma, while not toxic to humans, mutated the local animals into twisted and gigantic monsters. Centuries passed and within that time, a Shinryujin utilized his Dragonstone to create gigantic crystals that warded the Miasma away allowing mortal races to build towns safely around them.

However, as an unintended consequence, these monsters were mutated yet again into humanoid shape usually looking like beautiful sentient creatures. These twice mutated, beautiful creatures gained some intelligence but lost none of their ferocity.

Snow's mother Lune was a Nightmare, a horse of Hell that was transformed into a Feral Waifu due to these enlarged Dragonstones. Maiso Thompson, a Masic Myster, fell in love with her beauty and sired a child with her.

Though unity with a Feral Waifu isn't unheard of, there are many Mysters lodges that find it abominable. Maiso left Lune and their newborn Snow to fend for themselves. Together, they survived up until Snow was nearly an adult. He learned to hunt with a bow "as the humans do". Since he was taught improperly, he developed a unique "melee archery" style.

Shortly after becoming a man, Lune passed, felled by a monstrosity of Great Mesania. Snow tracked the beast down, slew it, then presented it to the Mysters to demand a place within their lodges and they obliged.

PF1 • Myster Thompson — CR 7

XP 6,400
Male Feralborn Barbarian 8
CN medium outsider (native)
Init +2; **Senses** darkvision 60ft. Perception +0

Defense

AC 10, touch 10, flat-footed 8 (+2 Dex. -2 Rage)

hp 92 (8d12+40)
Fort +11, **Ref** +4, **Will** +4;
DR 1/-

Offense

Speed 30 ft.
Melee +1 Adaptive Longbow +14/+9 (1d8+15/x2)
Space 5ft.; **Reach** 10ft
Special Attack Rage (23 rounds/day), rage power (Powerful Blow +3 to damage, Smasher, Lesser Spirit Totem, Spirit Totem, Crippling Blow (-3))
Spell-like abilities (CL 8th; Concentration +8)
Summon Nature's Ally (at will (special))
Shoujo Spell-like abilities (CL 8th; Concentration +8)
1/day - *Kuudere's Calm*

Tactics

Base Statistics When not raging Myster's Thompson's statistics are **AC** 12, touch 12, flat-footed 12; **hp** 76; Fort +9, Ref +4, Will+2, **Str** 22, **Con** 16; CMB +19; CMD 30

Statistics

Str 26, **Dex** 14, **Con** 20, **Int** 7, **Wis** 10, **Cha** 9
Base Atk +8; **CMB** +16; **CMD** 28
Feats Extra Rage Power, Point Blank Shot, Precise Shot, Rapid Shot
Skills Ride +6, Swim +12, Acrobatics +7, Handle Animal +5, Survival +6
Language Common
SQ Fast Movement, Improved Uncanny Dodge, Trap Sense +2 Weapon and Armor Proficiency
Gear - Adaptive +1 Composite Longbow

Special Abilities

Rage Clones (Su): Whenever Myster Thompson uses Rage he casts *summon nature's ally* up to 3 times as a free action. These creatures take the appearance of Myster Thompson, use his statistics, but keep the same HP as the summoned creature.

Personality

On the surface, Snow is a cold and indifferent person. Beneath the surface, lies an empathetic person who has been pushed down due to unfortunate circumstances. It is his genuine wish that others live fun and comfortable lives, but he does not see it as his responsibility to provide that for anyone considering his own rough upbringing.

Battle Tactics

Before Combat Whenever possible, Myster Thompson will attempt to approach targets and engage in close range diplomacy before enraging and using his unique fighting style. When approaching monstrosities, he will attempt to lure them from hiding in order to engage in melee range.

During Combat Myster Thompson rages immediately and creates multiple clones but still engages in melee combat in order to confuse those he fights.

Morale Myster Thompson fights to the death.

Notes from Stuart - Feralborn and Feral Waifus???

While not mentioned in the *Complete Waifu Handbook*, there exists other continents that have long and complicated histories dating back to the creation of Xerros.

The Feral Waifus and the Feralborn are a race of creatures from the land of Great Mesania we intended to release in the *Feral Waifu Encyclopedia*, the Monster Girl expansion that was promised in this original Kickstarter project.

Myster "Snow" Thompson is the creation of Kickstarter Backer Mister Snow Miser, who's unique character, prompted us to believe it would be very cool (heheh, puns) to introduce the concept early. Thank you Mr. Miser for you and your contribution.

PF2 • Myster Thompson — Creature 8

Unique	CG	Medium	Humanoid	Beast	Beastkin

Perception +13
Languages Common
Skills Acrobatics +18, Survival +14
Str +6, **Dex** +3, **Con** +6, **Int** -2, **Wis** +0, **Cha** -1

AC 24; **Fort** +19, **Ref** +15, **Will** +13
HP 165
Kuudere's Calm Myster has a +2 status bonus to saves with the mental, emotional, or feat traits.

Speed 25

Range ❖ Blizzard Bow +20 (cold, deadly d10, magical, volley 30 feet), **Damage** 2d8+9 piercing plus 1d6 cold
Rage ❖ (concentrate, emotion, mental) **Requirements** You aren't fatigued or raging. **Effect** Myster gains 14 temporary Hit Points. This states lasts for 1 minute, until there are no enemies he can perceive, or until he falls unconscious, whichever comes first. He can't voluntarily stop raging. While he is raging:

- He deals 2 additional damage with melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- He takes a -1 to AC.
- He can't use actions with the concentrate trait unless they also have the rage trait. He can Seek while raging. After he stops raging, he loses any remaining temporary Hit Points from Rage, and he can't Rage again for 1 minute.

Arrow Storm Instinct While raging, Myster doesn't take a penalty to his attack rolls when using weapons with the volley trait. When using a ranged weapon that doesn't have the volley trait, he gains a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Additionally, while raging he summons 3 semi-corporeal copies of himself matching his statistics but with only 16 hp that can move and act independently of himself. If all copies are destroyed, his rage ends.

RAGE REFLECTIONS

Camping	Rage

Prerequisites. *The Rage class ability, and the ability to summon creatures or use the spell mirror image*

Myster Thompson conjures his rage clones (through either summons or Mirror Images) to help him with his tasks. Myster Thompson can perform any camping activity that does not require concentration or have the concentration trait with a +1 bonus for every rage clone he summons. If Myster Thompson performs this activity, he can only perform one more activity other than Relax for the remainder of this camping session.

POINT-BLANK TARGET PRACTICE

Camping

Myster Thompson practices firing at point blank range for an hour. The next day, he gains the following benefit to one ranged attack if fired within 10 feet of the target for 1 minute.

System	Benefit
5e:	You gain a +1 to attack and damage rolls.
Pf1:	You gain a +1 to attack and damage rolls.
Pf2:	You gain a +1 status bonus to attack and damage rolls. This bonus increases to +2 at level 11.

Special. Myster Thompson can perform the Rage Reflections activity while performing this activity, the number of times per day you gain this benefit towards increases by the number of Rage Clones you used (maximum 4).

Lune, Nightmare Feral Waifu and mother of Myster "Snow" Thompson

Okutsuna Battle Maiden

Adventuring Party: House Chadress. Okutsuna travels with Lysandre and Hana Bunaa to prepare for the return of the Dragonbride.

Romance: Unlikely. Okutsuna is dedicated to Lysandre. They married (secretly) while training, but understand their whirlwind romance may end tragically and suddenly due to his status as a noble and her position as his Battle Maid.

Preference: Okutsuna's only love has ever been Lysandre. She finds his skills, charm, and confidence to be his best qualities. His prowess as a swordsman and his good looks are a happy bonus. If they were to separate, she is unsure what her love life would be like.

Favorite Meal: Acid Seared Gorgon Ribs.

Preferred Gifts: Masterwork or magical cookware, large two-handed weapons, maid paraphernalia.

Hated Insults: Insulting her weight, femininity, or orcish heritage. She is quite proud of all of them and (correctly) believes they add to her charm.

Personality Trope: Surprisingly feminine warrior. Despite being powerful and immensely strong, Okutsuna is quite "girly". She loves dresses, cooking, makeup and jewelry. Outwardly, she seems like a walking contradiction. She enjoys being the strongest fighter in the room, but wants nothing more than to be a bride and mother.

Shoujo Spell: *Goudere's Devotion*

Occupation

The prestigious House Chadress are famous for two things: their thriving and aggressively territorial textile business, and their private military of prestigious Battle Maids. Okutsuna was raised and trained by the House's personal smith, the late Feral Nekomata, Long Cat.

These maids practice a special type of martial art that involves teamwork and cooperation, emphasizing in unison attacks and combos designed to demoralize foes just as effectively. Their Battle Dresses are legendary for containing magical protections, cleverly hidden plates, and giving the illusion that they are easier targets than they appear to be. Some laugh at the Battle Maids, but they quickly stop when they no longer have jaws to laugh with.

5e • Okutsuna — CR 9

Medium humanoid (Half-Orc), Lawful Good

Armor Class 18 (Battle Dress)
Hit Points 80 (11d10 + 20)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	16 (+3)

Saving throws Wis +5, Cha +7
Skills Athletics +8, , History +3, Intimidation +7, Persuasion +7
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Orc
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Love. Okutsuna exudes a protective aura out for 10ft, whenever an ally within that aura would take damage for the first time each round that damage is reduced by 3.

If Lysandre benefits this effect he also gains resistance to the triggering instant of damage.

Divine Sense. Okutsuna is aware of any Celestial, Fiend or Undead within 30ft not behind full cover.

Divine Smite. When Okutsuna successfully lands a melee weapon attack she can expend a spell slot to deal additional radiant damage based on the spell slot used

- **1st Level.** 3d8
- **2nd Level.** 4d8
- **3rd Level.** 5d8

Spellcasting. Okutsuna's spellcasting ability is Charisma (Spell Save DC 14, +7 to hit with spell attacks). Okutsuna can cast the following spells.

Cantrips (at will): *light, sacred flame, spare the dying, Waifumancy*
1st level (4 slots): *pas de deus, sanctuary, shield of faith*
2nd level (3 slots): *aid, calm emotions, goudere's devotion, warding bond, zone of truth*
3rd level (3 slots): *beacon of hope, bonding rite*

Relentless Endurance (1/day). When Okutsuna would be reduced to 0 hit points, she falls to 1 instead.

Actions

Multiattack. Okutsuna makes two weapon attacks

Greatsword. *Melee Weapon Attack* +8 to hit, reach 5 ft. one target. *Hit*: 10 (2d6 +4) slashing damage.

Pan of Frying. *Melee Weapon Attack* +8 to hit, reach 5 ft. one target. *Hit*: 7 (1d6+4) bludgeoning damage plus an 3 (1d6) fire damage.

Supporter's Vow. Okutsuna presents her wedding band invoking a blessing of magic granting herself and all allies within 30ft of her a +2 to their AC and to their attack rolls for up to 1 minute, Okutsuna must concentrate on this effect as though it were a spell. If Lysandre is within this range, he gains +3 instead.

Backstory

Okutsuna is a half-orc orphan that was adopted by the Chadress household as a live-in maid. She was assigned to be Lysandre's personal assistant. As children, they were best friends who bonded over their love of swords and fashion.

When Lysandre became of age to practice swordsmanship, Okutsuna began to shadow him during his lessons. It was then suggested that they train together under the Battle Maids where they learned their combination techniques.

When they became teenagers, it was revealed that Lysandre was to be married to the daughter of Prince Kenshin, when he became of age. Okutsuna became heartbroken, throwing herself fully into her training to stave off emotional stress. During this time, she met and befriended Hana Bunaa, a quirky and unusual Sala'dhin author who joined the household as a patron artist.

Years went by and the two continued their studies. However, as the Dragonbride's return closes in, there were murmurings among the other Battle Maids that they might be rebelling against House Chadress. With House Chadress' reputation and lives at stake Okutsuna and Hana Bunaa never leave Lysandre's side now.

With this increased time spent together (and with some not-so-subtle encouragement from Hana Bunaa) Lysandre and Okutsuna eventually realized and confessed their love to each other. They married in secret and now attempt to keep this affair away from the ever listening ears of the rebellious Battle Maids, and, of course, from his own family.

PF1 • Okutsuna — CR 10

XP 6,400
Female Half-Orc Oathbound (Oath of Matrimony) Paladin 5/Waifu 6
LG medium humanoid (half-orc)
Init +0; **Senses** darkvision 60ft. Perception +16
Aura Courage (10ft.)

Defense

AC 16, touch 16, flat-footed 13 (+5 Armor, +5 Cha, +2 Tied the Knot)
hp 83 (5d10+6d8+24)
Fort +15, **Ref** +8, **Will** +11
DR 1/-
Resist Fire 5

Offense

Speed 30 ft.
Melee +1 Greatsword +16/+11 (2d6+8/17-20) or pan of frying +15/+10 (1d10+8/x2) + 1d6 fire damage
Space 5ft.; **Reach** 5ft
Special Attacks Channel Positive Energy (DC 17, 3d6), Smite Evil (4/day)
Paladin Spell-like abilities (CL 7th; Concentration +11)
At will - *Detect Evil*
Paladin Spells Prepared (CL 9th; Concentration +11)
3rd (DC 15) - *bonding rite*
2nd (DC 14) - *goudere's devotion, shield other, zone of truth*
1st (DC 13) - *sanctuary, shield of faith (2)*

Statistics

Str 20, **Dex** 10, **Con** 14, **Int** 7, **Wis** 10, **Cha** 20
Base Atk +9; **CMB** +15; **CMD** 25
Feats Improved Critical (Greatsword), Knowledgeable Cook (Knowledge (Local), Power Attack, Skill Focus (Knowledge (Local)) Tied the Knot, Weapon Focus (Greatsword).
Skills Intimidate +14, Knowledge (Local) +12 (+17 when cooking)
Languages Common and Orc
SQ Aura of Courage, Aura of Good, Aura of Love, Divine Grace, Divine Health, Channel Positive Energy, Just Married, Lay on Hands, Mercy (Exhausted, Fatigued, Shaken), Orc Ferocity, Provider's Vow, Supporter's Vow, Wedding Vows, Waifu Virtue (Amazing Waifu Cook, Oath of Waifu, Magic Waifu), Lover's Embrace
Gear +1 Chain Coat Battle Dress (Maid), +1 Greatsword, pan of frying, Headband of Alluring Charisma (+4)

Personality

Okutsuna, despite her position as a maid, acts more like a noblewoman than what her station would typically allow. She is polite, well spoken, and dutiful. If the situation of her birth were different, her personality would be indistinguishable from that of a lady in power.

At least, that's the face she puts on during public events. Okutsuna would love nothing more than to be a mother and housewife. Okutsuna becomes excited whenever she learns a new recipe, sees a new dress, or even whenever she sees small babies. While she is nearly unmatched in combat with a greatsword and enjoys being strong, she mostly sees that "Battle" portion of her maid title as a job and a professional necessity.

Okutsuna enjoys spending her spare time cooking, shopping for clothes, and spending her gold on things that would be considered the frivolous pursuits of the upper class.

Battle Tactics

Before Battle: If Okutsuna is with Lysandre, she will cast *Goudere's Devotion* and use her Oath of Matrimony powers such as Supporter's Vow, if there is time to cast it or she believes Lysandre or Hana Bunaa will be targeted in some way.

During Combat: Okutsuna will team up and flank with her husband. She will annihilate enemies with strong attacks, encouraging them to focus their attention on her, while Lysandre rallies their party, and Hana supports them with spells.

Morale: Okutsuna fights to the death and will protect Lysandre at all costs. She will retreat if he gives the command however. If Lysandre is slain, Okutsuna flies into a frenzy and will fight to the death.

PF2 • Okutsuna — Creature 10

Unique	LG	Medium	Humanoid	Dromaar	Human	Orc

Perception +18; Darkvision
Languages Common, Orc
Skills Athletics +23, Intimidation +20, Religion +18, Society +16, Labor Lore +20
Str +7, **Dex** +2, **Con** +2, **Int** -3, **Wis** +2, **Cha** +5
Aura of Love Whenever Okutsuna becomes frightened, reduce the condition value by 1 (to a minimum of 0). At the end of her turn when she would reduce her frightened condition by 1, she also reduces the value by 1 for all allies within 15 feet.
You Lead Any enemy is Off-Guard against Lysandre's melee attacks due to flanking, as long as the enemy is within both Okutsuna's reach and Lysandre's. She must still flank an enemy for it to be Off-Guard to her.

AC 33; **Fort** +19, **Ref** +16, **Will** +19
HP 215

Speed 25
Melee ◆ Greatsword +22, **Damage** 2d12+13 slashing
Melee ◆ Pan of Frying +22 (reach), **Damage** 1d12+13 bludgeoning plus 1d12 fire
Focus Spells 3 Focus Points, DC 27;
2nd *Goudere's Devotion,* **1st** *Lay on Hands, Oathkeeper's Insignia*;
Assisting Strike ◆ (press) Okutsuna makes a Strike against a foe in her melee reach. If the Strike hits, the next creature other than her to attack the target before the start of her next turn gains a +1 circumstance bonus to their roll or a +2 circumstance bonus if your Strike was a critical hit.
Loving Hug ◈ (concentrate, metamagic) If the next action you use is to cast lay on hands, you can attempt to counteract a fear effect or an effect imposing the paralyzed, blinded, deafened, or sickened condition on the target, in addition to the other benefits of lay on hands.
Power Attack ◆◆ (flourish) Okutsuna makes a melee Strike. This counts as two attacks when calculating her multiple attack penalty. If this Strike hits, she deals two extra die of weapon damage.
Retributive Strike ↷ **Trigger** An enemy damages your ally, and both are within 15 feet of you. **Effect** The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it. If this Strike hits, the target takes 5 persistent good damage.

CATERING

Camping	Concentrate

Due to Okutsuna's maid training, she is not only a powerful fighter but an amazing cook capable of juggling the complexity of multiple special meals at once. Okutsuna can prepare an additional special meal (She rolls her skill check individually for each meal). She may also use the following skill checks to cook special meals:

System	Skill Check
5e:	Charisma (Performance)
Pf1:	Knowledge (Local)
Pf2:	Labor Lore

Okutsuna cannot perform any other camp activities other than Maidcraft or Relax if she performs this one.

MAIDCRAFT

Camping	Concentrate

Okutsuna is a powerful fighter, a great homemaker, and capable of understanding the nuances and needs of a master. As such, if she aids another creature during their camp activity, she grants the following benefits:

System	Result
5e:	Whenever the creature Okutsuna is assisting rolls advantage on their camp activity, they may re-roll one of the d20s
Pf1:	The Aid Another action is treated as +4 instead of the normal +2
Pf2:	Okutsuna's Provide Aid activity is treated as if its results are one step better.

Okutsuna cannot perform any other camp activity other than Catering or Relax if she performs this one.

Prince Setsumaru Winter's Promised King

Adventuring Party: Wolf Pack. Setsumaru travels with his wife, Kriga, and her Direwolf companion, Vargas, on a quest to fulfill the Winter's Prophecy.

Romance: Impossible. Setsumaru and Kriga are now soul bonded through an ancient wedding ceremony.

Preference: Setsumaru recognizes that there is more than one kind of strength. Setsumaru values cunning and intelligence. On their adventures, he learned that Kriga is wise in areas where he is not and this melted his heart.

Favorite Meal: Frosted Wolf Donuts.

Preferred Gifts: Anything technological (such as a music box), academic books, gifts for his wife.

Hated Insults: Insulting his intelligence, insulting barbarian or Okami tribes, insulting his wife.

Personality Trope: Cold and calculating warrior. Setsumaru is a powerful and talented athlete, but understands that a sharp mind and a strong hand is the key to a great leader.

Shoujo Spell: *Kuudere's Calm*

Occupation

Setsumaru and his wife are on a quest to fulfill the Winter's Prophecy. Setsumaru's birth was foretold by the oracles of his tribe. According to their prophecies, a Winterwolf would be born on the night of a bloody moon that will lead the Winter Wolves out of the mountains and create their own nation.

However, something unusual has occurred for the Winterwolf tribe. They have formed an alliance with the Direwolves and Setsumaru was betrothed to Kriga, the next heir. Though the magics to create such a creature creature have been lost to the Mawed Alliance, the oracles have foreseen the creation of the "Natural Lich" and it must be destroyed in order for the Winter's Prophecy to be fulfilled.

5e • Prince Setsumaru — CR 14

Medium humanoid (Okami (Winterwolf)), Lawful Neutral

Armor Class 16 (Unarmored Defense)
Hit Points 159 (14d12 + 56)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	14 (+2)

Saving throws Str +8, Con +8
Skills Athletics +9, History +4, Intimidation +7, Persuasion +6
Damage Resistances Cold
Senses Darkvision 60ft, Passive Perception 9
Languages Common
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Frost Kissed Weapons. Setsumaru's weapon attacks are magical. When Setsumaru hits with any weapon, the weapon deals an additional 3 (1d6) cold damage (already calculated)

I want to live (1/day). When Setsumaru is reduced to 0 Hit Points he can instead choose to be reduced to 1 hit point.

Keen nose. Setsumaru has advantage on Wisdom (perception) checks that rely on smell.

Kuudere's Calm. Setsumaru has advantage on saves against charm, frighten and spells that alter his emotional state.

Pack Tactics. When Setsumaru attacks a creature within 5ft of one of his allies, he gains a +3 bonus to hit

Winter's Prophecy (1/rest). When Setsumaru sees one of his companions fall unconscious, he can regain up to half his max hit points recharge his breath weapon, as well as his I want to Live trait, and increase his size category to large. During this time, his attacks deal an additional 3 (1d6) damage, access his mythic traits, and he can make a third attack as part of his multiattack feature.

Actions

Multiattack. Setsumaru makes two attacks.

Claw Rend. *Melee Weapon Attack* +8 to hit, reach 5 ft. one target. *Hit*: 18 (4d6 + 4) cold damage.

Breath Weapon (recharge 5-6). Setsumaru exhales freezing energy in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 12 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Rage (5/day). Setsumaru gains resistance to bludgeoning, piercing, and slashing damage as well as deals an additional 3 damage on all melee weapon attacks. This effect lasts for 1 minute.

Mythic Traits

If Setsumaru used Winter's Prophecy in the last hour, he gains the traits below as passive benefits.

Soul Bonded. The first time Setsumaru deals damage in a round, he heals himself and all allies 8 hit points.

Sworn Protector. All allies within 15 feet of Setsumaru gain resistance to bludgeoning, cold, piercing, and slashing damage.

Winter's Breath. Setsumaru's breath weapon may be used as a bonus action instead of an action.

Backstory

According to the Frozen Oracles, Setsumaru was prophesied as the king to lead their tribe and found a proper nation. He was raised from birth to be a ruler that the world would recognize, studying both warrior and scholarly arts.

However, after the arrival of the fractured Direwolf Clan, Setsumaru at first rejected Kriga after learning that she was married beforehand. The Winter Wolves mate for life and Setsumaru was uninterested in a "hotheaded and soiled bitch".

After several months of arguments between the two, the tribes sent Kriga and Setsumaru on a quest to slay the Natural Lich, to which they both begrudgingly accepted. On their quest, Setsumaru learned of Kriga's skills, catching him off guard in many instances. Kriga had wisdom in ways he could not anticipate, being able to perceive things in ways he never considered. Additionally, her raw power and loyalty to her clan being her best quality in his eyes.

After winning his heart, Setsumaru formally asked Kriga to marry him despite their quest. When she enthusiastically agreed, Setsumaru smiled as he realized he made the right choice.

PF1 • Prince Setsumaru — CR 14/MR 2

XP 76,800
Male Okami (Winterwolf) Protector (bloodrager) 15/Guardian 2
LN large humanoid (mythic)
Init +4; **Senses** low-light vision 60ft., scent, Perception +17

Defense

AC 18, touch 12, flat-footed 18 (+8 armor, +2 tied the knot, -2 bloodrage, +1 natural armor, -1 size)

hp 180 (15d10 + 100)
Fort +22, **Ref** +12, **Will** +14; +2 Will against mind-affecting effects
Defensive Abilities Absorb Blow, Improved Uncanny Dodge, Sudden Block, True Love
Resistance Cold 10, DR 2/-

Offense

Speed 40 ft., Swim 60 ft.
Melee Claw +26/+26 (1d6 + 22/x2) cold or slashing
Special Attacks Breath Weapon 3/day - 15 Ft, cone - 5d8 cold damage, Reflex Save [DC 28] for half., Blasting Charge (1d6 or 1d8 per level of spell slot used) Greater Protective Rage (36 rounds/day), bloodline powers (Elemental Strikes, Elemental Resistance, Elemental Movement, Power of the Elements), Surge 1d6 (7/day)
Bloodrager Spell-like abilities (CL 15th; Concentration +27)
5/day - *Elemental Strikes* (cold damage)
Shoujo Spell-like abilities (CL 15th; Concentration +27)
1/day - *Kuudere's Calm*
Bloodrager Spells Known (CL 15th; Concentration +27)
4th (DC 16) (1/day) - *Enlarge Person, Mass, Fire Shield, Ice Storm, Wall of Ice*
3rd (DC 15) (2/day)- *Elemental Aura, Fly, Haste, Heroism, Protection From Energy, Wind Wall*
2nd (DC 14) (3/day)- *Bone Fists, Bull's Strength, Frigid Touch, Kuudere's Calm, Pouncing Fury, Resist Energy, See Invisibility, Scorching Ray**
1st - (DC 13) (4/day) - *Burning Hands**, *Enlarge Person* [U], *Endure Elements, Magic Missile, Shield, Thunderstomp, Wave Shield*
Bloodline *Elemental (water)*
* - *Defaults to cold damage or descriptor*
[U]- *Used as part of Greater Protective Rage*

Tactics

Base Statistics When not raging with Kriga and buffed, Setsumaru's statistics are **Size** medium **AC** 21, touch 13, flat-footed 18; medium humanoid, **hp** 130; Fort +19, Ref +11, Will+10, **Melee** claw +22/+22 (1d4+17) **Str** 22, Dex 12, **Con** 15; CMB +21; CMD 32

Statistics

Str 32, **Dex** 10, **Con** 23, **Int** 13, **Wis** 9, **Cha** 14
Base Atk +15; **CMB** +27; **CMD** 37
Feats Blasting Charge, Cleave, Combat Casting, Diehard (Will to Live), Eldritch Claws, Eschew Materials, Improved Initiative, Power Attack, Raging Brutality, Raging Concentration, Raging Vitality, Uncanny Concentration, Tied the Knot, Weapon Focus (Claws) [M]
Mythic feat [M]
Skills Diplomacy +17, Intimidate +20,Knowledge (Arcana) +20, Perception +17, Spellcraft +19, Survival +3 (in Snow/Ice), Use Magic Device +20 ; +4 to All while Kriga is at Full HP (Happy Waifu; Happy Laifu)
Languages Common, Couple Banter (+1 language)
SQ Absorb Blow, Adamantine Mind, Additional Call (sudden block), Blood Casting, Fast Movement, Happy Waifu; Happy Life, Hard to Kill, Lover's Embrace, Mythic Power, Protective Aura(+3 Will), Soul Bonding (12 HP per trigger), Wedding Vows, Will to Live
Gear - Amulet of Mighty Fists +3, Breastplate +2, Belt of physical might (+2 Str, +2 Con), cloak of resistance +2, Promised Token

Special Abilities

Soul Bonded (Su): Setsumaru has a set of passive buffs due to Princess Kriga's levels in Waifu. While bloodraging, Setsumaru grants all allies within 30 ft. DR 2/-, Resistance to Cold 10, and *cures* all allies 6 hp whenever he deals damage for the first time in a round.

Personality

Named after his grandmother, Setsumaru was known to have a heart cold as ice and was raised to be a warrior-king. He is distant, methodical, and always on task. Setsumaru is more concerned with avenging his wife's clan and fulfilling his destiny than saving others. He respects strength and honor, but is ruthless to his enemies.

Battle Tactics

Before Combat Setsumaru will cast spells, utilize abilities, or figure out methods to separate enemies. He is not above utilizing ambush tactics or stealth to position himself.

During Combat Setsumaru uses his speed and size to overwhelm his enemies while using tactics to identify the greatest threats. He will target spellcasters and magical threats before engaging stronger enemies.

Morale Setsumaru will fight to the death but will grant mercy to weak opponents or creatures who fought honorably. He will attempt to stop his wife's rampage if he senses the battle is over.

PF2 • Prince Setsumaru — Creature 15

Unique	LN	Medium	Humanoid	Okami

Perception +25; low-light vision
Languages Common
Skills Athletics +30, Intimidate +27, Survival +27
Str +8, **Dex** +5, **Con** +8, **Int** +1, **Wis** +0, **Cha** +5

AC 37; **Fort** +29, **Ref** +26, **Will** +23
HP 340
I Want to Live! Frequency once per day **Effect** When Setsumaru is reduced to 0 Hit Points while raging but not killed, he drops to 1 Hit Point and becomes wounded 1 instead.

Speed 25
Melee ❖ claw +23 (cold, magical), **Damage** 2d12+18 slashing plus 1d12+6 cold damage
Primal Spontaneous Spells DC 33, attack +25; **8th** *arctic rift,* **7th** *frigid flurry,* **6th** *frost pillar,* **5th** *wall of ice* **4th** *fly* **3rd** *haste* **2nd** *enlarge* **1st** *runic body* **cantrips (8th)** *deep breath, frostbite, gale blast, shield, slashing gust*
Primal Focus Spells 1 Focus Point, DC 33; **8th** *kuudere's calm*
Attack of Opportunity ↷ **Trigger** A creature within Setsumaru's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action. **Effect** Setsumaru attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, Setsumaru disrupts that action. This strike doesn't count towards Setsumaru's multiple attack penalty, and his multiple attack penalty doesn't apply to this Strike.
Breath Weapon ❖❖ (primal, evocation, concentration, cold, rage) Setsumaru exhales ice that deals 14d6 cold damage in a 15-foot cone (DC 31 basic Reflex save). Setsumaru can't use Breath Weapon again for 1d4 rounds.
Bloodrage ❖ (concentration, emotion, mental); **Requirements** Setsumaru isn't fatigued or bloodraging. **Effect** Setsumaru goes into a frenzy lasting for 1 minute, until there are no enemies he can perceive or until he falls unconscious, whichever comes first. He cannot voluntarily stop raging. While he is bloodraging, his size is large, he deals 5 extra damage with melee Strikes (this additional damage is halved if his weapon or unarmed attack is agile), gains 20 temporary hit points, a +10 status bonus to movement speed, takes a -1 penalty to AC, and can't use actions with the concentrate trait (other than Seek) unless they also have the rage trait. After he stops raging, he loses any remaining temporary Hit Points from Rage, and can't Bloodrage again for 1 minute.
Soul Bonded (rage); **Trigger** Setsumaru successfully Strikes an opponent **Effect** All of Setsumaru's allies within 10 feet of him regain 8 HP.
Winter's Prophecy ❖ **Trigger** Setsumaru sees one of his companions hit points reduced to 0 **Frequency** Once per day **Effect** Setsumaru regains half his hit points, loses fatigued if he has it, and uses Bloodrage. If he is already Bloodraging, he can bloodrage for an additional minute.

CRYO SLEEP

Camping	Concentrate	Cold

Setsumaru spends 1 hour chilling the camp sleeping areas, encouraging deeper and more restful sleep. Characters who spend 8 hours resting at a camp where Setsumaru has performed this activity gain the following benefits:

System	Benefit
5e:	Gain temporary HP equal to your level.
Pf1:	Characters regain twice the normal amount of hit points from the rest and ability score restoration from the rest.
Pf2:	Characters regains twice the normal amount of hit points from the rest.

This activity can only be Learned and performed by a creature who can use spells or abilities that deal cold damage or have the cold trait.

ICE BATH

Camping	Concentrate	Cold

Setsumaru, using his ice powers, creates a bathing pool large enough for the entire camp that shocks and restores bodies after a long rest. If a character spends 1 hour in the Ice Bath plus completing a long rest or 8 hours of rest, the character gains the following benefits

System	Benefit
5e:	Advantage on Constitution or Strength saving throws for 24 hours
Pf1:	Gain a +3 camping bonus to Fortitude Saving Throws for 24 hours.
Pf2:	Gain a +2 status bonus to Fortitude Saves for 24 hours.

Due to the harsh nature of the Ice Bath, you can only gain the benefit of this activity once per week. This activity can only be Learned and performed by a creature who can use spells or abilities that deal cold damage or have the cold trait.

Princess Hime Domestic Catgirl

Adventuring Party: Shadowcats. Princess Hime travels with the shadow twins and the rest of her misfit clan across the Ghostmarsh in order to reach Yomiko.

Romance: Possible. Princess Hime is haughty and full of confidence. She loves to tease people who are easily flustered.

Preference: Princess Hime loves people she considers to be a "work in progress". She sees herself as the big sister type will bring people under her wing. If she gets a cute Waifu out of it, win/win.

Favorite Meal: Roc Lobster.

Preferred Gifts: Manga (especially any works by Hana Bunaa), masterwork katana, Nekomata artefacts.

Hated Insults: Calling her a bad or feral cat, insulting the Shadowcats, or calling nekomancy evil.

Personality Trope: Impulsive bratty big sister. Princess Hime is a cute and highly talented Nekomancer. Unfortunately, she is very aware of this. She is accutely attuned to when someone becomes infatuated with her. If she finds their crush endearing, she'll flirt aggressively to make them flustered, encouraging them to try harder and improve.

Shoujo Spell: *Hiyasakudere's Tease*

Occupation

The Shadowcats are a group of Nekomata, Masic, and Yurei thieves formed by Princess Hime and Faith. Over the course of 10 years, the girls became a family and formed the small gang of orphans thieves called the Shadowcats.

The Shadowcats are the last non-violent gang in town. Their leader is "Big Sis Princess Hime" with Faith serving as the brains of their "crime family".

Backstory

Princess Hime was born on the streets of Nekomancer Village. Growing up, she scavenged for every scrap of food or attention she could get, usually chased away by citizens that didn't want to deal with another orphaned Nekomata.

When she turned 8, she ran into a grieving 10 year old Faith who had just lost her twin brother to gang violence.

5e • Princess Hime CR 9

Medium College of Protag Nekomata Bard, Chaotic Good

Armor Class 14 (Studded Leather Armor)
Hit Points 66 (9d8 + 18)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving throws Dex +6, Cha +8
Skills Acrobatics +10, Perception +6, Performance +12, Persuasion +8, Stealth +6
Senses Darkvision 60 ft., Passive Perception 16
Languages Common, Elvish
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ramble of Rest. Whenever creatures take a short rest with Princess Hime present they heal an additional 4 (1d8)

Spellcasting. Princess Hime is a 9th-level bard. Her spellcasting ability is Charisma (Spell Save DC 16, +8 to hit with spell attacks). Princess Hime can cast the following spells:

Cantrips (at will): *doting support, spare the dying, vicious mockery*
1st level (4 slots): *detect magic, healing word*
2nd level (3 slots): *gentle repose, hiyakasudere's tease, silence*
3rd level (3 slots): *animate dead, revivify, speak with dead, vampiric touch*
4th level (3 slots): *blight, death ward*

Actions

Breath Weapon (recharge 5-6). The Princess Hime exhales 10ft radius ball of flame into a point within 30ft of her. Each creature in that radius must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire and 3 (1d6) necrotic damage on a failed save, or half as much damage on a successful one.

Kunai (dagger). *Melee or Ranged Weapon Attack* +6 to hit, reach 5 ft. or range 20/30 ft. one target. *Hit*: 4 (1d4 +2) piercing damage.

Bonus Actions

Calming Purresence (1/rest). All creatures within 20ft of Princess Hime must succeed a DC 16 wisdom saving throw or be pacified as per the *Calm Emotions* spell.

Confusing Inspiration (4/rest). Princess Hime rolls a d8 and grants 1 ally within 60ft a bonus to an attack roll, save or check of their choice equal to the result as well as one of the following bonuses based on the roll.

Roll Effect
1. Target ally's weapon attacks deal an additional d8 poison damage for 2 rounds.
2. Target ally gains a +2 bonus to all damage rolls they make for 2 rounds.
3. Target ally gains advantage on wisdom saves for 2 rounds.
4. Target ally gains 2d8+9 temp hp.
5. All hostile creatures within 30ft. must succeed a wisdom save against Princess Hime's spell DC or be frightened of the target ally.
6. Target ally gains an additional action which can only be used to Dash, Disengage, or make a single weapon attack.
7. Target ally gains resistance to bludgeoning, piercing, and slashing damage for 2 rounds.
8. Target ally can immediately move up to the their move speed and make 1 melee attack against a creature in range.

Reactions

Merciless Tease (recharge 6). Princess Hime targets a creature attacking her and mocks their poor posture reducing the result of their attack roll by 4 (1d8).

Since Nekomata mature faster than Masics, Princess Hime declared herself to be Faith's "Big Sis Princess Hime" and adopted Faith into their two-girl gang.

As they grew up, they gathered more orphans and gradually became a family. During this time, Princess Hime and Faith adopted many most lost orphans, especially young Yurei children into their gang they called The Shadowcats. On Faith's 20th birthday, Princess Hime gifted her the cloak that belonged to her brother. Princess Hime's Nekomancy somehow brought Faith's twin back as a Yurei. Now, the Shadowcats travel to Yomiko so search for a better life.

Personality

Princess Hime is a brat full of confidence. This confidence has brought her far in life and created a very magnetic personality that attracted other Nekomata, Masics, and Yurei into The Shadowcats. Princess Hime loves Faith and Rath like true siblings. However, this doesn't stop her from becoming "everybody's big sister".

PF1 • Princess Hime — CR 8

XP 6,400
Female Nekomata (domestic) Bard (Protag) 9
LG medium humanoid (yokai)
Init +7; **Senses** darkvision 60ft. Perception +12

Defense

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 41 (9d8)
Fort +3, **Ref** +9, **Will** +6; +4 vs bardic performance, language-dependent, and sonic
Defensive Abilities Reject Advances

Offense

Speed 30 ft.
Melee +1 Agile Kunai (Dagger) +10/+5 (1d4+4/19-20)
Ranged +1 Agile Kunai (Dagger) +10 (1d4+4/19-20)
Space 5ft.; **Reach** 5ft
Special Attack Breath Weapon 1/day - 30 ft, 10 ft. radius - 4d8 (½ fire, ½ negative energy), Bardic Performance 26 Rounds/Day (Counter-song, Distraction, Fascinate [DC 19], inspire competence +3, inspire courage +2, Dirge of Doom, Inspire Greatness)
Nekomata Spell-like abilities (CL 9th; Concentration +15)
Natural Necromancy (1/day each) - *animate dead, breath of life, gentle repose, speak with dead, stabilize (at-will)*
Calming Purresence (1/day) - *Calm Emotions* (DC 18)
Shoujo Spell-like abilities (CL 9th; Concentration +15)
1/day - *Hiyakasudere's Tease*
Bard Spells Known (CL 9th; Concentration +15)
3rd (DC 19) - *animate dead, breath of life (nekomancy), good hope, reviving finale, fear, haste, speak with dead*
2nd (DC 18) - *blindness/deafness, , catatonia, gentle repose, glitterdust, Hiyakasudere's Tease, silence*
1st (DC 17) - *cure light wounds, vanish, share language, grease, false face*
0th At-Will (DC 16) - *stabilize, doting support, detect magic, ghost sound, light, mending, summon instrument*

Statistics

Str 7, **Dex** 16, **Con** 11, **Int** 11, **Wis** 10, **Cha** 22
Base Atk +6; **CMB** +4; **CMD** 17
Feats Lingering Performance, Nekomancy, Improved Initiative, Skill Focus (Perform), Weapon Finesse
Skills All Unlisted +4 (Bardic Knowledge), Appraise +12, Bluff +18, Knowledge (History) +16, Perception +12, Performance (Percussion) +21, Spellcraft +12, Use Magic Device +18
Languages Common
SQ Bardic Knowledge, Loremaster, Special Someones, Reject Advances
Gear - Bag of Holding I, Headband of Alluring Charisma (+2)

Special Abilities

Special Someones (Su): Princess Hime is a 9th level Protag Bard. Faith and Rath are always listed as her Special Someone's. The remaining person is probably other Yurei in The Shadowcats. Special Someone's gain 1.5x the usual numerical bonus from Bardic Performance. In addition, whenever she casts a spell on a Special Someone, they may expend an immediate action to perform one of the following actions based on the following 1d8 roll:

1) Intimidate Skill, 2) Bull Rush Combat Maneuver, 3) trip combat maneuver, 4) 5 foot step, 5) dirty trick combat maneuver, 7) feint combat maneuver, 8) move action

Battle Tactics

Before Combat Princess Hime is a protag bard and will label Faith and Rath as her Special Someones. Any remaining available Special Someones are whoever she is flirting with or another member of The Shadowcats.

During Combat Princess Hime serves as party support. She will support her allies with the *doting support* cantrip, and Reject Advances. Princess Hime rarely engages in combat herself and will instead create/summon undead instead.

Morale Princess Hime will stay and fight until she drops below half hp or sees a party member fall. If she senses they are still alive, she will use spells to aid in retreat, making sure no party member is left behind.

Encouraging Tease

Rare	Auditory	Camping	Concentrate
Emotion		Shoujo	

Princess Hime's spends her spare camp time teasing and playfully poking at one of her Special Someones. During this time, she relentlessly mocks the Special Someone who strives to do a task better to prove her wrong. Whomever Princess Hime uses this camp activity gains the benefit of the Provide Aid camp activity and their result improves by 2 stages.

Because of Princess Hime's teasing, the task takes twice as long as normal (one hour activities take two hours, two hour activities take four, etc). This activity cannot be used on Camp Activities that prepares Meals.

Once the activity is complete, it cannot be performed for another week since the target of Princess Hime's teasing realized that the tease was a means of assisting them. This activity can only be taught to a person with the *Hiyakasudere Tease* Shoujo Spell.

PF2 • Princess Hime — Creature 10

Unique	CG	Medium	Humanoid	Nekomata

Perception +16; spiritsense 60 ft.
Languages Common, Necril
Skills Acrobatics +19, Diplomacy +22, Occultism +19, Performance +22, Stealth +17, Lore Manga +19
Str -1, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +8

AC 29; **Fort** +16, **Ref** +19, **Will** +22
HP 135

Speed 25
Melee ❖ Kunai +17 (agile, finesse, thrown 10ft, versatile S), **Damage** 2d6+10 piercing
Ranged ❖ Shuriken +17 (agile, monk, thrown 20ft), **Damage** 2d6+10 piercing
Spontaneous Occult Spells DC 29, attack +18; **5th** *invoke spirits, rip the spirit, spiritual torrent*; **4th** *pernicious poltergeist, sanguine mist, talking corpse*; **3rd** *life pact, rouse skeletons, vampiric touch*; **2nd** *gentle repose, shadow zombie, restoration*; **1st** *animate dead, grim tendrils, soothe, unseen servant*; **cantrip (5th)** *chill touch, mage hand, daze, dancing lights, shield*
Composition Spells 3 Focus Points, DC 29, attack +18; **5th** *ode to ouroboros, hiyakasudere's tease* **Cantrips (5th)** *doting support, inspire courage*
Merciless Tease ↷ (auditory, emotion, linguistic, mental) **Trigger** a creature target's Princess Hime with an attack and she can see the attacker **Effect** Princess Hime mocks the creature's poor posture, causing a -2 circumstance penalty to the creature's attack roll.
Quickened Casting ❖ (concentrate, metamagic) **Frequency** once per day **Effect** If Princess Hime's next action is to cast a cantrip or a spell that is at least 2 levels lower than the highest level spell slot she has, reduce the number of actions to cast it by 1 (minimum 1 action).

SHADOW GUARD

Camping	Concentrate	Necromancy

Princess Hime uses her Nekomancy to raise and create shadows that watch over the camp and alert the campers as well as distract any attackers. If the camp is attacked in the middle of the night, the initiative is as follows:

System	Skill Check
5e:	Sleeping characters do not suffer disadvantage on initiative. Party members who are awake gain advantage on initiative. Characters who attack the camp suffer disadvantage.
Pf1:	Surprise round does not occur. Characters who are awake gain a +2 bonus to initiative. Sleeping characters roll initiative as normal while characters who attack the camp take a -2 penalty to initiative
Pf2:	Sleeping characters do not take the normal -4 status penalty when rolling initiative, while characters who are awake gain a +2 circumstance bonus and attackers suffer a -2 penalty to their initiative check.

However, the shadows being roused from their eternal slumber request a story or a rousing tale in exchange for their service.

In order to perform this activity, the Tell a Campfire Story activity must be performed by another character, otherwise the dead will punish the campers with disadvantage/penalties instead. This camp activity can only be taught to and performed by a Nekomata, or a creature who can cast Necromancy spells.

NOTES FROM STUART: YUREI SHOKAN

Princess Hime is capable of performing the *Yurei Shokan* spell/ritual despite her level and not having it listed on her stat blocks.

This is a plot point that will be explored in *The Housewife Demigod* adventure book.

Princess Kriga The Mad Dog

Adventuring Party: Wolf Pack. Kriga travels with her Direwolf named Vargas and her husband Setsumaru on a quest to slay a Natural Lich as foretold by the Winter's Prophecy.

Romance: Impossible. Kriga and Setsumaru are now soul-bonded through an ancient wedding ceremony.

Preference: Kriga is only interested in the strong and powerful. No man has been able to tame her or her heart until Setsumaru proved himself to her on their adventure and during their wedding.

Favorite Meal: Redcap Rye.

Preferred Gifts: Magical armor, hair care supplies, dog toys and treats (for Vargas).

Hated Insults: calling her, her husband, or her tribe weak or lazy. In her Tribe, weakness is a cardinal sin.

Personality Trope: Aggressive meat and potatoes barbarian. Kriga is a simple woman. She likes displays of strength, whether it be mental, physical, or spiritual.

Shoujo Spell: *Mayadere's Malice*

Occupation

Kriga and her husband are on a quest to slay the Mythical Natural Lich mentioned in the Winter's Prophecy, a trial to inherit the right to rule their tribes. According to Direwolf Clan law, the ruler is the strongest Okami, and though leadership is typically inherited, it can be usurped by a stronger Okami.

Backstory

Kriga was born the daughter of the chief of the Mawed Alliance, a coalition of Direwolf Okami and Feral Nekomata. The alliance's goal was to prevent the fulfillment of the Winterwolf Okami's Winter's Prophecy by creating a creature known simply as the "Natural Lich."

During this time, Kriga married Stark, a fellow berserker, and suspected she was pregnant. Her life was shattered when The Consortium, led by Matron Shandalar, invaded and crushed their efforts. Stark was killed, and Kriga, gravely injured, lost her unborn child.

The Direwolf clan retreated to the northern mountains, where they unexpectedly encountered their sworn ene-

5e • Princess Kriga — CR 9

Medium Okami, Chaotic Neutral

Armor Class 16 (Natural Armor)
Hit Points 173 (14d12 + 60 + 5)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	8 (-1)	14 (+2)	9 (-1)

Saving throws STR +10, CON +10
Skills Animal Handling +7, Athletics +10, Intimidation +4, Survival +7
Senses Darkvision 60ft., Passive Perception 12
Languages Common
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Brutal Critical. When Kriga lands a critical hit she rolls an additional weapon die and adds it to the total.

Fighting Style: Pack Tactics. While attack a creature within 5ft of an ally, Kriga gains a +3 bonus to attack rolls.

Innate Spellcasting (5/day). Kriga can innately cast *Mayadere's Malice*, requiring no material components. Its innate spellcasting ability is Wisdom.

Reckless. At the start of her turn, Kriga can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Actions

Multiattack. Kriga can make 2 Greatsword attacks, or Three claw attacks.

Claws. *Melee Weapon Attack* +10 to hit, reach 5 ft. one target. *Hit*: 9 (1d8 + 5) slashing damage.

Greatsword. *Melee Weapon Attack* +10 to hit, reach 5 ft. one target. *Hit*: 14 (2d8 + 5) slashing damage.

Bonus Actions

Rage (5/day). Kriga gains resistance to bludgeoning, piercing and slashing damage. While raging she deals an additional 3 damage on all weapon attacks. This effect lasts 1 minute.

Legendary Actions

Kriga can take the following legendary action at the end of any creatures turn, she can only do so once per round regaining the legendary actions at the end of her own turn.

Vargas. Kriga orders her Direwolf companion Vargas to move up to his movement and make a bite attack.

5e • Vargas — CR 9

Medium Beast, Neutral (but a good boy)

Armor Class 16 (Unarmored Defense)
Hit Points 156 (14d12 + 60 + 5)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +6, Stealth +7
Damage Resistances Bludgeoning, Piercing, Slashing
Senses Passive Perception 16
Challenge 2 (250 XP) **Proficiency Bonus** +6

Keen Senses. Vargas has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. Vargas has advantage on attack rolls against a creature if Kriga or Setsumaru is within 5 feet of the creature and they aren't incapacitated.

Actions

Bite. Melee Weapon Attack +8 to hit, reach 5 ft. one target. Hit: 12 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

PF1 • Princess Kriga — CR 13/MR 2

XP 76,800
Female Okami (Direwolf) Mad Dog 5/Waifu 9/Guardian 2
CN medium humanoid (mythic, yokai)
Init +0; **Senses** low-light vision 60ft., scent, Perception +18

Defense

AC 14, touch 7, flat-footed 13 (+7 armor, +1 Dex, +2 Tied the Knot, -2 Rage, -4 penalty)
hp 174 (6d12 + 9d8 + 89)
Fort +15, **Ref** +6, **Will** +7;
Defensive Abilities Absorb Blow, Trap Sense +1, True Love

Offense

Speed 40 ft.
Melee +1 Bonding Blade Large Greatsword +26/+16/+11 (3d6 + 48/17-20) plus Bite +18 (1d8 + 9)
Special Attacks Beast's Fury, Pack Attack, Pack Tactics, *mayadere's malice* (1/day), Paired Opportunists, Rage (33 rounds/day), rage power (Animal Fury, Reckless Abandon, Ferocious Beast, Ferocious Beast Greater), surge 1d6 (7/day)

Tactics

Base Statistics When not raging and buffed, Kriga's statistics are **AC** 21, touch 14, flat-footed 19; **hp** 132; Fort +12, Ref +6, Will+5; **Melee** +1 Bonding Blade Large Greatsword +20/+15/+10 (3d6+44/17-20); **Str** 26, Dex 14, **Con** 16; CMB +21; CMD 32

Statistics

Str 30, **Dex** 14, **Con** 22, **Int** 7, **Wis** 12, **Cha** 5
Base Atk +12; **CMB** +27; **CMD** 39
Feats Combat Reflexes [M],Extra Rage Power (Animal Fury), Improved Critical (Greatsword), Pack Attack, Paired Opportunists, Raging Vitality, Power Attack **Mythic feat** [M]
Skills Climb +28, Handle Animal +15 (+19 with Vargas), Perception +18;
+4 to All while Setsumaru is at Full HP
Languages Common, Couple's Banter
SQ Absorb Blow, Additional Call (Beast's Fury), Fast Movement, Ferocious Fetch, Happy Waifu; Happy Laifu, Just Married, Lover's Embrace, Mythic Companion, Pack Tactics, Powerful Build, Push Harder, Rage, Waifu Virtue (Family Pet, Hell Hath no Fury, Less is More, That is Why I love You (STR), Wears the Pants), War Beast, Wedding Vows
Gear - Belt of Giant's Strength (+4 Str), +1 Bonding Blade Large Greatsword, Mithral Agile Breastplate +1, Promised Token

PF1 • Vargas — CR 13/ MR 2

XP 25,600
N large animal (mythic)
Init +4; **Senses** low-light vision 60ft., scent, Perception +12

Defense

AC 21, touch 7, flat-footed 17 (+2 Armor, +4 Dex, +12 natural, -1 size, -2 Rage, -4 Penalty)
hp 132 (12d8 + 60)
Fort +13, **Ref** +12, **Will** +7; +4 Will against enchantment
Defensive Abilities Evasion

Offense

Speed 50 ft.
Melee Bite +24/+19 (1d8 + 15/x2) plus trip
Special Attacks Animal Fury, Drag (+22), Pack Attack, Pack Tactics, Paired Opportunists, Rage (shared with Kriga), Reckless Abandon, surge 1d6 (2/day)

Tactics

Base Statistics When not raging Vargas' statistics are **Str** 26, **Dex** 18, **Con** 16; **AC** 27, touch 13, flat-footed 24; **hp** 108; Fort +11, Ref +12, Will+5; **Melee** +18/+13 (1d8 + 12/x2) plus trip; **CMB** +18; **CMD** 32

Statistics

Str 30, **Dex** 18, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +9; **CMB** +20; **CMD** 34
Feats Armor Proficiency (light), Combat Reflexes, Improved Drag (Ferocious Fetch), Mythic Companion, Pack Attack, Paired Opportunists, Weapon Focus (bite)
Skills Perception +10, Survival +10 (+14 Scent Tracking)
SQ Devotion, Link, Multiattack
Tricks Aid, Attack (2), Guard, Protect, Hunt, Maneuver, Mark Territory, Receive Spell, Seek, Track **Gear** - Leather Barding

mies, the Winterwolves. In a surprising turn, the Winterwolves welcomed them into their homes.

It was then suggested that the prophesied Setsumaru should marry the princess in order to carry on both of their tribes' legacies. Kriga hated the idea of marrying the pretentious frost child and the two fought constantly, nearly tearing the clans into full out war.

The Frozen Oracles proclaimed that despite the Mawed Alliance's fall, the Natural Lich was still fated to emerge. Setsumaru and Kriga were tasked with preventing its creation or destroying it if necessary. During their journey, Kriga came to admire Setsumaru's convictions, magic, and faith. Their bond deepened as they recognized each other's strength, with Kriga also drawn to his cleverness, power, and undeniable allure.

Personality

Kriga is a brash, aggressive warrior, fitting the "barbarian smash" archetype. However, she has a deep understanding of "strength" and recognizes her own limits, especially in mental, spiritual, or emotional resilience. She relies on Setsumaru's mental strength while she and Vargas embody the family's physical power. A dog lover in both form and personality, Kriga has a strong affinity for canines—wolves, dogs, or foxes—and treats Okami and Zenko with more respect than she does most Humans.

PF2 • Princess Kriga — Creature 15

Unique	CN	Medium	Humanoid	Okami

Perception +26; low-light vision, scent (imprecise) 30 feet
Languages Common
Skills Athletics +30, Nature +27, Survival +27
Str +9, **Dex** +2, **Con** +9, **Int** -1, **Wis** +2, **Cha** +0
Mad Dog Vargas moves on the same initiative as Kriga if they are in the same encounter.
Pack Tactics Any enemy is Off-Guard against Kriga's melee attacks due to flanking as long as the enemy is within both Kriga's reach and Vargas' reach. She must still flank an enemy for it to be Off-Guard to her.

AC 35; **Fort** +28, **Ref** +25, **Will** +22
HP 340

Focus Spells 1 Focus Points, DC 33; **2nd** *Mayadere's Malice*
Speed 25
Melee ❖ Binding Blade +29 (versatile P), **Damage** 3d12+24 slashing
Focus Spells 2 Focus Points, DC 33, attack +25; **8th** *magic hide, sadodere's cruel aura;*
Attack of Opportunity ↷ **Trigger** A creature within Kriga's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action. **Effect** Kriga attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, Kriga disrupts that action. This strike doesn't count towards Kriga's multiple attack penalty, and her multiple attack penalty doesn't apply to this Strike.
Rage ❖ (concentration, emotion, mental); **Requirements** Kriga isn't fatigued or raging. **Effect** Kriga goes into a frenzy lasting for 1 minute, until there are no enemies she can perceive or until she falls unconscious, whichever comes first. She cannot voluntarily stop raging. While she is raging, she deals 5 extra damage with melee Strikes (this additional damage is halved if his weapon or unarmed attack is agile), gains 20 temporary hit points, a +10 status bonus to movement speed, takes a -1 penalty to AC, and can't use actions with the concentrate trait (other than Seek) unless they also have the rage trait. After she stops raging, she loses any remaining temporary Hit Points from Rage, and can't Rage again for 1 minute.
Vargas ↷ (verbal) **Trigger** Setsumaru, Kriga, or Vargas take damage from an enemy Strike **Effect** Kriga commands Vargas to Stride and Strike the triggering enemy.

PF2 • Vargas — Creature 15

Unique	N	Medium	Animal

Perception +26; low-light vision, scent (imprecise) 30 feet
Skills Athletics +30, Stealth +27, Survival +27
Str +5, **Dex** +5, **Con** +5, **Int** -2, **Wis** +2, **Cha** +0

AC 36; **Fort** +26, **Ref** +29, **Will** +26
HP 200; **Resistances** bludgeoning 2, piercing 2, slashing 2

Speed 35 feet
Melee ❖ jaws +25 (finesse), **Damage** 3d8+15 piercing plus knockdown
Pack Attack Vargas' Strike deals 1d8 extra damage within reach of at least two of his allies.

Battle Tactics

During Combat Kriga will immediately rage, charging the strongest looking target that she can see and reach. If there are two or more targets of equal strength in sight, Kriga goes after the closest target. She will cast *mayadere's malice* on Setsumaru and She will flank them with Vargas, recklessly attacking with all of her might.

Morale Kriga fights to the death taking no prisoners, especially if they seriously injure Setsumaru or Vargas. If Setsumaru insists, she may show mercy.

PLAY FETCH

Camping	Concentrate

Kriga and Vargas work on various pet trainings and reinforced behavior training. After the two hours, one companion gains the following benefit:

System	Benefit
5e:	Choose one saving throw, the companion gains advantage on all saving throws of that attribute for 24 hours.
Pf1:	Choose 1 saving throw, the companion gains a +3 camping bonus to that throw for 24 hours.
Pf2:	Choose 1 saving throw, the companion gains a +2 status bonus to that save for 24 hours.

This activity can only be taught to someone with an animal companion, eidolon, familiar or a something similar.

Raphiel "Rath" Shadow Twin

Adventuring Party: Shadowcats. Rath travels with Faith, Princess Hime, and the rest of their orphaned troupe in hopes of reaching Yomiko for a better life.

Romance: No. Rath is still mentally ten years old. He is developing an immature and childish crush on Princess Hime, but this is typical for a boy his age.

Preference: Rath likes to hang out with "cool" people. To him, his "crime family" are the coolest people ever. However, if he sees a strong warrior, a cold assassin, or a powerful undead, he might grow a fascination and try to emulate them.

Favorite Meal: Gelatinous Cubelets.

Preferred Gifts: Exotic weapons, cool children's toys, board games, or alcohol or tobacco (they do nothing for him being undead, but he feels "like a man" having them).

Hated Insults: Calling him a kid, making him feel weak, or insulting the Shadowcats.

Personality Trope: Hyperactive kid. Rath acts like any ten year old boy who just discovered they had super ghost powers. That is to say, like a reckless imp. He likes sweets, manga, and "cool things".

Occupation

Raphiel has just rejoined his sister and has just got used to his role in the Shadowcats. While he was taken on a few heists and gigs (his new ghost powers making thieving quite trivial), he wants to do a heroic quest.

Fortunately for him, he considers the travel it will take to get to the city of Yomiko as a noble quest. In addition to guiding the other Yurei of the Shadowcats to the city, he feels he has to be "The Man" of the group helping both Faith and Princess Hime.

Backstory

Rath and his sister grew up as orphans. When they were nine, they were tossed out onto the street and forced to fend for themselves. With Faylynn emotionally devastated, it was up to Rath (as man of the house) to go out and earn bread for them.

5e • Raphiel "Rath" Shadow CR 9

Small undead (Yurei (Zashiki-Warashi)), True Neutral

Armor Class 17 (Natural Armor)
Hit Points 43 (4 + 5 times Faith's level + 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)	15 (+2)

Saving throws Dex +7, Int +5
Skills Acrobatics +6, Stealth +6
Damage Vulnerabilities Radiant
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision, Passive Perception 11
Languages Common, Sibling's Banter, Thieves Cant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Evasion. When Rath is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeed on the saving throw, and only half damage if he fails.

Going Ghost (1/day). Rath can turn incorporeal, gaining a fly speed equal to his movement speed and can hover for 1 minute. While incorporeal he gains damage resistance to bludgeoning, piercing, or slashing nonmagical attacks. He also can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object. If this ability ends while he is inside a creature or object, he will be forcefully ejected from whatever direction he entered and take 5 (1d10) force damage for every 5 feet he was ejected.

Sneak Attack (1/turn). Rath deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated or have disadvantage on the attack roll.

Spellcasting. Rath's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Prestidigitation, Minor Illusion*
4/day each: *Illusory Script, Invisibility*

Actions

Dagger. *Melee or Ranged Weapon Attack* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d4 + 3) piercing damage.

Bonus Actions

Cunning Action. Rath takes the Dash, Disengage, Hide, or Use Object action.

Prankster's Escape. Rath become invisible as per the *invisibility* spell until the start of his next turn.

On their tenth birthday, after successfully securing a birthday cake on his way home, he witnessed a young Sala'dhin woman being attacked by a gang of other Sand Elves. Being a man, he obviously jumped in to save her. The last thing he saw before reawakening as a ghost was a blade, blood, and a dirty street.

However, after being brought back, he has taken full advantage of his Yurei capabilities. Rath had learned how to harness his ghostly powers and ethereal tricks.

Personality

As mentioned in the previous page, Rath is an impulsive kid. He is fascinated with becoming a grown up and becoming a proper man. In Rath's eyes, a proper man is brave and strong enough to take care of his family. He frequently looks for feats of strength to prove himself both to the Shadowcats and to himself.

Rath admires those that can defend others and can fight off bullies. He especially loves swords, knives, pointy things, and practicing all the special moves he sees in Princess Hime's favorite manga *Dressed to Kill*.

Battle Tactics

Before Combat Rath casts *invisibility* and stalks who he believes is either the most vulnerable target or the strongest.

During Combat Rath will go ghost, turning incorporeal, phasing through walls, the ground, or anyplace that he believes would be the most inconvenient to his targets.

Morale Rath fights bravely until reaching half hit points. He will then use the Going Ghost feat and attempt to retreat. He will fight to the death if Faith is slain.

PF1 • Raphiel "Rath" Shadow CR 7

XP 9,600
Male Yurei Rake Rogue 8
N small undead

Init +5; **Senses** Perception +13, Darkvision 60ft.

Defense

AC 22, touch 18, flat-footed 17 (+4 mage armor, +5 dex, +2 sibling's bond, +1 size)

hp 60 (8d8 + 24)
Fort +6, **Ref** +12, **Will** +3

Defensive Abilities evasion, improved uncanny dodge, undead traits

Offense

Speed 30 ft.
Melee +2 Agile Dagger +13/+8 (1d3+7/19-20) slashing and +2 Agile Dagger +13/+8 (1d3+7/19-20)
Ranged thrown +2 Agile Dagger +15 (1d3+7/19-20)
Special Attacks Sneak Attack (+4d6)

Yurei Spell-like abilities (CL 8th; Concentration +8)
2/day - *Vanish*
At will - *Prestidigitation*

Statistics

Str 8, **Dex** 20, **Con** -, **Int** 10, **Wis** 10, **Cha** 16
Base Atk +6; **CMB** +5; **CMD** 20
Feats Double Slice, Going Ghost, Weapon Focus (Dagger), Improved Two Weapon Fighting, Weapon Finesse
Skills Acrobatics +16, Bluff +14, Climb +10, Stealth +20, Perception +11, Intimidate +14, Knowledge (Local) +11, Escape Artist +16
Languages Common, Necril, Twin
SQ Rogue Talents (Fast Stealth, Combat Trick (Weapon Focus Dagger), Finesse Rogue, Offensive Defense), family motto (family first, provide for your family), twin language, Rake's Smile, Bravado's Blade

Gear - Belt of Dexterity +2, Cloak of Resistance +1, weapons

HAUNTED CAMPSITE

Camping	Concentrate	Emotion
Fear	Mental	Ghost

Sometimes while asleep, Rath sleep-haunts a camp site and makes the environment spookier with minor pranks. While this may disturb first time campers, it will not affect their rest. Whenever creatures attempt to attack while the party is asleep, they must make a wisdom or will saving throw equal to:

System	Saving Throw DC
5e:	8 + Rath's Dexterity Modifier + Rath's Proficiency Bonus
Pf1:	10 + Rath's Dexterity Modifier + Rath's CR
Pf2:	12 + Rath's Dexterity Modifier + Rath's Level

If the creature fails the saving throw, they suffer the following penalties:

System	Skill Check
5e:	The creature gains the frightened condition.
Pf1:	The creature becomes shaken. If they are already shaken, they become frightened. If they are already frightened, they become panicked.
Pf2:	The creature gains Frightened 1. If they critically fail, they gain frightened 2.

Rath cannot perform this Activity if he has performed any other camping activity other than Relax (he's too tired and "sleeps" as a normal Yurei).

Rath performs this Activity inactively and without any conscious effort and will perform this Activity during his watch. Rath cannot actively teach this activity to others because he is unaware he is actually doing it. However, characters who are ghosts, are incorporeal, or are Yurei (or have their traits) may attempt to Learn by watching Rath perform this Activity during his hours of rest with a Perception check equal to the Zone DC.

PF2 • Raphiel "Rath" Shadow — Creature 10

Unique	LN	Medium	Humanoid	Ghost	Incorporeal
			Spirit	Undead	Yurei

Perception +22
Languages Common, Necril
Skills Acrobatics +22, Athletics +19, Deception +19, Occultism +19, Religion +19, Stealth +22, Thievery +22
Str -4, **Dex** +7, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 30; **Fort** +16, **Ref** +22, **Will** +19 +1 circumstance bonus against disease and poison.
HP 171 (negative healing, negative survival); **Immunities** death effects, disease
Deny Advantage Rath isn't flat-footed to creatures of 10th level or lower that are hidden, undetected, flanking, or using surprise attacks.
Evasion When Rath rolls a success on a Reflex save, he gets a critical success instead.
Surprise Attack On the first round of combat, if Rath rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to him.
Nimble Dodge ↻ Trigger A creature targets Rath with an attack and he can see the attacker. **Requirements** Rath is not encumbered. Rath deftly dodges out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25
Melee ❖ Shadow Dagger +21 (agile, finesse, magical, thrown 10 ft., Versatile s), **Damage** 2d8+13 piercing plus ghost touch
Innate Occult Spells DC 26, attack +18;
Cantrips (5th) *prestidigitation*

Debilitating Strike ↻ Trigger Rath's Strike hits a flat-footed creature and deals damage. **Effect** The target becomes enfeebled 1 or takes a -10-foot status penalty to its Speeds, as chosen by Rath. On a critical hit, the target must also attempt a DC 24 Fortitude Save.
Critical Success The target is unaffected.
Success The target is slowed 1 until the end of Rath's next turn.
Failure The target is slowed 2 until the end of Rath's next turn.
Critical Failure The target is paralyzed until the end of Rath's next turn.
Going Ghost ◈ Duration One Minute **Frequency** Once per day **Effect** Rath gains a fly speed equal to his land speed. In addition, his weapons are treated as if they have the ghost touch rune.
Sneak Attack If Rath Strikes a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, he deals an extra 2d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

SHADOW BLADES

Camping	Concentrate	Manipulation	Ghost	Magical	Transmutation

Rath can take a single melee weapon or bundle of 20 ammunition with him through an ethereal walk. For two hours, Rath coats a weapon with ectoplasm and other ghostly energies. When he returns the weapon or ammunition, it gains the following benefits for 24 hours:

System	Benefits
5e:	The weapon is capable of doing physical damage against any ghost, ghostlike, or ethereal creature regardless of their resistances or immunities
Pf1:	The weapon or ammunition gains the ghost touch property
Pf2:	The weapon or ammunition gains the ghost touch property

This Camping Activity can only be taught to or performed by a ghost or Yurei creature or creature with the ghost or Yurei traits.

Serenity
Cold Iron Chef

Adventuring Party: Inferno's Kitchen. Serenity occasionally travels with a small entourage of sous chefs who double as her adventuring companions. Other times, she aligns with groups in need of a healer and a top-tier cook, especially when rare ingredients are rumored to be nearby.

Romance: Possible. She gets infatuated easily with new companions, but these crushes are fleeting and she rarely pursues them. Serenity focuses solely on her relentless pursuit of culinary perfection.

Preference: Serenity is drawn to passionate individuals who exhibit dedication and skill in any artistic pursuit, be it in the kitchen or on the battlefield. She values those who understand and respect her craft and can help her improve.

Favorite Meal: Phoenix Fried Rice and Tiefling Food Cake.

Preferred Gifts: Unique cooking ingredients like spices, rare recipes, and cold iron utensils

Hated Insults: Being called "lazy", having her cooking dismissed as "mediocre", or disrespecting her cookware.

Personality Trope: Passionate perfectionist. Serenity is quite critical; to herself and others. She is very stubborn and it's hard to talk her out of a course of action once she's set her mind to it. That said, if someone is sick or hurt, this drive will be directed solely at helping such a person in any way she can.

Shoujo Spell: *Goudere's Devotion*

Occupation

Serenity is a master chef. She owns The Inferno's Kitchen, a renowned restaurant in the bustling city of Aristocrat Harbor where patrons line up for hours just to get a taste of her legendary dishes. Her restaurant is not only a place of exquisite dining but also a sanctuary for those seeking healing, as she often infuses her food with magic to aid the sick.

In her kitchen, Serenity is both tyrant and mentor. She demands perfection from her staff yet she is also fiercely protective towards them, teaching them the secrets of her craft with the same fiery passion she applies to her own cooking.

5e • Serenity CR 6

Medium Humanoid, Chaotic Neutral

Armor Class 18 (Unarmored Defense)
Hit Points 80 (6d10 + 24)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	17 (+3)

Saving throws Dex +5, Con +4, Wis +3
Skills Arcana +3, History +3, Religion +3, Medicine +4, Perception +3, Performance +6
Damage Resistance Fire
Senses Darkvision 60ft., Passive Perception 13
Languages Common
Challenge 6 (1,500 XP) **Proficiency Bonus** +2

Seasoned Artisan. Serenity has advantage on all artisan tool checks and she may use double her proficiency bonus whenever she is using an artisan tool to prepare a basic or special weapon.

Oracles Spellcasting. Serenity is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +8 to hit with spell attacks. Serenity has the following spells on her list of spells known:

Cantrips (at will): *firebolt, light, spare the dying*
1st level (4 slots): *bless, cure wounds, guiding bolt, purify food and drink*
2nd level (3 slots): *lesser restoration, flaming sphere, goudere's devotion*
3rd level (2 slots): *beacon of hope, bestow curse, create food and water, revivify*

Divine Overflow. Whenever Serenity casts a healing spell or spell that deals fire damage, she regains hit points equal to 3 + the spell's level.

Miraculous Restoration (1/rest). As an action, Serenity may choose up to 6 willing creatures to heal for 30 hit points.

Actions

Wakizashi (Dagger). *Weapon Attack* +5 to hit, reach 10 ft. one target. *Hit*: 4 (1d4 + 2) damage.

Her utensils, all made of cold iron, are her prized possessions and she believes that they imbue her food with magical protection from bad luck. They actually don't and in fact make her cooking significantly harder, but no one's ever mustered the bravery to tell her that.

Backstory

Rumors abound about Serenity's lineage, that she is descended from a Ramzies Devil. Whatever the case, being born into a renowned chef family meant that she had much to live up to from an early age. Serenity's fascination with cold iron began during her apprenticeship when she was gifted a mithral cleaver that she accidentally cut herself with, consequently ruining a meal for a powerful individual. She traded the cleaver for a set of cold iron cookware after reading about the metal's protective nature, believing it would prevent her from being wounded again and ruining an important event.

Serenity's journey to mastery was fraught with challenges. She traveled far and wide to learn from the best chefs she could find, always seeking to perfect her skills and discover new recipes. Her dedication paid off and she eventually settled in Aristocrat Harbor, opened The Inferno's Kitchen which quickly gained fame for her extraordinary dishes and unyielding perfectionism. Her reputation as "The Cold Iron Chef" spread far and wide, attracting patrons from all corners of the world.

Personality

Serenity's perfectionism is both her greatest strength and her most significant burden. She is driven by an insatiable desire to create the perfect dish, often discarding meals that others would find exceptional simply because they do not meet her exacting standards.

Beneath her fiery exterior, Serenity is deeply caring and compassionate especially towards her staff and those in need. She is a healer at heart and is perfectly okay with taking significant monetary losses to make sure that someone she is able to help can be helped.

PF1 • Serenity CR 6

XP 6,400
Female Ifrit Dual Cursed Life Mystery Oracle 6
CN medium outsider (native)
Init +2; **Senses** darkvision 60ft. Perception +0

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 33 (6d8+8)
Fort +3, **Ref** +4, **Will** +5;
Resist fire 5

Offense

Speed 30 ft.
Melee +1 Agile Wakizashi (Dagger) +3 (1d4+3/19-20)
Space 5ft.
Special Attack

Misfortune - As an immediate action, Serenity may force a target within 30ft. to re-roll a d20 before results are revealed, they must take that roll. Each target can only be affected by this once per day.
Fortune 2/day - As an immediate action, Serenity may re-roll a d20 before results are revealed. She must take the new roll, even if it's worse.
Lifelink - As a standard action, Serenity may create a bond between herself and another creature. At the start of each of her turns, she may take 5 hit points of damage in order to heal her target for 5 hit points if it was wounded for 5 or more hit points this round. Serenity may have six bonds active. This bond(s) continues until the bonded creature dies, Serenity dies, the distance between Serenity and the other creature(s) exceeds medium range, or she ends it as an immediate action

Shoujo Spell-like abilities (CL 6th; Concentration +11)
1/day - *Goudere's Devotion*

Oracle Spells Known (CL 6th; Concentration +11)
3rd (DC 18) (4/day) - *bestow curse, cure serious wounds, trial of fire and acid*
2nd (DC 17) (6/day) - *admonishing ray, cure moderate wounds, flaming sphere, Goudere's Devotion, levitate, minor image, oracle's burden, scorching ray, shatter,*
1st (DC 16) (8/day) - *burning hands, cure light wounds, command, endure elements, ill omen, sanctuary, sun metal*
0th - At will (DC 14) - *detect magic, ghost sound, guidance, light, mage hand, mending, purify food and drink, spark, stabilize,*

Statistics

Str 7, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 20
Base Atk +4; **CMB** +2; **CMD** 14
Feats Abundant Revelations (Fortune), Extra Revelations (Lifelink, Safe Curing)
Skills Craft (cooking) +11, Knowledge (Planes) +9, Knowledge (Religion) +9, Heal +9
Language Common, Ignan
SQ Weapon and Armor Proficiency, Oracle's Curse (Blackened and Haunted)
Gear - Masterwork Cold Iron Cooking Tools

Battle Tactics

Before Combat Serenity doesn't instigate fights and will attempt to bargain her way out of a scuffle. However, she can be goaded into one if the right buttons are pressed. If she is goaded, she will move towards the front-line. If not, she will attempt to retreat to the back-line.

During Combat When in fights, Serenity will first begin by cursing targets. Once the target that goaded her into fighting is successfully cursed, she will begin using fire spells to punish others. If one of her chefs or friends are injured she will heal them if it is a tactically safe decision.

Morale Serenity fights to the death or until the target is humiliated and begs for forgiveness. Pushing her into combat means they had to push her very far.

Serenity
Wife, Artist, & Genius

I met Serenity in February of 2023 when this book was just a glorified joke post on the Internet. Serenity was a brilliant Pathfinder 1e junkie like me and contacted me, offering to draw the Ring for the Pact of the Ring Warlock.

She then proceeded to draw over 30 images of the most amazing looking fantasy food I could ever hope to have for my book.

She was taken too soon and I sincerely wish she could be here to experience the excitement of releasing this book with us.

Please enjoy the Serenity Waifu character. This oracle was her favorite character she ever played. Feel free to draw fan art, even the weird stuff, she would find it hilarious. Tag me and I'll always retweet it.

PF2 • Serenity — Creature 8

Unique	CN	Medium	Humanoid	Ifrit

Perception +11
Languages Common
Skills Acrobatics +18, Crafting +10, Diplomacy +12, Medicine +10, Nature +10, Occultism +8, Performance +12, Religion +10, Society +8, Cooking Lore +10
Str +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +5
Oracular Curse Serenity's curse progresses to its minor stage the first time she finishes casting a revelation spell after her daily preparations. Once her minor curse has manifested, it remains in effect until she rests for 8 hours and again make her daily preparations. If she casts a revelation spell while her minor curse is in effect, she progresses to the moderate curse effect immediately after she finishes Casting the Spell. The minor effect continues to affect her, though some moderate curse effects might alter the specifics of her minor curse. When she Refocuses while under the effects of her moderate or stronger curse, she reduces her curse's severity to minor in addition to regaining a Focus Point.

Drawing upon her mystery's power while her curse is at its worst causes an irreconcilable conflict between her and the sources of her power. Immediately after casting a revelation spell while under the moderate effect of her curse, she is overwhelmed. While overwhelmed, she can't Cast or Sustain any revelation spells - she effectively loses access to those spells. She can still Refocus to reduce the effects of her curse and regain a Focus Point, but doing so doesn't allow her to cast further revelation spells. These effects last until she rests for 8 hours and make her daily preparations, at which point her curse returns to its basic state.

Her curse has the curse, divine, and necromancy traits. She can't mitigate, reduce, or remove the effect of her oracular curse by any means other than Refocusing and resting for 8 hours. Likewise, removal curse and similar spells don't affect her curse at all.
Seasoned Serenity gains a +1 circumstance bonus to check to Craft Food and Drink

AC 23; **Fort** +11, **Ref** +14, **Will** +14
HP 80; **Resistances** fire 4

Speed 25
Melee ❖ Wakizashi +8 (agile, deadly d8, finesse, versatile p), **Damage** 1d6 +3 slashing
Spontaneous Divine Spells DC 22, attack +12; **3rd** *heat-vision, holy light, ill omen, martyr's intervention;* **2nd** *cauterize wounds, create food (signature), thermal remedy;* **1st** *bless, heal (signature), mending*; **cantrips (1st)** *guidance, healing plaster, ignition, light, prestidigitation, shield, stabilize, vitality lash*
Focus Spells 3 Focus Points, DC 22, attack +12; **3rd** *healer's blessing, life link, rejuvenating flames, vision of weakness,* **2nd** *goudere's devotion*;

INFERNAL KITCHEN

Rare	Camping	Fire

Summoning the flaming passion of the Ramzies, Serenity turns the heat up and produces an additional Special Meal in order to feed her camp. The increased heat increases the Zone DC for the entire camp as if the weather condition was 1 stage more dangerous. This activity is treated as the Cook Special Meal activity. This camping activity can only be taught to someone that can deal fire damage through a special ability, spell, or trait.

IT MUST BE PERFECT!

Rare	Camping	Fortune

Serenity attempts to make a perfect meal. If she fails her Cook Basic Meal or Cook Special Meal Activity, she can make two additional attempts preparing the same meal without wasting ingredients. The users cannot gain sustenance or the effect of any meal prepared with this activity unless it is completed with a Critical Success (unless the meal only has a success effect). This activity can be used during the same time as the Cook Special Meal activity.

Shandalar Pack Mother

Adventuring Party: The Consortium. Shandalar is the mother of Bright Luster and has a long history within the Consortium, once being their Matron.

Romance: Possible. Shandalar has had three other Consorts over the course of her long life. Currently, she is single due to her last campaign and the relentless march of time and is ready to love once more.

Preference: Shandalar prefers those who can appreciate the beauty and majesty of nature. This does not exclusively limit her to druid, rangers, or barbarian types as she has a fondness for individuals skilled in crafting and creation.

Favorite Meal: Kraken Kalamari.

Preferred Gifts: Wood Carvings or other hand-crafted pieces of art made from natural materials.

Hated Insults: Mocking the sacrifices of herself or others.

Personality Trope: Long-lived Matron. Shandalar has lived a very long life and struggles to understand short-term issues. She has nearly endless patience, but becomes feisty when provoked or pushed to make immediate action.

Shoujo Spell: *Dandere's Dash*

Occupation

Half a century ago, Shandalar stepped down as the Matron of the Consortium. She and her Consorts expanded the Circle's lands north into the Greenteeth, bringing many Direwolf Okami and Feral Nekomata into The Consortium as well as raising their membership to a level that the rest of Monshojil had to respect.

Since she has stepped down, one of her daughters, Bright Luster has since become the Consort of the current Patron. Trusting her daughter's decisions, Shandalar has chosen to remove herself from the Circle's politics and dedicated this stage of her life to wander the outskirts of Greenbed. She is looking for potential Consortium members or a potential partner to start another family.

5e • Shandalar — CR 16

Medium humanoid (Elf), Neutral Good

Armor Class 16 (Padded Armor)
Hit Points 137 (16d10 + 32)
Speed 35 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving throws Str +6, Con +7
Skills Acrobatics +9, Animal Handling +8, Insight +8, Nature +6, Perception +8, Survival +8
Senses Darkvision 60ft., passive perception 18
Languages Common, elvish, sylvan
Challenge 16 (13,000 XP) **Proficiency Bonus** +5

Keen Shot. Shandalar can take a -5 penalty to her attack roll to deal an additional 10 piercing damage. In addition, whenever she has advantage on her attack rolls, she may re-roll one of the die once.

Mystic Pack Mother. Shandalar is accompanied by her faithful Direwolf (Korvel), elk (Galaphon), and pegasus (Silveth) beast companions. These companions attacks are considered magical for the purpose of overcoming damage resistance.

When Shandalar casts a spell targeting herself, she may also choose one of these beast companions to also gain the benefits of that spell.

Rally Dice. Shandalar has 3 rally dice, which are all d10s. As part of an action or a bonus action Shandalar can expend a rally die to perform one of the rallies below.

- **Assault**. Shandalar can grant all allies a bonus to attack and damage rolls equal to her rolled Rally die until the beginning of her next turn.
- **Dual Support**. Whenever an ally within 5 feet of Shandalar makes an attack, Shandalar can give the ally advantage and a bonus to attack and damage equal to her rally die roll.
- **Horse Whisperer**. Shandalar leads a calvary charge and doubles the movement speed of all mounted units within 60 feet. Everyone under this effect gains a bonus to their first attack equal to her rally die roll. This effect lasts for 1 minute.

Actions

Multiattack. Shandalar makes 3 longbow attacks. She can substitute one of these attacks each turn with a rally of her choice.

Longbow. *Ranged Weapon Attack* +10 to hit, range 150/600 ft. one target. Hit: 10 (1d8+6) piercing damage.

Bonus Actions

Battle Mom. Shandalar can issue a command to one of her allies to grant them a +3 bonus to their attack and damage rolls until the end of their next turn. They may instead dash or disengage as a reaction. If the ally she has chosen is one of her Mystic Pack Mother beast companions, they may also make 2 attacks with their action instead of 1.

Reactions

Supporting Shot. When an ally ends their turn, Shandalar can make a single Longbow attack targeting the nearest hostile creature towards that ally.

Tactical Shot (5/day). When Shandalar sees an ally within 60ft. of her makes an attack, she can fire an arrow distracting the allies' target. Doing so grants the triggering ally advantage on their attack roll.

Backstory

Shandalar's story has already had its share of adventure, glory, and tragedy. At her height, she was the Matron of The Consortium with a harem of 4 Consorts and together they raised 7 beautiful children.

In her final adventure as Matron, she led her Consorts and children in a campaign against a coalition of necromancers from the Greenteeth Forest called The Mawed Alliance. This alliance of Feral Nekomata and Direwolf Okami were attempting to create a Natural Lich that could prevent the Winter's Prophecy of the Winterwolf Tribe.

The battle was long and brutal, resulting in the death of two of Shandalar's husbands and another Consort's familiar. She slew the necromancers and claimed their land and artifacts for herself. She made peace with the local Yokai and eventually welcomed many new Nekomata and Okami into the Consortium. However, she never surrendered the magics she claimed from them. Later on, she came to be fascinated with necromancy and undeath despite having no talent for magical arts.

Over the next few years, Shandalar quietly retired from the role of Matron, citing that the leader of the Circle

PF1 • Shandalar — CR 15

XP 76,800
Female Elf Beastmaster/Skirmisher/Wild Hunter 16
NG Medium Humanoid (Elf)
Init +0; **Senses** low-light vision 60ft., Perception +23

Defense

AC 17, touch 15, flat-footed 12 (+2 armor, +5 Dex)

hp 102 (16d10 + 10)
Fort +11, **Ref** +15, **Will** +9; +4 vs. enchantments

Offense

Speed 40 ft.
Ranged Oathbow +19/+14/+9 (1d8+14/x3)
Special Attacks Animal Focus (16 minutes/day), Hunter Tricks (11/day) (Aiding Attack, Bolster Companion, Command Packmate, Heel, Quick Climb, Sic 'Em,), Rallies (16 rounds/day) (Assault, Dual Support, Horse Whisperer) (RH: Harsh Command, Wedding Bells)

Statistics

Str 14, **Dex** 20, **Con** 12, **Int** 15, **Wis** 19, **Cha** 9
Base Atk +16; **CMB** +18; **CMD** 33
Feats Beast Speaker, Broken Wing Gambit, Deadly Aim, Endurance, Manyshot, Outflank, Pack Tactics, Pinpoint Targeting, Point-Blank Master, Rally Heart, Rapid Shot, Shot on the Run, Weapon Focus (Longbow)
Skills Acrobatics +24, Animal Handling +18, Knowledge (Nature) +21, Perception +23, Ride +24, Sense Motive +20, Spellcraft +18, Survival +23;
Languages Common, Elven, Sylvan, Gnome, Couple's Banter
SQ Animal Companion (Mystic Pack Mother), Empathic Link, Favored Terrain (Forest +6, Plains +4, Mountains +2), Quarry, Wild Empathy, Track, Woodcraft
Gear - Oathbow, Belt of Physical Might (+2), Headband of Mental Superiority (+2), Leather Armor

Special Abilities

Command Packmate (ex): As a free action, Shandalar can provide a number of allies equal to her wisdom modifier the benefits of a single teamwork feat of her choosing.

Mystic Pack Mother: Shandalar is always accompanied by her packmates: a Direwolf (Korvel), a strong Elk (Galaphon), and a Pegasus (Silveth). She also has been granted Battle Bride rallies, Rally Heart as a bonus feat, and may use them for a number of rounds equal to her level.

should be able to cast great spells. As she stepped down, the husband of her daughter, Bright Luster, became the new leader and leads the Consortium to this day.

During these years, Shandalar remained largely stagnant as her last aging Consort, a Masic named Ultarn, passed from age. Now, Shandalar wanders the outskirts of Greenbed as a retired adventurer and advisor.

Personality

Old habits die hard. Shandalar is "group mom" regardless of where she goes. She dotes on whomever she is in company with, whether it be her animal companions, random hitchhikers, or her fascination for the day. She speaks, acts, and handles all situations with the responsibility of a mother and wife.

As the elven lifespan goes, Shandalar still has hundreds of years left to live. She seeks to start another family, preferably with another partner or two and isn't afraid to give what she is after.

Battle Tactics

Before Combat Shandalar does not use any buffs, but will use her excellent perception and commanding abilities to position more vulnerable teammates (low level characters, spellcasters, non-combatants) into safe locations, while making sure she has the best vantage point possible.

During Combat Shandalar will forsake multiple attacks in order to command teammates and grant them bonuses. Her priority will be keeping those in her care safe.

Morale Shandalar fights to the death. If she sees a party member become bloodied (below 50% hit points), she will command her animal companions to assist them if possible. If she sees that she is outnumbered and over half of her team is bloodied, she will call for a tactical retreat, assuring that everyone else retreats first, using herself as a shield if possible.

Momma Hawk

Uncommon	Camping	Concentrate

Shandalar keeps an eye on the camp and her camp-mates at the same time, dividing her attention but allowing her to watch multiple people at once. Shandalar performs the

PF2 • Shandalar — Creature 16

Unique	CG	Medium	Humanoid	Elf

Perception +30
Languages Common, Elf
Skills Acrobatics +28, Nature +27, Survival +27, Lore, Wilderness +25
Str +1, **Dex** +8, **Con** +4, **Int** +1, **Wis** +6, **Cha** +1
Mythic Path Mother Shandalar is always accompanied by her packmates: a Direwolf (Korvel), a strong Elk (Galaphon), and a Pegasus (Silveth).

AC 38; **Fort** +30, **Ref** +30, **Will** +28
HP 256

Speed 25

Range ❖ Longbow +30 (deadly d10, volley 30 ft),
Damage 3d12+18 piercing
Keen Shot ❖❖ Shandalar strikes with a -5 circumstance penalty to her attack roll. If this Strike is a success, it becomes a critical success instead and the target is off-guard until the start of her next turn.
Hunted Shot ❖ (flourish) Shandalar takes two longbow Strikes against one target. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses and the target is off-guard until the start of her next turn. Apply her multiple attack penalty to each Strike normally.
Command Packmate ❖ Shandalar Commands an Animal on one of her packmates, She can spend two actions to command all three packmates.
Command Ally ❖❖ (auditory, flourish) Shandalar commands an ally within 60 feet who has a reaction available to execute one of the following maneuvers against a creature you designate:
Assault: The ally Strides and makes a melee Strike
Support: The ally makes a melee or ranged Strike
Horse Whisperer: The ally Strides three times
Revive Packmate ❖❖ (healing, vitality) Shandalar revives a fallen packmate to full health.

Provide Aid for everyone in camp. To do so she makes a Perception check equal to the Zone DC as if the weather modifier was one rank more dangerous (if the weather is Average, treat it as if it were Dangerous). However, this bonus only applies if the recipient receives a Failure or worse on their Camping Activity.

PET THERAPY

Camping	Concentrate

Shandalar and one of her animal companions spend an hour in a therapeutic session. During that time, the mental health of the companion, Shandalar, and any other participants improve dramatically. All participants and the required companion gain the following benefits.

System	Benefit
5e:	Grants advantage to saving throws against spells and abilities that cause the charmed and frightened condition for 24 hours.
Pf1:	Grants a +4 morale bonus to saving throws against charm and fear effects for 24 hours.
Pf2:	Grants a +2 status bonus to saving throws against spells and abilities with the emotion trait for 24 hours.

Any number of camp-mates can join this activity. This activity can only be used or taught to a person with an animal companion, eidolon, familiar, pet, or non-intelligent creature or some kind.

STOLEN NECROMANCY

Unique	Camping	Unholy	Healing	Necromancy

The ultimate goal of life is death.

Death serves no other purpose but to feed life.

Thus, in this equilibrium, all things are balanced as the cycle continues.

Shandalar still has the necromantic artifacts she looted from the Mawed Alliance. The poem above is the philosophy of those necromancers. If Shandalar finds someone she can truly trust again, she will share the secrets of these spells with them. By performing a ritual that takes 1 hour, Shandalar can cast the *revivify* or *breath of life* spell, ignoring the time limit these spells normally have and without needing material components. Performing the ritual requires her to meet a skill check equal to the Zone DC:

System	Benefit
5e:	Intelligence (Arcana) or Intelligence (Nature)
Pf1:	Arcana, Knowledge (Nature), or Spellcraft
Pf2:	Lore (necromancy), Occult, or Nature

Casting this ritual, drains the life from the area making the Hunt and Gather activity impossible to perform in this zone for the next 1d4 months.

Water Sword
Sassy Merchant

Adventuring Party: Independent. Water Sword is an Aqua Nymph who travels on her houseboat as a migrating merchant.

Romance: Possible. Water Sword is mostly concerned with travel and trade, making her way throughout the world and brightening people's day as she goes.

Preference: Water Sword recognizes no beauty standards set by humans or other mortals. If she gains a romantic partner, she wants someone who can help her business grow and to share her experiences.

Favorite Meal: Sparkling Nymph Soda.

Preferred Gifts: Arranging business opportunities, storage equipment (such as masterwork chests or bags of holding), and tiger plushies.

Hated Insults: Insulting her business, work ethic, or cooking. Water Sword is very proud of her means of combining contemporary living with nature.

Personality Trope: Shrewd sassy business gal. Water Sword is a nymph that loves traveling and interacting with new people. She is kind and generous, but will always come out "profiting" from every transaction she performs even if her payments are in the form of small favors.

Shoujo Spell: *Hiyasakasudere's Tease*

Occupation

Among the river towns, people speak of an exotic and good natured woman with blue hair flowing like water. She always has a smile on her face, a song in her heart, and gold in her pocket. Water Sword is an Aqua Nymph that travels along the various freshwater coasts on her house boat "Ashen Tigerseye".

This house boat doubles as both her home and the store in which she operates her business. She collects exotic goods from all across Monshojil and is also a very competent healer. Though she does charge for her healing

5e • Water Sword — CR 6

Medium fey (nymph (aqua)), Chaotic Good

Armor Class 11 (14 with Mage Armor)
Hit Points 54 (6d6 + 12)
Speed 30 ft, swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving throws Con +6, Cha +7
Skills Animal Handling +9, Arcana +4, Medicine +9, Nature +4 Perception +9
Senses Passive Perception 19
Languages Common, Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Metamagic (6/day). Water Sword can manipulate her spells in the following ways:

- *Subtle.* For 1 point Water Sword can cast one of her spells without verbal or Somatic component.
- *Distant.* For one point Water Sword can double the range of a spell or grant a touch range spell a range of 30ft.

Spellcasting. Water Sword is a 6th-level sorcerer. Her spellcasting ability is Charisma (Spell Save DC 15, +7 to hit with spell attacks). Water Sword can cast the following spells:

Cantrips (at will): *druidcraft, guidance, resistance, mage hand*
1st level (4 slots): *animal friendship, charm person, goodberry, fog cloud, mage armor*
2nd level (3 slots): *calm emotion, invisibility, hiyakasudere's tease, hold person*
3rd level (3 slots): *bonding rite, daylight, water walk*

True Love's Resonance. Whenever Water Sword takes the cast a spell as an action she gains 12 temporary hit points.

Actions

Blinding Beauty (Recharges 5-6). As an action, Water Sword unleashes her Fey charms as a blinding attack. All enemy creatures within 30 feet of Water Sword must make a DC 15 constitution saving throw or be blinded. Blinded creatures may attempt the saving throw at the end of their turns with disadvantage to be rid of the condition.

Loving Assistance (Recharges 5-6). Water Sword grants a creature within 5ft of her the effect of *lesser restoration*. She may additionally spend sorcery points to heal the target for 3 HP per sorcery point.

Water Sword. *Melee Spell Attack* +7 to hit, reach 5 ft. one target. *Hit*: 7 (1d6 + 4) cold damage.

Reactions

Pas De Deux? Water Sword entangles herself and a willing creature into an arcane dance granting herself and the target 8 temporary hit points and trading places, potentially changing the target of an attack or effect targeting her or the chosen ally.

services, she makes sure that those she helps are never left destitute from her work. If they are unable to pay in gold, she will take compensation in traded goods, small quests, or even something as simple as a good meal or cleaning her home.

Backstory

In her past, Water Sword was a Consort of the Consortium. During that time her public name was Water Spear and was known for her close connection to their gray tiger familiar. Unfortunately, during the campaign in Greenteeth, a mistake was made and her tiger, Takoa, was slain in battle.

After this, Water Sword changed her name and left The Consortium behind and began to travel the world as a lone sorceress. She now considers the land's rivers as her home and their cities as her hometowns. She has since gained a reputation as a water fey who makes a positive impact while making money.

Personality

Water Sword is a very pleasant woman with a radiant smile. She loves meeting new people and trading with them. Even if it is something such as trading stories, Water Sword is always looking to exchange wealth, knowledge, and goods to those that she encounters.

PF1 • Water Sword CR 6

XP 2,400
Female Nymph Sorcerer 7
NG medium fey
Init +8; **Senses** low-light vision. Perception +9

Defense

AC 15, touch 14, flat-footed 11 (+4 dex, +1 natural)
hp 42 (7d6+14)
Fort +4, **Ref** +7, **Will** +8;

Offense

Speed 30 ft., 30 ft swim
Melee +1 Agile Sword of Water +8 (1d6+5/18-20) cold
Bloodline Spell-like abilities (CL 7th; Concentration +12)
2/day - *Pas De Deux?*
Nymph Spell-like abilities (CL 7th; Concentration +12)
1/day each - *blinding beauty (DC 18), charm person (DC 16), invisibility, water walk*
Shoujo Spell-like abilities (CL 7th; Concentration +12)
1/day - *Hiyakasudere's Tease*
Sorcerer Spells Known (CL 7th; Concentration +12)
3rd (DC 18)(5/day) - *aqueouse orb, bonding rite, daylight, water walk*
2nd (DC 17)(7/day) - *aboleth's lung, daze monster, fog cloud, Hiyakasudere's Tease, invisibility, once upon a dream,*
1st (DC 16)(8/day) - *charm animal, charm person, mage armor, endure elements, wave shield, obscuring mist, undine's curse*
0th (DC 15) (at will) - *drench, read magic, mage hand, mending, message, ray of frost, scoop*
Bloodline *Soulmated*

Statistics

Str 8, **Dex** 19, **Con** 12, **Int** 10, **Wis** 14, **Cha** 20
Base Atk +3; **CMB** +2; **CMD** 16
Feats Improvisational Healer, Improved Initiative, Sylvan Spell Style, Toughness, Weapon Finesse
Skills Diplomacy +12, Heal +9, Peception +9, Swim +7
Languages Common, Sylvan
SQ amphibious, bloodline arcana, pas de deux?, woodland critters
Gear - Headband of alluring charisma +4, cloak of resistance +1

Even those that openly worship evil deities or evil lords are not exempt from her kindness. Water Swords sees opportunity whenever she encounters evil individuals. She asks them deep and personal questions, wondering if they are evil by choice, by necessity, or by nature. She finds the best way to influence their future actions is by treating them with kindness and understanding.

Sometimes she will even help them with healing or feeding questionable individuals. When asked by a lawful character why she does this, she simply dismisses the question and says she's making an investment in their future.

As an Aqua Nymph, she can consider any part of a freshwater river her home. Her favorite meal is her Sparkling Nymph Soda, that she brews herself (even if it's not healthy). She will happily host or sell to any party with the right coin or right attitude. If she ever finds a spouse or a partnered mate, she will reveal her true name to them, Kiiza.

Battle Tactics

Before Combat Water Sword will cast *invisibility* or fog spells, depending on whether she is caught out in a melee fight or in ship to ship combat. She will also partner up with the strongest looking individual for her Pas De Deux ability.

During Combat Water Sword does not have many offensive options and will usually open combat with blinding beauty. She will then attempt to charm the strongest (and hopefully dumbest) targets. She will disrupt problematic spellcasters with *hiyakasudere's tease.* If she is forced into melee combat, she will conjure a sword made from her hair.

Morale Water Sword will fight to the death if there are people to defend nearby. Otherwise, if she is on her own and drops below 50% of her hp, she will turn invisible or retreat towards the water where she has the obvious advantage against people who can only breathe air.

PF2 • Water Sword — Creature 10

Unique	NG	Medium	Amphibious	Fey	Nymph

Perception +30
Languages Common, Fey
Skills Medicine +19, Nature +17, Performance +22, Lore, Society +17
Str +0, **Dex** +1, **Con** +4, **Int** +0, **Wis** +5, **Cha** +17

AC 29; **Fort** +19, **Ref** +22, **Will** +22
HP 151

Speed 25, swim 20

Melee ❖ Water Sword +17 (cold),
Damage 1d6+6 slashing plus 1d10+6 cold

Primal Spontaneous Spells DC 31, attack +18; **3rd** *bonding rite, crashing wave, lotus walk, speak with plants;* **2nd** *clear mind, empathic link, mist, water breathing;* **1st** *animal allies, create water, hydraulic push, mystic armor;* **cantrip (3rd)** *guidance, draw moisture, rousing splash, spout, stabilize, wash your luck*

Arcane Focus Spells 3 Focus Points, DC 31, attack +18; **5th** *desperate tears, hiyakasudere's tease, pas de deux, true love's kiss;*

Overwhelming Energy ❖ (manipulate, metamagic) If the next action Water Sword uses is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to her level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by wall of fire. A creature's immunities are unaffected.

Current Spell ❖ (concentrate, metamagic) If Water Sword's next action is to Cast a Spell with the air or water trait, until the start of her next turn, she gains a +1 circumstance bonus to AC or a +2 circumstance bonus against ranged attacks. This effect has the air or water trait, or both, depending on the traits of the spell she cast. Water Sword also gains a +1 circumstance bonus to all saves against effects with the air trait, water trait, or both until the start of your next turn, depending on the spell's traits.

EQUIPMENT MANAGER

Camping	Concentrate

Water Sword, as a traveling merchant is an expert at managing large quantities of inventory with very little equipment. If Water Sword assists someone who is performing the Organize Watch activity, treat its result as one step better.

HEALTHY MEAL

Camping	Concentrate	Manipulate

Water Sword uses a combination of her healing magics, medicine, and knowledge of herbs allows her to create healthy and healing meals. Water Sword may use the following skills when cooking a Basic or Special meal:

System	Skill
5e:	Wisdom (Medicine)
Pf1:	Heal
Pf2:	Medicine

Unfortunately, medicine and healthy meals rarely taste good. If Water Sword prepares a meal this way, characters cannot gain their favored meal bonus for the meal unless she achieves a critical success.

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