

Ninja

Combining stealth, endurance, and a mystical connection with their own ki, ninjas work in teams or alone to accomplish their goals- be they set by self interest, a sworn oath, or by the demands of the clan that raised them or took them in.

You must have a Dexterity score and an Intelligence score of 13 or higher in order to multiclass in or out of this class.

The Ninja Schools are Darkness, Frost and Fire, Impatient Strikes, Spirit Warriors, and Stone and Sky. Also included for completion, reference, and optional play are the Ninja Schools of Grass Fields and the True Forge.

Note to DMs: Grass Fields and True Forge are both experimental and go beyond their templates in complexity and probably power. Unless you look through them and find them to your liking, consider them not recommended for use.

Table Abbreviations: Lvl(Level), P.B. (Proficiency Bonus), Ki (Ki Points), W (Weapon damage die rolls for bonus damage as described under the Dual Strike feature- a shortsword has a weapon damage die of 1d6, and so if the extra damage from the Dual Strike feature at 5th level was rolled selecting the weapon damage die of a shortsword, the $+4 \times W$ would be $+4d6$)

The Ninja						
Lvl	P.B.	Ki	Dual Strike (Paired Ninja Weapons)	Dual Strike (Other Melee)	Dual Strike (Ranged)	Features
1st	+2	—	—	—	—	Stealth Expertise, Ninja Training, Weapon Focus
2nd	+2	2	—	—	—	Ki, Ki Spellcasting, Rapid Concealment
3rd	+2	3	—	—	—	Ninja School, Shuriken Master
4th	+2	4	—	—	—	Ability Score Improvement
5th	+3	5	$+4 \times W$	+1d6	+1d4	Dual Strike I
6th	+3	6	$+4 \times W$	+1d6	+1d4	Ninja School Technique
7th	+3	7	$+4 \times W$	+1d6	+1d4	Evasion, Light Steps
8th	+3	8	$+4 \times W$	+1d6	+1d4	Ability Score Improvement, Doubled Reflexes
9th	+4	9	$+4 \times W$	+1d6	+1d4	Mystic Stealth, Studied Strikes
10th	+4	10	$+5 \times W$	+2d6	+2d4	Focused Expertise, Dual Strike II
11th	+4	11	$+5 \times W$	+2d6	+2d4	Ninja School Technique
12th	+4	12	$+5 \times W$	+2d6	+2d4	Ability Score Improvement
13th	+5	13	$+5 \times W$	+2d6	+2d4	Perfect Razor
14th	+5	14	$+5 \times W$	+2d6	+2d4	Kinesthetic Technique
15th	+5	15	$+5 \times W$	+2d6	+2d4	Endurance
16th	+5	16	$+6 \times W$	+3d6	+3d4	Ability Score Improvement, Dual Strike III
17th	+6	17	$+6 \times W$	+3d6	+3d4	Ninja School Technique
18th	+6	18	$+6 \times W$	+3d6	+3d4	Improved Invisibility
19th	+6	19	$+6 \times W$	+3d6	+3d4	Ability Score Improvement
20th	+6	20	$+6 \times W$	+3d6	+3d4	Ethereal Journey

Ninja Class Features

As a ninja, you gain the following class features.

Hit Points

Hit Dice: 1d8 per ninja level

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

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

Proficiencies

Armor: Light Armor

Weapons: Simple weapons, longswords, shortwords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: You are proficient in Stealth and any additional two skills from Acrobatics, Athletics, Deception, Insight, Investigation, Perception, and Sleight of Hand.

Equipment

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

- (a) a longsword or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor, a dagger, and thieves' tools

Stealth Expertise

Your proficiency bonus is doubled for any ability check you make that uses Stealth.

Ninja Training

At 1st level, your ninja training gives you mastery of combat styles that use ninja weapons, which are shortbows, darts, shortswords, longswords, and any simple melee weapons that don't have the two-handed or heavy property. You are also trained in unarmed combat.

Some features refer to *paired ninja weapons*. You are wielding paired ninja weapons if you are wielding two ninja weapons, each in a separate hand, and you would qualify for two-weapon fighting with them both- normally this means light weapons held in one hand, but certain abilities can change this for you (such as the Dual Wielder feat), if you have them.

You gain the following two benefits while you aren't wearing medium or heavy armor, or wielding a shield:

- When you wield a ninja weapon, it counts as having the finesse property for you.
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. You can roll 1d4 in place of the normal damage for your unarmed strike.

Weapon Focus

Choose one of the following options. You can not take the same option twice, and if an attack roll or damage roll would benefit from Weapon Focus and the Fighting Style feature, you can only choose of the two benefits to apply, and you must decide which to use before making the attack roll.

- **Ranged Weapon Focus.** You gain a +2 bonus to ranged attack rolls you make with ninja weapons
- **Single Weapon Focus.** When you make a melee weapon attack with a melee ninja weapon and are not wielding any other weapon nor wearing a shield, you gain a +2 bonus to damage rolls with that weapon.
- **Dual Weapon Focus.** When you engage in two-weapon fighting with ninja weapons, you can add your ability modifier to the damage of the second attack. Starting at 5th level in this class, you gain a +1 bonus to hit when you strike with a paired ninja weapon.

At 14th level, you choose a second one of the preceding options.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your ninja level determines the number of points you have, as shown in the Ki Points column of the Ninja table.

You can spend these points to fuel various ki features. You start knowing four such features: Escape Trick, False Vision, Lesser Blur, and Secret Path. You learn more ki features as you gain levels in this class.

- **Escape Trick.** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn. Until the end of your turn, any attack rolls you make have disadvantage.
- **False Vision.** You can spend 1 ki point to cast *silent image*, without providing verbal or material components.
- **Lesser Blur.** As a bonus action, you can spend 1 ki. Your body magically becomes blurred, shifting and wavering to all who can see you. Until the start of your next turn, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
- **Secret Path.** As an action, you can spend 2 ki points to cast *pass without trace*, without providing verbal or material components.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Intelligence modifier

Ki Spellcasting

If a ninja class or subclass feature allows you to cast a spell, you use its casting time and other rules, but the spell components are different. Spells cast in this way are silent and never require verbal components. They only require material components if they are consumed in the casting. All of these spells have somatic components which are always precise hand gestures. These gestures are recognizable as somatic spell components, and if an observer is normally able to identify what spell is being cast by observing the somatic components, then they will also be able to do so when cast by a ninja.

A cantrip granted by a ninja class or subclass feature counts as a ki feature even though it does not cost ki. If the cantrip requires a target to make a saving throw to resist its effects, it uses your Ki saving throw DC.

Some ki features that allow you to cast spells will state that you can spend extra ki points to increase the spell's level. In these cases, the spell's level increases by 1 for each additional ki point you spend, subject to a limit determined by your ninja level. At 5th level you can spend up to 3 ki points, at 9th level this increases to 4 ki points, at 13th level this increases to 5 ki points, and at 17th this increases to 6 ki points.

Rapid Concealment

Starting at 2nd level, using your action on your turn in combat allows you to use the Hide action as a bonus action that turn.

Ninja School

At 3rd level, you benefit from the specialized teachings of your chosen ninja school. You learn features at 3rd level, and then again at 6th, 11th, and 17th level.

School	Inspired by...
<u>Darkness</u>	..Folklore and video games
<u>Frost and Fire</u>	..opposing elemental forces
<u>Grass Fields</u>	..better living through alchemy
<u>Impatient Strikes</u>	..mastered blinding reflexes
<u>Spirit Warriors</u>	..the AD&D 2e Ninja
<u>Stone and Sky</u>	..synergistic elemental forces
<u>True Forge</u>	..ki empowerment of weapons

Shuriken Master

At 3rd level, you are trained with the concealable throwing knives known as shuriken, which use all the rules that darts do. You gain the following benefits.

- Your thrown dart attacks score a critical hit on a roll of 19, or 20.
- You can draw a dart as part of the attack you make with the dart.
- When you would deal piercing damage with an attack with a dart, you can choose to instead deal slashing damage.
- When you conceal a number of darts on your body equal to your Intelligence modifier (minimum of 1) or less, you gain advantage on your Dexterity (Sleight of Hand) check to accomplish this.

Ability Score Improvement

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

Dual Strike I

The first time you take the Attack action on your turn, if you are only using ninja weapons, you can attack twice instead of once.

If both of these attacks hit the same creature, the second attack deals more damage. Select the option that applies. These extra dice are rolled then added as bonus damage, they are not damage dice of the attack and are not rolled extra times on a critical hit.

- **Paired Ninja Weapons.** If both attacks are each with a different paired ninja weapon (see the paired ninja weapons section in the Ninja Training feature), choose a weapon damage die you rolled for damage this action and roll that die four more times and add the total as bonus damage of the second attack.
- **Other Ninja Weapons.** If the above option does not apply, roll 1d6 if both attacks were melee attacks or 1d4 if either was a ranged attack, then add the total as bonus damage of the second attack.

If you make a second attack with this ability, you cannot use the two-weapon fighting bonus action this turn.

The values above are also present on the Dual Strike columns on the Ninja table, with “W” standing for your selected Weapon damage die.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a black dragon's acid breath or an *meteor swarm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Light Steps

At 7th level, if you are not wearing medium or heavy armor or wielding a shield, your speed increases by 10 and you can move across liquids without falling in during your movement.

Doubled Reflexes

At 8th level, when you are given a chance to use your reaction to make an attack with a ninja weapon on another creature's turn, such as during an opportunity attack, you have advantage on the attack roll.

If you are wielding paired ninja weapons, you can forgo this advantage to attack once with each each of them.

Studied Strikes

At 9th level, you have mastered the art of planning your next strikes if unobserved.

If you are hidden- both unseen and unheard- from a creature when your turn begins, and you use your Dual Strike feature to attack that creature, you gain advantage on both attack rolls.

Mystic Stealth

Also at 9th level you learn two new ki powers that help you remain hidden.

- **Unseen.** You can spend 2 ki points to cast *invisibility*. When you cast *invisibility* in this way, the spell's level increases by 1 for each additional ki point you spend, with limits as described under the Ki Spellcasting feature.
- **Unheard.** You can spend 1 ki point to cast *silence* as an action or bonus action. When you cast *silence* in this way, it is centered on you and has a five foot radius instead of its normal targeting and area, it does not require concentration, and it ends immediately if any creature inside the sphere, including you, speaks or attacks.

Dual Strike II

At 10th level, your nearly simultaneous strikes are more deadly. The extra damage your Dual Strike feature deals increases by one die. The bonus damage with paired ninja weapons is five rolls of the weapon damage die you selected, and the bonus damage in other cases is 2d6 for two successful melee attacks and 2d4 if either attack was a ranged attack.

The values above are also present on the Dual Strike columns on the Ninja table.

Focused Expertise

At 10th level, you can choose two of any of the following skill proficiencies if you have them: Acrobatics, Athletics, Deception, Insight, Investigation, Perception, or Sleight of Hand. Your proficiency bonus is doubled for the skill proficiencies you chose.

Perfect Razor

At 13th level, you have learned to make your every blow cut in unseen ways. You can deal an extra 1d4 slashing damage with every successful attack with a ninja weapon or an unarmed strike. This slashing damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Kinesthetic Technique

Starting at 14th level, you have preternatural awareness and control of your movements and position. Whenever you make a Dexterity (Stealth) check, a Dexterity (Acrobatics) check, or a Strength (Athletics) check, you can treat a d20 roll of 9 or lower as a 10.

Endurance

At 15th level you have conditioned your body to endure surprising hardships. You gain proficiency in Constitution saving throws.

Dual Strike III

At 16th level, you have mastered the near art of nearly simultaneous strikes. The extra damage your Dual Strike feature deals again increases by one die. The bonus damage with paired ninja weapons is six rolls of the weapon damage die you selected, and the bonus damage in other cases is 3d6 for two successful melee attacks and 3d4 if either attack was a ranged attack. The values above are also present on the Dual Strike columns on the Ninja table.

Improved Invisibility

Beginning at 18th level, if you have a free hand, you can spend 4 ki points as an action. You perform gestures with at least one free hand and become invisible for 20 minutes.

Ethereal Journey

At 20th level, you learn how to pierce the veil between the material and the shadow, fog-bound dimension that is the ethereal plane. You can spend 8 ki points to cast *etherealness* without providing verbal or material components. The *etherealness* spell is cast as a 9th level spell, and can therefore target up to seven willing creatures (including yourself), as per the spell description.



Ninja: School of Darkness

The School of Darkness teaches ninjas ways to call on magical darkness to harm their foes, both in the literal sense of summoning it to remain unseen and channel it against their enemies, and in more esoteric ways, where it allows for the bonds of reality and form to be slipped at high levels

Bonus Proficiencies

You gain proficiency with the disguise kit and the forgery kit. If you already have proficiency with either of these, you can select a different tool proficiency for each one you already possess.

Lesser Art of Darkness

You can spend 2 ki points to cast *darkness* or *disguise self*. These spells and others gained from this subclass use the rules under the Ki Spellcasting ninja class feature, and are cast with hand gestures as the somatic components and without verbal or material components.

Unseen Strike

Starting at 6th level, you can spend 1 ki once on each of your turns to bolster your attacks until the start of your next turn. While you are in dim light, darkness, or invisible, your bolstered attacks deal an extra 1d6 damage. As you gain levels in this class, the damage dealt increases. At 11th level, you roll 1d8 for the additional damage, and at 17th level, you roll 1d10 instead.

Greater Devil's Sight

At 6th level, you can see normally in darkness and dim light, both magical and nonmagical, to a distance of 120 feet.

Natural Spy

As an action at 11th level, you can spend 5 ki points to cast *polymorph*, targeting yourself, to become a beast of CR 2 or less. When you polymorph yourself in this way, you retain your

Intelligence, Wisdom, and Charisma scores, as well as your Greater Devil's Sight feature, and also benefit from the effects of a speak with animals spell, and may speak. Your speech is only intelligible to animals and others who can comprehend them, however.

Deeper Darkness

Also at 11th level, If you spend ki to cast *darkness*, you can choose to spend additional ki points to increase the level of the spell that you cast. The spell's level increases by 1 for each additional ki point you spend, with limits as described under the Ki Spellcasting feature. In addition to the normal effects of a higher level spell, when you spend extra ki in this way, the radius of your *darkness* spell increases by 5 feet for each additional ki point spend, and the level of the light spells dispelled by overlapping the area is equal to the total ki spent to cast the spell.

Greater Art of Darkness

At 17th level, you learn the final two arts of the school of darkness. If are not currently concentrating on any spell or ability, you can spend 6 ki points to cast *telekinesis*. When you cast *telekinesis* in this way, the duration is "up to 10 minutes or when you cast a spell or use an ability that requires concentration".

Also, if you have a free hand, you can spend 6 ki points as an action. You perform gestures with at least one free hand and choose a location within 200 feet. A pillar of darkness manifests there for a moment, as if it were a cylinder, with 20 foot radius and 80 foot height. This pillar need not touch the ground. Each creature within the area takes 8d8 necrotic damage on a failed saving throw or half as much on a successful one.

Ninja: School of Frost and Fire



The School of Frost and Fire teaches about elemental opposites, and teaches the ninja to self-align along a purported matching philosophical axis to explore this particular pair of elemental opposites.

Bonus Proficiencies

When you are trained in this school at 3rd level, you gain proficiency with your choice of mason's tools or woodcarver's tools. You also gain proficiency with your choice of Arcana, History, or Nature.

Gift of Frost and Fire

Starting at 3rd level, as a bonus action, you can spend 1 ki to magically make an attack with an elemental ray, which you can fire from a ninja weapon or your hand.

Your elemental ray is treated as a ranged ninja weapon that you are proficient in with a normal range of 80 feet and a long range of 320 feet. You don't add your ability modifier to the damage of this attack.

Choose elemental fire or elemental water. If you choose elemental fire the beam is brilliant red and deals 2d10 fire damage. If you choose elemental water, the beam is instead cool blue and deals 2d8 cold damage, and if it strikes a creature, that creature's speed is reduced by 10 feet until the start of your next turn. The beam is coherent, bright, and visible, and the origin point makes your location obvious to any who can see the beam.

If you fire the beam from a magical ninja weapon whose description grants a numeric bonus to hit, the beam inherits that bonus to hit. It does not gain any other properties of the weapon.

You also learn the *control flames* and *shape water* cantrips. These spells and others gained from this subclass use the rules under the Ki Spellcasting ninja class feature, and are cast with hand gestures as the somatic components.

Elemental Ember

Starting at 6th level, you can manifest a free floating brightly glowing elemental ember by spending 1 ki point and performing gestures with at least one free hand as an action. You choose either to manifest an elemental fire ember or an elemental water ember and it appears within five feet of you, though not within a creature or object.

You can detonate the ember using a bonus action. Creatures within 10 feet of the ember must make a Dexterity saving throw or be affected as if struck by your elemental ray (of the same element). The ember also fades away when you draw your expended ki back into yourself, as during a rest, or if you choose to dismiss it at any time (no action required). You can only have one ember at a time.

The fire ember sheds bright red light for 40 feet and dim light for 40 additional feet. The water ember sheds bright blue light for 20 feet and dim light for 20 additional feet. If a creature within 40 feet of the ember takes fire damage (for the water ember) or cold damage (for the fire ember), you can use your reaction to reduce that damage by 2d12.

This tiny ember will fly up to 60 feet as you direct on your turn, and if it is ever more than 100 feet away from you it winks out and reforms next to you. Though the ember is immaterial and immune to attacks, it cannot be directed inside creatures or objects.

Improved Frost and Fire

At 6th level, the damage from your Gift of Frost and Fire improves to 2d12 for elemental fire and 2d10 for elemental water. You have learned to use your elemental ray from point blank range; being within 5 feet of a hostile creature no longer imposes disadvantage on your attacks with your elemental ray, and you add 3 to the damage of your attacks with your elemental ray if the target is within 5 feet.

You can spend 2 ki points to cast *continual flame*, *create or destroy water*, *enhance ability*, or *thunderwave*. When you cast *thunderwave* in this way, you must choose fire or cold, and the spell does the damage you chose instead of thunder damage.

Combined Frost and Fire

Starting at 11th level, when you deal fire or cold damage with a ki ability, you ignore resistance to that damage. Finally, instead of creating a single elemental ember of water or fire, you can create a combined ember that sheds blue light from some sections of it and red light from others, shifting constantly. This ember sheds bright light for 40 feet and dim light for 40 feet, and if a creature within 40 feet of the combined ember takes either fire or cold damage, you can use your reaction to reduce that damage by 4d12.

Elemental Line

At 11th level, you can create a magical manifestation of elemental fire or water. You spend an action performing gestures with at least one free hand, and you choose two points, one within 30 feet of you, and a second from 10 to 40 feet distant from the first point. Though you not need see either point chosen, neither can have total cover from you or from each other. If both chosen points are valid, you spend 5 ki and a line of elemental manifestation 5 feet wide and 10 to 40 feet long bursts into existence between the two points. Choose fire or water.

For fire, each creature in the line must make a Dexterity save. A target takes 9d6 points of fire damage on a failed save or half as much damage on a successful one. The fire damages objects that aren't being worn or carried, and ignites such objects if they are flammable.

For water, each creature in the line must make a Constitution save. A target takes 7d8 points of cold damage on a failed save or half as much damage on a successful one.

Frost and Fire Mastery

You master two of your abilities at 17th level.

- The damage from your Gift of Frost and Fire becomes 3d10 for elemental fire and 4d6 for elemental water.
- When you use Elemental Line and spend ki, you can instead spend 7 ki. If you do, the damage for both options becomes 9d8.

Ninja: School of Impatient Strikes



The School of Impatient Strikes is popular among ninjas, for it grants them an easy way to bend their ki into magical speed, which they can use to accomplish their missions with ease. Ninja who have mastered this school's secret lessons are self-reliant and lethal.

Indefatigable

At 3rd level any effect that adds a level of exhaustion can be opposed by a DC 18 Intelligence check. If you succeed, you don't gain the level of exhaustion. You are immune to the lethargy caused by the expiration of a haste spell. When any Haste spell or effect ends on you, you are not overcome with a wave of lethargy, and you ignore the restriction on movement and actions that the haste spell refers to.

Lesser Haste

Once on each of your turns you can spend 1 ki giving you two benefits.

- You gain 10 feet of extra movement this turn. Starting at 13th level you can instead choose to teleport up to 10 feet to an unoccupied space you can see instead of gaining extra movement this turn.
- After you have attacked a creature this turn you can use your bonus action to either make one attack with a ninja weapon, or if you are wielding paired ninja weapons, you can instead make up to two attacks, one with each paired ninja weapon.

Every attack made with this feature must be against a target you have not yet attacked this turn, and any ranged attacks must be against a target within 20 feet of a target you have already attacked this turn. You can break up movement between attacks as per the normal rules for Moving Between Attacks.

Irrepressible

Starting at 6th level, you are immune to the slow spell. If you fail a Dexterity saving throw or a Charisma saving throw, you can pay 2 ki to reroll the saving throw with advantage and take the second result. Even if your original saving throw did not include your proficiency bonus, you add it to this second roll.

Greater Haste

At 11th level you can spend 3 ki points to cast *haste* on yourself, using the rules under the Ki Spellcasting ninja class feature.

At 13th level you can spend 5 ki points instead when you cast *haste* in this way. If you do, you can select a second target. When this haste spell ends, any targets of it are not subject to the lethargy caused by the expiration of a haste spell, and they ignore the restriction on movement and actions that the haste spell refers to.

Exploiter

At 17th level, if a creature you can see is hit by an attack made by a creature other than you, you can spend one ki to take advantage of its distraction. If you do, you can use your reaction to move up to 15 feet and make an attack against that creature. If that attack is a melee attack, it gets +5 to the damage roll. This movement does not trigger opportunity attacks as if you had used the disengage action, and you can move before or after the attack.

Ninja: School of Spirit Warriors



Spirit Warriors learn esoteric techniques, using their ki to create false lights to distract, mislead, and even bend reality itself in some ways. The teachings of this school also teach the ninja how to stab an enemy in the back, adapting elements of a rogue's fighting style. If you are adapting a ninja from very old versions, consider this subclass to represent their skills.

Methods of Light and Shadow I

You can spend 1 ki point to cast *color spray*, or 2 ki points to cast *darkness* or *disguise self*.

You also learn the *minor illusion* cantrip. These spells and others gained from this subclass use the rules under the Ki Spellcasting ninja class feature, and are cast with hand gestures as the somatic components and without verbal or material components.

Surprise Attack

At 6th level you can pay 1 ki as a bonus action. If you do, then you gain the ability to make Surprise Attacks until the beginning of your next turn. Only one Surprise Attack may be made on each turn, however. Surprise Attack is very similar to Sneak Attack (and stacks with it, should you have levels in the rogue class and meet requirements for both with your weapon choice).

While active and once per turn, you can deal an extra 1d8 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a ninja weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases to 2d8 at 11th level and 3d8 at 17th level.

Methods of Light and Shadow II

At 6th level, when you cast *mirror image* using ki, the AC of your images increases by 3, becoming 13 plus your Dexterity modifier. Additionally, when you cast *color spray* using ki, you can choose to spend additional ki points to increase the level of the *color spray* spell that you cast. The spell's level increases by 1 for each additional ki point you spend, with limits described under the Ki Spellcasting feature.

Hidden Door Technique

At 11th level the penultimate power of the Spirit Warrior is learned, the ability to pass through walls. The ninja spends 5 ki and must spend three consecutive rounds concentrating and touching the wall. If disturbed by any damage (or grappled), the ability is canceled but the ki points remain spent. When completed, select a number of creatures up to your level, then select dimensions (up to 5 feet wide, 8 feet tall, and 20 feet deep). An area starting where you touched the wall and extending to your chosen dimensions is permeable to you and your selected creatures. Passage through the permeable area is slow, at no more than 2 feet per round. The permeable wall lasts for 1 hour, and when the duration is up, creatures in the affected area are safely ejected to an unoccupied space nearest the point of the surface that you touched to activate the ability.

Methods of Light and Shadow III

At 17th level you have learned even more spells of the illusion school. You can spend 4 ki points to cast *major image* or *hallucinatory terrain* and you can spend 7 ki points to cast *project image*.

Ninja: School of Stone and Sky



The School of Stone and Sky teaches about elemental complements, and teaches the ninja to align the world around them such that they can manifest their ki in powerful harmonious magic.

Bonus Proficiencies

When you are trained in this school at 3rd level, you gain proficiency with your choice of jeweler's tools or glassblower's tools. You also gain proficiency with your choice of Arcana, History, or Nature.

Gift of Stone and Sky

Starting at 3rd level, as a bonus action, you can spend 1 ki to magically make an attack with an elemental ray, which you can fire from a ninja weapon or your hand.

Your elemental ray is treated as a ranged ninja weapon that you are proficient in with a normal range of 80 feet and a long range of 320 feet. You don't add your ability modifier to the damage of this attack.

Choose elemental air or elemental earth. If you choose elemental air the beam is bright yellow and deals 2d10 lightning damage. If you choose elemental earth, the beam is instead pure green, makes a very loud rumble and crack, and deals 2d8 thunder damage, and if it strikes a creature, that creature must make a Constitution saving throw or be deafened until the beginning of your next turn. The beam is coherent, bright, and visible, and the origin point makes your location obvious to any who can see the beam.

If you fire the beam from a magical ninja weapon whose description grants a numeric bonus to hit, the beam inherits that bonus to hit. It does not gain any other properties of the weapon.

You also learn the *mold earth* cantrip, and the *gust* cantrip. These spells and others gained from this subclass use the rules under the Ki Spellcasting ninja class feature, and are cast with hand gestures as the somatic components and without verbal components.

Elemental Ember

Starting at 6th level, you can manifest a free floating brightly glowing elemental ember by spending 1 ki point and performing gestures with at least one free hand as an action. You choose either to manifest an elemental air ember or an elemental earth ember and it appears within five feet of you, though not within a creature or object.

You can detonate the ember using a bonus action. Creatures within 10 feet of the ember must make a Dexterity saving throw or be affected as if struck by your elemental ray (of the same element). The ember also fades away when you draw your expended ki back into yourself, as during a rest, or if you choose to dismiss it at any time (no action required). You can only have one ember at a time.

The air ember sheds bright yellow light for 30 feet and dim light for 30 additional feet. If a creature within 30 feet of the air ember takes lightning or thunder damage, you can use your reaction to reduce that damage by 3d12. The earth ember sheds bright green light for 10 feet and dim light for an additional 10 feet. If a creature within 10 feet of the earth ember takes bludgeoning, piercing, or slashing damage, you can use your reaction to reduce that damage by 1d8.

This tiny ember will fly up to 60 feet as you direct on your turn, and if it is ever more than 100 feet away from you it winks out and reforms next to you. Though the ember is immaterial and immune to attacks, it cannot be directed inside creatures or objects.

Improved Stone and Sky

At 6th level, the damage from your Gift of Stone and Sky improves to 2d12 for elemental air and 2d10 for elemental earth. You have learned to use your elemental ray from point blank range; being within 5 feet of a hostile creature no longer imposes disadvantage on your attacks with your elemental ray, and you add 3 to the damage of your attacks with your elemental ray if the target is within 5 feet. You can spend 2 ki points to cast *enhance ability* or 3 ki points to cast *dust devil* or *earthbind*.

Elemental Aura

At 11th level, you can spend 6 ki points as an action to weave an aura of elemental air and earth around yourself. You perform gestures with at least one free hand and gain three benefits, which have a duration of an hour or until you draw your expended ki back into yourself as during a rest.

- You have a fly speed of 40 and can hover.
- At the end of each of your turns, you gain 5 temporary hit points.
- You can use a bonus action to cause harmful energies to radiate from a point that does not have total cover from you and is within 100 feet of you. You choose to either deal 6d6 lightning damage to all creatures within a 30 foot radius centered on the point (this damage does not spread around corners), or 5d10 thunder damage to all creatures and all objects not worn or carried in a 5 foot radius centered on the point. The thunder damage spreads around corners. Once you have used this bonus action you cannot do so again until the next time you use Elemental Aura.

Combined Stone and Sky

Starting at 11th level, instead of creating a single elemental ember of air or earth, you can create a combined ember that sheds yellow light from some sections of it and green light from others, shifting constantly. This ember sheds bright light for 30 feet and dim light for 30 feet, and if a creature within 30 feet of the combined ember takes bludgeoning, piercing, lightning, slashing, or thunder damage, you can use your reaction to reduce that damage by 4d12 if it is lightning or thunder damage or by 2d8 if it is bludgeoning, piercing, or slashing damage.

Stone and Sky Mastery

You master two of your abilities at 17th level.

- The damage from your Gift of Stone and Sky improves to 3d10 for elemental air and 4d6 for elemental earth.
- You can spend 7 ki when using your Elemental Aura ability. If you do, instead of the values listed above, you gain a fly speed of 60, 7 temporary hit points at the end of each of your turns, the damage dice when you choose lightning become 8d6, and the damage dice when you choose thunder become 7d10.

Ninja: School of Grass Fields



Note to the reader: This subclass is experimental and uses abilities that don't derive from established D&D 5e templates. Its 17th level creations [Restore Potion](#) and [Serrayn's Guidance](#) go past what a support subclass can normally accomplish.

The School of Grass Fields teaches ninjas how to combine common plants and minerals- and later, valuable reagents- with their own ki to create potent poisons, arcane weapon oils, and strange potions unknown outside of this deeply hidden ninja school.

Infused Poisons

At 3rd level, with just a few minutes of work and by combining your ki with commonly available plants and minerals, you can create temporary poisons. Such poisons lose their potency when you draw your expended ki back into yourself or within a day after your death. Because these poisons are created with your own ki, you are immune to them, and the saving throw uses your ki save DC. Applying infused poisons to a weapon, ammunition, or trap takes an action, though anything that allows you to apply poisons at a different rate, such as the poisoner feat, also helps you apply these poisons. Any single weapon, piece of ammunition, or trap component may only have one infused poison applied to it at a time- the latest applied remains potent and earlier applications on that specific item lose their potency.

When a creature takes slashing or piercing damage from a coated weapon, ammunition, or trap, the poison takes effect, and is no longer present in quantity on the applied item, and loses its potency. Washing the item also removes the poison and it loses its potency.

When you are first trained in this school, you know how to make the Diagonal Leaf poison and the Vibrant Flower poison. As you gain levels in this class, however, you discover how to make more. At 6th level, 11th level, and 17th level, choose two more poisons or weapon oils from the Ki-Infused Poisons and Weapon Oils list.

Bonus Proficiencies

When you are trained in this school at 3rd level, you gain proficiency with the poisoner's kit, the herbalism kit, and alchemist's supplies. If you already have proficiency with any of these, you can select a different tool proficiency for each one you already possess.

Efficient Poisoner

At 6th level, you can now choose to apply poison to a ninja weapon you are holding, or to ammunition on your person, as a bonus action instead of an action. Additionally, when you create a poison, you can designate a single creature subtype, such as "orc", or a creature type, such as "aberration". When attacking creatures with the chosen subtype, or creatures with the chosen type who lack a subtype, your damage rolls ignore resistance to poison. Note that unlike other features of your poisons, these two benefits only function for you, not any allies who may be making use of your poisons.

At this level, you can select poisons or weapon oils when you select from the Ki-Infused Poisons and Weapon Oils tables. See the table for information about weapon oils, which follow similar rules to poisons. Just as with infused poisons you make, these weapon oils are created with your own ki, you are immune to their effects.

Ninja Alchemy

At 6th level, with half an hour's work after a long rest, and by combining your ki with commonly available plants and other natural components, you can create temporary ki-infused healing potions, which involves expending the amount of ki listed on the Ki-Infused Potions list. Such potions lose their potency when you draw your expended ki back into yourself or within a day after your death.

When you rest and draw your expended ki back into yourself, you can choose, on an item by item basis, to leave one or more points of ki expended to keep a poison or potion you have created functional. You can have in existence a maximum number of these ki-infused healing potions equal to your proficiency bonus at a time, and any who drink them, friend or foe, gain the benefits listed immediately. Each potion is mostly transparent and appears somewhat white in normal light, the shade of highly diluted milk, with some identifying element specific to each one inside. These ki-infused potions are immiscible and if mixed with each other, one is destroyed at random and the other remains. If mixed with any other potion, the ki-infused potion is destroyed, and the other potion remains.

When you learn this at 6th level, you know how to make three potions of your choice from the Ki-Infused Potions list. At each of 11th level and 17th level, you select two more potions from the list.

Dual Infused Poisons

At 11th level, you can imbue more ki when you create a ki-infused poison. You can choose to spend twice as much ki as normal. If you do, save DC for the poison is increased by 1, and the poison remains potent for two hits instead of losing its potency after just one hit as normal.

Potion of Lightning

At 11th level, You learn how to make the Potion of Lightning from the Ki-Infused Potions list. This is in addition to the two learned this level from Ninja Alchemy.

Master of Ninja Alchemy

At 17th level, you know how to make ki-infused potions that also require rare components, ground to dust. These potions each specify the ki point cost used to create them, and they also specify the cost in rare dusts used to create them. If the potion loses its potency, such as you drawing your expended ki back into yourself or within a day after your death, the dust is recoverable and can be used again, though it is consumed if the potion is consumed, or destroyed if the potion is destroyed.

In addition to the potions you selected from Ninja Alchemy at this level, you also know how to make the Restore Potion.

Ki-Infused Poisons and Weapon Oils

Each entry first specifies whether it is a poison or a weapon oil. Poisons work as described here and in the core rules, while weapon oils are special conditional acids or magical suspensions that only function against specific types of creatures. Next, each entry specifies how much ki it takes to create one dose of the specified poison or weapon oil; see the Infused Poisons feature for more details.

Each entry is written explaining what happens when a creature is subjected to the poison or weapon oil. All ki-infused poisons are injury poisons, and while weapon oils also require delivery via an attack, a weapon oil can be delivered by bludgeoning damage, not just slashing or piercing.

Blue Tree Pollen

(poison, 2 ki)

On a failed Constitution saving throw, the creature takes an additional 2d10 poison damage. If it takes this damage, it cannot take actions or bonus actions on its next turn.

Diagonal Leaf

(poison, 1 ki)

On a failed Constitution saving throw, the creature takes an additional 1d12 poison damage.

Erasure

(weapon oil, 1 ki)

On a failed Constitution saving throw, the construct takes an additional 2d10 necrotic damage and cannot take reactions until the end of its next turn. On a successful save, the construct takes half as much damage. This weapon oil is designed to damage constructs and as such ignores resistances or immunities. While this weapon oil is expended normally against any creature struck, it has no effect at all against any creature that is not a construct.

Fictional Lotus Extract

(poison, 2 ki)

Prerequisite: 17th level

On a failed Constitution saving throw, the creature takes 2d12 poison damage. On a successful saving throw, the creature takes half damage.

Ghost Root Extract

(poison, 2 ki)

On a failed Constitution saving throw, the creature is poisoned for one hour. While poisoned in this way, the creature also has disadvantage on charisma saves. In addition, melee weapon attacks (including unarmed strikes) against it get a +2 bonus to hit.

Greater Dissolvant

(weapon oil, 2 ki)

Prerequisite: 17th level

On a failed Constitution saving throw, the creature takes an additional 3d10 acid damage. This acid only affects flesh, wood, bone, and other organic materials, having no effect on stone, metal, or creatures made of more exotic elements. The acid is particularly potent against plants and plant creatures, who have disadvantage on their saving throws.

Jackalroot Bud

(poison, 2 ki)

On a failed Constitution saving throw, the creature takes 1d6 poison damage and is poisoned until the end of its next turn. While poisoned in this way, the creature's movement speed is halved, and casting any spell with a somatic component requires a Dexterity saving throw during casting. On failure, the spell casting fails, though the spell slot is not expended.

Indigo Conjecture

(poison, 1 ki)

On a failed Intelligence save, the creature takes an additional 1d8 psychic damage.

Lesser Dissolvant

(weapon oil, 1 ki)

On a failed Constitution saving throw, the creature takes an additional 1d10 acid damage. This acid only affects flesh, wood, bone, and other organic materials, having no effect on stone, metal, or creatures made of more exotic elements.

Ravage of Seiryu Memory

(weapon oil, 2 ki)

Prerequisite: 17th level

On a failed Charisma saving throw, the undead or fiend takes an additional 3d8 radiant damage and must make an immediate Strength saving throw. If that fails, the creature is incapacitated until the end of its turn. While this weapon oil is expended normally against any creature struck, it has no effect at all against any creature that is not an undead or field.

Ravage of Kirin Memory

(weapon oil, 1 ki)

On a failed Charisma saving throw, the undead or field takes an additional 2d8 radiant damage. While this weapon oil is expended normally against any creature struck, it has no effect at all against any creature that is not an undead or fiend.

Serrayn's Guidance

(poison, 6 ki)

Prerequisite: 17th level

When you create a dose of this legendary poison, all your previously created doses of this poison lose their potency. A creature subjected to this poison takes 2d12 poison damage. On a failed Constitution saving throw, the creature is poisoned. While poisoned in this way, the creature dies at the beginning of your next turn.

Vibrant Flower

(poison, 1 ki)

On a failed Constitution saving throw, the creature is poisoned. While poisoned in this way, the creature also takes 1 point of damage at the end of each of its turns, and then repeats the saving throw. A successful saving throw ends the poisoned condition.

Violet Conjecture

(poison, 3 ki)

Prerequisite: 11th level

On a failed Wisdom save, the creature is poisoned for one hour. While poisoned in this way, the creature must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes an action that turn doing nothing.

Ki-Infused Potions

Ki-Infused Potions are temporary magical items, and are written as any other magical item would be, from the perspective of the user. For instance, if you steal a potion of Crane Wing from its creator and drink it, or if he gives it to you willingly, you will regain 4d4+4 hit points and gain the magical fly speed when you drink it.

Potion of Clear Paths

(1 ki)

When you drink this potion you regain 4d4+4 hit points, and are cured of blindness and deafness. You also gain the ability to taste, smell, and feel, if these senses are normally present for your race and were absent for some reason. This potion, if examined in bright light, will reveal a small blue strand of liquid that (often the strand will be twisted about itself a bit). Shaking hides the blue strand or mixes it back in.

Potion of Crane Wing

(4 ki)

Prerequisite: 17th level

You regain 4d4+4 hit points, and for the next ten minutes you gain a magical fly speed equal to your walking speed. This fly speed can be dispelled as if it were a 3rd level spell. If the effect ends- from running out of time, or from being dispelled, you fall slowly, at 60 feet per round, for up to a minute. When shaken, this potion takes on a faint chartreuse hue, which fades slowly later.

Potion of Echoed Healing

(3 ki)

Prerequisite: 17th level

You regain 8d4+8 hit points immediately, and 4d4+4 hit points at the beginning of your next turn. This potion has what appear to be red metallic motes that form and dissipate over any few minutes of observation.

Potion of Fiery Soul

(poison, 2 ki)

When you drink this potion you regain 4d4+4 hit points and are immune to effects that result in another creature gaining control of your body, such as possession. Ghosts and other unnatural creatures with possession abilities usually can tell by looking at you that you will not be an easy conquest. This immunity lasts an hour. While this immunity lasts, you also have a +2 bonus on saving throws to prevent effects that inflict the frightened or charmed condition.

Potion of Greater Transcendence

(4 ki, 50 gp)

Prerequisite: 17th level

When you drink this potion you are flooded with knowledge of what might befall you in the next few moments. You regain 8d4+8 hit points, and until the end of your next turn you have advantage on attack rolls, ability checks and saving throws, and attack rolls against you are at disadvantage until the end of your next turn. You also gain resistance to psychic damage for one minute. This potion has brilliant yellow flecks that shine bright golden light in a 20 foot radius and dim light for an additional 20 feet, but can be easily concealed inside a pouch or pocket.

Potion of Insight

(2 ki)

When you drink this potion you regain 6d4+6 hit points. If you hold a question about a course of action in your mind when you drink the potion, you know whether that course of action is likely to result in weal, woe, both, or nothing, as if you had cast an Augury spell. This potion has small sections of brown sediment at the bottom, should it be allowed to rest.

Potion of Lesser Mending

(1 ki)

When you drink this potion you regain 4d4+4 hit points, and are cured of one poison or disease (if afflicted by multiple poisons and/or diseases, the potion cures one at random). This potion, when shaken vigorously, emits a very dull green glow while being shaken and for several seconds thereafter.

Potion of Lightning

(1 ki)

Prerequisite: 11th level

You are limned with a bright yellow glow, as electric sparks (harmless to creatures and most objects) play over skin and armor. You are a light source that sheds bright light for 40 feet and dim light for an additional 40 feet. If you are struck with a ranged attack or chosen as a target of a spell by an assailant you can see within 120 feet, you can use your reaction to target that assailant and respond with a blast of electricity. The assailant takes 2d6 lightning damage, and may make a Dexterity saving throw for half damage. The DC of the saving throw is the Ki save DC of the creator. When you use your reaction in this way, the effect of the potion fades. Otherwise, the potion lasts one hour. Note that the electric sparks may be able to start fires with highly flammable substances, such as balls of cotton, explosive substances, or similar, and are normally able to damage objects reliant on intricate wiring that you come into prolonged contact with. All of these effects require you to actually bring yourself into conscious contact with such objects- the electric sparks will not, without you willing it, create these effects. This potion, when shaken, divides itself into two cloudy regions at the edges of its container, with the center being transparent. This effect fades over several seconds if you stop shaking it.

Potion of Limited Transcendence

(2 ki)

When you drink this potion you are flooded with knowledge of what might befall you in the next few moments. You regain 4d4+4 hit points and attack rolls against you are at disadvantage until the end of your next turn. This potion has gold flecks that glitter if held under light but are otherwise not noticeable.

Potion of Other Eye

(2 ki)

When you drink this potion you regain 6d4+6 hit points. Until the end of your next turn, you can see ethereal creatures within 60 feet, and you have disadvantage with ranged attacks and any spell attacks against targets more than 5 feet away. Note that merely seeing ethereal creatures does not give you any ability to affect them.

Potion of Psychic Silence

(2 ki)

When you drink this potion you regain 4d4+4 hit points. For the next ten minutes, effects that only affect targets above a certain Intelligence count your Intelligence as 1.

Restore Potion

(8 ki, 2000 gp)
Prerequisite: 17th level

When you drink this potion or if it poured down your throat within one round of your death, all adverse effects are removed (including death) and you are restored to maximum health and physical wholeness (including the instantaneous regrowth of missing limbs). This potion is pure milky white, tastes vaguely of flowers, and has the consistency of water. You can only have one restore potion at a time created in this way. You also know a different method that can create restore potions that persist even after your ki is withdrawn, but the components may not be available in your world or era (this is up to the DM, and is only recommended if the DM allows players to create magical items). Assuredly such a potion would be cost at least 20,000 gold worth of reagents alone, but it could cost vastly more than that.

Soft Potion

(3 ki, 80 gp)
Prerequisite: 17th level

When you drink this poison or when it is poured on you as an action, all effects that petrified you or are petrifying you are removed (including the restrained condition if it resulted in a failed save versus an effect that, on subsequent failed saves, will result in you being petrified). You regain 8d4+8 hit points as well. This potion appears to have a tiny golden needle inside, but it is not present if the potion is poured out or if it is drunk.

Ninja: School of the True Forge



Note to the reader: This subclass is experimental and uses abilities that don't derive from established D&D 5e templates.

The School of the True Forge offers lessons in moving ki in ways unknown to other ninja schools. A master of this school can force ki into weaponry to create effects normally never seen, or even generate ki effects without expending ki.

Bonus Proficiencies

When you are trained in this school at 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Transient Weapon Enchantment

At 3rd level, you learn two ways of pushing your ki into a ninja weapon, giving you benefits when you wield the weapon- imbue, which lasts until you recover your ki, and transient enchantment, which lasts but mere seconds. When you use this feature, you spend 1 ki on your turn to temporarily enchant a ninja weapon into a magic weapon in your hands and grant it a +1 bonus to attack and damage rolls when you wield it. If it already has an integral plus to hit or an integral plus to damage this does not increase it. The weapon also scores a critical hit on a roll of 18, 19, or 20, when wielded by you. The ki is very short lived, fading at the end of your next turn.

First Weapon Imbue

The second method of pushing ki into a ninja weapon that you learn at 3rd level is the ability to imbue ki into a weapon. At this level, you learn all the imbue from the Lesser Weapon Imbue table. Imbuing a weapon with a lesser imbue does not make it magic, though you can imbue a magic weapon.

After completing a long rest, you can spend one ki to add a lesser imbue to a ninja weapon you touch. You can choose to not recover this ki when you draw back ki into yourself (normally during a short rest or a long rest). The weapon retains the imbue until you recover the ki. You can only have one weapon imbued at a time.

Your weapon imbue only function for you.

Increased Ki Flow

At 6th level, your ability to move your ki energy about increases, granting you three benefits.

- When you use your Transient Weapon Enchantment feature, it now affects all weapons and ammunition you are wielding or fire for its duration.
- Your First Weapon Imbue feature improves; you can now have two weapons imbued at a time.
- When you spend ki on any ki feature except for imbuing a weapon, you can make an Intelligence check with a DC of 15+ki spent by the feature. If you succeed, the ki is not expended and that use of the ki feature is free.

Second Weapon Imbuement

At 11th level, you learn more powerful options for weapon imbuelements. Instead of spending 1 ki per weapon with a maximum of two weapons imbued at a time, you can instead spend exactly 4 ki. When you do so, select up to two weapons. For each weapon you selected you choose either two lesser imbuelements, or one greater and one lesser imbuelement. As before, you can choose not to recover this ki when you draw your ki back into yourself, and the imbuelements last as long as the ki has not been recovered.

Any weapon with a greater imbuelement is a magic weapon while it is imbued, however, the benefits listed under the imbuelement (such as +1 to hit and +1 to damage) only function for you.

If a weapon you imbue has the thrown property, you can will it to return if it strikes a target. If you do, it appears instantly back in your waiting hand, perfectly clean and ready for reuse.

You know all the imbuelements on the Greater Weapon Imbuelements table.

Mass Weapon Enchantment

At 17th level, you can enchant weapons for a short time in a such a way that others can gain their benefits.

After completing a long rest, you can spend 2 ki and touch up to five nonmagical weapons. The weapons are magical weapons for the duration and either gain +1 to hit and damage, or on a hit they deal 1d6 fire, frost, or lightning damage (you choose which damage type when you use this feature). Anyone wielding or inspecting these weapons knows that this enchantment is not permanent, but these enchanted weapons function regardless of who wields them. You can choose to not recover these 2 ki when you draw back ki into yourself (normally during a short rest or a long rest). The weapons retains the effects until you recover your ki or a week has passed after your death. Until you recover the 2 ki used for this feature, you cannot use this feature again.

Magical Weapon Secrets

At 17th level, when you have at least one magical weapon on your person, you gain a fly speed equal to your walking speed and you gain a +1 bonus to AC.

Lesser Weapon Imbuements

- Bird of Two and a Half Colors:** This design on your weapon allows you to change how you see green instantly and at-will, from two separate greens to one green to no green at all. This may help you in ways directly related to that, but it also gives you +2 to any investigation checks made to discern illusions with a visual component, and a +2 to your Wisdom(Perception) checks and to your passive perception score when perceiving a creature hidden in outdoor settings with any vegetation at all.
- Endless Leaf:** You can brew a special tea using leaves that fall from the weapon. Any who drink the tea gain a +2 bonus to Wisdom(Perception) and Intelligence(Investigation) rolls for one hour. A creature must complete a long rest before benefiting from the tea again.
- Ethereal Blade:** While you have this weapon drawn, you can see ethereal creatures. You can strike ethereal creatures with this weapon.
- Flickering Light:** While you have this weapon drawn, you can cast *dancing lights* using no verbal or material components.
- Flickering Shadow:** When you have 1/2 or 3/4 cover, the bonus to your AC and Dexterity saves increases by +1 (to +3 and +6, respectively)
- Gleam of Sunrise:** You can choose to have a 5 foot greater melee reach than normal with this weapon, until the start of your next turn. When you use this ability, you must complete a short rest or a long rest before you use it again.
- Insightful Patience:** When you roll Initiative (but before non-allied initiative has been revealed) and your Initiative die before modifiers is 11 or greater, you can choose to subtract 10 from your Initiative roll. If you do, you gain advantage on saving throws during the first round of combat, and your movement during the first round of combat does not provoke opportunity attacks.
- Lazy Blossom:** While this weapon is on your person, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to three times your ninja level.
- Pure Wood:** While you have this weapon drawn, you have advantage on saving throws that inflict the poisoned condition, and you have resistance to poison damage
- Trackless Steps:** While this weapon is on your person, you leave no tracks or trail to follow.

Greater Weapon Imbuements

- **Magic Weapon:** The weapon grants +1 to hit and +1 to damage. This does not stack with any static plus to hit and damage the weapon may already have.

- **Elemental Burst:** When you imbue this weapon, choose 1d6 lightning, 1d6 fire, 1d6 acid, 1d6 cold, or 1d4 thunder. When you hit, the weapon does this damage in addition to its normal damage.

- **Keen:** If you roll to hit with this weapon and the die roll is a 1, turn the die to 20, and it is a critical hit.

- **Coldest Iron:** When you hit a creature that possesses at least one damage resistance or immunities, the attack deals an amount of extra damage equal to the total number of damage resistances and immunities the creature possess, and you also take 1 necrotic damage. The damage done to yourself cannot be reduced or prevented in any way. For example, if the creature is resistant to damage done by “Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Silvered”, and has no immunities, then you would deal an extra 3 damage on each hit, and also receive 1 necrotic damage yourself.

- **Wingbane:** When you attack an airborne creature with a flying speed, roll 1d4 and add it to your attack roll. If you hit, add it as bonus damage to your attack as well.

- **Death Luck:** To activate this weapon's curse upon your opponent requires four things be true.

1. You must be attacking a creature that is not immune to radiant damage with this weapon.
2. You must not have disadvantage to hit.
3. You must roll a prime number on the d20 roll.
4. The attack, calculated using the prime d20 roll, must hit- you cannot use a different roll that is not prime to calculate the hit.

If you have advantage when you roll to hit with this weapon, you can select either die, instead of being forced to pick the higher number.

If these four conditions are satisfied, then the creature has disadvantage on all saving throws until the beginning of your next turn (the prime numbers on a 20 sided die are 2, 3, 5, 7, 11, 13, 17, and 19)

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