



NINJA CLAN HOLD

Ninja *Clan Hold* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for each level and makes adjustments accordingly. The characters must enter the Clan hold of a deadly gang of assassin ninjas.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Omeria Faction Hooks table on the next page offers details for introducing this adventure to your players.

OMERIA PLACEMENT

There is no limit to where this Clan hold fits in Omeria or any campaign world, as their hideout is below a large city. If you wish to tie it to a well-known gang in Omeria, use the Black Rose Clan.

Originally from the ruined town of Qola, the Black Rose Clan rose to prominence in Greatwell shortly after the War of the Burning Plains. An impressive criminal organization, Black Rose is careful to never extend itself beyond its means. The Clan deals extensively in black market goods, particularly white bloom. White bloom, a powerful depressant when smoked, is banned in the Tadju Confederacy across the Wound. Using Ugash-do-Loqari

freighters, the Black Rose smuggles the goods to the south where they sell them to their contacts within the Crystal Toad, a Pressonian criminal organization headquartered in Castlegrasp.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

OMERIA FACTION HOOKS

d8 Faction	Details
1 The Circle Unbroken	The Black Rose Clan has a stockpile of herbs they plan to use to "synthesize" a new drug, but which also possess medicinal uses. We need to retrieve them in order to help a local village experiencing a sweeping sickness that has affected a great number of villagers.
2 The Company of the Many	The Company doesn't want the Black Rose Clan stepping on their toes. Strike down the Clan and help the Brokers take control of the region. Any magic items found can be kept or sold to the company for a bonus.
3 The Doom Blades	The Black Rose Clan has taken a member of the Doom Blades captive after an unprovoked attack. Dispatch a small crew to rescue the captive member, and whatever else they can find along with them. The member, a spy , is kept in one of the cells in area 24.
4 Dream Enders	The Black Rose Clan's hold serves as a good location to monitor the surrounding area, and if another faction moves in, they could be troublesome. Prioritize the destruction of the fortification to prevent future occupation.
5 Gold Fingers on the Iron Hand	The Black Rose Clan have kidnapped and killed a number of our agents. It's time to rescue our own people, save our secrets, and take some of their people this time. These agents, three spies , are kept in the cells in area 24.
6 The Sunken	The Sunken wants to ally with the Black Rose Clan and use them to protect the Sunken's holdings while they spread destruction across Omeria. Travel to the Black Rose Clan's hold with a large case of gold, and offer them one of our conquered cities as tribute.
7 Witnesses of the Worm	The Black Rose Clan is moving in on the Witnesses' territory and inhibiting our ability to get certain magical and alchemical components for our experiments. We would like the adventurers to clear them out and deliver any components found to our agent.
8 No faction.	Local law enforcement wants the characters to infiltrate and harm the Clan. They suspect that the Clan hides below the city.

Gold Reward. If the factions need to further incentivize the characters, they are willing to offer a total of 500 gp per level of the adventure on successful completion of the task.



LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5th, 8th, 11th, or 14th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 5 as it may pose too much of a challenge. Similarly, a party with an average party level of 17 or greater might find the adventure too easy.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
4	5th-level	Extreme
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	14th-level	Deadly
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

NINJA CLAN HOLD

Hidden in an abandoned section of the city's sewer system, the Black Rose Clan maintains their impressive continent-spanning operation from this expansive fortress.

Those seeking access to the Clan will first have to pass a series of tests, even after discovering the location of the entrance. However, those who pass the tests will find an incredibly resourceful group of allies, or a very dangerous enemy, depending on their actions.

FINDING THE HOLD

One does not simply walk into the Black Rose Clan hold. Unless the characters have an invitation from one of the members, they will need to spend some downtime performing research and questioning known criminals in the area.

Doing so takes one character at least one workweek (5 days), spending eight hours each day speaking with contacts, picking through rumors, and padding hands. It costs a minimum of 500 gp in bribes—to share such information for anything less simply isn't worth it. The Clan is far too dangerous.

After a character spends the week gathering information, have them make three DC 15 ability checks: Intelligence (Investigation), Wisdom (Insight), and Charisma (Persuasion or Deception). For each additional character who helps, the character making the ability checks can reroll one of the ability checks. The character must keep the reroll and may not reroll it a second time without spending another week and 500 gp to do so.

If the character succeeds on two of the three checks, the character learns that the Clan hold is hidden somewhere in the sewers below the city.

If the character succeeds on all three checks, they learn that there is a dangerous apparition that guards the hold. If you speak the phrase, "I bring gifts from the baker," the apparition lets you pass without any trouble.

If all three checks fail, the character learns nothing and must spend at least another week and another 500 gp searching for the hold.

GENERAL FEATURES

Unless stated otherwise, the Clan hold has the following features:

ARCHITECTURE

The Clan hold hides below a city within its sewers. The walls, floors, and ceilings are made from simple, gray bricks. Ceilings in corridors are approximately as high as the corridor is wide, while ceilings in most chambers are 12 feet high.

DOORS

Normal doors throughout the complex are made from wooden planks hung on rusty iron hinges. A locked door

requires a DC 15 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 17 Strength (Athletics) check to break down. These doors have AC 15, 15 hp, and immunity to poison and psychic damage.

ILLUMINATION

Some of the chambers are lit by *continual flame* torches. Otherwise, the entire location is dark.

MAGICAL PROTECTIONS

Every square inch of the hold is permanently protected by the spell *private sanctum*, granting it the following features.

- Sound can't pass through the barrier at the edge of the hold.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the hold can't be targeted by divination spells.
- Nothing can teleport into or out of the hold.
- Planar travel is blocked within the hold.

RANDOM ENCOUNTERS

The hold is not just filled with deadly bandits and ninjas, but other beasts and monstrosities commonly found in sewers. Every hour that the characters spend in the hold—or any time you feel the need to shake things up—roll a 2d6 on the random encounter table below to see if the characters encounter anything. Creatures marked with an asterisk are detailed in the Appendix.

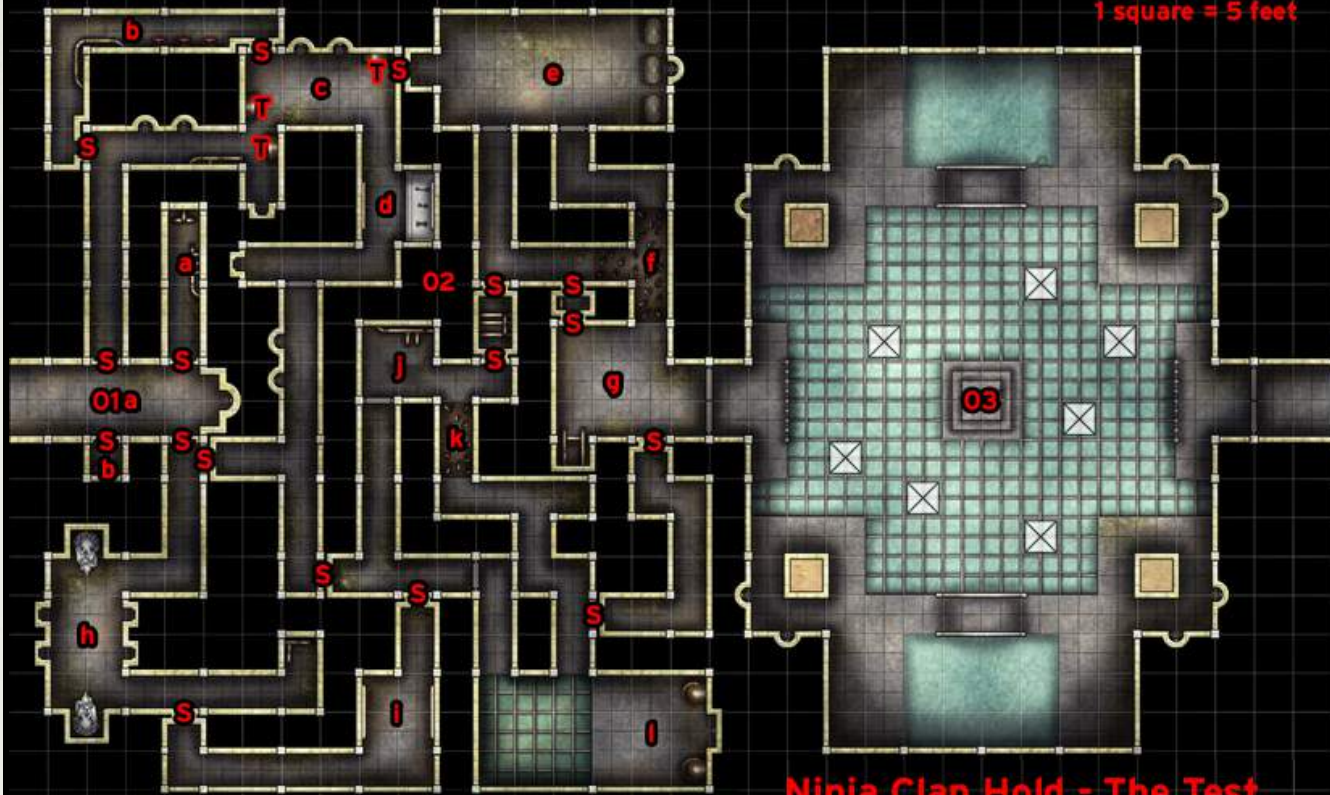
NINJA CLAN HOLD RANDOM ENCOUNTERS

2d6	5th- and 8th-Level Encounters	11th- and 14th-Level Encounters
2	1 assassin	1d3 assassins
3	1 oni	1d4 + 4 will-o'-wisps
4	1 bandit captain with 1d4 ninjas*	1d8 + 1 veterans
5-9	No encounter	No encounter
10	1d10 ninjas*	1d3 martial arts masters*
11	1d4 doppelgangers	1d4 + 2 phase spiders
12	1d6 + 1 wererats	1d4 oni

SECRET DOORS

The ninja hold has nearly as many secret doors as it does mundane doors. These doors are made from the same brick as the rest of the sewers and hung on stone hinges. Finding a secret door requires a successful DC 20 Wisdom (Perception) check. If a secret door is locked, it requires a successful DC 17 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 22 Strength (Athletics) check to break down. These stone doors have AC 18, 25 hp (damage threshold 5), and immunity to poison and psychic damage.

1 square = 5 feet



Ninja Clan Hold - The Test



Ninja Clan Hold - The Cistern

PATREON | TOM CARTOS

GRANDMASTER FARBOD ZARRA

Farbod Zarra is one of the Clan's six shadowy masters, and perhaps the most deadly. Although an air of arrogance hangs over his head, he's not above negotiating, especially when faced with dangerous opponents. Above all, Zarra respects honor. If the characters are willing to parlay and speak cordially, he will do the same. If there is any rudeness shown to him and his companions, Zarra exits and lets the rest of the Clan deal with the characters. Despite his power, Zarra considers the characters below his abilities (regardless of their level), and will only fight to defend himself. If things get too hairy, he escapes through one of the Clan hold's many hidden egresses, the areas marked 27 on the map.

Zarra uses the **martial arts grandmaster** stat block detailed at the end of this adventure, except Farbod always wields *The Weeping Blade*, his *nine lives stealer* katana (longsword). The sword has only 3 charges left.

It is likely that the characters first encounter Zarra in area 3, shortly after they navigate the maze in area 2. Zarra doesn't stay to fight. Instead, the characters may encounter him later in another part of the hold. Roll on the table below to determine where the characters find Zarra a second time.

ZARRA'S LOCATION

d10 Zarra's Location

- | | |
|------|------------------------------------|
| 1-5 | Area 15—Clan Masters' Meeting Room |
| 6-8 | Area 16—Grandmaster's Study |
| 9-10 | Area 17—Grandmaster's Quarters |



KEYED LOCATIONS

The following locations are keyed to the maps of the ninja Clan hold as seen on page 4.

1 – DEAD END

It's a dead end. There's nothing here but garbage, foul-smelling water, and mold.

After the characters learn the location of the Black Rose Clan hold, they come upon a dead end. Unless they succeeded on all three checks to find the hold, they might think it was all a ruse.

Secret Doors. There are no less than four secret doors hidden in the walls here. The two northern doors and the southeastern door are locked. The southwestern door (the one that leads to area 1b) is unlocked but also hidden.

Wraith Guard. If the characters discover any one of the secret doors, an apparition appears (a **wraith**). The apparition is dressed like a member of the Black Rose Clan. The apparition asks, "Be gone, lest you suffer my wrath." (No pun intended.) If the characters speak the phrase, "I bring gifts from the baker" the wraith bows its head and opens the secret door to the northeast, the one that leads to area 2c. It then dissolves back into the wall. Failure to speak this phrase causes the wraith to attack.

In the 11th- and 14th-level versions of this adventure, the wraith is joined by four **specters** who appear behind the characters.

2 – THE TEST MAZE

The Black Rose Clan uses this labyrinthine series of tunnels and secret doors to test the mettle of those who seek their audience. Conveniently, it also serves as a method of defense.

All normal doors throughout this section of the hold are locked. Secret doors are unlocked.

There are steam traps throughout the maze, marked on the map with a "T." Any time a creature comes within 15 feet of one, the trap blasts hot water in a 15-foot line that's 5 feet wide. Each creature within the line must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one. The valves in area 2c disable the steam traps. The only other way to disable a trap is to jam the jet with a blanket or similar item. Of course, doing so puts a character at risk for getting hit with the steam.

Important locations throughout the maze are detailed below.

2a. Empty Chamber. This small, hidden room is empty.

2b. Shurikens. This hidden passageway hides three valves. The three valves operate the steam traps throughout the maze. All three must be turned off to stop the steam blasts. However, the middle valve is trapped. If a character turning the valve fails to inspect the valve and succeeds on a DC 15 Intelligence (Investigation) check, a shuriken flies from out of a slot in the wall directly in front of the valve. The shuriken makes an attack roll against the target, then deals 2 (1d4) piercing damage plus poison damage on a hit. The

attack bonus and poison damage dealt depends on the level of the adventure, as shown on the table below.

SHURIKEN TRAP

Adventure Level	Attack Bonus	Poison Damage
5th	+6	14 (4d6)
8th	+8	21 (6d6)
11th	+10	28 (8d6)
14th	+10	35 (10d6)

2c. The Oni. An **oni** named Shoda lurks in this area, meditating. When the characters first arrive, Shoda disguises herself as a hairless dwarf whose body is covered in elaborate black rose and thorn tattoos. Shoda is relatively patient and genuinely interested in the characters' reasons for being in the hold. In the 5th- and 8th-level versions of this adventure, Shoda attacks them after she suspects the characters may not be "worthy" of the Clan's time. In the 11th- and 14th-level versions of the adventure, Shoda recognizes the character's talents relative to her own and lets them proceed. If they are friendly and give her gifts—Shoda enjoys magic items—she may even share a few secrets of the maze.

2d. Three Keys. Three keys rest on a stone platform. Directly in front of the platform, on the western wall, there is a painting of a woman wearing all white holding a black rose. If the characters inspect the three keys, they see that there are subtle decorations carved into the keys bows: an eagle, a spider, and a rose.

2e. Three Chests. There are three chests standing against the far eastern wall. The centermost chest is illuminated by a sconce just behind it; the other two hide in the shadows. Each of the chests is locked. The locking mechanisms are carved to resemble unique figures. From north to south, those figures are a snarling oni brandishing a large sword, an ogre chief with a huge club over its shoulder, and a beautiful woman who looks exactly like the woman in the painting in area 2b.

If the rose key from area 2b is placed into the chest with the woman upon it, it opens. Inside, the characters discover a lever. Pulling this lever unlocks the double doors in area 2g that allow access to area 3. Once pulled, the characters have exactly one minute before the lever resets itself and the door locks again. A character can prop the lever open with a successful DC 12 Intelligence check using proficiency in thieves' tools.

Any of the three keys from area 2b open the other two chests. However, the chests are empty and trapped. When opened, toxic gas pours out of the chest, filling the entire room. Treat this gas as the *cloudkill* spell, except it is nonmagical. The DC is 15 if one chest is open, or 20 if both are open. The gas lasts for 10 minutes unless dispersed.

If the characters place the wrong key into the chest with the woman or try to break into the chest without using the right key, both of the other chests open and expel their gas.

A character can detect the presence of the trap with a successful DC 20 Intelligence (Investigation) check made near any of the chests. An additional DC 15 Dexterity check

using proficiency in thieves' tools disables the trap on a single chest.

2f. Collateral. A 20-foot-deep pit of spikes blocks the way forward. A character who fails to jump over the pit or tumbles in suffers 7 (2d6) bludgeoning damage from the fall plus 3 (1d6) piercing damage.

2g. Exit. The exit from the maze and entrance to the proper Clan hold is here. The double doors are not only locked as detailed in the general features section but also *arcane locked*, increasing the DCs to open by 10. The hidden lever in the chest in area 2e unlocks the door for 1 minute.

2h. Honorbound. Two statues depicting a woman in white holding a black rose stand in alcoves at the north and south ends of this room. The statues come to life as **caryatid columns** (see the Appendix) when any creature enters this area—Black Rose Clan members know better than to travel this way.

The fight gets tougher depending on the level of the adventure, as shown on the table below. These effects are cumulative.

AREA 2H ENCOUNTER HAZARDS

Adventure Level	Additional Hazards
5th	No change
8th	The floor is covered in a sticky adhesive. Treat it as difficult terrain. Each creature that starts its turn in the adhesive or that enters it during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the adhesive or until it breaks free. A creature restrained by the adhesive can use its action to make a DC 13 Strength check. If it succeeds, it is no longer restrained. A vial of oil spilled onto the adhesive destroys a 5-foot-square area of it. The caryatid's columns' feet are protected against the adhesive.
11th	Both caryatid columns can regenerate. At the start of a column's turn, it regains 10 hit points if it has at least 1 hit point. This feature increases both of the columns' challenge ratings to 4.
14th	As soon as the columns come alive, poisonous gas fills the entire area. The gas is a thick green fog and the area it covers is heavily obscured. When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The vapors emerge from small holes in the ceiling. A character who can reach the ceiling can use their action to jam the holes with paper, fabric, or anything else that will obstruct a 1-inch-diameter hole. Each time a character uses their action his way, reduce the damage the poison deals by 1d8. The poison stops when its damage drops to 0.

2i. Foot. This passage hides an insidious trap. Any creature that steps on the 10-foot-square pressure plate hidden in the floor triggers low-slung blades from the walls, targeting the trespasser's ankles. Any creature in this area when this trap is triggered must make a DC 14 Dexterity saving throw. On a failed saving throw, the target takes 18 (4d8) slashing damage and is permanently hobbled. So long as the target remains hobbled, the target's speed is halved and it must use a cane or crutch to move unless it has a peg leg or other prosthesis. A hobbled creature falls prone after it uses the Dash action and it has disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the full function of the target's foot. A target that has more than two feet or doesn't require feet to move is immune to this effect.

Spotting the pressure plate requires a successful DC 15 Wisdom (Perception) check. The trap is easily disabled with a successful DC 10 Dexterity check using thieves' tools.

2j. Shurikens. One or more members of the Black Rose Clan wait in this area. If the characters make a lot of noise while moving through the maze, the members stalk them as they move through the different sections of the maze. The Clan members know where all the traps and secret doors are hidden. They use hit and run tactics to make the characters' lives hell.

The nature of the Clan members depends on the level of the adventure, as shown on the table below. Targets marked with an asterisk are detailed in one of the sidebars featured in this adventure.

AREA 2J ENCOUNTERS

Adventure Level	Clan Member Stat Block
5th	1 ninja*
8th	2 ninjas*
11th	1 assassin
14th	2 assassins

2k. Spike Pit. The pit here is the same as the pit in area 2f.

2l. Tattooist. This area is similar to the one described in area 2j, except the creatures waiting here are different, as shown on the table below.

AREA 2L ENCOUNTERS

Adventure Level	Clan Member Stat Block
5th	1 thug
8th	2 thugs
11th	1 gladiator
14th	2 gladiators

3 – FINAL TEST

This huge chamber features 20-foot-high ceilings. The majority of the floor in this room is a steel grate offering a way to walk over the hideout's main cistern.

Lever. At the center of the room stands a tall lever. This lever is used to temporarily unlock and open the double doors connecting this area to areas 2 and 4. The lever is relatively large and heavy, requiring a creature to use its action to push or pull.

Trapped Floors. The ninjas boobytrapped numerous sections of the grate (marked on the map) so that if anyone weighing 50 pounds or more put their weight on it, the floor collapses, depositing the victim into the churning water below. Spotting these faulty sections of the floor requires a successful DC 13 Wisdom (Perception) check. The Black Rose Clan members know which sections of the floor to avoid.

Falling into the water doesn't cause damage, but any creature that starts its turn in the churning water must succeed on a DC 10 Strength saving throw or be pulled underwater. Creatures with a swim speed automatically pass this check. While fighting the churning water, a creature is incapacitated and starts to suffocate. The target can repeat the check at the start of its next turn, saving itself with a success.

Encounter. Unless the characters are particularly quiet about the methods through which they arrive in this chamber, there are members of the Black Rose Clan waiting here for them. The nature of this encounter depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are featured in the Appendix.

AREA 3 ENCOUNTERS

Adventure Level	Clan Member Stat Block
5th	1 martial arts master* with 4 ninjas*
8th	1 martial arts master* with 4 ninjas* and 2 ogres
11th	1 oni with 2 martial arts masters* and 6 spies
14th	1 oni with 5 martial arts masters*

Development. The Clan members fight until the creature with the highest challenge rating in the group is defeated. If the characters are there to prove themselves, the Clan hold's master, Farbod Zarra, emerges to call a truce. Zarra is always supported by an entourage of either two **ogres**, or two **martial arts masters** for 11th- and 14th-level adventures. See the sidebar on page 4 for details on roleplaying Zarra.

4 – HALL OF STATUES

Of the ten alcoves set into the northern and southern walls of this long corridor, eight feature marble busts depicting the hold's past masters, those who came before Farbod Zarra.

Trapped Secret Doors. The two alcoves that lack busts conceal secret doors. Both secret doors are trapped. Any creature that touches a secret door before disabling the trap must make a DC 13 Constitution saving throw. Targets wearing metal armor make this saving throw at disadvantage. On a failed saving throw, a target takes lightning damage equal to the amount shown on the table below, as determined by the level of the adventure. The traps are magical in nature.

Spotting the traps in advance requires a successful DC 15 Intelligence (Investigation) check. Removing each trap requires a successful DC 16 Intelligence (Arcana) check.

LIGHTNING TRAP

Adventure Level	Lightning Damage
5th	14 (4d6)
8th	21 (6d6)
11th	28 (8d6)
14th	35 (10d6)

5 – THE CISTERN

The majority of this room is submerged in water. Through most of the chamber, the water is two feet deep, except where it encircles the well where it is four feet deep. The constant sound of running water imposes disadvantage on all Wisdom (Perception) checks made to hear.

Crying Well. An overflow well at the center of the room rises 2 feet above the water. The well itself is 50 feet deep.

The interior of the well is coated in slick slime. Any checks made to climb up or down the well shaft without proper assistance require a successful DC 17 Strength (Athletics) check. If the check fails by 5 or more, the creature falls into the well, taking 1d6 bludgeoning damage per 10 feet fallen. Two feet of murky water rests at the bottom of the overflow well, enough to reduce any damage caused by a fall into the well by 2d6 to a minimum of 0.

A *magic mouth* illusion cast inside the well causes a small voice to rise from it whenever a creature comes within 10 feet of the well. The voice claims that it's a prisoner of the Clan and stuck in the well. Recognizing the illusion for what it is requires a successful DC 18 Intelligence (Investigation) check.

6 – TRAINING ROOM

This long room is where the Clan trains and includes training dummies, archery targets, and other tools for physical fitness.

Encounter: Master Sushi. Unless already encountered, when the characters enter this area, they discover the Clan's tough master of training, **Master Sushi** (see the Appendix for Sushi's statistics). In the 5th- and 8th-level version of this adventure, Sushi is here alone, meditating. In the 11th- and 14th-level versions of this adventure, he's joined by four **martial arts initiates** (see the Appendix at the end of this adventure).

Sushi is wise and intelligent. He knows better to pick a fight he can't win. However, he's not above challenging one of the characters to a one-on-one contest with the caveat that if he wins, the characters must leave the Clan hold immediately. He will not agree to a similar consequence. If the characters prove themselves in combat and show honor, he might even attempt to recruit them.

7 – LOCKPICKING PRACTICE ROOM

Three chests rest against the north wall. A training dummy lined with pockets and bells stands to their right.

Lockpicking Practice. A character with proficiency in thieves' tools or Sleight of Hand immediately recognizes this room as a place to test one's thieving skills.

Trapped Chests. All three chests are locked and trapped. All three chests require successful Dexterity checks using proficiency in thieves' tools to open. The DC for each chest is different; it's DC 10 for the westmost chest, DC 15 for the center chest, and DC 20 for the eastmost chest. Failure to pick any of the locks causes a needle to shoot out of the respective chest, targeting the lockpicker; the needle makes a +5 melee weapon attack. On a hit, the needle deals 1 piercing damage. If this damage reduces the target to 0 hit points, the target falls to 1 hit point instead. Spotting the trap requires a successful DC 5 Intelligence (Investigation) check. Removing it requires a successful DC 15 Dexterity check using proficiency in thieves' tools.

Each chest contains exactly 2 ep.

Pickpocket Dummy. If a character wishes to test their skill on the pickpocket dummy, they can try to pull the contents of its pockets with a successful Dexterity (Sleight of Hand) check. There are three levels of difficulty on the dummy, each one with a different DC: 10, 15, and 20. Whenever the character fails the check to remove the pocket's contents, the bells tied to the dummy ring. However, this doesn't prevent the character from removing the pockets' contents.

Each pocket, six in all, contains exactly 2 ep.

8 – DORMITORY

These three small rooms hold hammocks and bunks on which the rank-and-file members of the Black Rose Clan sleep.

Treasure. Characters who toss these rooms might discover treasure. To search a room, a character must make an Intelligence (Investigation) check. The DC for the check equals 2d10 + 5. Generate a separate DC for each room. On a success, the characters find the Clan members' personal treasure, as determined by the adventure's level. Reference the table below.

Other than the coin treasure, the room contains very little save for a few extra blankets, changes of clothes—including the Black Rose Clan members uniforms—and some personal trinkets.

DORMITORY TREASURES

Adventure Level	Treasure Found
5th	4d6 sp
8th	2d6 x 10 gp
11th	1d6 x 100 gp
14th	1d12 x 10 pp

Secret Doors. Each of the rooms hides a secret door connecting it to an escape egress (see areas 27 for details).

9 – OUTFITTER

This room reeks of rawhide and cigar smoke. Here, the Clan's outfitter stitches together their uniforms and armor.

Encounter: The Outfitter. The Clan's outfitter, Targa, works here. Targa is a one-eyed orc who rarely speaks more than a few grunts. There is almost always a cigar in her mouth. Targa uses the statistics of a **gladiator**, except she has darkvision out to 60 feet and the orc's Aggressive trait, which allows her to take the Dash action as a bonus action on each

of her turns as long as she moves towards an enemy. Although she is loyal to the Clan, Targa doesn't care to fight unless asked to do so by one of the Clan's leaders. She has a very "live and let die" approach to life. And if it's the characters who are the ones now in charge? So be it.

Leather Goods. This area contains enough components to create ten suits of leather armor and five suits of studded leather armor. It also contains three sets of leatherworker's tools and thirty square yards of leather (each yard is worth 5 gp).

Secret Door: The secret door here connects this area to one of the hidden egresses (areas 27).

10 – FENCE

Both the normal and secret doors to this room are locked and *arcane locked*, increasing the DC for checks to pick or break open the locks by 10. Only Farbod Zarra (see page 5) and Madame Hutosh (see below) know the correct passphrase: "Copious." In addition to the normal magical protections found throughout the hold, this room is also protected by a permanent casting of the *forbiddance* spell, preventing access via the Ethereal Plane.

The myriad shelves of this room sit jammed with all manner of items, some magical, most mundane.

Encounter: Madame Hutosh. The Clan's trader and fence, Madame Hutosh, lurks here. Fiercely loyal to the Clan, Hutosh is a shrewd **oni** who often assumes the appearance of an old Ditimayan woman wrapped in dark silk from head to toe. She wears a *ring of mind shielding* and wields a *wand of banishment* that allows her to cast *banish* three times per day with a spell save DC of 13. Recognizing that a large chunk of

the Clan's wealth is kept within this room, she will do whatever it takes to ensure it doesn't end up in the wrong hands—namely, the characters'.

Treasure: Fenced Goods. This room guards considerable wealth. In the Omeria campaign setting, many of these items are illegal. Even carrying such an item without reporting it to the proper authorities could result in permanent time in one of the less-forgiving nation's dungeons.

The inventory includes coins, gems, jewelry, and other objects of value worth 2,500 gp per level of the adventure (the GM decides what these items actually are if that's important to the characters) as well as a variety of magic items that are determined by the level of the adventure as shown on the table below. The magic items are cumulative, meaning that the inventory in 14th-level adventures includes the magic items from each row before it.

AREA 10 MAGIC ITEMS

Adventure Level	Magic Items
5th	1 bag of holding, boots of elvenkind, a +1 light crossbow, a +1 longsword, 3 potions of healing
8th	adamantine breastplate armor, bracers of defense, cloak of the manta ray, 2 potions of greater healing, wand of secrets
11th	bag of beans, +3 greataxe, horseshoes of speed, necklace of fireballs
14th	arrow of slaying (GM's choice), deck of many things

The Ledger. Madame Hutosh keeps a ledger here in the office that contains the last five years' worth of transactions. This book is enough to incriminate countless nobles across the continent. A magical ward protects the book; if any creature other than Madame Hutosh touches the book, it erupts into flames, instantly destroying its contents. A permanent casting of *arcanist's magic aura* hides the presence of the abjuration; however, a character proficient in Arcana may examine the book and discover the abjuration with a successful DC 13 Intelligence (Investigation) check. The keyword "Acquiesce" removes the enchantment.

11 – ALCHEMIST

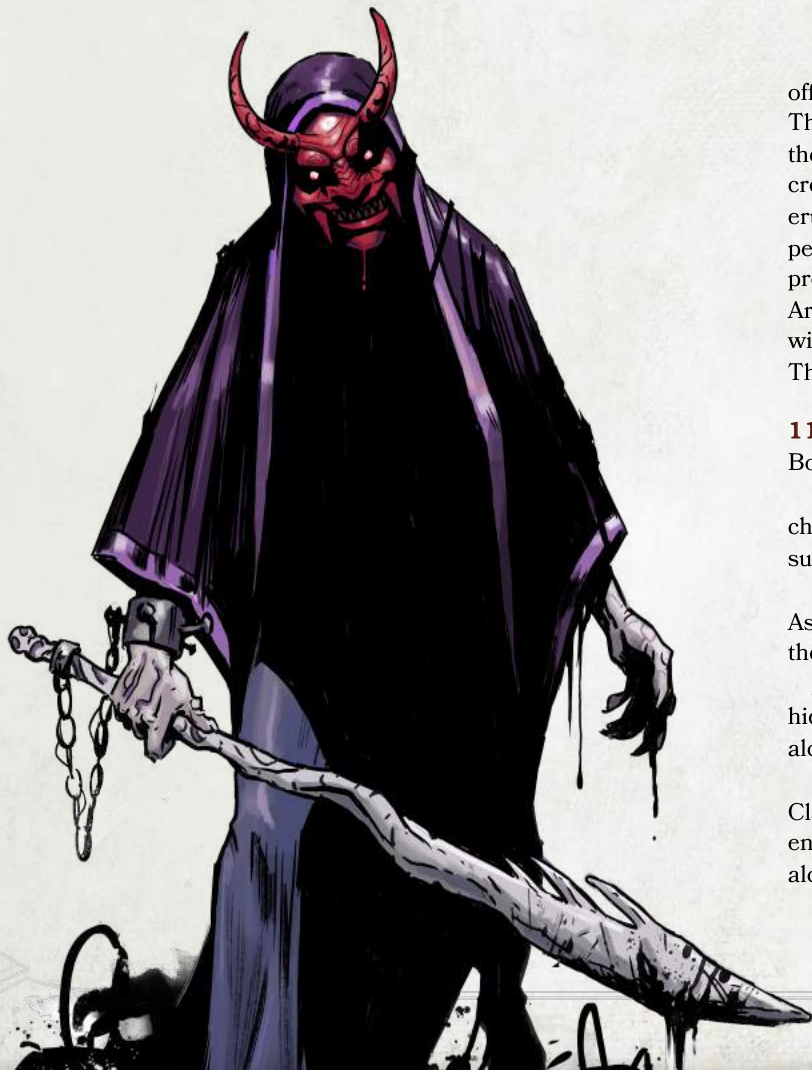
Both the normal and secret doors to this room are locked.

This room is curiously clean and smells strongly of chemicals. Hundreds of small vials crowd the shelves and surfaces of this area.

The Clan's last alchemist died in a mysterious explosion. As such, there is no one here to greet the characters when they arrive.

Explosive Contents. There are six vials of alchemist fire hidden among the contents. A character with proficiency in alchemist's supplies easily spots the vials.

Treasure: Alchemist's Supplies. With the absence of the Clan's potion maker, there is nothing here of value beyond enough bottles and ingredients to create four sets of alchemist's supplies.



12 – ARMS DEALER

Both the normal and secret doors to this room are locked. There is a concealed pit hidden in front of the normal door.

This is the Clan's armory.

Trap: Pit of Scorpions. There is a 5-foot-square, concealed trap door in the room right in front of the normal door (marked on the map). The trapdoor itself is masked by a permanent illusion made to look like the carpet surrounding it. If 50 pounds or more of weight is set upon the trapdoor, it buckles under the weight and deposits the creature or object into a 7-foot-deep pit. The trapdoor then seals shut and locks. Picking the lock requires a successful DC 15 Dexterity check using proficiency in thieves' tools. Noticing the illusion requires a successful DC 15 Intelligence (Investigation) check.

The pit contains a **swarm of scorpions**. Treat the scorpions as a **swarm of poisonous snakes**, except its attacks are stings instead of bites. The relatively small size of the pit imposes disadvantage on attack rolls made by Medium-sized creatures trapped in the pit, and ranged weapon attacks are made with a -10 to hit.

Treasure: Weapons Locker. The Clan stores all of its nonmagical weapons here. Assume that the room contains at least ten of each monk weapon as well as four longbows, three hundred arrows, three hundred crossbow bolts, and six katanas (treat them as longswords).

A character who searches the desk and succeeds on a DC 15 Intelligence (Investigation) check finds a hidden compartment holding six vials of drow poison and one vial of wyvern poison.

13 – STORAGE CUPBOARD

This cramped closet serves two purposes. First, it's where the Clan stores all the other junk that doesn't fit neatly into one of the inventories from areas 9 through 12. Second, it's where the Clan's handyman and custodian Wapple the **goblin** lives.

Encounter: Wapple. Wapple wears no armor and carries no weapon beyond a rusty dagger. Overall, Wapple is a coward. He won't willingly betray the Clan to save his own neck, but he also won't stick his neck out for them unless forced to by anyone he views as his superior—basically, anyone who is taller than him.

14 – MASTERS BEDROOMS

These three rooms host the Clan's masters. These rooms are decorated with a little more care and comfort than the dormitories and are always kept locked (both the normal and secret exits).

Treasure. Characters who toss these rooms might discover treasure. To search a room, a character must make an Intelligence (Investigation) check. The DC for the check equals 2d10 + 5. Generate a separate DC for each room. On a success, the characters find the Clan masters' personal treasure, as determined by the adventure's level. Reference the table below.

Other than the coin treasure, the room contains very little save for a few extra blankets, changes of clothes—including the Black Rose Clan members' uniforms—and some personal trinkets.

MASTERS' BEDROOM TREASURES

Adventure Level	Treasure Found
5th	4d6 gp
8th	2d6 x 100 gp
11th	1d6 x 100 pp
14th	1d12 x 100 pp

15 – MASTER'S MEETING ROOM

Thick hookah smoke hangs around the southernmost door into this room.

A large table encircled by six comfortable chairs dominates the center of the room. The Clan's symbol, the black rose, decorates the back of each chair.

Encounter: The Masters. If Grandmaster Farbod Zarra is encountered here (see the sidebar on page 5 for details), he is joined by other masters. The number of masters that join him depends on the level of the adventure, as shown in the table below. Zarra prefers to leave the fighting to his subordinates. If a battle breaks out, he exits by any means possible, leaving his masters to defend his wake. Creatures marked with an asterisk are detailed at the end of this adventure. Onis disguise themselves as humans.

AREA 15 ENCOUNTERS

Adventure Level	Encounter
5th	2 martial arts masters*
8th	3 martial arts masters*
11th	4 martial arts masters*
14th	2 onis and 3 martial arts masters*

16 – GRANDMASTER'S STUDY

Both doors to this room are kept locked.

This room serves as Grandmaster Farbod Zarra's office.

Encounter: Grandmaster Farbod Zarra. If Grandmaster Farbod Zarra is encountered here (see the sidebar on page 5 for details), he sits at his desk reading an old tome detailing a little-known site in the Sabalona Timberlands called the Copper Arch. He won't address the characters until either he finishes the passage which he is reading or they attack him. Zarra has no interest in fighting people he considers below his ability, aka 5th- and 8th-level groups. If he feels outmatched (particularly with an irrational, rude 14th-level group), he can press a button under his desk to bring reinforcements, who arrive in 1d4 rounds. Until the help arrives, he stalls with conversation while taking the Dodge action. He then slips out of the room as soon as the help gets there. The nature of the help depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are detailed at the end of this adventure. Onis disguise themselves as humans.

AREA 16 REINFORCEMENTS

Adventure Level	Encounter
5th	1 veteran and 5 ninjas*
8th	2 martial arts masters*
11th	2 onis
14th	3 martial arts masters*

Wererat Prisoners. Two small cages in the northern corners of the room keep Farrod's latest prisoners, a pair of unarmed **wererat** siblings in human form named Jan and Hesk. Small silver-tipped spikes in the cage prevent the pair from trying to escape—already, their hands, feet, and arms are covered in bleeding gashes. The pair failed the test maze at the front of the hold; this is their punishment. Both are eager to escape and will offer to help the characters.

Treasure: Books. The grandmaster keeps a wide variety of books on the shelves of this office. The topics cover everything from arcana and history to Xenemese poetry. Although removing such a large collection would take considerable time—there are over seven hundred books here—the entire collection is worth 10,000 gp.

17 — GRANDMASTER'S QUARTERS

Both the normal and secret doors to this area are kept locked.

These lavish two-room chambers belong to Grandmaster Farbod Zarra. It smells of incense and perfume. A small pot atop a marble table holds a single black rose.

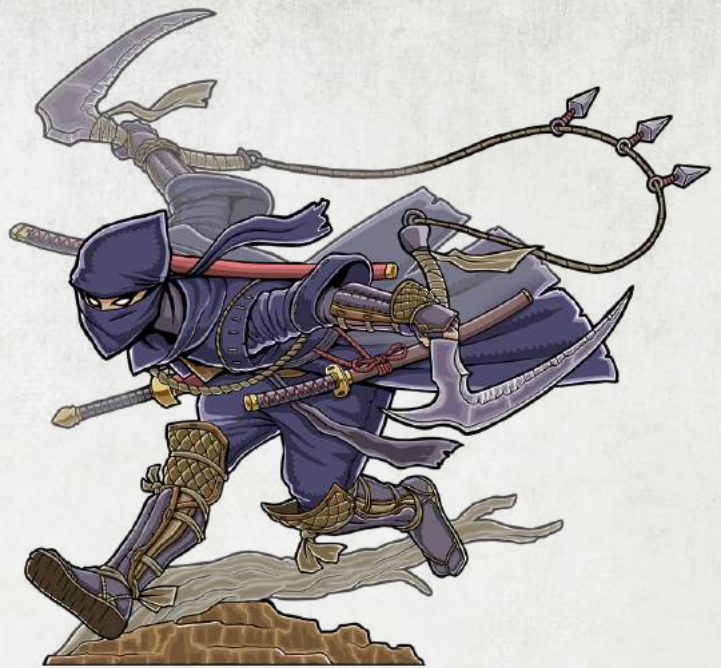
Encounter: Grandmaster Farbod Zarra. On the off-chance that the characters encounter Grandmaster Farbod Zarra here (see the sidebar on page 5), he is bathing in the next room. He keeps his *nine lives stealer* sword at his side, even while bathing. If the characters break into the room, he grabs his sword and robe and flees through the secret exit hidden in the eastern wall. If the characters persist, he asks that they at least allow him to put on his robe before he enters combat with them. If they deny this request, he sees it as a grave insult.

Treasure: Scabbard. The grandmaster also keeps a jeweled scabbard for his *nine lives stealer* katana resting against the northern wall beside his bed. The scabbard is worth 1,000 gp.

Treasure: Locked and Trapped Chest. A sturdy-looking chest against the northern wall contains Grandmaster Farbod Zarra's personal treasure—5,000 pp. Unlocking the chest requires a successful DC 21 Dexterity check using proficiency in thieves' tools. The chest is also trapped with the *symbol* spell (Death effect, DC 18). Zarra is not above using these treasures as a bargaining tool should he feel his life is in danger.

18 — VAULT

Both the normal and secret doors to this room are locked and *arcane locked*, increasing the DC for checks to pick or break open the locks by 10. Only Farbod Zarra (see page 5) and Madame Hutosh (see area 10) know the correct passphrase: "Orchid." The passphrase may only be spoken once every 24 hours.



In addition to the normal magical protections found throughout the hold, this room is also protected by a permanent casting of the *forbiddance* spell, preventing access via the Ethereal Plane.

The Clan keeps its treasure here.

Trap: Alarm. Any creature that enters this area that isn't Farbod Zarra or Madame Hutosh that enters this chamber triggers an *alarm* spell that telepathically contacts Farbod Zarra. Any and all Clan members still alive throughout the hold arrive to protect the vault in 1d4 rounds.

Hazard: Airtight. When the doors to this room are closed, they completely seal off the room from breathable air. Only the delirium fog remains.

Hazard: Delirium Fog. An invisible fog permeates the entirety of this chamber. The only clue that it is there is the faint smell of roses. The first time a creature enters this room and then each additional minute thereafter it must make a DC 15 Constitution saving throw. On a failed saving throw, the target is poisoned until it leaves the room. While the target is poisoned, it is incapacitated and has disadvantage on all Intelligence and Wisdom ability checks and saving throws. The target must then repeat its saving throw at the start of its next turn. If the saving throw succeeds, its poisoned condition persists until it leaves the room or the poison is removed. If the second saving throw is a failure, the creature falls unconscious until it leaves the room or another creature uses its action to slap or shake the sleeper awake. A target can hold its breath to resist the effects of the delirium fog. Only Farbod Zarra and Madame Hutosh know of the fog.

Treasure. The multitude of treasure chests that line the walls of this room contains a huge portion of the greater Clan's cash reserves. The amount of treasure depends on the level of the adventure, as shown in the table below. It's worth noting that anyone insane enough to steal from the Black Rose Clan will spend the rest of their lives looking over their shoulder.

AREA 18 TREASURE

Adventure Level	Treasure
5th	100,000 sp and 25,000 gp
8th	150,000 sp and 35,000 gp
11th	1,000,000 sp, 350,000 gp, and 10,000 pp
14th	2,000,000 sp, 500,000 gp, and 17,500 pp

19 – CLAN MEETING HALL

When the Clan meets as a whole, they meet here, in this large area. Masters, if present, sit around the large table commanding the south end of the room. Bookshelves swamped with books detailing various subjects important to the success of the organization crowd the walls.

Encounter: Silence. Unless already encountered elsewhere, the **assassin** Silence is here perusing the books on the wall. Silence is a green-skinned humanoid of unknown ethnicity whose features are always obscured by a white mask. He gets his name from an aura of complete silence that always surrounds him. This aura acts like the spell *silence* except that it extends from Silence 10 feet in all directions and it is permanent. The aura of silence grants Silence a +10 bonus to Dexterity (Stealth) checks made to move silently. Silence can't speak. However, he is capable of understanding thieves' cant, which he uses to communicate with other members of the organization.

Unless commanded by one of the Clan's masters to fight the characters, he minds his own business. If asked to fight, the assassin slips away to gain a better position somewhere else in the dungeon. From there, he uses hit-and-run tactics, leaning heavily on his Assassinate feature.

20 – CLAN TAVERN

Numerous tables crowd this wide space at the south end of the hold. A bar stands by the western wall. When the Clan has downtime, they use this place to celebrate their various successes throughout the region.

When the characters arrive, there isn't anyone here.

Trapped Goods. There are three kegs of decent Von Doral ale hidden behind the bar counter. However, the Clan's bartender, Kingum (it happens to be his day off) traps the kegs to prevent other members from stealing from him. If a creature tampers with the kegs, a mist made from ghost blood, rotten eggs, and skunk odor sprays onto the culprit. The target gains the Stench feature. Any creature that starts its turn within 5 feet of the target—including the target immediately after it gets sprayed—must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Stench for 24 hours. Every 24 hours that pass, reduce the DC for the Stench by 1d4. If this reduces the DC to 0, the Stench is gone.

Finding the trap requires a successful DC 13 Intelligence (Investigation) check. Removing the trap is relatively simple,

requiring a successful DC 10 Dexterity check using proficiency in thieves' tools.

Each keg is worth 25 gp.

21 – WATER CLOSETS

These toilets are curiously clean thanks to Waggle's efforts (see area 13).

Secret Door and Trap. The easternmost toilet hides two hidden latches in the privy chair. Finding these latches requires a successful DC 20 Intelligence (Investigation) check. One latch opens the secret door that connects this area to area 27 and the other triggers a trap. A character who can determine which is which with a successful DC 15 Intelligence (Investigation) check. On a failed check, the character isn't sure what either lever does. If a creature decides to pull a random latch, roll a d6. On a result of 1-3, the target triggers a trap. On a result of 4-6, the secret door opens.

If the trap is triggered, the target must make a DC 15 Dexterity saving throw. On a failed saving throw, a metal vice clamps around the target's hand, and the target is restrained. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

22 – KITCHEN

This relatively large kitchen is extremely clean.

Encounter: Bonk and Cubey. The Clan's cook, Bonk, works here. Bonk is an **imp** obsessed with cleanliness who refuses to speak any language other than Infernal. He frequently mutters obscenities under his breath while twirling the curled ends of his handlebar mustache. Bonk's sole helper, a Medium-sized **gelatinous cube** named Cubey, hides within a steel box under one of the tables. Cubey uses the statistics normal for a gelatinous cube except his size is Medium, which means he can only engulf one Medium or smaller creature at a time. Bonk has no interest in fighting, although he swears bloody vengeance against anyone that comes into his kitchen and causes a mess or steals.

23 – PANTRY

Bonk's well-stocked pantry is every foodie's dream.

Encounter: Potato Duty. Unless already encountered elsewhere, two of the Clan's **ninjas** are here peeling potatoes—punishment for trying to steal from Bonk.

24 – CELLS

When the Clan takes prisoners, they store them here, in these cells. The cell doors are locked and use the same statistics as other doors, except they are made from iron bars, which increases their AC to 18. Depending on the adventure hook that brought the characters into the hold, these cells may hold one or more of the Clan's enemies. If the characters came here looking for missing persons, they are here.

Hidden Treasure (and a Trap). If a character searches the center cell on the western side of the prison and succeeds on a DC 15 Wisdom (Perception) check, they discover a loose brick. If the character pulls the brick, they discover 2 ep

hiding in a small space behind the brick. Additionally, they trigger a trap—the door to the cell slams shut and locks.

25 – TORTURE ROOM

A large stretch rack and the spike-filled cage should tell the characters all they need to know about this gruesome torture room.

Encounter: Pregunta. The Clan's torturer, Pregunta, a neutral evil **half-red-dragon veteran**, works here. Pregunta is eerily calm, often answering questions with questions of his own. If challenged, Pregunta speaks a command word to animate his tools. The tools use the statistics for a **swarm of wasps** except the swarm's AC is 15 and its bite attack becomes a slash attack, which deals slashing damage instead of piercing damage.

26 – FIGHTING PIT

When Clan members want to test their mettle—or beat the hell out of prisoners—they use this fighting pit to do just that. The pit itself is 10 feet deep and surrounded by sharpened wooden spikes. Climbing out of the pit is easy, but doing it without taking damage from the spikes requires a successful DC 15 Strength (Athletics) check. A failed check results in 2 (1d4) piercing damage.



Encounter: Peek-a-boo. The Clan's "mascot," a portly **basilisk** named Peek-a-boo lurks at the bottom of the pit. Peek-a-boo wears leather blinders to prevent him from accidentally turning someone to stone. Although he's well-fed, Peek-a-boo is never one to pass up on a free meal. Any character that enters the pit draws the basilisk's attention. If a character makes a melee weapon attack roll against Peek-a-boo and misses, they accidentally knock Peek-a-boo's blinders off, giving the basilisk access to his Petrifying Gaze.

27 – ESCAPE TUNNELS

Multiple tunnels throughout the Clan hold allow its members to escape should things turn bad. The tunnels lead out to other parts of the city. All of these tunnels are well-hidden by the secret doors scattered throughout the complex.

AFTERMATH

Characters who enter the Clan hold with combat on their mind will find themselves challenged by the organization's top fighters. If the characters make the grave mistake of robbing the Black Rose Clan or harming its most valued members—particularly Grandmaster Farbod Zarra and Madame Hutosh—the Clan will swear vengeance on them. It's unlikely that the characters will prevent all of the Clan members from escaping; therefore, word will travel fast to the other masters across Omeria of the characters' incursion. The Clan's influence stretches far and wide. Not only will they constantly have to look over their shoulder for the Clan's many assassins and ninjas, but they will soon find themselves at odds with important nobles, wealthy merchants, and other important players. Ω

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Tom Cartos

Art. Forrest Imel, Matias Lazaro, Nacho Lazaro, Paper Forge



APPENDIX: NEW CREATURES

CARYATID COLUMN

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 34 (4d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities damage from spells, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. While the caryatid column remains motionless, it is indistinguishable from a normal statue.

Limited Immutable Form. The caryatid column is immune to any spell or effect that would alter its form with the following exceptions:

- Any spell cast upon the caryatid column that would transform stone into another form of matter, such as mud, deals 1d6 necrotic damage to the column for every level of the spell cast.
- The spell *flesh to stone* cast against the caryatid column does not change its form, but negates its immunity to damage from spells and its Magic Resistance feature until the end of its next turn.

Magic Resistance. The caryatid column has advantage on saving throws against spells and other magical effects.

Magic Weapons. The caryatid column's weapon attacks are magical.

Shatter Weapons. Whenever a creature strikes a caryatid column with a nonmagical weapon not made of adamantine, the column takes no damage, and the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition not made of adamantine that hits the column is destroyed.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage when wielded with two hands.

MARTIAL ARTS

GRANDMASTER

Medium humanoid (any race), any alignment

Armor Class 19
Hit Points 225 (30d8 + 90)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Str +6, Dex +10, Wis +9
Skills Insight +9, Perception +9, Stealth +10
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., passive Perception 19
Languages all, telepathy 30 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Innate Spellcasting. The grandmaster's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *feather fall*, *jump*, *misty step*
3/day each: *fireball*, *lightning bolt*, *gust of wind*
1/day each: *astral projection*, *haste* (self only), *spiritual weapon*

Ki Master. The grandmaster can take the Dash, Dodge, or Disengage action as a bonus action on each of its turns.

Legendary Resistance (3/Day). If the grandmaster fails a saving throw, it can choose to succeed instead.

Magical Weapons. The grandmaster's weapon attacks are magical.

Unarmored Defense. The grandmaster gains a bonus to its AC equal to its Wisdom modifier (included).

Actions

Multiaction. The grandmaster makes six attacks with its fist or with its darts. It can replace one of these attacks with its Stunning Strike.

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Dart. Ranged Weapon Attack: +9 to hit, range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Stunning Strike (Recharge 4-6). The grandmaster makes a fist attack. If the attack hits, the target takes the normal damage and must succeed on a DC 17 Constitution saving throw or become stunned until the start of the grandmaster's next turn.

Reactions

Legendary Block. In response to another creature dealing damage to the grandmaster, the grandmaster reduces the damage to 0 unless the damage is from a critical hit.



MARTIAL ARTS INITIATE

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +2, Dex +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP) **Proficiency Bonus** +2

Unarmored Defense. The initiate gains a bonus to its AC equal to its Wisdom modifier (included).

Actions

Multiattack. The initiate makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

MARTIAL ARTS MASTER

Medium humanoid (any race), any alignment

Armor Class 18

Hit Points 90 (12d8 + 36)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +3, Dex +7

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Weapons. The martial arts master's fist attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense. The martial arts master gains a bonus to its AC equal to its Wisdom modifier (included).

Actions

Multiattack. The martial arts master makes four fist attacks or three dart attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Deflect Missiles. In response to getting hit by a ranged weapon attack, the martial arts master reduces the damage it would take from the attack by 10, to a minimum of 0. If the martial arts master reduces the damage to 0, the martial arts master can catch the missile and make a ranged weapon attack with the weapon or piece of ammunition as part of the same reaction. This attack uses the same modifier to hit and deals the same damage as the martial arts master's dart attack.



MASTER SUSHI

Medium humanoid (locathah), lawful evil

Armor Class 20

Hit Points 127 (17d8 + 51)

Speed 30 ft., swim 90 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 20 (+5) 16 (+3) 13 (+1) 21 (+5) 10 (+0)

Saving Throws Str +3, Dex +8

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. Sushi can breathe both air and water.

Magic Weapons. Sushi's fist attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense. Sushi gains a bonus to his AC equal to his Wisdom modifier (included).

Actions

Multiattack. Sushi makes four poison fist attacks or four dart attacks. Sushi can replace one of his poison fist attacks with a Touch of Death attack.

Poison Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) poison damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Touch of Death (Recharge 6). Sushi makes a poison fist attack. If the attack hits, the target must make a DC 16 Constitution saving throw. On a failed saving throw, the target is paralyzed. The target must repeat its saving throw at the end of its next turn. If the saving throw succeeds, the target is no longer paralyzed. If the saving throw fails, the target's hit points are reduced to 0.

Reactions

Deflect Missiles. In response to getting hit by a ranged weapon attack, Sushi reduces the damage he would take from the attack by 10, to a minimum of 0. If Sushi reduces the damage to 0, Sushi can catch the missile and make a ranged weapon attack with the weapon or piece of ammunition as part of the same reaction. This attack uses the same modifier to hit and deals the same damage as Sushi's dart attack.



NINJA

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 16 (+3) 13 (+1) 10 (+0) 12 (+1) 9 (-1)

Saving Throws Dex +5

Skills Stealth +7

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1 (200 XP) **Proficiency Bonus** +2

Cunning Action. The ninja takes the Dash, Disengage, or Hide action as a bonus action.

Sneak Attack (Once per Turn). The ninja deals an extra 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 feet of an ally of the ninja that isn't incapacitated and the ninja doesn't have disadvantage on the attack roll.

Actions

Katana. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 7 (1d8 + 3) slashing damage when wielded as a two-handed weapon.

Shuriken. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

Ninja Clan Hold. Copyright 2022, Hamrick Brands, LLC. Authors: Dave Hamrick.

Cartography Copyright Tom Cartos, used with permission.

Some artwork Copyright Forrest Imel, used under license. All rights reserved.

Some artwork Copyright Paper Forge, used with permission. All rights reserved.