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Marvelous Heroes



Ultimate Edition

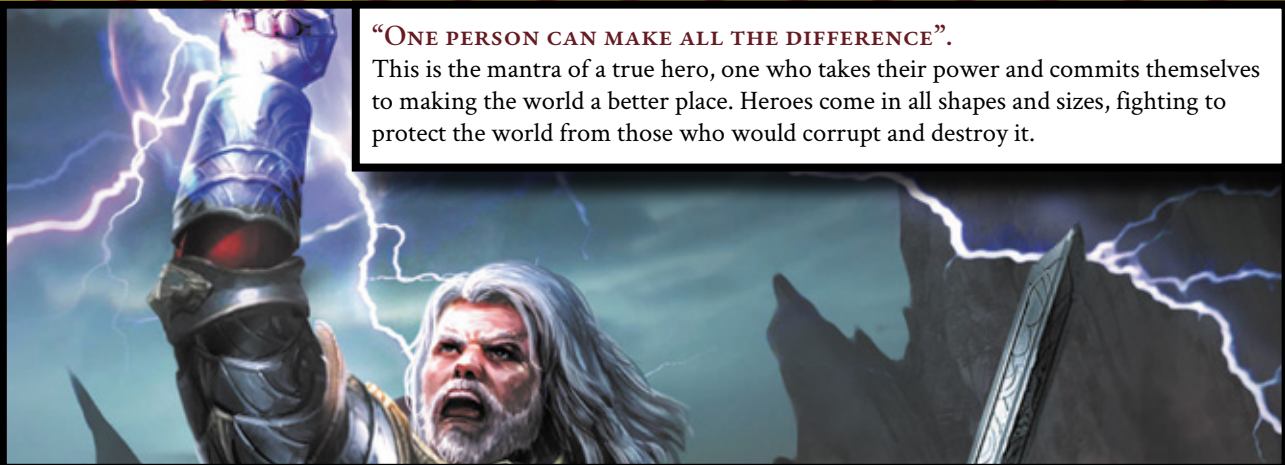
INTRODUCTION

Marvelous Heroes: Ultimate Edition is a digital supplement created for use with the DUNGEONS & DRAGONS 5th edition ruleset. It contains a collection of comic-book themed heroic archetypes, inspired by various cape crusaders throughout the golden age of comics and beyond.

Each archetype has been inspired by a particular super-heroine or hero, ranging from the easily recognizable to the exceptionally obscure, providing a mountain of content and asymmetric play-styles you can explore in your home games.

This book assumes you have access or knowledge of the DUNGEONS & DRAGONS basic rules, *Player's Handbook*, *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, and the *Monster Manual*.

When a creature or item is referenced from the *Monster Manual*, it is mentioned in **bold**. Spells featured in this supplement can be found in the *Player's Handbook*, *Xanathar's Guide to Everything*, or *Tasha's Cauldron of Everything*.



"ONE PERSON CAN MAKE ALL THE DIFFERENCE".

This is the mantra of a true hero, one who takes their power and commits themselves to making the world a better place. Heroes come in all shapes and sizes, fighting to protect the world from those who would corrupt and destroy it.

"Some heroes are born with their powers, through bloodlines or mutations. Other have their power thrust upon them through circumstance, stepping into their new life as a hero. And there are those who create their power, through ingenuity and dedication, rising from normality to be exceptional."



"But not all seek power for the good of others. There are the fallen heroes. Those who gave up on seemingly frivolous concepts like law, order and justice. Taking the role of judge, jury and executioner upon themselves, they take to the streets to fix the world as they see fit."

"Whether you were born with the gift, sought out some power or had this role thrust upon you, all who walk the path of a hero must remember:"



"WITH GREAT POWER, COMES GREAT RESPONSIBILITY."



EPISODE I

Heroes of Justice

Whether by divine gift or natural ability, you draw your power from the Sun itself! Granting you the power to unleash terrible blasts of fire, drastic enhancements to your strength and even the ability to fly!

SOLAR RAGE

Starting at 3rd level, when you enter your rage you tap into the solar energy that your body absorbs, unleashing it onto your foes. You gain the following abilities while raging.

- You gain +1 to your AC. This increases to +2 at 14th level and to +3 at 20th level.
- Your Strength score and maximum Strength score gain a bonus equal to your rage damage bonus.
- You have advantage on Wisdom (Perception) checks that rely on sound.
- You can use a bonus action on your turn to attempt to detect an invisible creature within 30 feet of you. You can detect the invisible creature with a successful Wisdom (Perception) check contested against the creature's Dexterity (Stealth) check.

BURNING GAZE

Starting at 6th level, while raging you can use an action to unleash a blast of fiery energy from your eyes in a 30-foot line. All creatures in this line must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier), taking 2d8 fire damage on a failure or half as much on a success.

This damage increases to 3d8 damage at 10th level, to 4d8 at 14th level, and to 6d8 at 18th level.

ASCENSION

At 10th level, the power of the sun grants you the ability to fly. While raging, you gain a flying speed equal to your movement speed.

GODS AMONGST US

At 15th level, the effects of the sun become permanently infused in your body. You gain all the benefits of your Solar Rage even when you are not raging.



BARBARIAN: PATH OF THE SOLAR

EPISODE 1 | HEROES OF JUSTICE

BARD: COLLEGE OF THE BANSHEE

EPISODE 1 | HEROES OF JUSTICE

This enigmatic college is selective and secretive, choosing only the most promising and loyal recruits. These young bards are rigorously tested and trained before the coveted mysteries of the college are revealed to them. The college transforms a bard into a living siege engine capable of shattering castle walls and laying low units of soldiers with their mere voices.

While they are respected for their capabilities, they are feared for their power. Few openly dare denigrate such a bard, but there is an air of dread that precludes their arrival and an anxious relief in their departing wake.

When they aren't serving on the battlefield or hunting down dangerous creatures, they are often hired to deliver royal announcements to large crowds, serving as a symbol of might for the governing body and for the practical purpose of their words carrying a great distance.

POWERFUL VOICE

Beginning when you select this college at 3rd level, your practice of honing your songs and screams into deadly magic grants you the ability to cause your voice to carry clearly for up to 300 feet at will.

As an action, you can use your voice to create a 60-foot-cone of strong wind. This disperses natural gases and effects such as *fog cloud*, *stinking cloud*, and *cloudkill*.

Additionally, flying creatures in the area must land at the end of their turn or fall prone.

THUNDERING WAIL

At 3rd level, you learn how to focus your voice into a potent weapon. As an action, you can expend and roll a Bardic Inspiration die to emit a blast of energy that is your choice of a 60 feet long and 5 feet wide line or a 30-foot cone. Each creature in that area must make a Dexterity saving throw against your spellcasting DC. Affected creatures take thunder damage equal to the amount rolled on the Bardic Inspiration die and are pushed 10 feet directly away from you. Those who succeed on their saving throws take half as much damage and aren't knocked back.

IMBUED SCREAM

Beginning at 6th level, you have learned to empower your wails with your spells. When you use your Thundering Wail ability, you can expend a spell slot to increase the effectiveness of the scream with one of the following options:

Deep Breath. Increase the wail's line by a number of 20-foot increments equal to the level of spell slot expended or increase the wail's cone by a number of 10-foot increments equal to the level of spell slot expended. For example, if a 7th-level bard expends a 3rd-level spell slot to increase the area of effect of Thundering Wail's cone, the cone increases from 30 feet to 60 feet. If the same bard were to expend a level 3 spell slot to lengthen the line effect of Thundering Wail instead, it would increase from 60 feet to 120 feet. The width of the line element remains at 5 feet.

Discordant Howl. Increase the wail's damage by a number of dice equal to the level of spell slot expended. The damage dice are the same size as your Bardic Inspiration die. Whenever you increase the damage of Thundering Wail in this way, no matter the level of the spell slot expended, the wail deals double damage to objects, structures, and vehicles. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on saving throws against the wail. In addition, nonmagical objects that aren't being worn or carried also take damage if they are in the wail's area.

Irresistible Cacophony. Increase the wail's DC by an amount equal to the level of spell slot expended. In addition, a creature is deafened until the beginning of its next turn.

Forceful Shriek. Increase the distance creatures are knocked away by your howl by a number of 10-foot increments equal to the level of spell slot expended. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take the same damage and be knocked prone.

SONGS WITHIN SCREAMS

When you reach 14th level, you've learned to weave rhythmic tones into your potent screams, creating an echoing song to harm your foes and aid your allies. Creatures of your choice within the area of your Thundering Wail are immune to its effect. In addition, such chosen creatures gain a use of your Bardic Inspiration until the beginning of their next turn.

CLERIC: SPEED DOMAIN

EPISODE 1 | HEROES OF JUSTICE

The messenger gods need speed to deliver their divine messages to the people and as their chosen champion they grant that speed to you! Dash through your foes with dizzying haste and unleash a flurry of spells to devastate them!

SPEED DOMAIN SPELLS TABLE

When you take this domain at 1st level, you gain domain spells at the cleric levels listed in the Speed Domain spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

Spells marked with an asterisk* can be found in *Xanathar's Guide to Everything*.

Cleric Level	Spell Name
1st	<i>expeditious retreat, zephyr strike*</i>
3rd	<i>blur, gust of wind</i>
5th	<i>haste, thunder step*</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>far step*, steel wind strike*</i>

SWIFT STEP

Starting at 1st level, you can use a bonus action to move an additional 10 feet. When you do, opportunity attacks made against you have disadvantage until the end of your turn.

At 12th level, this movement speed increases to 20 feet.

RAPID ASSAULT

Also at 1st level, if you move at least 30 feet before making an melee attack, you gain advantage on the attack roll.

CHANNEL DIVINITY: WITH HASTE

Starting at 2nd level, you can use your Channel Divinity to empower you and up to three allies within 30 feet. For the next minute, the affected creatures have their movement speed increased by 10 feet.

At 12th level the movement speed increases to 20 feet.

BLUR

At 6th level, whenever you take the Dash action you gain the effects of the blur spell until the start of your next turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

IN A FLASH

Starting at 17th level whenever you cast a spell as an action, you can use a bonus action to cast a spell of 2nd level or lower with a casting time of one action.



Warriors obsessed with justice soon learn that local authorities lack the oversight or conviction to protect the truly downtrodden. With no other recourse left, these fighters commit themselves to the shadows to strike fear into the hearts of malefactors everywhere.



FIGHTER: DARK KNIGHT

EPISODE 1 | HEROES OF JUSTICE

BONUS PROFICIENCIES

Starting at 3rd level, when you choose this martial archetype, you gain proficiency in one the following skills: Acrobatics, Investigation, or Stealth. Additionally, whenever you make an ability check using the chosen skill, your proficiency bonus is doubled.

HUNTER IN THE DARK

Beginning at 3rd level, you can cast hunter's mark. Intelligence is your spellcasting ability for this spell. Additionally, once you reach 7th level, you can cast darkness. When you cast darkness using this feature, you can treat the darkness as nonmagical for the purposes of your own vision.

Once you cast one of these spells with this feature, you must finish a short or long rest before casting that same spell again through this feature. Intelligence is your spellcasting ability for these spells.

NIGHTLY VIGIL

Darkness is your ally. Starting at 3rd level, you gain darkvision out to a range of 30 feet. If you already have darkvision, its range is increased by an additional 30 feet.

Additionally, while in dim light or darkness, you can take the Hide action as a bonus action.

ADOPTED BY DARKNESS

Starting at 7th level, you can add your proficiency bonus to your initiative rolls when you start combat in dim light or darkness.

MERCY

Beginning at 10th level, you can soften otherwise lethal blows. Whenever a creature within 10 feet of you is reduced to 0 hit points by a melee or ranged attack, you can use your reaction to stabilize the target. Additionally, if a creature within 10 feet of you is struck with a critical hit, you can use your reaction to reduce the attack into a normal hit; the target is still hit, but the attack does not deal extra damage.

SURGICAL PRECISION

At 15th level, your blows strike with astounding precision. Whenever you take the Attack action and have advantage on an attack roll against one of the targets, you can deal extra damage equal to your proficiency bonus.

DEDUCTIVE VIOLENCE

Your keen mind allows you to analyze foes in an instant to find their greatest weaknesses. Starting at 18th level, you use a bonus action to initiate an Intelligence contest with a creature you can see within 60 feet of you. If you succeed, the target has vulnerability to the damage of the next weapon attack you hit them with before the end of your next turn, provided they aren't already immune to the damage of your weapon attack.

You can use this feature a number of times equal to your proficiency bonus, regaining expended uses after you finish a short or long rest.

Guardians of the Sea are fighters that have a special magical connection with the ocean. You are a defender of the sea and all of its denizens. You help defend those who cannot defend themselves from threats both below and above the water. Be it fighting off sahuagin raiders, making deals with dragon turtles, or even facing off against the kraken itself, the guardian fighter is in tune with the ocean and with marine life!

FIGHTER: GUARDIAN OF THE SEA

EPISODE 1 | HEROES OF JUSTICE

TIDE MAGIC

When you choose this archetype at 3rd level, you gain access to tide points. You can use these tide points to cast spells as detailed below. You have a number of tide points equal to your level. You regain all expended tide points on a long rest.

Spells marked with an asterisk* can be found in *Xanathar's Guide to Everything*.

TIDE MAGIC

Tide Point Cost	Spell Name
1	<i>calm emotions, create/destroy water, shape water</i>
2	<i>control water, find steed (must have swim speed), shield</i>
3	<i>healing word, thunderous smite, water breathing</i>
4	<i>call lightning, maelstrom, watery sphere*</i>
5	<i>lightning bolt, steel wind strike*, wall of water</i>

SEA LORD'S TRIDENT

At 7th level, the trident is an ancient and powerful weapon forged by the God of the Sea. When wielding a trident, above or below water, the trident's damage dice becomes a d8 for you (d10 versatile).

You can perform an hour-long ritual to imbue your trident with the magical properties of one magic weapon that you find. After the ritual, any magical traits of the weapon are transferred to the trident and the magic weapon is dismissed to the ethereal plane. If you wish to imbue a trident with magical properties from a second weapon you must first remove the properties granted by the first magic weapon. This requires another hour-long ritual, after which the trident loses its magical properties and the first magic weapon appears in your hand once more.



SEA LORD'S GIFTS

10th Level Guardian of the Sea Feature

You gain a swim speed equal to your walking speed. You learn to speak, read, and write aquan. In addition you can communicate telepathically with any beast within 30 feet of you that has a swim speed. You can also breathe normally under water.

GODLY TRIDENT

15th Level Guardian of the Sea Feature

If you throw the trident, it returns to your hand after the attack. As a bonus action you can empower your trident until the end of your turn. When you do, the trident deals an extra 1d8 lightning damage on a hit.

THE WEAPON OF THE SEA

18th Level Guardian of the Sea Feature

Your magical connection with the sea has grown to magnificent strength. Once per long rest you may cast the spell tsunami.

MONK: WAY OF THE WING KNIGHT

EPISODE 1 | HEROES OF JUSTICE

From a young age those who are destined to enter the Way of the Wing-Knight are trained relentlessly by a flying rodent man seeking to create the greatest pupil of preternatural ability. Physical speed, martial power, and tactical cunning are drilled ad nauseum and the pupils are left to fend for themselves after these periods of clandestine training. Once through the rigorous trials they are granted the title of Wing-Knight and instructed to safeguard a particular city or region from all forms of crime and injustice.

PATH OF THE WING-KNIGHT

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons and gadgets. You gain the following benefits:

ESCRIMA STICKS

Magically appearing before you in a crate sealed with a flying rodent symbol, these two blunt sticks are carved from black marble and equipped with elegantly wrapped handles and magical orbs of crackling blue lightning that dance from the tips.

You have proficiency with these weapons, which have the following profile:

Name	Damage	Weight	Properties
Escrima Stick	1d4 bludgeoning & 1d4 lightning	2lbs	Light, Finesse

ENHANCED REFLEXES

If you make an unarmed strike as part of the Attack action on your turn and are holding an escrima stick, you can use it to defend yourself. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage while an escrima stick is in your hand and you aren't incapacitated.

WING-TINGS

Metal boomerangs forged in the shape of black and blue birds. You can use a bonus action on your turn to make a ranged attack with a wing-ting, which has the following profile:

Name	Damage	Weight	Properties
Wing-Ting	1d6 slashing	1lb	Light, Thrown (20/60)

THE OL' ONE - TWO

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MASTER HACKER

At 6th level, you extend your ki into your weapons, granting you the following benefits:

Magic Wing-Knight Weapons. Your attacks with your escrima sticks and wing-tings count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Titan Strike. When you hit a target with your escrima stick, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

TACTICAL LEADER

At 11th level, you shout out tactics and encouragement to your allies. As an action, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1) that are within 60 feet of you that are allied with you. These creatures can make one melee or ranged weapon attack with their reaction, provided they can see or hear you.

TITAN

At 17th level, your combination of athleticism and cunning has reached the peak of what is physically possible. Having gained this near otherworldly level of mastery over mind, body, weapon and gadget has granted you unparalleled speed and brutality. You are now able to attack one target with your escrima sticks in tandem on one attack action rather than having to use an attack action and a bonus action.



PALADIN: OATH OF THE NAMED

EPISODE 1 | HEROES OF JUSTICE

You embody the will of your deity, and by calling their name you transform into their avatar!

TENETS OF THE NAMED

The tenets of the Oath of the Named are the will to embody your deity in both body and spirit.

Chosen. You stand above other worshippers as the chosen champion of your divine master.

The Name. Your old name and life are meaningless. You are a divine avatar and nothing more.

Spread the Teachings. Every new follower could be the next avatar of your divine master, spread his teachings and seek a successor.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Named Spells table. See the Sacred Oath class feature for how oath spells work.

NAMED SPELLS

Paladin Level	Spell Name
3rd	<i>identify, protection from evil and good</i>
5th	<i>augury, Nystul's magic aura</i>
9th	<i>clairvoyance, sending</i>
13th	<i>guardian of faith, Mordenkainen's private sanctum</i>
17th	<i>commune, contact other plane</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Avatar State. For the next 10 minutes you assume the avatar form of your deity, granting you a flying speed of 50 feet. Whenever you hit a creature with a melee weapon attack you deal an additional 1d8 radiant damage.

Call the Divine. As an action you call the name of your divine master and unleash a burst of divine energy. Each creature of your choosing within 30 feet must make a Dexterity saving throw, taking damage equal to twice your Paladin level on a failure, or half as much on a success.

AURA OF THE AVATAR

Starting at 7th level, you emanate a divine aura while you're not incapacitated. At the start of each of your turns, choose one creature within 10 feet of you. Until the end of that creature's next turn, the chosen creature deals 1d10 additional radiant damage with every melee or ranged attack.

At 18th level, the range of this aura increases to 30 feet.

AVATAR STATE

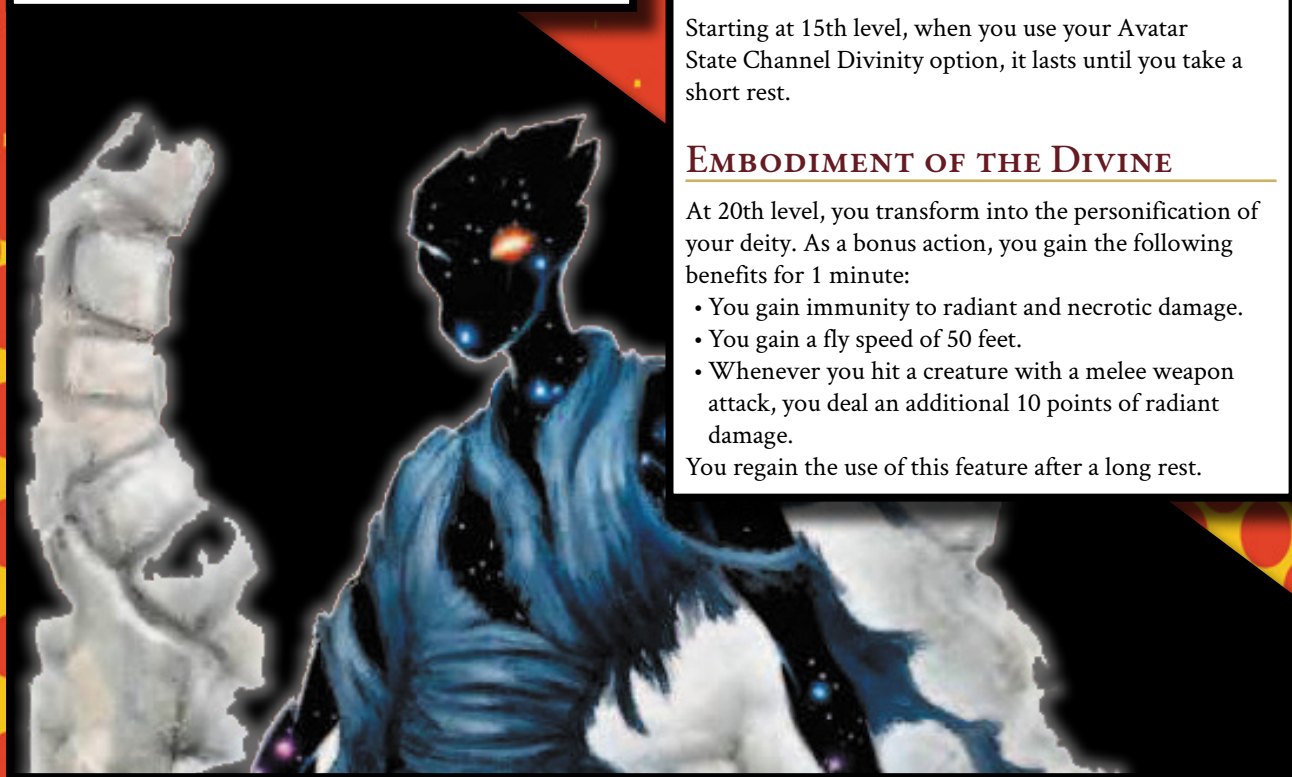
Starting at 15th level, when you use your Avatar State Channel Divinity option, it lasts until you take a short rest.

EMBODIMENT OF THE DIVINE

At 20th level, you transform into the personification of your deity. As a bonus action, you gain the following benefits for 1 minute:

- You gain immunity to radiant and necrotic damage.
- You gain a fly speed of 50 feet.
- Whenever you hit a creature with a melee weapon attack, you deal an additional 10 points of radiant damage.

You regain the use of this feature after a long rest.



PALADIN: OATH OF THE MANHUNTER

EPISODE 1 | HEROES OF JUSTICE

Contrary to the harsh sounding title of manhunter, those who take the oath are more about loving life and living it to the fullest, spreading justice and happiness through positive actionable decisions instead of through direct confrontation with injustice or evil. The oath is actually named for one of the most famous members to carry the moniker, a true paragon of his kind, but also a tragic figure who inspired others to follow in his footsteps.

TENETS OF THE MANHUNTER

The tenets of the Oath of the Manhunter are nothing more than true dedication to the people you love, and the things which bring you happiness.

Family. The source of a manhunter's power is not in their mastery over psionic abilities, but in the connections they make with others. This is more than friends or colleagues, a self-gathered family.

The Last Scion. The manhunters are not populated. One day, they will cease to exist. Use the time you have left to make a difference.

Enjoy the simple things. From reliable friendships to simple delights like baked goods, take time each day to experience the emotion of joy wherever you find it.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Manhunter Spells table. See the Sacred Oath class feature for how oath spells work.

MANHUNTER SPELLS

Paladin Level	Spell Name
3rd	<i>protection from evil and good, sleep</i>
5th	<i>aid, mind spike</i>
9th	<i>major image, sending</i>
13th	<i>confusion, locate creature</i>
17th	<i>dominate person, modify memory</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Energy Blasts. For the next 10 minutes, you can expend a spell slot as a bonus action. Make a ranged spell attack that deals 1d10 force damage plus 1 damage for each level of the spell slot. This attack has a range of 20/60.

Alter Form. Choose one of the following (or expend two uses to choose two):

- For the next 10 minutes, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- For the next 10 minutes, you are under the effect of a shapeshifting enchantment. This duplicates the effect of alter self, but does not require concentration.
- For the next 10 minutes, you gain a flying speed equal to your base speed.

PSIONIC AURA

Starting at 7th level, you emanate a psionic aura while you're not incapacitated. At the start of each of your turns, choose one creature within 10 feet of you. Until that creature leaves this area, or you choose another creature, you can read that creature's mind as though you had cast detect thoughts on it.

If a creature who is under this effect is forced to make a saving throw against becoming frightened or charmed, you can choose to have the creature roll with advantage or disadvantage (your choice).

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINITY

Starting at 15th level, when you use a channel divinity effect, it lasts for 30 minutes instead of 10 minutes. Additionally, when you use your Alter Form effect, you select an additional option.

Additionally, your psionic intuition combined with your altered forms has made you more sensitive to the world around you. You gain truesight within the area of your psionic aura.

LAST OF THE MANHUNTERS

At 20th level, you direct all of your capabilities and powers to commit yourself to one grand assault. As a bonus action, you gain the following benefits for 1 minute:

- Your aura increases to have a 120-foot radius.
- At the start of your turn, you regain 15 hit points unless you took fire damage since the end of your previous turn.
- You gain all the benefits of both of your Channel Divinity options, without expending a use. You gain all three benefits of Alter Form.
- You gain the benefits of the haste spell.
- At the end of each of your turns, select one condition you are currently suffering from. You rearrange your form to end the effect immediately.

Once you use this trait, you gain a level of exhaustion that can only be removed by completing a long rest. You cannot use this ability again while you have at least one level of exhaustion.

RANGER: MECHANICAL HUNTER

EPISODE 1 | HEROES OF JUSTICE

Most rangers learn, through careful practice, to adapt to nature and live among it as part of the cycles of the world. Mechanical rangers, on the other hand, seek to master the natural world by overcoming the limitations of their natural form with arcane tools and equipment implanted in their very bodies.

MECHANICAL MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Mechanical Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MECHANICAL SPELLS

Ranger Level	Spell Name
3rd	<i>arcane weapon</i>
5th	<i>enhance ability</i>
9th	<i>lightning bolt</i>
13th	<i>arcane eye</i>
17th	<i>bigby's hand</i>

BONUS PROFICIENCIES

You are trained in the use of the technologies that keep your equipment running.

Beginning at 3rd level, you gain proficiency with heavy armor and tinker's tools. You may use any tool with which you are proficient as a spellcasting focus for your ranger spells.

EMBEDDED TECHNOLOGIES

Through your tinkering with merging flesh and technology, you modify yourself so that certain pieces of equipment are embedded into your physical body.

You may place a number of weapons, tools, pieces of armor or other equipment into your body equal to your proficiency bonus plus your Constitution modifier and, provided you have access to a healer's kit and tinkers tools, can change one piece of equipment that you have embedded in this way during a long rest.

Any equipment embedded in your body cannot be dropped or removed while you are alive. The process leaves scarring, but while not in use, the specific equipment you have embedded is not visible unless you wish it to be.

The equipment embedded has specific benefits depending on its type, any spells are cast at their base level and use your ranger spell save DC.

Armor embedded in this way does not reduce your movement speed or provide disadvantage on stealth checks.

Weapons embedded this way lose the loading and thrown properties; they may be drawn or stowed freely without using any action. They are treated as magical

weapons and you may choose to have them deal radiant damage instead of their regular damage type. Shields equipped this way can be donned or doffed with your free object interaction.

You are considered proficient with any tools embedded this way.

You may also choose to embed one of the following additional enhancements, instead of a mundane piece of equipment:

Bionic Eye. By replacing an eye with an arcane sphere, you gain darkvision out to 60 feet and may add 1d4 to your Wisdom (Perception) and Intelligence (Investigation) checks.

Grappling Hook. By installing this spool and launcher mechanism, you may throw a line up to 60 feet unerringly and gain a climb speed equal to your walking speed while using the line to ascend or descend.

Lash. With this cord-like weapon in your arm, you know the *thorn whip* cantrip.

Lifters. By enhancing your arms and legs, you are treated as a creature one size larger than yourself to determine your lifting and carrying capacity.

Projector. With this complex set of prisms lenses embedded, you know the *minor illusion* cantrip.

Reactive Defense. With these arcane defenses embedded, you know the *thunderclap* cantrip.

EMBEDDED ATTACK

Beginning at 5th level, when you hit with a weapon attack using a weapon you have embedded, you can have that weapon deal an additional 1d8 damage of the same type dealt by the weapon. This damage increases to 2d8 at 14th level. When you use this ability, you can also expend one spell slot to increase the extra damage dealt by 1d8 for each level of the spell slot expended in this way, to a maximum of 5d8. You can use this ability once per turn.

HOT SWAP

You learn to make the modifications to your equipment more rapidly than you could before. The number of items you can have embedded increases by 2. You may also change a number of embedded devices equal to your Constitution modifier during a long rest and you can change one embedded device when you complete a short rest. You can do this once and you regain the ability to do so when you complete a long rest.

GREATER TECHNOLOGIES

You continue the process of tinkering with your body, enhancing yourself still further above mortal limitations. While you have armor embedded this way, you now add your Constitution modifier to your armor class.

Aquatic Adaptation. While this is embedded, you gain a swim speed equal to your walking speed and can breathe water as if it were air.

Boosters. While these are embedded, you may cast *feather fall* at will, targeting only yourself, and may cast *fly* once without using a spell slot or material components, regaining all uses when you finish a long rest.

Deadeners. By installing this tool that emits a field of magical resistance, you have advantage on all saving throws against spells or magical effects and may cast *counterspell*, *dispel magic*, and *remove curse* once each without using a spell slot or material components, regaining all uses when you finish a long rest.

Flickerform. By installing this apparatus that allows you to shift minutely to other planes, you may take the Dash and Disengage actions as a bonus action on your turn and may cast *dimension door* once without using a spell slot or material components regaining all uses when you finish a long rest.

Optical Defenses. By installing these arcane defenses you may cast *disguise self*, *blur*, and *invisibility* once each without using a spell slot or material components, regaining all uses when you finish a long rest.

Scanner. While this is embedded, you may cast *detect magic* at will, and *find traps* and *see invisibility* a number of times equal to your Ability Score modifier here each without using a spell slot or material components, regaining all uses when you finish a long rest.

Universal Translator. By installing this device in your ear and eye, you gain the ability to understand, speak, and write all languages, and may add 1d4 to all Charisma (Deception, Intimidation, and Persuasion) and Wisdom (Insight) checks and may cast *suggestion* once without using a spell slot or material components, regaining all uses when you finish a long rest.

MECHANICAL TONGUE

You are more machine than human by this point in your transformation. At this point, you have learned the hidden language of inanimate objects. You gain the ability to speak with constructs or mechanical objects as if you shared a language. Objects may provide you with basic information about their surroundings, such as recent events or creatures who have passed.

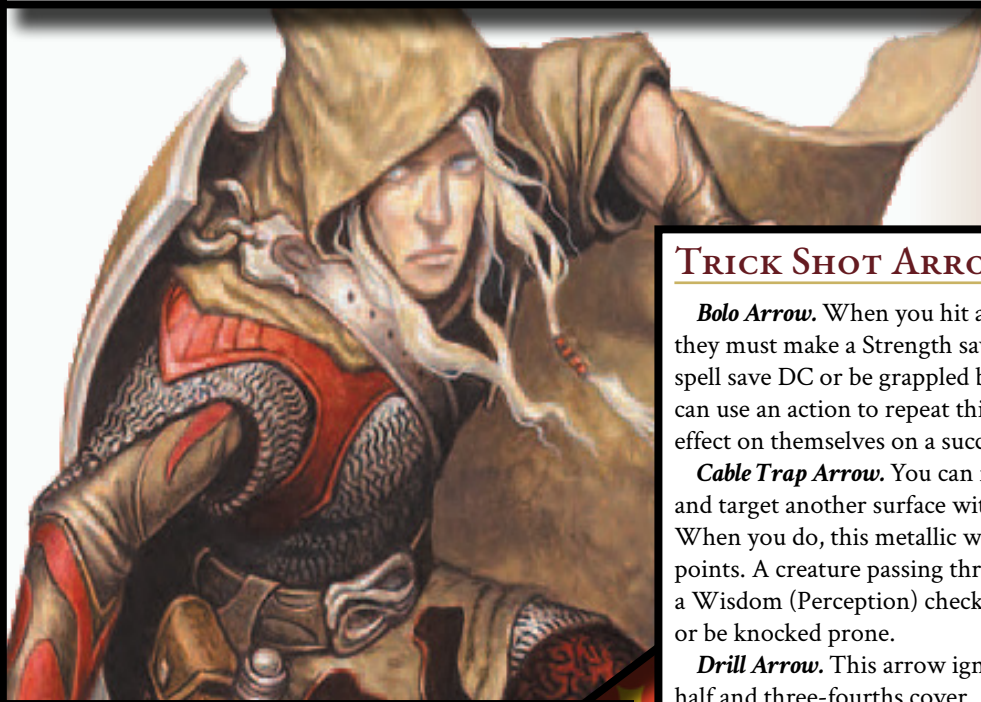
In addition, a number of times per day equal to your Wisdom modifier, you can cast *animate objects* or *tiny servant* without using material components or expending a spell slot.



RANGER: TRICKSHOT ARCHER

EPISODE 1 | HEROES OF JUSTICE

Using a series of mechanically enhanced arrows, you are prepared for every situation. Whether to blind a foe, pierce through a wall, or simply destroy your foes with an exploding arrow - you are always ready.



TRICKSHOT ARROWS

Starting at 3rd level, you gain the ability to craft special trickshot arrows to aid you in battle. These arrows are nonmagical ammunition that you keep prepared using materials and supplies you purchase or scavenge from the land. You have a number of uses of these Trickshot Arrows equal to your Wisdom modifier (minimum 1) regaining the uses after a short rest.

EXPERT MARKSMAN

Beginning at 5th level, you do not suffer disadvantage on ranged attack rolls against creatures within 5 feet or creatures who are prone.

FLETCHER

At 7th level, you regain 2 uses of your Trickshot Arrows whenever you take a short rest.

OVERWATCH

Starting at 11th level, you can use your reaction to make a ranged attack against a creature with 30 feet of you when they move at least 10 feet.

MASTER OF THE BOW

At 15th level, you can use a bonus action to gain advantage on ranged attack rolls until the end of your turn.

TRICK SHOT ARROWS

Bolo Arrow. When you hit a creature with this arrow they must make a Strength saving throw against your spell save DC or be grappled by the arrow. The creature can use an action to repeat this saving throw, ending the effect on themselves on a success.

Cable Trap Arrow. You can fire this arrow at a point and target another surface within 15 feet of that point. When you do, this metallic wire connects the two points. A creature passing through the wire must make a Wisdom (Perception) check against your spell save DC or be knocked prone.

Drill Arrow. This arrow ignores the benefits of one-half and three-fourths cover.

Explosive Arrow. When you hit a creature with this arrow, the creature and all creatures within 10 feet of it must succeed on a Dexterity saving throw or take 1d10 fire damage.

Flare Arrow. You fire an arrow that explodes with a vibrant colour and a small amount of smoke. This arrow emits bright light 20 feet in every direction and an additional 20 feet of dim light for 1 minute. A creature hit directly by this arrow takes 1d8 fire damage. On a critical hit the creature is set aflame taking 1d8 fire damage at the start of each of its turns. It can use an action to extinguish the flames.

Smoke Arrow. You can fire this arrow at a point of your choosing. A cloud of smoke explodes in a 10-foot radius centered on that point. Creatures inside this area are under the effects of the fog spell.

Shocking Arrow. When you hit a creature with this arrow, they take an additional 1d8 lightning damage. On a critical hit the creature is stunned until the start of your next turn.

Shrapnel Arrow. After hitting a creature with this arrow, all creatures within 5 feet of that creature must succeed on a Dexterity saving throw or take 1d10 piercing damage.

Sonic Arrow. When you hit a creature with this arrow, they take an additional 1d8 psychic damage and must succeed on an Intelligence saving throw or be deafened until the end of their next turn.

Toxic Arrow. When you hit a creature with this arrow, it must make a Constitution saving throw or be poisoned for 1d4 rounds.

WARLOCK PATRON: THE GREEN FLAME

EPISODE 1 | HEROES OF JUSTICE

Your patron is an immensely powerful otherworldly entity, a force of great power and hope. Your patron bestows upon you a Green Ring of Power. This ring is a fabled magical artifact of limitless potential. Only very few of these rings are known to exist and they are scattered far and wide across the multiverse. While these rings are extremely powerful, the effectiveness of the ring depends greatly on the skill and willpower of its bearer. As such, only a select few are ever chosen to be granted such a burden.

RING OF POWER

Your patron gifts upon you a Ring of Power. This ring possesses many powerful abilities that you will learn to wield in time. To gain access to the powers of the ring you must be wearing it and using it as your arcane focus. If you lose the ring, you can use an action to summon it again. In addition, as a bonus action you can cause the ring to glow faintly, casting bright green light for 15 feet and dim light for an additional 15 feet.

BONUS CANTRIPS

At 1st level, you learn the *green flame blade* and the *mage hand* cantrips (with some minor alterations). They count as warlock cantrips for you, but they don't count against your number of cantrips known. The summoned mage hand is green.

WARRIOR OF LIGHT

Also at 1st level, you can cast *mage armor* on yourself at will, without expending a spell slot or material components.

SUMMONED WEAPONS

Finally at 1st level, you can also use the ring to summon weapons of light to aid you in your fight against the darkness, called "summoned weapons." As a bonus action you can conjure a weapon. You are considered proficient with any weapon you summon in this way. The weapon does force damage. If the weapon is a ranged weapon, such as a longbow, you can summon 20 pieces of ammunition as well as a holder as part of the same bonus action. A weapon conjured in this way disappears after 1 minute. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. You can imbue your summoned weapons with the abilities of any magic weapon you find by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour. After the ritual the magic weapon is shunted to an extra dimensional space where it cannot be reached and your summoned weapons gain the abilities of the magic weapon. If at any point you wish to imbue your summoned weapons with the abilities of another magic weapon you find, you must perform another hour-long ritual. At the end of the ritual, you imbue your summoned weapons with the new magic weapon abilities, replacing the abilities of the old magic weapon. In addition, the new magic weapon is shunted to the extra dimensional space and the old magic weapon appears in your hands once more.

EXPANDED GREEN FLAME SPELL LIST

Your connection to The Green Flame allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Spells marked with an asterisk can be found in *Explorer's Guide to Wildemount*.

MECHANICAL SPELLS

Spell Level	Spell Name
1st	<i>catapult, shield</i>
2nd	<i>knock, Maximilian's earthen grasp</i>
3rd	<i>erupting earth, Melf's minute meteors</i>
4th	<i>Evard's black tentacles, gravity sinkhole**</i>
5th	<i>Bigby's hand, telekinesis</i>

IN BRIGHTEST DAY

Your skills with the Ring are beginning to grow. At 6th level, you learn to levitate, granting you a flying speed of 10 feet. This increases to 30 feet at 9th level, and 50 feet at 14th level. In addition, when you take the Attack action with one of your summoned weapons, you can make two attacks instead of one. Also at 6th level, you become a beacon of courage and hope for your allies. You are immune to the frightened condition. In addition, allies within 15 feet of you gain advantage on saving throws against being frightened.

IN BLACKEST NIGHT

At 10th level, your connection with the green flame and mastery of your Ring of power continues to grow stronger, shielding you from your enemies. You gain a +2 bonus to AC and a +1 bonus to saving throws while conscious. Also starting at 10th level, nothing, neither darkness nor magic, can shield your foes from your gaze. Once a day as an action you can grant yourself truesight with a range of 30 feet for 1 hour.

NO EVIL SHALL ESCAPE MY SIGHT

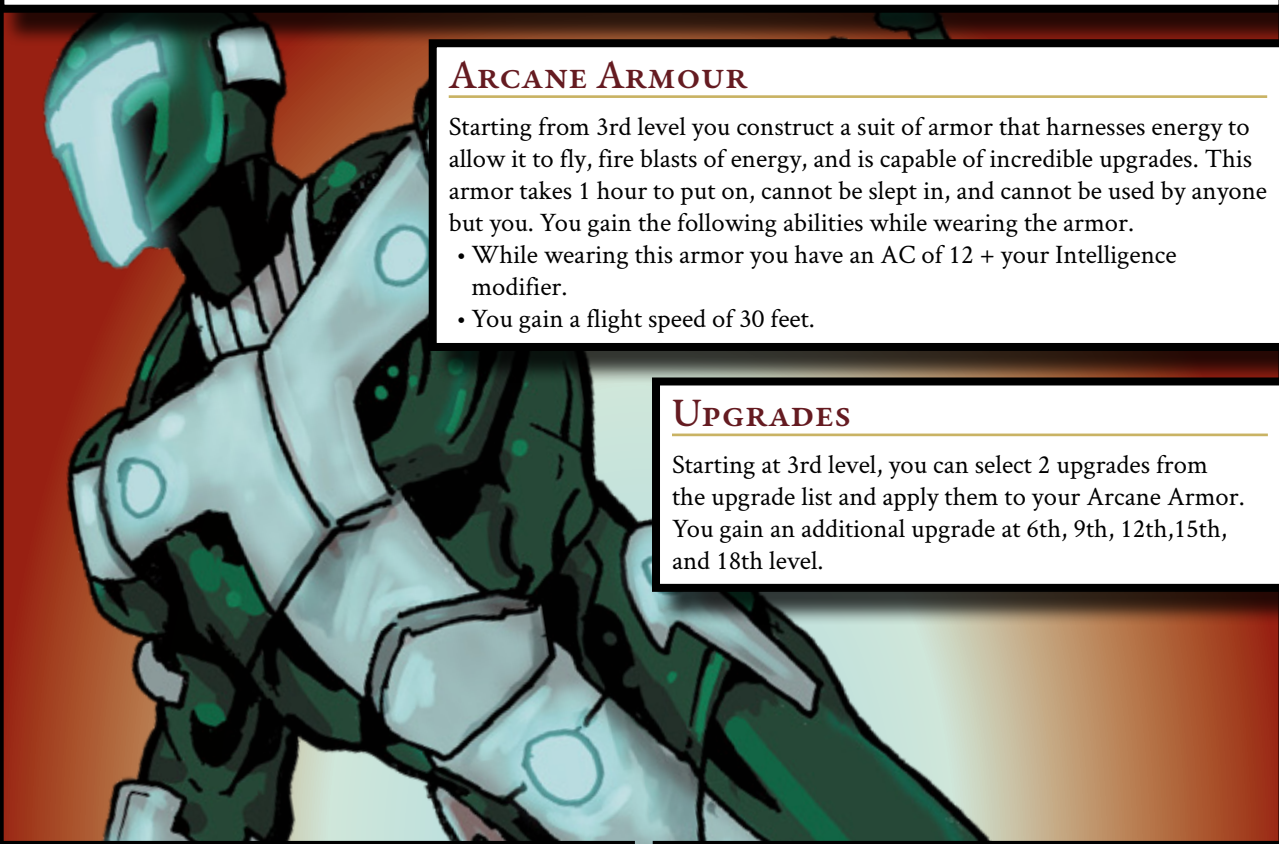
At 14th level, your mastery of the Ring of Power is a dangerous force to be reckoned with. You inspire your allies and cause fear in the hearts of your enemies. You can cast the telekinesis spell at will. In addition, when you take the Attack action with one of your summoned weapons, you can make three attacks instead of two. You may also cast the spell *Mordenkainen's sword* once per long rest. Also, you can cast the animate objects spell once per long rest without requiring objects to animate, as you conjure the objects from thin air with your willpower.



EPISODE II

Marvelous Heroes

With your unparalleled genius you've managed to make a suit of armor with incredible technological powers. Capable of protecting you from harm and dealing massive amounts of damage with the energy based weapons you build into your suit, your new power will astound and terrify your foes.



ARCANE ARMOUR

Starting from 3rd level you construct a suit of armor that harnesses energy to allow it to fly, fire blasts of energy, and is capable of incredible upgrades. This armor takes 1 hour to put on, cannot be slept in, and cannot be used by anyone but you. You gain the following abilities while wearing the armor.

- While wearing this armor you have an AC of 12 + your Intelligence modifier.
- You gain a flight speed of 30 feet.

UPGRADES

Starting at 3rd level, you can select 2 upgrades from the upgrade list and apply them to your Arcane Armor. You gain an additional upgrade at 6th, 9th, 12th, 15th, and 18th level.

ARTIFICER: ARCANE ARMORER

EPISODE 2 | MARVELOUS HEROES

ENERGY WEAPONS

At 6th level, you gain the ability to harness magical power and unleash it upon foes in the form of raw energy. You can use an action to make a special ranged attack known as a 'energy volley' using your Arcane Armor. You can make two ranged attacks at a creature or creatures up to 30 feet away from you using your Intelligence modifier + proficiency bonus for the attack roll. On a hit the energy deals 1d8 + your Intelligence modifier as force damage.

THE PINNACLE OF INVENTION

Starting from 14th level, you can alter your suit to fit inside a magical piece of jewelry, summoning it onto your body when needed. Choose either a necklace, ring, crown, or bracelet. As an action the suit can be called forth, instantly appearing on your body. In addition, whenever you take a long rest, you can swap one of your old upgrades for a new upgrade.

UPGRADES

Far Shot. The range of your Energy Volley increases to 60 feet.

Assisted Targeting. You gain a +2 to attack rolls with your Energy Volley.

Potent Energy. You gain a +4 to damage rolls with your Energy Volley.

Advanced Propulsion. You can use a bonus action to dash while flying or triple your jump distance.

Reinforced Plating. Your Arcane Armor has its AC increased to 14 + Intelligence modifier.

Flamethrower. You can use an action to cast burning hands at 1st level without expending a spell slot.

Energy Beam. You send a line of energy surging forward in a 60 foot line. All creatures in that line must make a Dexterity saving throw or take 4d10 force damage on a failure or half as much on a success. The DC for this feature is 8 + your proficiency bonus + your Intelligence modifier. You regain the use of this feature after a short rest

Close Quarters Capabilities. You implant melee weapons that can be hidden inside your suit of armor. You can choose a one-handed weapon to be implanted into each arm or a two handed weapon to be implanted into the back of the armor.

Artificial Assistant. You implant into the suit an artificial ally to aid you in your adventures. The voice and personality of this assistant is chosen by you. You can add 1d4 to all Intelligence checks.

ARTIFICER: SPECIALIZATION OF THE IRON SPIDER

EPISODE 2 | MARVELOUS HEROES

There have been a number of unique individuals who have all taken to the totem of the spider: an icon which causes them to adopt the traits of spiders, shaping them into amazing arachnid-like heroes. These spectacular individuals always put a unique spin on these powers, ranging from blood-powered primal abilities to incredible physical training. Presented here is an example of those who use technology to grant themselves these abilities.

IRON SPIDER TOOLS

When you adopt this specialization at 3rd level, you gain proficiency with one type of artisan's tools of your choice.

IRON SPIDER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Iron Spider Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

IRON SPIDER SPELLS

Artificer Level	Spell Name
1st	<i>feather fall, hunter's mark</i>
2nd	<i>barkskin, find traps</i>
3rd	<i>slow, wall of webs</i>
4th	<i>confusion, grasping vine</i>
5th	<i>far step, telekinesis</i>

WALDOES

Starting at 3rd level, you have a set of three mechanical arms that attach to whatever armor or clothing you are wearing. Nothing can remove these limbs while you are conscious. You can use these waldoes as a focus for casting your spells and they count as a set of each type of artisan's tools you are proficient in.

These waldoes also give you a climb speed of 15 feet and darkvision out to 30 feet. If you already have darkvision, the range is increased by 30 feet. While climbing in this way, you can climb on any surface including upside down.

SUPERIOR ARMOR

Starting at 5th level, as long as you're not wearing armor, a suit of light armor expands from your waldoes and covers your body head to toe. The exact appearance and texture of this armor is of your own design and can be changed as part of a long rest. You can deploy or retract this armor as a bonus action.

While wearing this armor, your AC is 13 + your Dexterity modifier. Additionally, while wearing this armor you can use your reaction to do one of the following:

- In response to making a Constitution saving throw, you succeed on the save.
- In response to falling, you can cast *feather fall* for 1 turn.

ULTIMATE UPGRADE

Starting at 9th level, you've reinforced your waldoes. Your waldoes can now be used to make a melee attack that you are proficient with. This attack deals 1d8 slashing damage, has a reach of 5 feet, and critically hits on a 19 or 20 on the d20. You cannot make attacks with your waldoes while climbing.

Additionally, if you use your waldoes to cast a spell from your Iron Spider spell list, they can replicate the material and somatic components for you as long as your waldoes aren't being used to climb.

INSTANT KILL MODE

Starting at 15th level as a bonus action, you can invoke a mode that grants exceptional combat prowess, which lasts for 1 minute. While using Instant Kill Mode, whenever you make a melee weapon attack, your waldoes perform an additional melee weapon attack on each hostile creature within 5 feet.

While in Instant Kill Mode, when you are targeted by a melee attack, you can use your reaction to cause your waldoes to make two melee attacks against the attacking creature.

WALL OF WEBS

3rd level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of cobwebs)

Duration: Concentration, up to 10 minutes

You conjure a wall of webs at a point you can see within range. You can make the wall a line 30 feet long, 10 feet high, and 3 inches thick. Both ends of the wall must touch a solid object. It vanishes when the spell ends, and the wall blocks ranged attacks but not line of sight.

Any creature who is caught within the line must succeed on a Dexterity saving throw or become restrained as long as it remains in the webs or until it breaks free by using its action to succeed on a Strength (Athletics) check. Any creature attempting to move through must also make this saving throw.

The webs are flammable. If they take fire damage, the spell ends that round.

Some barbarians undergo rituals that ought not be — rituals that leave a demon in their hearts... demons that consume the mind and swell the body when awoken. These behemoths have one purpose: to smash!

BARBARIAN: PATH OF THE BEHEMOTH

EPISODE 2 | MARVELOUS HEROES



SMASH!

Your mighty blows can crack crags and shatter bones! Beginning at 3rd level, when you choose this primal path, the damage of your unarmed strikes increase to 1d4. When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

While you're raging, you instead deal 1d8 damage with your unarmed strikes.

INCREDIBLE LEAP!

Starting at 3rd level, your long jump is 20 feet and your high jump is 10 feet, with or without a running start. Additionally, you gain a climb speed equal to your movement speed.

Starting at 10th level, your long jump and high jump both increase by an additional 20 feet.

SWELL!

Starting at 6th level, your peculiar nature allows your muscles and bones to swell, drastically inflating your size. When you enter a rage, you can increase your size by one category (to a maximum of Large). While enlarged, your weight is multiplied by eight. Additionally, while in an enlarged state, your unarmed strikes deal 1d10 bludgeoning damage.

You can use this feature a number of times equal to your Constitution modifier, regaining expended uses after you finish a long rest.

SMASH MORE!

At 6th level, while you're raging, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CRATERED LANDING!

Starting at 10th level, not even gravity can dare challenge you! While you're raging, you can use your reaction to reduce any falling damage you take by an amount equal to 5 x your barbarian level.

GROUND POUND!

Starting at 14th level, your fury can force even the ground to tremble. As an action, you can send a shockwave through the ground or another surface you're standing. All creatures other than you within 10 feet of you must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a success, a creature takes bludgeoning damage equal to your Strength modifier (a minimum of 1). On a failure, the creature is also knocked prone.

You are the emissary of the Treants, the voice of the old woods. When man encroaches on the sacred ground of your people, you warn them only once to stop their trespassing. If they do not heed your warning, the wrath of the forests will descend upon them!

ENT BORN

Starting at 2nd level, your skin becomes bark-like, floral or fungal growths protruding from your body. You permanently gain the benefits of the barkskin spell.

ALLIES OF THE WOOD

Also at 2nd level, you can telepathically communicate basic feelings to plants and animals within 30 feet of you. You can cast the speak with plants spell without expending a spell slot.

When you reach 10th level, you can cast conjure woodland beings once without expending a spell slot. When you cast the spell this way, you must choose a plant creature instead of a fey creature. You regain the use of this feature after a long rest.

VINE WHIP

Finally at 6th level, you can cast *grasping vine* without expending a spell slot. When a creature is affected by this spell, you can use your reaction to deal 2d10 magical slashing damage.

FOREST WALKER

Starting at 10th level, you can cast *tree stride* without expending a spell slot.

GUARDIAN

Starting at 14th level, whenever an ally within 15 feet of you takes damage, you can use your reaction to send a flurry of bark-like material toward your ally to guard them. When you do, you reduce that damage your ally takes by your druid level. At 20th level, you can select up to three targets when you use this feature.



DRUID: CIRCLE OF THE TREANT

EPISODE 2 | MARVELOUS HEROES

DRUID: CIRCLE OF THE ANT

EPISODE 2 | MARVELOUS HEROES

A world exists below our feet. A world of kingdoms at war, fought with mandibles and stingers. A place where pebbles become great boulders, where fallen sticks become impassable walls, and where a tiny stream of water becomes a raging river. This world calls to you, it beckons as an intriguing new universe to discover.

SHRINK

Starting at 2nd level, you can expend a use of your Wild Shape to become as small as an ant. While in this form, your strength increases proportionally, granting you a Strength score of 30 and you gain resistance to all damage except psychic. Your Strength score returns to normal when you end your Wild Shape.

INSECT TELEPATHY

Also at 2nd level, you can communicate with insects via telepathy. They understand your intent in a rudimentary way and you understand the intent of a swarm of insects. You know the *infestation* cantrip and it does not count against the total number of cantrips you know.

Additionally, as an action you can conjure a Medium swarm of normal ants. The ants can follow simple orders, such as manipulating an object, opening a door, retrieving an item, or pouring out a vial. The swarm moves at 10 feet per round and cannot lift more than 10 pounds.

TARGETED SHRINKING

At 6th level, you can expend a use of your Wild Shape and make a ranged spell attack against a creature or object within 60 feet of you. On a hit, the target is shrunk down to the size of an ant for the duration of your Wild Shape feature. While shrunk in this way, you cannot use your Wild Shape feature.

IMPROVED CONTROL

At 10th level, your telepathic contact with insects improves. Insect plague is always prepared for you and doesn't count against the number of spells you can prepare each day. When you cast insect plague, increase the damage dealt by the spell by 1d10.

Additionally, choose either a giant centipede, giant flying ant (use the statistics for giant fly), giant wasp, or giant wolf spider. You can have your chosen creature as a loyal mount. If the creature dies, you can summon a new one as part of a long rest.

GOLIATH

Starting at 14th level, you've learned the secrets of shrinking, but you've gained much better control over the scale. You can expend two uses of Wild Shape and become a giant instead of shrinking. Your size becomes Huge and your physical ability scores increase each by +6 to a maximum of 30. You deal double damage with weapon attacks against structures and whenever you hit with a weapon attack, you can choose one of the damage dice and roll it again, adding the result to the total damage dealt.



MONK: WAY OF THE UNSEEING

EPISODE 2 | MARVELOUS HEROES

Unseeing monks channel their ki to empower their senses other than sight. Whether to overcome natural blindness or to gain an advantage over foes in the darkness, Unseeing monks hone their senses to a razor's edge, such that they can perform superhuman feats of perception.



SEE THE UNSEEN

By 3rd level, you have trained your senses to the peak of natural ability.

When you take this subclass, you gain proficiency in the Perception and Investigation skills. Your proficiency bonus is doubled for any ability check you make that uses either of those skills as long as you can hear, smell, taste, or touch what you are observing.

PINPOINT SENSES

At 3rd level, your monastic training allows you to use your ki to power your senses to a superhuman level and to incorporate the physical contact of unarmed strikes as a tool in perceiving enemies.

When you hit a creature with an unarmed strike, you are aware of that creature's location until the end of your next turn. In addition, you can spend 1 ki point to make a Wisdom (Perception) or Intelligence (Investigation) check as a bonus action using a sense other than sight. When you perceive a creature's position using either of these methods, that creature provokes opportunity attacks from you even if it is unseen and even if it used the Disengage action.

When you perceive the location of a creature that would otherwise not be seen by you, (such as a hidden or invisible creature) you can identify its exact position and are treated as if you can see that creature until the end of your next turn. That creature does not gain advantage on attacks against you for being unseen and you do not gain disadvantage or risk targeting the wrong location when attacking it.

WITHOUT FEAR

At 6th level, your comfort with unseen forces around you and reliance on senses beyond your eyes aids you in cutting through efforts to deceive or frighten you.

You have advantage on saving throws against illusion spells and against spells or abilities that would cause you to be frightened. Additionally, as an action, you can spend 1 ki point to target an illusion spell or an ability that would change or hide the appearance of a creature or object within 30 feet. The creature that originally cast the spell or used the ability must succeed on a Constitution saving throw against your ki save DC or the spell or ability ends.

UNSEEN TRUTHS

Beginning at 11th level, your senses are so trained that you can perform almost magical feats of perception. You can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *darkvision*, *detect thoughts*, *see invisibility*, or *zone of truth*, without using material components. You also have tremorsense out to a range of 10 feet.

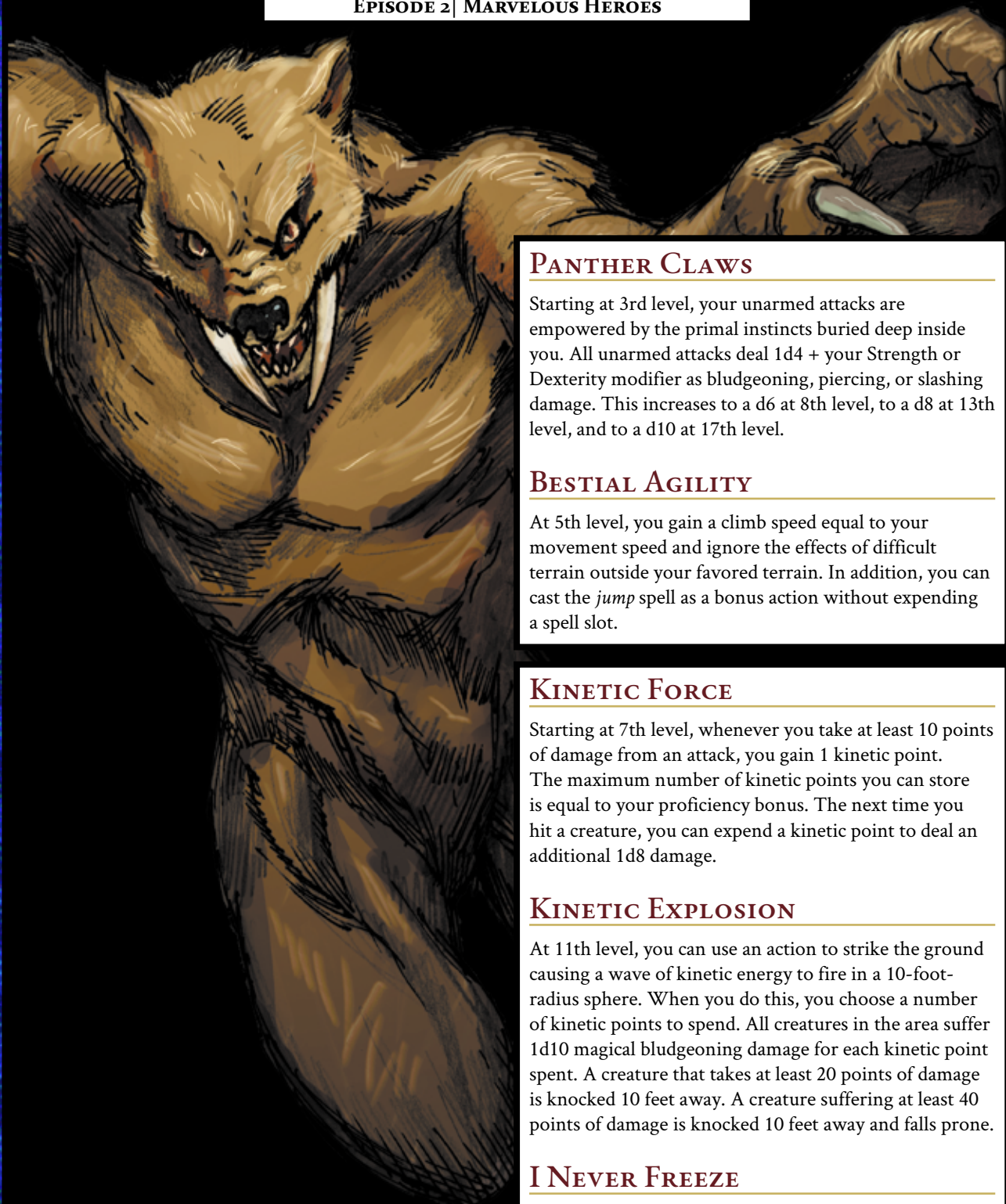
LIGHTS OUT

At 17th level, you become an unseen terror, not only seeing what others cannot but using darkness as a devastating weapon. At the beginning of your turn, you may spend 4 ki points to fill a 10-foot-radius sphere centered on you with pitch darkness until the start of your next turn. The darkness cannot be illuminated by nonmagical light sources and other creatures with darkvision cannot see through it, but you can. Any light-creating spells of 8th level or lower are dispelled. When you deal damage to a creature in that area with an unarmed strike or monk weapon, you can deal unarmed strike damage to all creatures in the area.

You fight with the ferocity of a beast, tearing apart foes with your bare hands. Your skin becomes as tough as any metal, gaining the ability to absorb and unleash the kinetic energy.

RANGER: PRIMAL HUNTER

EPISODE 2 | MARVELOUS HEROES



PANTHER CLAWS

Starting at 3rd level, your unarmed attacks are empowered by the primal instincts buried deep inside you. All unarmed attacks deal 1d4 + your Strength or Dexterity modifier as bludgeoning, piercing, or slashing damage. This increases to a d6 at 8th level, to a d8 at 13th level, and to a d10 at 17th level.

BESTIAL AGILITY

At 5th level, you gain a climb speed equal to your movement speed and ignore the effects of difficult terrain outside your favored terrain. In addition, you can cast the *jump* spell as a bonus action without expending a spell slot.

KINETIC FORCE

Starting at 7th level, whenever you take at least 10 points of damage from an attack, you gain 1 kinetic point. The maximum number of kinetic points you can store is equal to your proficiency bonus. The next time you hit a creature, you can expend a kinetic point to deal an additional 1d8 damage.

KINETIC EXPLOSION

At 11th level, you can use an action to strike the ground causing a wave of kinetic energy to fire in a 10-foot-radius sphere. When you do this, you choose a number of kinetic points to spend. All creatures in the area suffer 1d10 magical bludgeoning damage for each kinetic point spent. A creature that takes at least 20 points of damage is knocked 10 feet away. A creature suffering at least 40 points of damage is knocked 10 feet away and falls prone.

I NEVER FREEZE

Starting at 15th level, you become immune to fear. In addition, you have advantage on saving throws and ability checks against spells and magical effects that would reduce your movement speed.

You use your shield to protect the innocent and vanquish your foes. Putting others before yourself and looking out for your allies has always been your number one goal.



RANGER: SHIELD GUARDIAN

EPISODE 2 | MARVELOUS HEROES

SHIELD MANEUVERS

Starting at 3rd level, whenever you are wielding a shield you can perform any of the following maneuvers.

Throw Shield. As an action you can throw your shield at a creature within 20 feet of you, using your Strength modifier and proficiency bonus for the attack roll. On a hit, the creature takes $2d10 +$ your Strength modifier bludgeoning damage.

Shield Strike. In place of a melee attack, you can use your shield to strike a creature, dealing $1d8 +$ your Strength modifier bludgeoning damage on a hit.

Shield Push. In place of a melee attack, you can make a push attempt against a creature within 5 feet of you. On a success, the creature is pushed 10 feet away. You gain advantage on your next attack against that creature until the end of your turn.

BOUNCE BACK

Starting at 5th level, after you hit a creature or object with your Throw Shield maneuver, you can use your reaction to have your shield return to your hands.

PERFECT DEFENSE

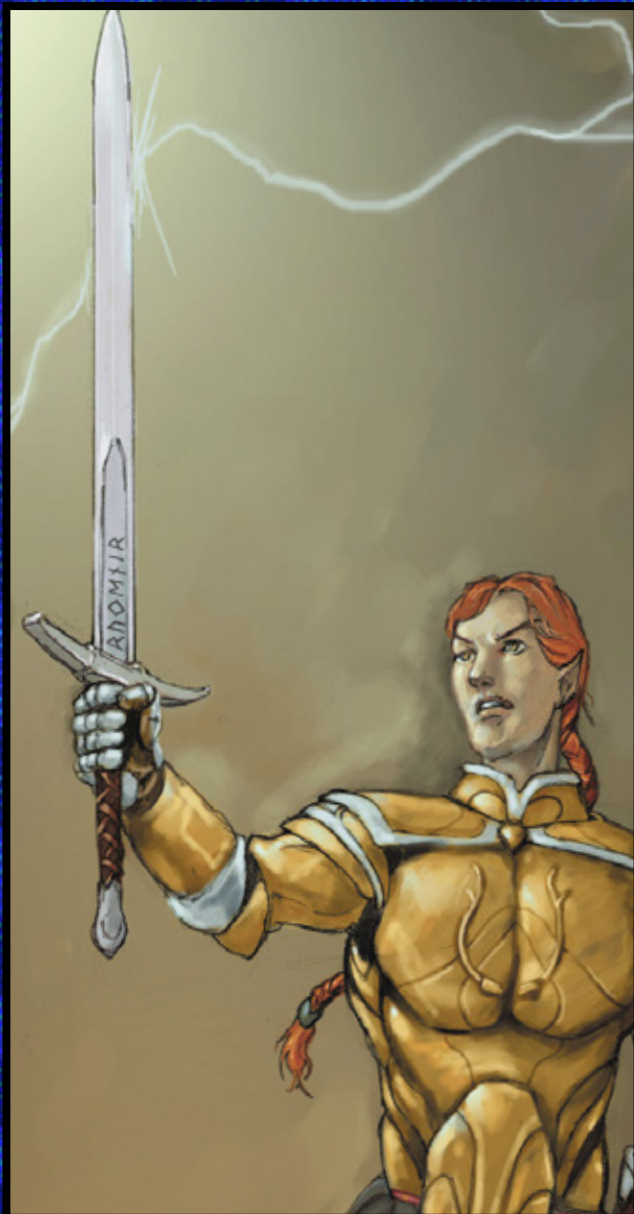
Starting at 7th level, you can add your shield's AC bonus to all saving throws.

COVER

Starting from 11th level, you can use your reaction to grant yourself and an ally within 10 feet of you advantage on a Dexterity saving throw against a spell or magical effect. On a successful save, your ally takes no damage.

I CAN DO THIS ALL DAY

Starting at 15th level, you do not need to use a reaction to activate your Bounce Back feature. In addition, whenever you are reduced to 0 hit points, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you attempt this saving throw after the first, before completing a short rest or long rest, the DC increases by 5.



Worshippers of the god Odin, zealots of the thunderous roar, you swear your allegiance to the power of the raging storm and he who commands it.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Divine Weapon. You can use a bonus action to imbue the weapon in your hand with divine power for 1 hour. You can use an action to throw this weapon in a 30-foot line, making one attack roll against all creatures in that line, and use your reaction to have it return to your hand.

Storm Burst. As an action, you send a wave of lightning 15 feet in every direction from you. Creatures of your choosing must make a Constitution saving throw, taking 4d6 lightning damage on a failure, or half as much on a successful save.

PALADIN: OATH OF ASGARD

EPISODE 2 | MARVELOUS HEROES

TENETS OF THE OATH OF ASGARD

Roar of Battle. You love the thrill of battle, the feeling of smiting a foe with your overwhelming power. Prowess in battle is the most important thing.

Revelry with Victory. Great battles should be celebrated with revelry and celebration. For every foe felled a tankard must be drunk!

Embrace the Storm. You must become one with the violent roar of the Odin!

OATH OF ASGARD SPELLS

You gain oath spells at the paladin levels listed in the Oath of Asgard Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF ASGARD SPELLS

Paladin Level	Spell Name
3rd	<i>thunderwave, witchbolt</i>
5th	<i>find steed, shatter</i>
9th	<i>create food and water, lightning bolt</i>
13th	<i>find greater steed, storm sphere</i>
17th	<i>maelstrom, steel wind strike</i>

AURA OF STORMS

Starting at 7th level, you and friendly creatures within 10 feet of you deal an additional amount of lightning damage equal to your Charisma modifier when you hit with any melee or ranged weapon while you are conscious. At 18th level, the range of this aura increases to 30 feet.

CALL OF THE STORM

At 15th level, you can cast call lightning at 3rd level without expending a spell slot. You can use this feature once, regaining the use after a short rest.

GOD OF THUNDER

Starting from 20th level, you can use an action to imbue yourself with lightning energy. For the next minute you gain the following benefits:

- Any creature that comes within 20 feet of you during its turn or starts their turn within 20 feet of you takes 4d6 lightning damage.
- You gain a flying speed of 50 feet.
- All damage dice you roll for lightning damage deals the maximum amount.

PALADIN: OATH OF GREAT RESPONSIBILITY

EPISODE 2 | MARVELOUS HEROES

Those few paladins who take upon themselves the Oath of (Great) Responsibility are bestowed with extraordinary power—perhaps the greatest power among all others. The extreme radiance of the spider totem courses through their veins, giving them the strength, agility, and will to vanquish any foe, but this great power comes with a cost: only those who learn the bitter lessons of how to responsibly use it may wield its might.

TENETS OF RESPONSIBILITY

With Great Power. Those who hold the most power must protect those who have none. Your power is both a blessing and a burden for you to bear.

Spirited Protector. Leaping into the fray with a heroic smile, your presence brings hope and joy to those in need!

Never Surrender. No matter the odds, no matter how much pain you go through, you never surrender to despair! Fighting against all odds to protect those in need!

OATH OF GREAT RESPONSIBILITY

SPELLS

You gain oath spells at the paladin levels listed in the Oath of (Great) Responsibility Spells table. See the Sacred Oath class feature for how oath spells work. Spells marked with an asterisk can be found in *Xanathar's Guide to Everything*.

OATH OF ASGARD SPELLS

Paladin Level	Spell Name
3rd	<i>feather fall, zephyr strike*</i>
5th	<i>spider climb, web</i>
9th	<i>counterspell, haste</i>
13th	<i>freedom of movement, stonewall</i>
17th	<i>circle of power, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Great Power. You have the amazing ability to do great feats that others cannot. Whenever you cast a paladin spell that requires concentration, as a reaction you can modify the spell so it does not require concentration for the duration.

Crowd Control. As an action, you can invoke the totem of the spider to ensnare your foes in viscous webs using your Channel Divinity. Each creature of your choice that you can see within 30 feet must succeed on a Dexterity saving throw or become restrained for 1 hour. A creature restrained in this way can use its action to make a Strength saving throw to escape the webs.

AURA OF PRECOGNITION

Your acute sense of responsibility has made you overwhelmingly aware of incoming danger, bordering on a precognitive sixth sense. Whenever you or an ally within 10 feet is attacked, you can use your reaction to impose disadvantage on the triggering attack roll.

When you reach 18th level in this class, the range of the aura increases to 30 feet.

RELENTLESS SPIRIT

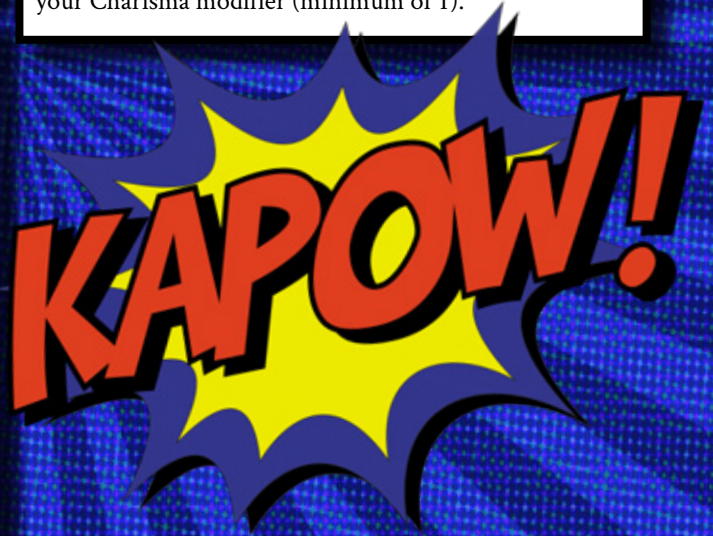
Your unbreakable willpower in the face of overwhelming odds allows you to push yourself beyond normal limits to do the impossible. Whenever you fail a Strength check or saving throw, if a friendly creature is at 0 hit points within 60 feet of you, you can choose to succeed instead.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

GREATEST RESPONSIBILITY

At 20th level, as an action, you can regain a spent spell slot. The spell slot level can be no higher than your Charisma modifier (minimum of 1). Once you've used this feature, you cannot do so again until you finish a short or long rest.

Additionally, you can cast Oath Spells without spending a spell slot a number of times per day equal to your Charisma modifier (minimum of 1).



Using charm, martial prowess, and your arsenal of gadgets, you've become the perfect spy. Whether by using a subtle touch or a devastating blow, you overcome all foes.

SILVER TONGUE

At 3rd level, you gain proficiency in the Deception and Persuasion skills. If you are already proficient in either of those skills, you can double your proficiency bonus when making checks use that skill.

CLOSE QUARTERS COMBAT

Starting at 3rd level you gain a set of hand-to-hand combat skills to neutralize your opponents. You can use an action to perform any of the following.

Stunning Blow. You can use an action to make a special unarmed attack. On a hit, the creature must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be stunned until the start of it's next turn. At 12th level, the creature is stunned until the end of it's next turn.

Takedown. As an action you make a special unarmed attack. On a hit, the creature must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be knocked prone and suffer 1d4 + your Dexterity modifier bludgeoning damage.

Flurry (At 5th Level). You can use an action to make a flurry of melee attacks against a creature. You make two melee attacks against the creature dealing 1d4 + your Dexterity modifier bludgeoning damage on a hit. At 12th level, this number of attacks increases to 3. At 18th level, this number of attacks increases to 4.

ELEGANT MOVEMENT

At 9th level, whenever you take the Dash action, attacks of opportunity made against you are made with disadvantage.

UP CLOSE AND PERSONAL

Starting from 13th level, you gain advantage on all Charisma checks.

WIDOW'S BITE

Starting from 17th level, you can use your reaction to maximize the damage from a Sneak Attack. You have one use of this feature, regaining the use after a short or long rest.



ROGUE: SECRET AGENT

EPISODE 2 | MARVELOUS HEROES

SORCERER ORIGIN: VISIONARY CONSTRUCT

EPISODE 2 | MARVELOUS HEROES

Your innate magic comes from the artificial construction of your body, and the amazing enhancements it includes. You may have been created or born this way, experimented on, or powerfully influenced by a plane such as Mechanus. Whatever the source, you are a living construct with powers beyond the average person, and operate in a far more controlled manner than others.

POWER OF THE MIND

Starting at 1st level, your artificial mind controls all aspects of your body and abilities. Intelligence is your spellcasting ability instead of Charisma. You lose proficiency in Charisma saving throws and gain proficiency in Intelligence saving throws. All sorcerer features that use your Charisma now use your Intelligence instead.

ARTIFICIAL BODY

Also at 1st level, your construct body affords you a number of conveniences. You gain the following benefits:

- Your base AC is 15 (your Dexterity modifier doesn't affect this number).
- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, breathe, or sleep.
- When you take a long rest, you must spend at least four hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious and you can see and hear as normal.
- You are considered to be a living creature made of manufactured metal for the purposes of spells and effects. For example, you are a valid target for both the *heat metal* and *hold person* spells.

Additionally, you can manipulate aspects of your appearance to hide your true form. You can use an action to change your clothes and superficial appearance, such as hairstyle or the color of your skin or eyes. You cannot change your physical form, proportions, or facial features. If you change your clothes, any bits of clothing that are separated from you vanish.

DECREASE DENSITY

At 6th level, you gain the ability to decrease the density of your body. You can spend 1 sorcery point as a bonus action to gain one of the following effects of your choice:

- You decrease your weight to 0, and gain a flying speed equal to your move speed and the ability to hover.
- You allow light to pass through your body, turning you invisible for the duration. This effect ends early if you make an attack or cast a spell that would affect a creature other than you.
- You become partially incorporeal, allowing you to move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object or creature.

A Decrease Density benefit lasts for 1 minute and ends early if you choose to end it (no action required) or you are knocked unconscious. If you use this feature multiple times, you can have up to three of these effects active at a time.

INCREASE DENSITY

At 14th level, you gain the ability to increase the density of your body. You can spend 2 sorcery points as a bonus action to end all Decrease Density effects on yourself and gain one of the following effects of your choice:

- Your weight quadruples and you cannot be physically moved against your will and have advantage on Strength saving throws.
- The hardness of your skin increases, giving you a +2 bonus to your AC. You can gain this effect multiple times.
- You pack extra mass into your muscles, increasing your Strength score by 2, up to a maximum of 20. You can gain this effect multiple times.
- You become petrified. You remain aware of your surroundings as normal while petrified.

An Increase Density effect lasts for 1 minute, and ends early if you choose to end it (no action required), you are knocked unconscious, or you gain any effect from your Decrease Density feature. If you use this feature multiple times, you can have up to three of these effects active at a time.

ADAPTIVE PROTOCOLS

At 18th level, subconscious protocols help adapt your body to help keep you alive. When you finish a long rest, choose one damage type. You have immunity against that damage type until the end of your next long rest.

SORCERER ORIGIN: THE FORGOTTEN

EPISODE 2 | MARVELOUS HEROES

You possess a power and a connection to something larger than yourself that had to be hidden away, you are a creature out of time and space, forgotten by the world, for their protection or yours, and you're only recently discovering what that means. Your power grows as whatever sealing away your past fades, but it remains to be seen if this is for better or for worse.

SEAL OF MEMORY

At 1st level, the seal that keeps you from understanding your power begins to fade gradually, determine which magical force caused memories of you to be sealed away, this will determine some of your powers in the future

SEAL TABLE

Seal	Potential Reason
Nature	You may have surpassed the natural limits of power among your species, disturbed the balance of the natural world in some way, or destroyed part of the world somehow You have disadvantage on nature checks, but learn the <i>druidcraft</i> and <i>shillelagh</i> cantrips.
Celestial	You may have been especially evil, have aligned yourself with a fiend, or committed heinous acts or acts of blasphemy against a specific god You have disadvantage on religion checks but learn the <i>sacred flame</i> and <i>spare the dying</i> cantrips.
Fey	You may have caused a disturbance in nature, ticked off the wrong dryad or elf, or been the victim of mischief You cannot be resistant to psychic damage but learn the <i>mind sliver</i> and <i>vicious mockery</i> cantrips.
Fiend	You may have broken a contract, disrespected a lord of hell, or aligned yourself with a god or group of paladins You cannot be resistant to necrotic damage but learn the <i>toll the dead</i> and <i>eldritch blast</i> cantrips.
Arcane	You may have gotten into a fight with a powerful magic user, been determined a threat by a college of wizards, or gotten involved in an evil mage's plans You have disadvantage on Arcana checks but learn two wizard cantrips of your choice.

AWAKENINGS

At 6th level you can use your sorcery points to awaken your own memories and those of others, you can the following abilities:

Open Mind. You may spend 1 sorcery point to either take away the negative effect of your seal (take away disadvantage to rolls or allow resistance to damage type) for 1 minute or grant yourself advantage on persuasion checks against a creature for 1 minute, allowing them to remember more about you

Unseal Ability. You may spend 2 sorcery points to give yourself a new supernatural ability for 1 minute. You can choose to either gain a flying speed of 35ft, double your walking speed, or increase any stat by +1. Spend any number of additional sorcery points to add 1 minute per point spent.

MIND WIPE

At 14th level, you can harness what remains of the seal of memory on your being to strengthen it's hold on specific targets. As an action you may expend any number of sorcery points to force a number of creatures equal to the number of points spent to make a Wisdom saving throw against your spell save DC or either lose all memory of you, lose all memory of a creature you are both familiar with, or lose all memory of the last day until they can pass this saving throw, which they can remake every 1d4 hours. If a creature misses 24 hrs worth of these saving throws, they lose this memory forever.

UNSEAL

At 18th level, you have broken the seal on your memories. Every creature that could have memories of you from before the seal does, and you are granted new insight on your life before your magic sealing. You have a permanent +1 to persuasion checks made against creatures who have memories of you, and you gain a new feature based on your now broken seal:

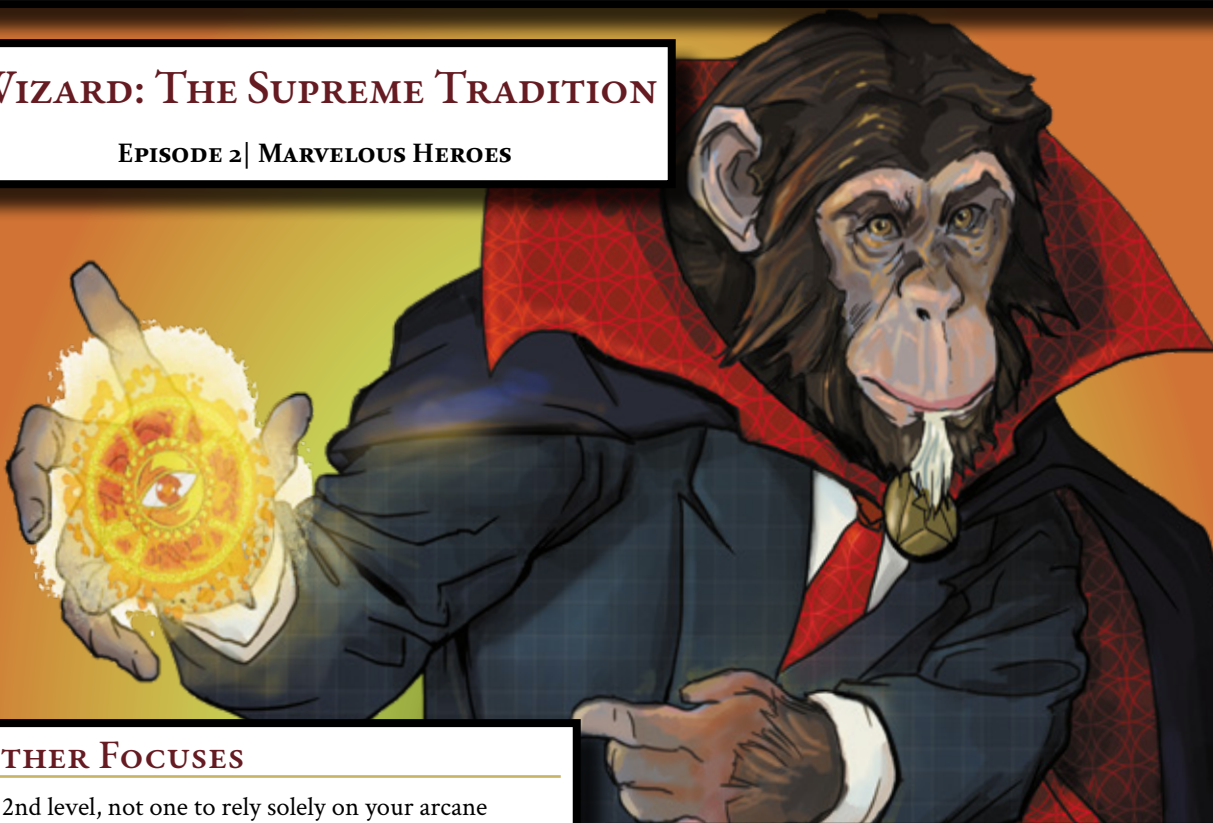
SEAL TABLE

Seal	Potential Reason
Nature	You may select spells from the druid spell list as well as the sorcerer list when picking new spells.
Celestial	You are immune to radiant damage, as well as disease.
Fey	You understand every language spoken or written and have expertise in the Persuasion skill.
Fiend	You are immune to necrotic damage, and you heal 1d4 hit points whenever you make an attack that deals necrotic damage.
Arcane	You may select spells from the wizard or sorcerer spell list when picking new spells and have one additional cantrip of your choosing from either list.

The mightiest of mages aren't those with the most powerful spells, but the ones who are the most prepared. While any mage can traverse the world, copying spells into their spellbooks, the Supreme Mage borrows power from beings beyond the veil of the mortal realm. By invoking their names, the Supreme Mage can swap spells they've prepared for those granted by these beings.

WIZARD: THE SUPREME TRADITION

EPISODE 2 | MARVELOUS HEROES



OTHER FOCUSES

At 2nd level, not one to rely solely on your arcane powers, you gain proficiency with swords, axes, and unarmed attacks. You can use your Intelligence modifier in place of your Strength modifier for attacks and damage with these weapons.

Additionally, if a creature you can see casts a spell you have seen before, you know what spell they are casting without making an ability check.

ASTRAL PROJECTION

Also at 2nd level, as an action, you can project your spirit from your body. This spirit has a flying speed of 30 feet and is intangible. It glows brightly in a color of your choice, giving bright light out to a radius of 5 feet and dim light 5 feet beyond that. As long as your spirit is projecting, your body is unconscious and you cannot control it.

You can keep the projection up for a number of rounds equal to your proficiency modifier. After that you must make a Concentration check or the feature ends and you immediately return to your body. The DC for this check is 13 plus one for each time you've had to make this check.

You can use this ability twice, regaining all uses after completing a long rest.

ALL SEEING-EYE

At 6th level, choose an abjuration spell and a divination spell from the wizard spell list. These spells always count as prepared for you and do not count against your total prepared spells.

When you cast either spell, your AC increases by 1 until the start of your next turn.

THE POWER OF THE THREE

At 10th level, choose a conjuration, evocation, and enchantment spell from the wizard spell list. These spells always count as prepared for you and do not count against your total prepared spells.

When you cast one of these spells, if you use the lowest level spell slot to cast the spell, treat the spell as though you used a spell slot one level higher.

QUICK LEARNER

Starting at 14th level, as a reaction to a creature you can see within 120 feet casting a spell, you can temporarily memorize and prepare that spell. For the next hour, you can cast that spell using your own spell slots even if the spell is not on your spell list. You can only temporarily memorize one spell at a time in this way. Once you cast that spell, it stops being prepared.



EPISODE III

Mutant Heroes

You have an intuitive talent for mechanical devices, and use this ability to protect your allies in the field. You instinctively wield technology to quickly and efficiently turn the tide of battle, especially against opponents wielding otherworldly powers. Your mystic background and incredible deduction help you forge through the most dangerous of battles.



ARTIFICER: AUGMENTATIVE ARTIFICER

EPISODE 3 | MUTANT HEROES

PROFICIENCIES

You gain proficiency with the herbalism kit.

BONUS CANTRIP

At 1st level, you learn the *mending* cantrip. It counts as an artificer cantrip for you, but doesn't count against your number of cantrips known.

AUGMENTIVE SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Augmentative Artificer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

AUGMENTIVE ARTIFICER SPELLS

Paladin Level	Spell Name
3rd	<i>cure wounds, shield of faith</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>dispel magic, revivify</i>
13th	<i>death ward, fabricate</i>
17th	<i>greater restoration, raise dead</i>

MECHANICAL ASSESSMENT

Also at 3rd level, you deal double damage to constructs, objects, structures, and vehicles thanks to your innate comprehension of their assembly. As a bonus action, you can grant this ability to an ally within 30 feet of you for up to one minute a number of times per day equal to your Charisma modifier.

DEFENSIVE TECH

Starting at 5th level, you can spend an action to give a target (including yourself) resistance to the damage type of your choice for up to one minute. Doing so requires you to maintain concentration (as though concentrating on a spell), to hold your temporary protection together.

DISEMPOWER

At 9th level, you can temporarily disable the special abilities of an enemy. Whenever you make a successful spell attack or a creature fails a saving throw against a spell cast by you, you can use your bonus action to force the creature to make an Intelligence saving throw. On a failed save, the creature is unable to cast spells for the next minute.

You can use this ability a number of times equal to your Intelligence modifier (minimum of 1) and regain all expended uses after a long rest.

EMPOWERED DEFENSES

Starting at 15th level, when you use your Defensive Tech ability on an ally, you may choose to add one of the following benefits to the target for the duration:

- Melee attacks deal an extra 2d6 acid, cold, fire, lightning, or thunder damage
- The target gains a bonus to AC equal to your Intelligence modifier (minimum of 1)
- The target adds your Intelligence modifier (minimum of 1) to any melee or ranged attack made for the duration

Those who take the path of steel stand apart from other Barbarians. The Path of Steel is one primarily dedicated to defense of your loved ones and those who cannot defend themselves. A Steel barbarian's rage is not a mindless rampage of wanton destruction, rather it is the fury of a righteous person pushed to violence. Steel barbarians are typically guardians of religious sites or refugee camps, forming a protective wall with their tremendous strength.

BARBARIAN: PATH OF STEEL

EPISODE 3 | MUTANT HEROES

STEEL CARAPACE

Starting at 3rd level, your latent muto-magic powers have manifested. Whenever you enter your rage, your skin transmutes into solid steel protecting you from harm. You gain the following benefits until your rage ends:

- You gain an alternative way to calculate unarmored AC; your AC equals 14 + your Constitution modifier while raging.
- Your Strength score and maximum both increase by 2

Starting at 11th level, the base AC conferred by this ability increases to 15 + your Constitution modifier and your Strength score and maximum both increase by 4.

FERROUS PHYSIOLOGY

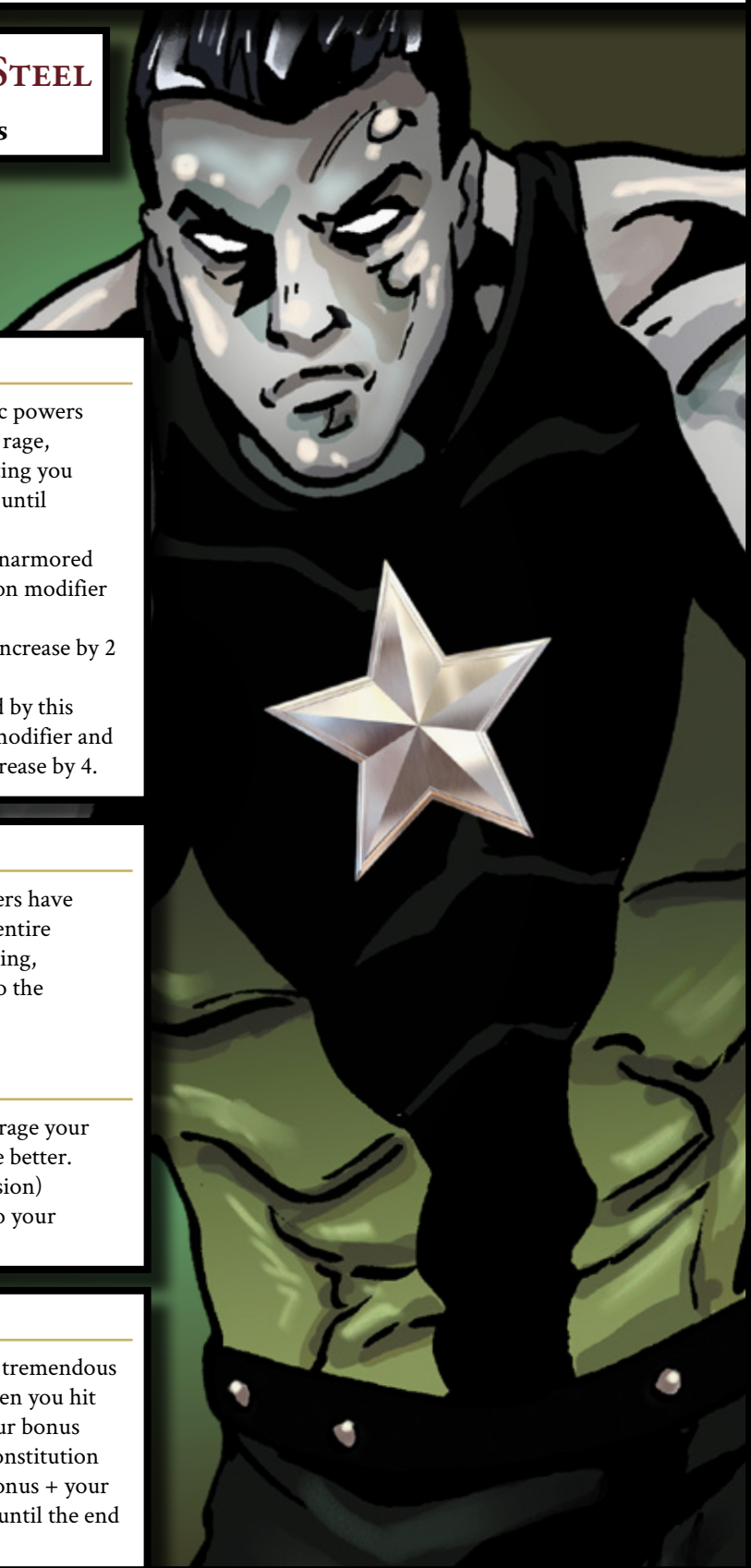
Starting at 6th level, your muto-magic powers have grown stronger. Whenever you rage, your entire body transforms into living steel. While raging, you have immunity to poison damage and to the poisoned condition.

OVERPOWERING WIT

Starting at 10th level, you've learned to leverage your brawn and size to interact and charm people better. You gain a bonus to your Charisma (Persuasion) and Charisma (Intimidation) checks equal to your Strength modifier.

WHALLOPING STRIKE

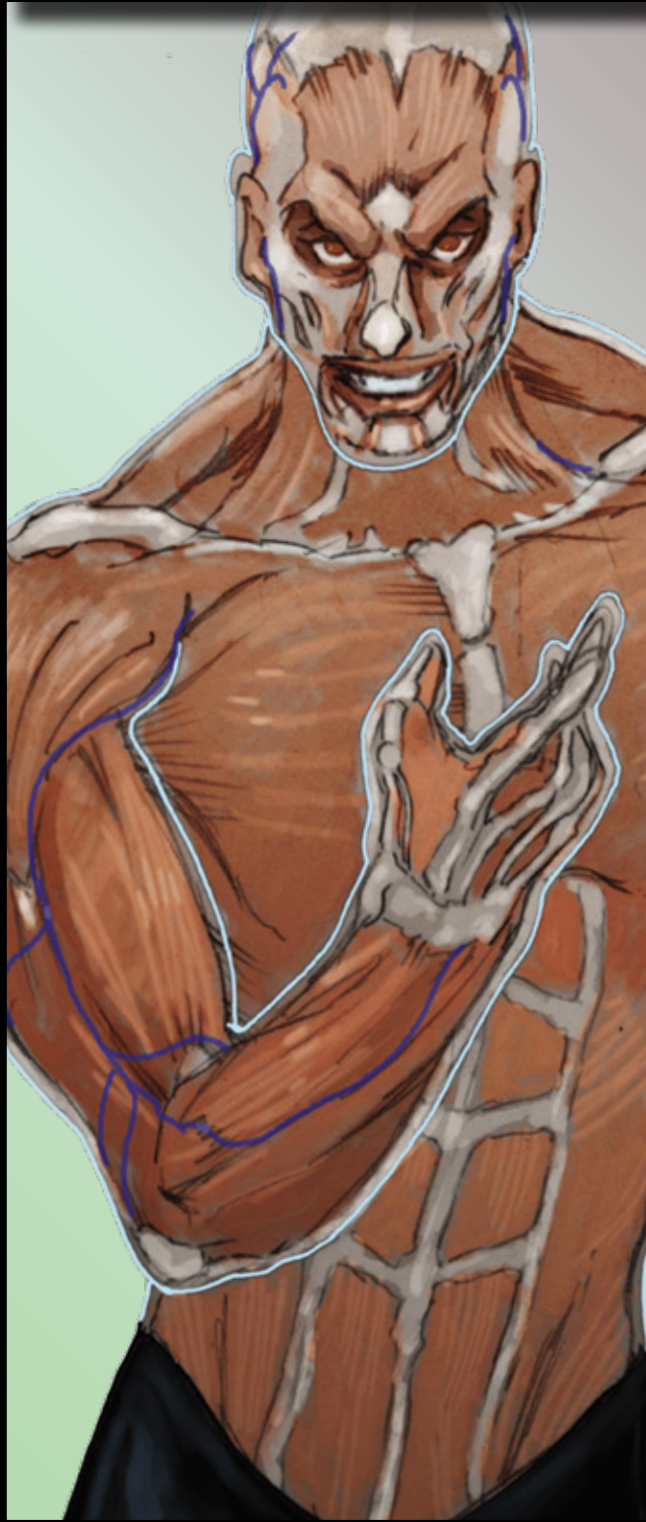
Starting at 14th level, you learn to use your tremendous strength to temporarily stun your foes. When you hit with a melee weapon attack you can use your bonus action to force the target to succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or become stunned until the end of your next turn.



Those who walk this path learn to harness their rage to fuel their motion, becoming an unstoppable force capable of shattering the stoutest walls and crossing the most difficult ground with contemptuous ease. Their momentum imbues their strikes and harden their bodies with irresistible might, leading them inexorably onward through deadly melee and dangerous terrain. On the field of battle, they are the tip of the spear, the vanguard smashing through the foe. When war is a faint memory or mere promise, their rage allows them to clear stone and stump from fields for farmers and herders.

BARBARIAN: PATH OF THE JUGGERNAUT

EPISODE 3 | MUTANT HEROES



UNRELENTING RAGE

Beginning when you select this path at 3rd level, your rage imbues you with the might to shatter obstacles in your path, but if you lose your momentum, the power fades. Your rage ends if you don't move at least 10 feet during your turn.

While raging, you have resistance to all damage except force, necrotic, psychic, and radiant damage, and you count as two sizes larger, up to huge, when determining your carrying capacity and the weight you can push, drag, or lift. In addition while raging, you deal double damage to objects, structures, and vehicles.

IMPLACABLE ADVANCE

Beginning at 6th level, the force of your rage allows you to overcome obstacles with ease. While you rage, your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained. You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

FUELED BY MOTION

When you reach 10th level, your rage and momentum invigorate you, bolstering you against those who would stand before you. If you move at least 20 feet on your turn while raging, you gain number of temporary hit points equal to twice your Constitution modifier (minimum of 1) and you can remove one of the following conditions: blinded, deafened, exhausted, or poisoned.

INESCAPABLE WRATH

Beginning at 14th level, your speed is inescapable, and your wrath is irresistible. While raging, your movement increases by an additional 10 feet while you aren't wearing heavy armor and your Rage damage bonus is doubled if you move at least 20 feet on your turn. In addition, while you rage, you can choose to be immune to any spell or magical effect that would alter your form or force you to move.

You are a passionate singer who can affect your audience in many ways. But you don't simply sing, and music is not the only thing that dazzles those in your presence. Your performances benefit from the true nature of your power, which is the vibration of sounds transformed into light and energy. You were born with this power and no one knows how it came to be, except for the fact that it's an inherently shining talent which can be honed into something stronger.

BARD: COLLEGE OF DAZZLING

EPISODE 3 | MUTANT HEROES

LIGHT SHOW

At 3rd level, you can create a flashy spectacle to be used as entertainment or distraction. You learn the *dancing lights* cantrip and *color spray* spell, which doesn't count against the number of bard cantrips and spells you know.

RESONANCE

Beginning at 3rd level, you absorb all kinds of sound and store it inside your body until you choose to release it as a blast of energy. When you hit a target with any attack roll, you can spend your Bardic Inspiration to deal thunder damage equal to the result on the Bardic Inspiration dice.

ENTHRALLING STAGE

Starting at 6th level, if you sing for at least 1 minute, you can attempt to enthrall your audience. At the end of your singing, choose a number of humanoids within 60 feet of you who can hear and see you perform, up to a number equal to half your level. Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you and become incapacitated as your voice continues to reverberates in their ears even after you stop singing. The target is unable to hear anything else. This effect ends for an affected target after 1 hour, if it takes any damage, or if you attack it.

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

HYPNOTIZING DISPLAY

When you reach the 14th level, you can use your action to create a reverberating pattern of sound and light on a 15-foot radius around you. Each creature within range who can see or hear the pattern must make a Wisdom saving throw. On a failure it takes 8d6 thunder damage and becomes incapacitated for 1 minute. This effect ends for an affected target if it takes any damage or if someone else uses an action to shake the target out of its hypnotized state. On a successful save, they only take half damage.

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



MONK: WAY OF THE STORM

EPISODE 3 | MUTANT HEROES

Monks of the Way of the Storm foster a connection with their immediate environment as a means of realizing the nonduality of existence. “As within, so without” is the mantra initiates are taught when they first begin their studies in this tradition. These monks learn to manipulate the weather in accordance to their emotions, which must be strictly regulated in order to maintain a safe environment. Once members of this tradition have gained sufficient control of their emotional states, they learn to channel their aggression into devastating storms.

Despite their fearsome potential, many monks of this tradition are peaceable and soft-spoken, seldom, if ever, using their powers to destructive ends. However, some initiates come to this tradition seeking to tame the storms that rage in their own hearts. While such monks usually learn to master whatever grief or anger drives them, the storm is always within, ready to be unleashed at a moment’s notice.

WEATHER CONTROL

Starting when you choose this tradition at 3rd level, you no longer suffer the negative effects of extreme cold or extreme heat, and you ignore penalties to your movement and ability checks due to nonmagical weather.

In addition, you can spend an action to exert control over the weather in an area around you out to 100 feet per monk level. When you do so, you can change the conditions of the following parameters: precipitation, temperature, and wind. You can modify the conditions as you wish within the ranges shown at stage 1 on the tables below. Alternatively, you can spend 1 ki point when using this feature to instead modify conditions up to stage 2. If the existing conditions are at a higher stage than you, you can affect for one or more parameters, you cannot modify the conditions of those parameters. The duration of this effect is Concentration, up to 1 hour, after which the conditions revert to whatever they were before you used this feature.

At 11th level, you can spend 4 ki points when using this feature to change conditions up to stage 3. At 17th level, you can spend 7 ki points when using this feature to change conditions up to stage 4.

PRECIPITATION

Stage	Condition
1	Clear, light clouds, overcast
2	Fog, light rain, light snow
3	Heavy rain, heavy snow, sleet
4	Blizzard, hail, torrential rain*

TEMPERATURE

Stage	Condition
1	Cool, warm
2	Cold, hot
3	Extreme cold, extreme heat
4	Unbearable cold, unbearable heat*

WIND

Stage	Condition
1	Calm, light breeze
2	Moderate wind
3	Strong wind
4	Gale*

* The effects of stage 4 weather are left to the DM’s discretion, but are generally severe enough to cause 1d6 damage per round of an appropriate type to all creatures in the area.

PSYCHIC CONTROL

At 6th level, your control over electrical currents in the air allows you to shield your mind from psychic attacks and to assault the minds of others. You gain resistance to psychic damage. Also, as an action, you can spend 2 ki points to force an enemy you can see within 60 feet to make an Intelligence saving throw. On a failure, the target takes 3d6 psychic damage and is stunned until the end of your next turn. On a success, the target takes half damage and is not stunned.

The damage increases by 1d6 when you reach 11th level (4d6) and 17th level (5d6).



STORM RAGE

At 11th level, you gain the ability to unleash your fury as a terrifying storm. On your turn, you can enter a storm rage as a bonus action.

While you are in a storm rage, you gain the following benefits:

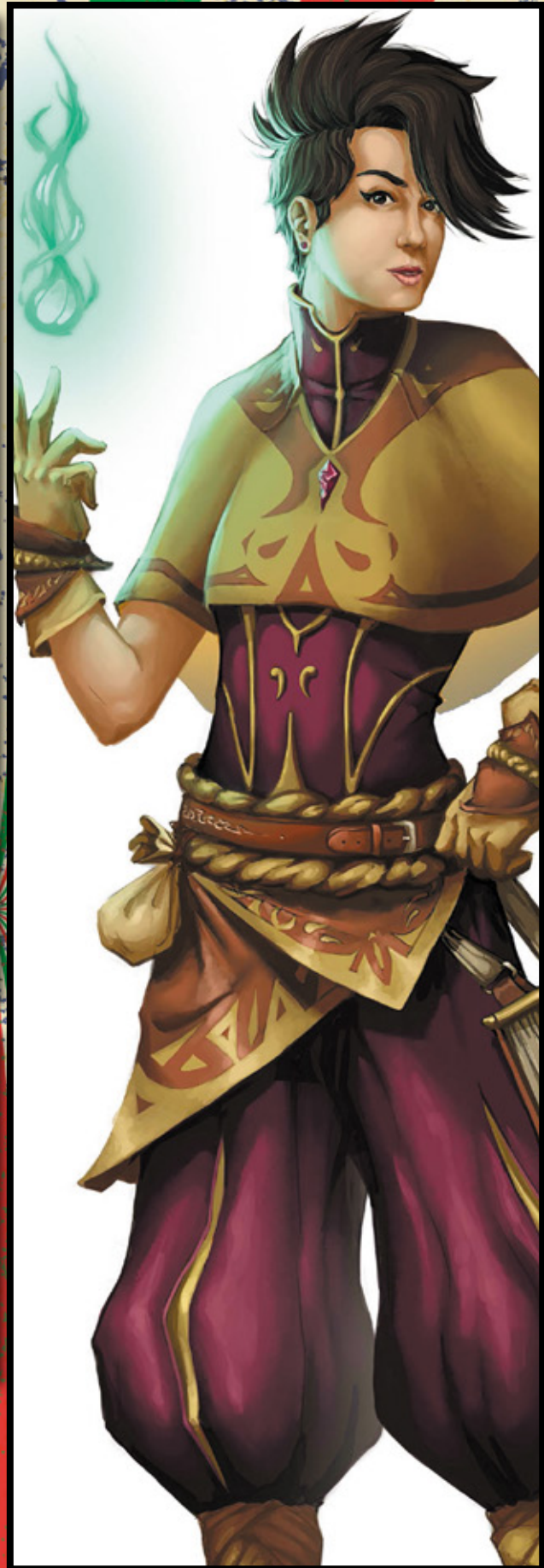
- You gain a fly speed of 60 feet.
- As an action, you can spend 1 ki point to strike out with a bolt of lightning. Choose a point you can see within 120 feet. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. This damage increases by 1d10 when you reach 17th level (4d10).
- As a bonus action, you can spend 1 ki point to let loose a blast of wind. The wind blasts away from you in a line 60 feet long and 10 feet wide, and persists until the beginning of your next turn. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The blast disperses gas or vapor and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Your storm rage lasts for 1 minute. It ends early if you are knocked unconscious. You can also end your storm rage on your turn as a bonus action.

You can enter a storm rage twice between long rests. Beginning at 17th level, you can enter a storm rage three times between long rests.

BREATH CONTROL

At 17th level, your control over the environment extends even to the air you and others breathe. You gain the ability to hold your breath for a number of hours equal to 1 + your Constitution modifier (minimum of 30 minutes). In addition, you can spend 3 ki points as a bonus action to attempt to rip the breath from another creature you can see within 60 feet. The creature must succeed on a Constitution saving throw or run out of breath and is unable to breathe until you end this effect as a free action or until you are knocked unconscious.



ROGUE: CARD BLASTER

EPISODE 3 | MUTANT HEROES

You're a special kind of rogue. You have an unique touch of magic in your hands, one that can turn simple objects into deadly weapons, charge the air to interfere with psychic abilities, or simply enhance your already notable skills.

WILD CARD

At 3rd level, you are proficient with the loaded dice and playing card sets, and your unique abilities allow you to turn such gaming sets into weapons. You can use dice or a playing card as weapons. They're considered simple ranged weapons that deal 1d4 damage in your hands, and have the finesse and thrown (20/60 feet) properties. Dice deal bludgeoning damage while cards deal slashing damage.

KINETIC CHARGE

Also at 3rd level, your magical touch can enhance your roguish abilities in a variety of ways. You gain the following abilities.

Acceleration. Your control over the magical energy around you enhances your physical conditioning and balance. When you make a Dexterity check, you can add half your proficiency bonus (round up) if that check doesn't already use your proficiency bonus.

Charged Strike. If you haven't yet used your Sneak Attack this turn, you can use your action to make a ranged attack with a weapon that's no bigger than a dagger (such as a card or dice) and charge that object with an explosive power. On a hit, the target of the attack takes extra force damage equal to your Sneak Attack damage. Hit or miss, the object then explodes, and the target and each creature within 5 feet of it must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or take force damage equal to your Sneak Attack damage.

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

Enhance Weapon. As a bonus action, you can increase the acceleration power of a weapon you're holding and are proficient with. Until you finish a long rest or use this ability again, the touched weapon has the finesse property.

CONCENTRATED MAGIC

Beginning at 9th level, you can concentrate the magical forces around you into a variety of ways.

Sensory Overload. As an action, you can confuse the mind of a creature you can see within 30 feet of you. Until the start of your next turn, that creature has disadvantages on Wisdom saving throws.

Shockwave. As an action, you can emit a powerful wave of force with a brief flashbang. Each creature in a 15-foot cube originating from you must make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). On a failed save, a creature takes thunder damage equal to your Sneak Attack damage, is blinded, and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed and blinded.

REDIRECT HEAT

At 13th level, your own mind is charged with the mystic forces you can channel, giving you a layer of protection against mental attacks. You have resistance to psychic damage and you have advantage on saving throws against being charmed, frightened, or stunned.

ROYAL FLUSH

Starting at 17th level, through intense effort, you can unleash a barrage of attacks with great power. As an action, you can attack four times as part of the Attack action on your turn, but only using finesse or ranged weapons. When you do, your Sneak Attack doesn't apply as usual, but you can treat your Sneak Attack damage as a dice pool and distribute it among those attacks.

For example, at 17th level, your Sneak Attack deals 9d6 damage. For the first attack, you can choose to deal 3d6 damage, 2d6 damage for the second, 3d6 for the third, and 1d6 for the final attack.

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



The duplicitous rogue always seems to be in two places at the same time. A team unto themselves, they are a fast moving and hard hitting strike force.



"I count on the only person I can trust— me."

RANGER: DUPLICITY ARCHETYPE

EPISODE 3 | MUTANT HEROES

THREE'S A CROWD

Starting at 9th level, whenever you create a duplicate, you create two duplicates instead. Additionally, your duplicates now roll ability checks, attack rolls, and saving throws in the same way as you do.

Whenever you create a duplicate, you can roll a Dexterity (Stealth) check for it as part of it being created so its creation is not noticed.

MANY HANDS MAKE LIGHT WORK

At 13th level, whenever you or one of your duplicates takes the Help action to aid another creature, in addition to rolling with advantage on the roll, the creature gains a bonus equal to your proficiency modifier.

Additionally whenever one of your duplicates uses the Help action, they do not disappear at the end of their turn. Instead, they disappear immediately after the creature they're helping either succeeds or fail the action the duplicate was helping with.

WE ARE LEGION

At 17th level, when creating a duplicate, you can lower your maximum hit points by 16. If you do, that duplicate does not disappear at the end of its turn.

Additionally whenever you finish a short rest, you can create any number of duplicates in this way. When your duplicates disappear, your maximum hit points increases by the same amount as their remaining hit points. After 24 hours of not creating duplicates, your maximum hit points return to their normal value.

BESIDE MYSELF

At 3rd level, as an action, you create a duplicate of yourself. This duplicate possesses all of your statistics, nonmagical copies of your equipment, and none of your class features. Your duplicates have hit points equal to your level. They are otherwise indistinguishable from you.

This duplicate takes their turn after yours and is able to take any action you can. If the duplicate rolls an ability check, attack roll, or saving throw, they only add your proficiency modifier to the check.

At the end of its turn, the duplicate disappears. When you start a short or long rest, all of your duplicates disappear.

I STILL NEED YOU

Also at 3rd level, whenever one of your duplicates is about to disappear, you can use your reaction to stop this from happening. You can only save one duplicate in this way.

Additionally, whenever your duplicate hits with a weapon attack using a weapon you could use to Sneak Attack, and neither you nor your duplicates have applied Sneak Attack this round, you can apply it to that attack.

ROGUE: INFILTRATOR ARCHETYPE

EPISODE 3 | MUTANT HEROES

You are someone with many faces, a master of deceit and disguise. Strict and intense training has taught you all the skills you need to adopt someone else's identity and fool others. Whether it's a heavily guarded castle, a mysterious cult with their own hidden hideout, or a court of nobles and leaders, you can infiltrate them in plain sight, extract confidential information, or influence people and steer them in the right direction. There are many ways to fulfill your agenda.

OBSERVANT DECEIVER

Starting at 3rd level, you get good at picking up clues and getting your way through talking. You gain advantage on any Wisdom (Perception) check to discover clues that might help you while infiltrating a location. You also have advantage on any Charisma (Deception) check you make to infiltrate a place or a group of people.

SHAPESHIFTER

At 3rd level, you become an expert in disguise. You can use your action to transform your appearance completely into a humanoid you have seen, adapting their voice, distinguishing characteristics, along with their clothing and armor. You retain your HP, skills, abilities, and stats from your own equipment. You can't turn into someone with a larger size than you.

You can use this feature a number of times equal to your Charisma modifier (a minimum of 1). You regain any expended uses when you finish a long rest.

WORDS OF MYST

When you reach the 9th level, your words have more weight than before. You can suggest a course of action to a creature you can see that can hear and understand you. Your suggestion must be worded in such a manner as to make the idea sound reasonable and does not cause direct harm to themselves.

As an action, you make any Charisma check against the creature, contested by the target's Wisdom (Insight) check. If you fail, the target turns suspicious and you have disadvantage on any subsequent Charisma check you make against them.

You can use this feature twice per day.

KILLER IMITATION

Starting at 13th level, when you kill a humanoid, you can immediately use a bonus action to take on their form, manner of speech, writing, and behavior. You gain access to all their memories within the last day and also know all information that an acquaintance would be familiar with. The limitations of the Shapeshifter transformation feature still apply.

You can use this feature once per day.

MYSTIFYING TRANSFORMATION

At 17th level, your transformation ability gets stronger. You can use the Shapeshifter feature as many times as you like.

You can also use your action to polymorph into any creature you have seen up to a size larger than you with a maximum CR equal to your level. This transformation lasts for an hour or until you expend another use of this feature using a bonus action on your turn. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

You can use this feature twice per day.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You retain your ability to speak in the language you know, not the creature you turn into, but you can understand its language.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

SORCERER ORIGIN: FROZEN SOUL

EPISODE 3 | MUTANT HEROES

The chills of the northern wind have never bothered you, and in fact strengthen you. Your connection to the cold has always existed and made you feel...different from others. It is unknown whether it was an ancient pact with an ice elemental, your birth in a supernatural blizzard, a blessing from some unknown being of cold, or just a simple mutation. Regardless of where it comes from, you feel at home in the ice and unbothered by chills that would freeze others. Whatever your connection with the ice, you know how to use it to empower your magical abilities, and you know it's touch will never leave you.

Containing the cold, the never-ending chill of ice has left a mark on your physical form. At your option, you can pick from or roll on the Frozen Soul Sorcerer quirks table to create a quirk for your character:

FROZEN SOUL SORCERER QUIRKS

D6	Quirk
1	You are always icy-cold to touch
2	Your eyes turn an icy blue whenever you cast a spell
3	Your hair turns stark white
4	Whenever you have strong emotions or are stressed, the air around you chills and snowflakes form
5	Parts of your flesh have turned into never-thawing ice
6	Whenever you speak, your words form a visible mist, as if exhaling on a cold winter night.

THERMAL VISION

Your connection to ice and cold allows you to see others' body heat. Starting at 1st level, you can use your bonus action to give yourself a special blindsight. This blindsight has a radius of 60 feet and can't detect undead or constructs. You can use this feature once and regain the ability to use it again once you finish a long rest.

Starting at 3rd level, you can use 2 sorcery points to use this feature again.

ICE MAGIC

Also starting at 1st level, your connection to primordial ice allows you to learn either the *ray of frost* or *frostbite* cantrip (your choice) that does not count against your total cantrips known. This is a sorcerer cantrip for you. In addition, you also learn the *ice knife* spell as a sorcerer spell and it does not count against the number of spells known.

ICY HEART

Your connection with ice gets stronger as your heart gets colder. Starting at 6th level, you gain resistance to cold damage. You also ignore difficult terrain created by ice or snow. You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit. You also learn to channel your connection to ice in the spells that you cast, using ice to fuel your magic. When you cast a spell that does damage, you can spend 2 sorcery points to change the damage type to cold.

ICY ARMOR

Your power over frozen fractals allows you to manipulate them to your defense. Starting at 14th level, you can use your connection with ice and cold to manipulate the world around you. When you use this feature as a bonus action, you can select one of the following options:

- You can cast *armor of agathys* at 3rd level, without expending a spell slot or material components.
- You can project quickly disappearing paths of ice as you travel, letting you glide through them at higher speeds. Your walking speed increases by 15 feet for 1 minute.
- You create a radius of ice and snow around you, lightly obscuring the area and creating difficult terrain for everyone who is not you in a 10-foot radius from you. This effect lasts for 1 minute.

You can only have one use of Icy Armor active at a time. You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and regain all uses of it when you finish a long rest.

AVATAR OF ICE

The power of ice has claimed you but it gifts you with its strongest power. Starting at 18th level, due to your connection with primordial ice, you gain immunity to cold damage. In addition, you can spend 6 sorcery points as a bonus action to magically transform yourself into an avatar of ice. In this form, you also have resistance to fire damage, create icy terrain in a 15-foot radius around you that is difficult terrain, and can use your action to create a 15-foot cone of freezing wind and shards of ice. Any creature in this cone must make a Constitution saving throw, taking 5d6 cold damage and 5d6 piercing damage on a failed save or half as much on a successful one.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Some people are born with gifts. Others are born with a curse. Few have considered the “ruby eyes” as a gift. At their birth, these individuals were granted an extremely destructive power. Their eyes are the color of rubies and emit dangerous energy that destroys everything in its path. The only way to stop this power is to close their eyes as their eyelids are mutated to resist the effects of the energy.

SORCERER ORIGIN: THE RUBY-EYED

EPISODE 3 | MUTANT HEROES

RUBY BLAST

At 1st level, as an action you can unleash an uncontrollable catastrophic beam by expending 1 sorcery point. Creatures in a 15-foot cone in front of you, must succeed on a Dexterity saving throw against your spell save DC or take 7 (2d6) psychic damage. You can use this feature a number of times equal to your proficiency bonus per long rest.

Whenever your proficiency bonus increases, the damage of the Ruby Blast increases by 1d6 and the cone grows by 5 feet.

PSYCHIC SHIELD

Additionally at 1st level, you are resistant to psychic damage.

FOCUSED DESTRUCTION

Starting at 6th level, you can focus your ruby blast into a beam that is 60 feet long and 5 feet wide. Focused Destruction ignores half and three-quarters cover and deals double damage against objects.

Additionally, you add your Charisma modifier to your Ruby Blast damage.

CHILD OF THE RUBY

At 14th level, you have become an expert at controlling the power of your ruby eyes but you have also maximized their deadliness. Creatures that are within the area of your Ruby Blast or Focused Destruction must succeed on a Constitution saving throw before they make their Dexterity saving throw or be vulnerable to psychic damage. Also, creatures that are reduced to 0 hit points by your Ruby Blast or Forced Destruction are reduced to ash.

THE RUBY-EYED DEITY

Beginning at 18th level, as a bonus action you can enter an ascended state for 1 minute or until you lose your concentration (as if you were casting a concentration spell) by expending 5 sorcery points. During this state, creatures within 15 feet of you have disadvantage on their Constitution saving throws and take psychic damage equal to your Charisma modifier whenever they start their turn within 15 feet of you. You also gain a fly speed equal to your walking speed for the duration and you can hover.



Your heart beats with the fire of a raging sun, allowing you to control and absorb heat and radiation like no else: empowering your own burning spells, drawing heat from the ambient environment, and even giving you ability to fly.

SORCERER ORIGIN: SOLAR HEART

EPISODE 3 | MUTANT HEROES

SUNLIGHT SPARK

At 1st level, you learn the *light* cantrip, which doesn't count against the number of sorcerer cantrips you know. Once per long rest, when you cast it, you can choose to make it emit sunlight.

ABSORPTION FORM

Also at 1st level, you can absorb the radiation of the lights around you to enhance the power of your magic, cloaking you with a dark, unreflective aspect. On your turn, you can enter the absorption form as a bonus action. When you do so, you gain the following benefits for 1 minute.

- You can extinguish all nonmagical flames within 30 feet of you as a bonus action.
- You gain a flying speed of 10 feet. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- Once per turn, when you roll fire or radiant damage, you can add your Charisma modifier to one damage roll.
- You gain temporary hit points equal to your sorcerer level.

Once you use this ability, you can't use it again until you finish a short or long rest or until you expend 2 sorcery points to use it again.

BLAZING CORE

At 6th level, you gain resistance to fire and radiant damage. Additionally, when you cast a spell that deals fire or radiant damage, you can swap the damage type for either fire or radiant.

REDIRECT HEAT

Also at 6th level, You can control the temperature of the ambient around you. As an action, you can generate enough dry heat to keep the temperature within 30 feet of it at 212 degrees Fahrenheit (100 degrees Celsius). Alternatively, you can draw heat from within 30 feet of you, reducing the temperature around you by up to 148 degrees Fahrenheit (-100 degrees Celsius).

CONSUME FIRE

At 14th level, you can consume sources of heat to increase your inner reserves. When you see a creature within 60 feet of you cast a spell that deals fire or radiant damage, or a spell that creates a source of light (such as daylight), you can use your reaction to absorb the power of such spell.

Make a Charisma ability check, the DC equals 10 + the spell's level. On a success, you can choose to gain one of the following benefits:

- Immediately enter Absorption Form, without expending a use of the feature.
- Regain a number of Hit Dice equal to the spell's level.
- Regain a number of sorcery points equal to the spell's level.

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

ENDLESS SUN

At 18th level, your control over the power of the sun is limitless. You gain immunity to fire and radiant damage. In addition, while you're in your Absorption Form, you gain these additional benefits:

You gain a flying speed of 30 feet and you can hover. This benefit overrides the original flying speed. Your walking speed increases by 30 feet. Whenever you make a Strength check, you gain a bonus to the check equal to your Charisma modifier.

Known to few, the Cosmic Phoenix is a being of life, creation, and destruction that dwells in the Astral Plane. Their power is old and great according to myths, with the power to create and destroy life on a whim, and their psychic abilities are unrivaled in strength. All known knowledge about the Cosmic Phoenix is only that they are a powerful being driven by their emotional state. When they find a host to offer power to, that person can sometimes succumb to their darker side as the connection grows.

The Cosmic Phoenix could be any powerful entity that resides in the Astral Plane, that has great psionic ability, and/or powers over creation and destruction. People who are hosts for this cosmic power feel an increase in their emotional intensity, which influences much of their behavior.

WARLOCK PATRON: THE COSMIC PHOENIX

EPISODE 3 | MUTANT HEROES

EXPANDED SPELL LIST

The Cosmic Phoenix lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE COSMIC PHOENIX EXPANDED SPELLS

Spell Level	Spell Name
1	<i>burning hands, dissonant whispers</i>
2	<i>detect thoughts, healing spirit</i>
3	<i>fireball, revivify</i>
4	<i>compulsion, wall of fire</i>
5	<i>dominate person, immolation</i>

FLAME OF THE PHOENIX

Starting at 1st level, the Cosmic Phoenix allows you some control over fire. You learn the *control flames* cantrip. This counts as a warlock cantrip for you, and it doesn't count against your number of cantrips known.

SPARK OF THE PHOENIX

Also starting at 1st level, your connection to the Cosmic Phoenix gives you the ability to sense life and death and use the power from it to your aid. Whenever a creature within 30 feet of you dies, you can use your reaction to capture their final spark of life and use it to heal yourself for 1d4 + your Charisma modifier. You can also attach the departing soul to an ally. They regain 1d4 + your Charisma modifier hit points as well as the effect of the *bleed* spell for 1 minute. An ally must complete a short rest before they can receive this benefit again.

WINGS OF THE PHOENIX

Starting at 6th level, you are able to channel some of the Cosmic Phoenix's power of flight. As a bonus action, you can manifest a pair of fiery wings that give you a flying speed equal to your walking speed, and you can hover. These wings last for 1 minute. While these wings are active, you project a 30-foot-radius aura. Yourself and any ally within this aura has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing. You can do this once, and regain this ability when you finish a short rest.

COSMIC MIND

Starting at 10th level, the Cosmic Phoenix has given you ways to protect yourself even further. You have resistance to psychic and fire damage. In addition, whenever you are dealt damage, you can use your reaction to let out a lash of psychic flame toward the attacker. That creature must succeed on a Wisdom saving throw against your warlock spell save DC or take 2d10 psychic or fire damage (your choice). You can do this a number of times equal to your Charisma modifier + 1, and regain all uses of it when you finish a long rest.

CROWN OF THE PHOENIX

Starting at 14th level, you have become host to a large portion of the Cosmic Phoenix's power. If you are reduced to 0 hit points or are subject to an effect that would kill you outright (such as *disintegrate*, *finger of death*, or *power word kill*), you become unconscious but stable at 0 hit points. On your next turn, you arise from your ashes - exploding in an aura of psychic fire. Every creature within 30 feet of you must succeed on a Dexterity saving throw or take 5d6 fire and 5d6 psychic damage. You then return to life with half of your maximum hit points and a free use of Wings of the Phoenix, which lasts for 1 minute. During this time, you wear a crown of flames, and your eyes glow with cosmic energy. Once this ability occurs, you must finish a long rest before you can do this again.



This arcane tradition eschews the grosser physical forms of spellcasting in pursuit of a more refined ideal--magic as the expression of thought. After first mastering the ability to cast spells using only their minds, wizards of this tradition embark on a regimen of mental training akin to a warrior's physical conditioning, seeking to increase their mental strength, speed, and endurance in order to expand the scope of their power. Rumors tell of master mentalists who have freed themselves entirely from the shackles of the physical realm to pursue ever greater knowledge as their consciousnesses drift through the Astral Sea.

WIZARD: THE MENTALIST TRADITION

EPISODE 3 | MUTANT HEROES



MENTAL SPELLCASTING

Beginning when you select this tradition at 2nd level, your spells no longer require verbal, somatic, or material components, except for material components with a listed cost. However, your physical skills atrophy as you neglect them in favor of purely mental pursuits. You have disadvantage on all attack rolls and ability checks using weapons or tools, even those wielded magically.

IMPROVED MESSAGE

When you select this tradition at 2nd level, you learn the *message* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *message*, you can target up to 10 creatures within range. All targets hear the same message. Each target can make their own response, but if more than one target responds you must make an Intelligence check with a DC equal to 10 + the number of targets responding. On a success, you can clearly hear every response. On a failure, all the responses are unintelligible.

UNOPPOSABLE WILL

Beginning at 6th level, there is no longer any question of whether a spell's target will bend to your will - the only question is when. Any time you cast an enchantment or illusion spell of 5th level or lower using a spell slot and the spell targets one or more creatures, you regain the spell slot if all the spell's targets succeed on their saving throws against the spell's effect.

CEREBRAL ORB

At 10th level, you imbue an orb, a helmet, or another item of your choice with a fraction of your psychic powers. This item can act as the material component for the scrying spell, even if it is not worth 1,000 gp. You also add the scrying spell to your spellbook. If you already have this spell in your spellbook, you can add a different wizard spell of your choice of a level you can cast.

When you cast scrying using the cerebral orb and successfully create an invisible sensor, you gain the ability to cast *message* on targets at the sensor's location as if you were in the space occupied by the sensor. There is no limit to the number of times you can use this ability while scrying is in effect.

In addition, once during scrying's duration, you can cast an enchantment or illusion spell that targets one or more creatures as if you were in the space occupied by the sensor. If the enchantment or illusion spell has a duration of Concentration, you lose concentration on the scrying spell as normal, but the invisible sensor persists until the enchantment or illusion spell ends, or for 1 minute, whichever comes first.

If your cerebral orb is lost or destroyed, you can create a new one by spending 8 hours to imbue another object with your power. If the old cerebral orb is still in existence when a new one is created, the old item loses the powers granted by this feature.

MIND TRANSFERRAL

Beginning at 14th level, when you are reduced to 0 hit points, you can use your reaction to project your soul out of your body. If the triggering damage did not result in instant death, the body you leave behind remains alive but unconscious and makes death saving throws as normal. If at any point your living body regains hit points or dies and is targeted by *revivify*, your soul immediately returns to your body. If your body dies and is later targeted by *raise dead* or *resurrection*, you can decide whether to return to your body.

When you project your soul out of your body, you occupy the same space as your body but floating a few feet outside of it (if your body is moved, your soul does not move with it). You are aware of your surroundings, but you can't move or use reactions. Other creatures can't perceive or interact with you, unless a special ability or magic has given them the ability to do so. The only action you can take is to project your soul up to 100 feet, either returning to your living body (ending the mind transferral) or attempting to possess a humanoid's body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or *magic circle* spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul is shunted into a corner of their mind. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul is unconscious and can't move or take actions at all. While possessing a body, you can use your action to return from the host body to your living body if it is within 100 feet of you, returning the host creature's soul to consciousness and restoring control over its body. The host creature has no memory of what transpired while it was possessed. If the host body dies while you're in it, the creature dies. You can use your reaction to project your soul out of the host body when it is reduced to 0 hit points in hopes of possessing a new body. Otherwise, you die.





EPISODE IV

Dark Heroes

The origins of this cold-crafting artificer vary depending on where you look and whom you ask. Some point to a common criminal who crafted the first frost hand-cannon to steal jewels, or “ice” in his world’s slang. Others talk of a scholar driven mad by grief at the loss of his beloved wife. Wherever the start, all can agree it’s best to stay out of range, lest they find themselves turned into solid ice. Chilling.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with alchemist’s supplies. If you already have this proficiency, you gain proficiency with one other type of artisan’s tools of your choice.

CRYOFICER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Cryoficer Spells table. These spells count as artificer spells for you, but they don’t count against the number of artificer spells you prepare.

CRYOFICER SPELLS

Artificer Level	Spell Name
3rd	<i>armor of Agythys, frost fingers</i>
5th	<i>hold person, Snilloc’s snowball swarm</i>
9th	<i>counterspell, elemental weapon</i>
13th	<i>ice storm, Otiluke’s resilient sphere</i>
17th	<i>antilife shell, cone of cold</i>

FROST HAND-CANNON

Starting at 3rd level, you have learned how to harness the powers of the cold into a freeze-dispensing weapon. When you finish a long rest, you can use your alchemist’s supplies to magically create a hand-cannon in an unoccupied space within 5 feet of you.

Once you create a hand-cannon, you can’t do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can have only one hand-cannon at a time and can’t create one while your hand-cannon is present. The hand-cannon is a magical object that can be held in one hand, and has an appearance of your choosing.

As an action, you can fire the hand-cannon in one of two modes: beam or burst.

Hand-Cannon	Mode
Beam	The hand-cannon emits a solid beam of cold that can turn any creature or object capable of freezing into ice within 120 feet. Make a ranged spell attack, originating from the hand-cannon, at a creature or object within 120 feet of it. Creature. On a hit, the creature is restrained and must make a Dexterity saving throw versus your spell save DC. If they fail, they are petrified. Object. On a hit, the object becomes vulnerable to bludgeoning, piercing and slashing damage.
Burst	The hand-cannon fires a snowball sized hunk of ice at a creature within 60 feet. On a hit, the target takes 2d6 cold damage.

ARTIFICER: THE CRYOFICER

EPISODE 4 | DARK HEROES



THE COLD BECOMES ME

Starting at 5th level, you have become more attuned to the powers of the cold. When you deal cold damage as part of a spell, you deal an additional 1d6 damage. Additionally, you are now resistant to cold damage.

IMPROVED FROST HAND-CANNON

Starting at 9th level, you have tweaked your hand-cannons to be more effective in both beam and burst mode. In beam mode, when a creature is restrained, they roll their Constitution roll at disadvantage. In burst mode, your hand-cannon now deals 3d6 cold damage.

PRESERVED IN ICE

Starting at 15th level, you have discovered how to keep the dying cryogenically preserved. By expending a 5th-level artificer spell slot, you touch a creature that has 0 hit points. That creature becomes preserved in a vessel of ice. Any wounds, poison, diseases, or curses are still present, but are no longer active. Expending another 5th-level artificer spell slot removes the vessel of ice and returns the creature to its original state.

This vessel remains in the place this feature was used until this feature is used again, or until the environment it is located in can no longer provide for it (IE, climate change, any sudden warming, change of plane, etc.).

ARTIFICER: SCENOGRAPHER

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The scenographer is unique among artificers in that their creations rarely do anything, but rather appear to do them. In fact, their great gift is in being able to make it look like anything is happening. Given time and preparation, they can construct elaborate situations, mixing magical effects and practical trickery to gain advantage in battle.

BONUS PROFICIENCIES

When you adopt this specialization at 3rd level, you gain proficiency with the disguise kit and, when using any tool with which you are not proficient, can apply half your proficiency modifier to the roll. This reflects the variety of tools and techniques needed to create your elaborate illusions. In addition, you gain proficiency in the deception and performance skills.

SCENOGRAPHER SPELLS

Also at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Scenographer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

CRYOFICER SPELLS

Artificer Level	Spell Name
3rd	<i>dissonant whispers, silent image</i>
5th	<i>mirror image, pyrotechnics</i>
9th	<i>enemies abound, hypnotic pattern</i>
13th	<i>hallucinatory terrain, phantasmal killer</i>
17th	<i>mislead, wall of light</i>

SET THE STAGE

Your skills with theatrical displays of magical power enable you to prepare battlefields to give you an advantage and harm your enemies. Beginning at 3rd level, when you cast a spell with a casting time of 1 action or faster, you can instead spend an extra 10 minutes preparing that spell. If you do, the spell slot is expended, but the spell is not yet cast. Instead, it is embedded in a space you touch no larger than 5 feet square. The next time a creature enters that space, the spell is immediately cast as if you had done so, including concentration. If the spell targets a single creature, has a range of touch, or targets an area, it targets or centers on the space or the creature in it. Spells which target multiple creatures target the creature in the square, plus the nearest creatures until the number is met. These prepared areas count against the limit of Magical Tinkering effects you may have active at once.

ILLUSORY SUMMONING

As you hone your skills, you learn how to weave illusion and deception together into facsimiles of creatures summoned to your aid. Beginning at 5th level, as an action, you may create the appearance of a group of summoned creatures. These may be any creatures of your choice that you have seen or studied, up to 1 creature of CR 2 or lower, 2 creatures of CR 1 or lower, 4 creatures of CR 1/2 or lower, or 8 creatures of CR 1/4 or lower. They appear in any unoccupied spaces of your choice within 30 feet of you, act on your initiative, and you may use a bonus action on your turn to control the actions of any of them you can see. If you do not control them, they repeat whatever command they were last given. These creatures are flimsy duplicates of the real thing. They have half the hit points of a normal creature of their type. If they interact with a creature, that creature may make an Intelligence saving throw against your spell save DC. If successful, that creature recognizes the summoned creatures as illusory. The attacks or damage dealing spells or abilities of the summoned creatures deal half as much damage (rounded down) to those who recognize them as illusions and those creatures have advantage on any checks or saving throws against the summoned creatures' spells or abilities. The summoned creatures vanish after 1 minute, if they are reduced to 0 hit points, or if you lose concentration on the effect (as if concentrating on a spell). You may use this ability once and regain all uses of it after a long rest.

IN A PUFF OF SMOKE

You become a master of escaping from harm in an appropriately theatrical fashion.

Beginning at 9th level, when you are dealt damage, you may use your reaction to teleport to a location you can see within 90 feet. A 10-foot radius around your previous position is filled with thick smoke of the color of your choice. That area is heavily obscured until the smoke clears at the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.



BANISH INTO ILLUSION

You've learned illusions and deceptions so elaborate that you can trap enemies in deadly nightmare worlds of your design. As an action, choose a creature within 60 feet of you. That creature must make an Intelligence saving throw against your spell save DC. On a failure, that creature becomes trapped in an illusion of your choosing for up to 1 minute or until you break concentration (as if concentrating on a spell). If the creature takes damage, it may repeat this saving throw, ending the effect on itself on a success. You must take your action on your turn to maintain the effect. The creature is treated as blinded and deafened to the real world during the effect. As a reaction at the start of the creature's turn, you may shape the illusion to push them to take an action of your choice, such as making a creature look like an enemy and causing them to attack it or making an empty room look like a deadly threat which must be fled. The creature must succeed on another Intelligence saving throw or follow that course of action during their turn. The creature will not take obviously suicidal or harmful actions, but may take dangerous actions that they are unaware of, such as running off a cliff disguised as a safe escape.

Barbarians who follow the Path of the Parasite forge a magical bond with an otherworldly creature, acting as a willing host for the parasite's survival. In return, the parasite grants these hardy warriors enhanced senses and magical features.

BARBARIAN: PATH OF THE PARASITE

EPISODE 4 | DARK HEROES

PARASITE PERSONALITY TRAIT

Those who tread this path might have been forced to work alongside the parasite to ensure their own survival, or might have learned of the parasite's mysterious power from a dusty tome stolen from a wizard's library and decided to make that power their own. Regardless of the choice, an aberrant parasite, once bonded with its host, forms a personality of its own, often childlike and chaotic in nature. You decide the parasite's personality when you choose this archetype. Alternatively, you can roll or pick a personality from the table below.

PERSONALITY TABLE

D4	Personality
1	I like to eat everything, and see all creatures as edible, regardless of how often my host tells me otherwise.
2	I am obsessed with shiny objects. The more it glistens, the more I want it.
3	I have an opinion on every topic and question every decision my host makes. My curiosity is often satiated quickly, though if someone doesn't answer my host politely, my first instinct is to eat them.
4	I share the same alignment as my host, but magnify it tenfold. If my host is of a good alignment, I aim to be very good. If my host is evil, I ensure every decision they make is the nastiest one possible. If my host is neutral, I jump between purely good thoughts and purely evil thoughts on a whim.

ABERRANT BOND

Starting when you choose this path at 3rd level, you magically bond with a formless, ooze-like being from a mysterious plane of existence beyond the stars. You can have the ooze settle atop your form like a second skin, granting you the following features:

- You gain a climbing speed equal to your movement speed, and you can climb upside-down on ceilings or on vertical surfaces without needing to make an ability check.
- You can have the ooze manifest a set of lashing tendrils from your arms, which latch onto nearby surfaces to assist you when you move. You can move in any direction provided there is a surface within 20 feet for one or more tendrils to attach to.
- You can cast the *web* spell an unlimited number of times. Wisdom is your spell save DC for this spell.



MURDEROUS FORM

Beginning at 6th level, the aberrant parasite's personality begins to form its own malicious agenda, often resulting in angry outbursts or wild cackling only you can hear. You can unleash this malicious personality when you rage. If you do so, for the duration of your rage, your form shifts to appear more sinister, bloodthirsty or intimidating, and you gain the following features:

- As a bonus action, you can transform one or both of your arms into any type of melee weapon you have previously seen. These weapons remain until you change them as a bonus action, or your rage ends.
- Weapon attacks made using your transformed arms are considered magical for the purposes of overcoming resistance and immunity to nonmagical damage.
- At the beginning of each of your turns, you gain a number of temporary hit points equal to your Constitution modifier.

MASTER OF THE HUNT

Starting at 10th level, you gain the ability to better adapt to your surroundings and track your foes. You can cast the *invisibility* spell a number of times equal to your proficiency bonus, targeting only yourself. You regain all expended uses when you finish a long rest. In addition, you have advantage on Wisdom (Survival) checks to track a creature, provided you have access to a piece of your quarry, such as a cutting of clothing, lock of hair, or piece of flesh.

UNBREAKABLE BOND

Beginning at 14th level, when you would be reduced to 0 hit points, you can have your parasite take over to continue fighting while you recover. You immediately gain 30 temporary hit points and enter a rage, if you were not already in one, but must make death saving throws as normal. If you lose these temporary hit points, you die immediately.

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

BARBARIAN: PATH OF SYNERGY

EPISODE 4 | DARK HEROES

By linking your body to stone, wood, and metal, you can absorb their properties and take on some of their traits. Whether you need to be as durable as stone or as deadly as a steel blade - the elements of the world have become your weapon.

SOLID ABSORPTION

Starting at 3rd level, when you enter rage, you can take on the qualities of an inanimate substance near you. The substance must be within 5 feet of you, nonmagical, solid, and in a quantity at least equal your body mass. You must also be able to touch the substance. The transformation is visible and obvious. When your rage ends, you revert to your normal form.

When you transform, choose three of the following effects appropriate to the type and quantity of the substance you've touched.

- Your unarmed attacks deal 1d8 bludgeoning, piercing, or slashing damage
- You are resistant to one damage type: cold, fire, necrotic, poison
- You have advantage on saving throws and ability checks to resist forced movement
- Your size increases by one increment, and you deal +1d4 damage with melee attacks. The target material must have a mass equal to at least twice your bodyweight.
- Your AC becomes that of the material if it's higher than your own (AC 15 for wood, AC 17 for stone, or AC 19 for metal).
- You ignore nonmagical difficult terrain

Also, the DM chooses one drawback appropriate to your new form:

- You become vulnerable to one damage type: bludgeoning, fire, lightning, slashing, or thunder
- You triple your weight and reduce your speed by 10
- You have disadvantage on Dexterity checks and saving throws
- You have disadvantage on Strength checks and saving throws
- Your AC becomes that of the material if it's lower than your own (AC 11 for cloth, paper, or rope, or AC 13 for crystal, glass, or ice)

INSTINCTIVE INSIGHT

When you choose this path at 3rd level, you also gain the ability to discern hidden qualities of any material you touch. As an action, you can touch an inanimate, nonmagical object or quantity of material and learn its AC, damage resistances and immunities, damage threshold, and hit points. Starting at 11th level, you can also use this feature to identify magic items. Once you've used this feature, you can't use it again until you've completed a short or long rest.

REACTIVE ABSORPTION

At 6th level, when you are forced to make a Strength of Constitution saving throw, you can expend one use of your Rage ability to automatically succeed without rolling. While transformed, your unarmed attacks are considered magical for the purpose of overcoming damage resistances.

FLUID ABSORPTION

Starting at 10th level, when you transform, you can move through spaces as small as one inch without squeezing and Dash as a bonus action. You also don't need to breathe. In addition, choose three of the following effects appropriate to the type and quantity of material you've touched.

- Your unarmed attacks deal 1d8 bludgeoning, acid, or poison damage
- You are resistant to one damage type: cold, fire, necrotic, or poison
- You are immune to one damage type: acid, necrotic, or poison
- Your size increases by one increment, and you can occupy another creature's space. If you do, at the start of the creature's turn it must make a Constitution saving throw or begin to suffocate. The DC is equal to 8 + your proficiency bonus + your Constitution modifier
- You ignore nonmagical difficult terrain
- You gain a swimming speed equal to your walking speed

Also, the DM chooses one drawback appropriate to your new form.

- You have disadvantage on ability checks and saving throws to resist forced movement caused by wind or water.
- If your unarmed attacks deal acid or poison damage, you are unable to touch creatures or objects without dealing that damage to them

MUTABLE RAGE

While raging, you can spend a bonus action to transform from one material into another within 5 feet of you. This has no effect on the duration of your rage, and you can't absorb the properties of more than one material at a time.

ARCANE ABSORPTION

Starting at 14th level, while raging, you can use a bonus action on your turn to absorb some or all of the properties of a magic item you're touching. The item must have an attack or damage bonus, confer damage resistance to its user, or innately enable the user to cast a damaging spell. If the item has more than one of these features, such as a *frost brand*, choose only one at the start of your turn. The effect of this feature depends on the item's properties.

- **Attack/damage bonus.** Gain the item's bonuses to attack and damage with your unarmed attacks. Examples: *+1 weapon*, *wand of the war mage +1*, *flame tongue sword*.
- **Damage resistance.** Gain the damage resistance conferred by the item. Examples: *belt of dwarvenkind*, *ring of resistance*.
- **Damaging spell.** Your unarmed attacks deal an additional 1d8 damage of the spell's damage type. If the item is capable of casting more than one damaging spell, choose the damage type of one of those spells at the start of your turn. The additional damage dealt by your unarmed attacks is of that type until the start of your next turn. Examples: *wand of lightning bolts*, *helm of brilliance*, *staff of thunder and lightning*.



Most bards will tell you that the voice is a powerful thing, an aspect of many a bard's magic and a powerful tool even without the arcane. Bards in the college of Cacophony know this all too well, channeling their bardic magic to create bursts of pure force, channeling the music of a thousand voices calling at once.

BARD: COLLEGE OF CACOPHONY

EPISODE 4 | DARK HEROES

SINGING SPELLS

At 3rd level, any spell you cast with a Verbal Component has its range doubled as long as the spell has a range of 10 feet or more.

VOICE PROJECTION

At 3rd level, you know how to project your voice powerfully, you can be heard up to 1 mile away when you release the full power of your voice. In addition, you can expend a die of Bardic Inspiration as a bonus action before casting a spell with a verbal component, rolling it and dealing that much thunder damage to one creature it targets (if the spell targets you or an ally, instead target a creature who can hear you within 30 feet).

BOOMING SPELLS

At 6th level, all of your spells that use your voice can become thunderous and damaging. Every time you cast a spell with a verbal component, it deals 1d4 thunder damage to a creature it targets (or a creature that can hear you within 60 feet if you or an ally is the target). You can also cast any spell with a verbal component with a spell slot higher than it's normal slot to change this damage to 1d8 per slot higher than the spell's normal slot.

A THOUSAND VOICES

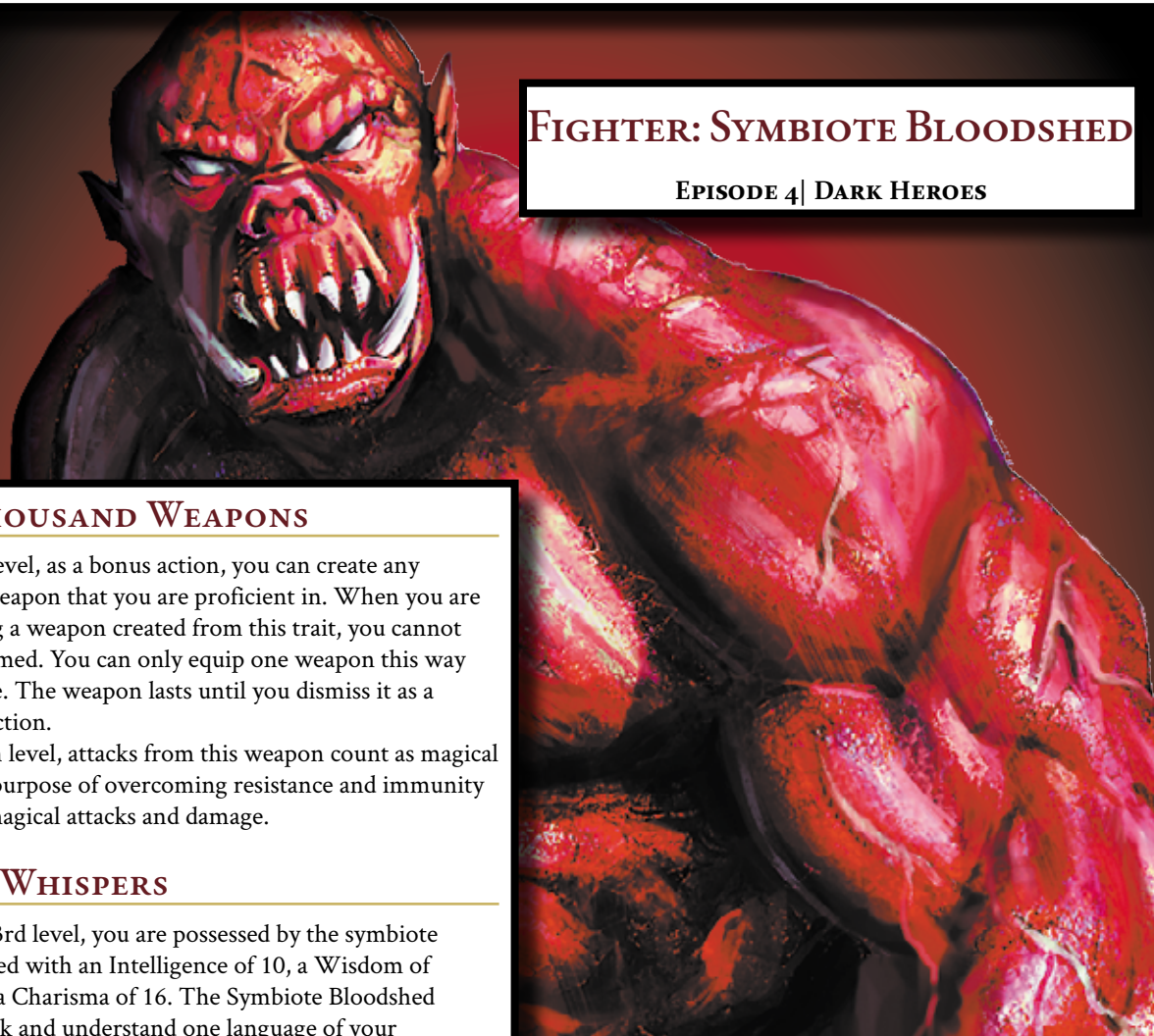
At level 14, your voice is so powerful it can cause harm with even the quietest word. Whenever you speak to a creature, you can choose to force them to succeed on a Constitution saving throw against your spell save DC or take 1 thunder damage for every sentence you speak to them for 1 minute.

In addition, you gain a natural weapon attack dealing thunder damage in a 60-foot line from your mouth. Targets within the line must succeed on a Dexterity saving throw against your spell save DC or take 8d6 thunder damage. Once you use this ability, you must complete a long rest to do so again.



There is a creature in this world that comes from another realm; the Symbiote Bloodshed. Its exterior looks little more than a crimson colored slime but do not be fooled by its simplistic appearance; it is extremely intelligent. Said creature can choose hosts depending on their martial prowess and infiltrate their bodies to... enhance them.

The relationship between host and symbiote can be violent, especially if their goals do not align. This symbiote cares only about bringing carnage to the world. While the symbiote can attempt to take control over the infected body, it is far stronger in cooperation and thus it will attempt to negotiate with its host to set common goals.



FIGHTER: SYMBIOTE BLOODSHED

EPISODE 4 | DARK HEROES

A THOUSAND WEAPONS

At 3rd level, as a bonus action, you can create any melee weapon that you are proficient in. When you are wielding a weapon created from this trait, you cannot be disarmed. You can only equip one weapon this way at a time. The weapon lasts until you dismiss it as a bonus action.

At 5th level, attacks from this weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVIL WHISPERS

Also at 3rd level, you are possessed by the symbiote bloodshed with an Intelligence of 10, a Wisdom of 14, and a Charisma of 16. The Symbiote Bloodshed can speak and understand one language of your choice that you know but can only communicate with you. It is chaotic evil and will whisper its evil intentions toward you.

TRAITS OF THE SYMBIOTE

Finally at 3rd level, you gain vulnerability to fire damage and resistance to thunder damage.

CLOSING WOUNDS

At 7th level, you gain the ability to regenerate your wounds. You can use Second Wind a number of times equal to half your maximum Hit Dice instead of once. Whenever you use Second Wind, you also expend a Hit Die.

LOSING CONTROL

At 10th level, you can no longer make nonlethal attacks. Also, if you have 0 Hit dice, when you kill a creature you regain 1 Hit Die.

Finally, as a reaction when you reduce a creature to 0 hit points, you can add your proficiency bonus to all your damage rolls until the end of your turn.

ONE WITH THE SYMBIOTE

Starting at 15th level, the Symbiote Bloodshed has become your trusty companion. It gains hearing and darkvision out to a range of 120 feet and adds your proficiency bonus to its Wisdom (Perception) checks. It can warn you of danger even when you are asleep.

You've been infested by a parasite from the Astral Sea. It feeds off the bodies of those you kill and devour, growing stronger with each feast. In exchange it grants you powerful abilities to hunt down and devour your prey.

MONK: WAY OF THE PARASITE

EPISODE 4 | DARK HEROES

WRATH OF THE PARASITE

Starting at 3rd level, you can use a bonus action to spend 2 ki points and summon forth the parasite from within, creating a layer of armor for yourself and a pair of razor sharp claws. You gain the following benefits for the next minute.

- Your AC increases by 2.
- Your unarmed damage can be dealt as either bludgeoning, piercing, or slashing damage.
- You gain the benefits of the jump spell for the duration.

DEVOUR

At 6th level, while Wrath of the Parasite is active, you can use your action to make a Bite attack using your proficiency bonus + your Strength or Dexterity modifier. On a hit, the target takes 1d12 + your Strength or Dexterity modifier as magical piercing damage. If the creature is not a construct or undead, you gain temporary hit points equal to your Wisdom modifier.

At 12th level, this attack deals 2d12 damage and you gain twice your Wisdom modifier as temporary hit points.

At 18th level, this attack deals 4d12 damage. If this attack reduces a creature to 0 hit points you can use your reaction to devour a large portion of the creature and regain hit points equal to your monk level.

CLING

Starting at 11th level, you are permanently under the effects of the *spider climb* spell.

PARASITIC REPLACEMENT

At 17th level, whenever you start your turn with less than your maximum hit points, you gain one hit point. If you lose a limb or large portion of your body, it slowly regrows during a long rest. Replaced limbs will appear unnatural or alien like.



A Sorcerer of a Demonic Bloodline struggles with containing the darkness inside them. Often the offspring of powerful demons that pay no attention to their spawn. A Demonic Bloodline sorcerer slowly grows to control their incredible powers, but often at a very deadly cost.

SORCERER ORIGIN: DEMONIC BLOODLINE

EPISODE 4 | DARK HEROES

INCANTATION

By 1st level, you have memorized a magical chant that influences your spellcasting. Choose a string of words that take no longer than 6 seconds to recite. If you chant this incantation when you cast a spell that requires an Attack roll, you can add 1d4 to the total. This ability requires you to speak to be able to recite the incantation.

When you reach 12th level, the bonus die becomes a d6.

NEVERMORE

Also at 1st level, the powerful energy that rests within you becomes unruly at times, so you must maintain utmost concentration. You gain advantage on all Concentration checks to maintain spells.

In addition, whenever an enemy scores a critical hit on you, your DM can have you roll to maintain your control. Roll 1d20. If the result is greater than your Demonic Bloodline level plus your Constitution modifier, you explode outward in shadowy rage. All creatures within 15 feet of you must make a Dexterity saving throw (DC equal to your total roll) or take 1d6 force damage.

AS THE RAVEN FLIES

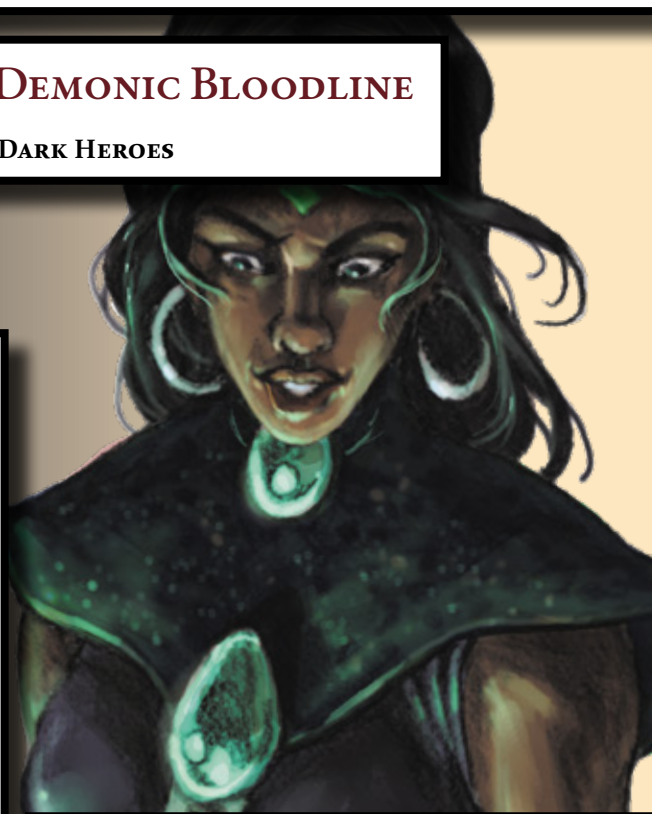
At 6th level, you learn how to avoid danger or get close to finish a fight. You learn the spell dimension door. This is always prepared and does not count against the number of spells you know. For you, the range is increased to 750 feet. Whenever you cast this spell, you can have it appear as shadowy black wings that wrap around you and then unfurl and disappear when you appear at the targeted location.

In addition, you can cast this spell as a reaction after you take damage. If you cast the spell this way, you cannot bring another creature with you.

CHILD OF THE DEMON

Also at 6th level, the demonic blood within you jumps at the chance to lash out at enemies. You learn the spell hellish rebuke. This is always prepared and does not count against the number of spells you know. For you, the damage can be necrotic instead of fire.

As an action, you can cast this spell against any creature that has damaged you in the last minute.



MAINTAIN CONTROL

At 14th level, as your demonic powers grow, so does your control over them. You have advantage on all rolls made for Nevermore.

SPELLBOUND

Also at 14th level, your practices allow you to adapt quickly to learning new magic. You can cast a spell that you have seen another creature cast within the last minute. This costs a number of sorcery points equal to the spell's level. It must be a spell that you have access to (you know it, for example), and you consume the appropriate spell slot when casting it.

You can only replicate a spell once for each time you see a creature cast it.

FEAR ITSELF

By 18th level, your demonic blood draws the presence of dark creatures from the depths of the abyss. You can spend as many sorcery points as you wish to summon a fiend of that challenge rating. The creature obeys your orders for 1 minute and then fades into nothingness. You may dismiss the creature early as an action. The creature can either act on your initiative or roll its own.

If this creature dies before it disappears, you can use your reaction to absorb half of the sorcery points you used to summon it.

You may only have one summoned fiend from Fear Itself at a time.

WARLOCK PATRON: THE GREEN

EPISODE 4 | DARK HEROES

Your patron is the Green, a web of magical energy that connects all of the realms' plant life together. Your patron may be a simple plant elemental or fey nature spirit. Even still, your patron could be the very web of energy, given a semblance of sentience specifically to entreat with you. Those who form pacts with the Green become more attuned to nature, and nature to them. They find that the bones of the earth themselves rise to defend them, and that they can adopt hulking forms of vegetation in order to crush their foes.

NEW PACT BOON OPTION: PACT OF THE ROOT

Your patron has gifted you with the gift of deep roots. Whenever you take a long rest, you can choose to root yourself in the ground in full view of the sun or other sunlight bearing object or item. While rooted in this way, you receive sustenance from the nutrients in the earth and are considered to have eaten full rations for the day. Additionally, at the end of the long rest, for every hour you spend rooted in the earth, up to a maximum amount of hours equal to your warlock level, you may roll 1d4 and gain that amount of temporary hit points.

BOTANICAL FORM

Starting at 1st level, you learn to conjure a mass of vines and plants to protect you in the midst of battle. As an action, you summon these plants, having them wrap around you and cling to your form, gaining the following benefits:

- Your AC is calculated as 13 + your Charisma modifier
- Your speed is reduced by 10 feet
- The ground within 10 feet of you is considered difficult terrain

This form lasts for 1 minute or until you end it early as a bonus action. You must finish a long rest before using this ability again.

ROOTS OF THE EARTH

Also starting at 1st level, your deal with your patron has allowed you to twist druidic magic to your own ends. You know the *thorn whip* and *primal savagery* cantrips, they count as warlock cantrips for you and do not count against the amount of cantrips you know. When you use your action to cast *thorn whip* and hit, a large or smaller creature must make a Strength saving throw or be grappled and restrained by you until the end of your next turn. You can restrain a creature in this way a number of times equal to your Charisma modifier (minimum of 1), regaining spent uses on a long rest.

REPLENISH THE GREEN

Starting at 6th level, you learn to harness the innate power of the green to recharge your magical reserves. As an action, you touch a tree or other Medium or Large plant. The plant takes 5 (1d10) necrotic damage and you regain a use of your Pact Magic. You must finish a long rest before you use this ability again.

THE STRENGTH OF THE OLD FOREST

Starting at 10th level, your Botanical Form improves. While in your Botanical form, you gain the following benefits:

- You can use your Charisma modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You have immunity to poison damage and to the poisoned condition

THE ROOTS OF WHAT YOU BELIEVE

Starting at 14th level, you learn to unleash the full power of the Green, becoming one with the surrounding landscape. As a bonus action, you meld into the landscape in a 60-foot radius, gaining the following benefits for 1 minute:

- When you move, you can instead choose to burrow up to your movement speed to a spot you can see within range.
- As an action, you slam your arms into the ground summoning thick, thorny vines to grasp your enemies. Choose two enemies, they must make a Strength saving throw or take 1d6 magical piercing damage and be restrained and held aloft 10 feet in the air until the end of your next turn.
- As a bonus action, you can draw upon the vitality of the plant life around you, gaining temporary hit points equal to half your warlock level.

You must finish a long rest before using this ability again.



INVOCATIONS

GREEN THUMB

Prerequisite: 5th level, Pact of the Tome

You can cast the spell *plant growth* at will without expending a spell slot.

DRAUGHT OF DEATH

Prerequisite: 5th level, Pact of the Blade

When you hit an enemy with your pact weapon, you can force them to make a Constitution saving throw as a bonus action. On a failure, they take 1d4 poison damage per your warlock level.

You must finish a long rest before using this invocation again.

STYGIAN STICKS AND STONES

Prerequisite: 5th level, Pact of the Chain

You can cast the spell *summon lesser devil* once per long rest without expending a spell slot. When you summon a devil in this way, its type changes to plant and it gains vulnerability to fire damage.

STRIDE OF DIATOMACEOUS AIR

You can use a bonus action to temporarily transform into a cloud of spores and pollen, gaining a flying speed of 25 feet. You can hover in this form. While in this form, you cannot take any reactions, and the only actions or bonus actions you can take is the Dash action and you are immune to all damage. You can revert to your original form as a bonus action.

You must finish a short rest before using this invocation again.

FULL FRONTAL PLANT ATTACK

Prerequisite: 5th Level, Pact of the Root

You gain a natural weapon attack with which you are proficient, a thorn missile; you can use either Strength or Dexterity for the attack and damage rolls with this weapon (range 60/130), which deals 1d6 piercing damage on a hit. When you take the attack action, you can choose to replace one or all of your attacks with a thorn missile.

I WET MY PLANTS

As a bonus action, you can draw the excess moisture out of your body, firing it forth in a 30-gallon stream 30 feet long and 5 feet wide. Any creature caught in the stream must succeed on a Strength saving throw or take 2d8 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

You must finish a long rest before using this invocation again.

Judge, Jury, and Executioner--that's what the Spirit has made you. You seek out the corrupt, the wicked, and the impure...and render a terrifying judgment upon their souls.

WARLOCK PATRON: SPIRIT OF VENGEANCE

EPISODE 4 | DARK HEROES

EXPANDED SPELL LIST

The Spirit of Vengeance lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPIRIT OF VENGEANCE EXPANDED SPELLS

Spell Level	Spell Name
1	<i>searing smite, wrathful smite</i>
2	<i>phantasmal force, see invisibility</i>
3	<i>fireball, speak with dead</i>
4	<i>find greater steed, phantasmal killer</i>
5	<i>dispel evil & good, immolation</i>

VENGEANCE OF THE HARMED

Starting at 1st level whenever you take damage, you can use your reaction to target the creature with *eldritch blast*. If the creature's alignment is evil, the damage roll from this attack is maximized.

PUNISH THE GUILTY

Also at 1st level, you have advantage on all checks that use the Insight skill. You can use your Charisma for this skill instead of Wisdom.

At 18th level, whenever someone tells a lie within 30 feet of you, it registers as a noxious odor. The greater the lie, the worse the smell.

CHAINS OF VENGEANCE

Starting at 6th level, when you hit a creature with *eldritch blast* you can use your reaction to summon a pair of spectral chains to bind them in place. The creature suffers 2d8 psychic damage and is grappled until the end of its next turn by these chains.



PURGE THE SINNER

At 10th level, whenever you damage a creature with a spell, if that creature's alignment is evil it suffers an additional amount of damage equal to its challenge rating. If the creature is not of an evil alignment, it suffers an additional amount of damage equal to half its challenge rating.

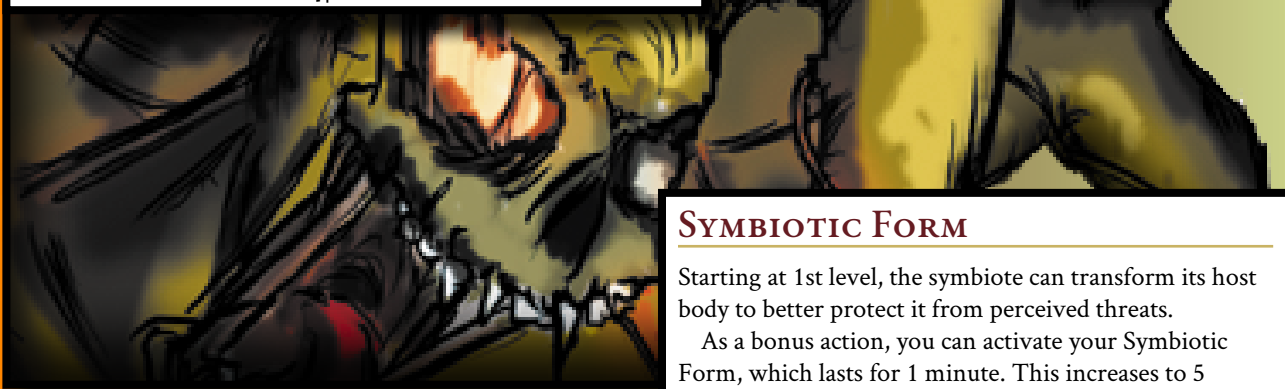
THE FLAMES OF PUNISHMENT

Starting at 14th level, you can invoke the flames of the Nine Hells to burn your foes for 1 minute. All creatures starting their turn within 30 feet of those who have an evil alignment suffer 4d10 points of fire damage. If a creature hits you with a melee weapon attack, you can cast *hellish rebuke* without expending a spell slot. This damage ignores fire resistance and immunity. If a creature is not of an evil alignment, you can choose whether the creature suffers this damage.

A vastly intelligent, completely alien force has taken residence in your body. This patron forms a symbiotic partnership with you: you allow it to continue its existence within you and it grants you access to powers to protect you both.

WARLOCK PATRON: THE SYMBIOTE

EPISODE 4 | DARK HEROES



The physical manifestation of this symbiote may be internal, or simply concealed underneath your clothing, but when symbiotic powers manifest they take a form determined by your symbiote.

Your symbiote acts as your spellcasting focus while bonded to you. Additionally, when you choose your pact boon, it manifests in particular ways.

- If you later gain the Pact of the Blade feature, the weapon you form is created as part of the Symbiote. As such, you cannot be disarmed.
- If you later gain the Pact of the Chain feature, the familiar your patron grants you is a piece from your symbiote that shifts to a form of your choosing. It counts as an aberration, rather than beast, fey, fiend, or celestial.
- If you later gain the Pact of the Tome feature, your book of shadows is part of the symbiote and can be accessed psychically, requiring no action.

EXPANDED SPELL LIST

The Symbiote grants you access to an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list for you.

SPIRIT OF VENGEANCE EXPANDED SPELLS

Spell Level	Spell Name
1	<i>entangle, inflict wounds</i>
2	<i>alter self, web</i>
3	<i>haste, nondetection</i>
4	<i>Evard's black tentacles, staggering smite</i>
5	<i>contagion, dominate person</i>

BONUS CANTRIPS

At 1st level, you learn the *thorn whip* and *primal savagery* cantrips. They count as warlock cantrips for you, but don't count against your number of cantrips known.

SYMBIOTIC FORM

Starting at 1st level, the symbiote can transform its host body to better protect it from perceived threats.

As a bonus action, you can activate your Symbiotic Form, which lasts for 1 minute. This increases to 5 minutes at 4th level and 10 minutes at 10th level. This ability ends early if you are incapacitated or if you dismiss it. While the Symbiotic Form is active, you gain the following benefits:

- You grow in size as if under the effect of an *enlarge/reduce* spell, and gain the spell's benefits without requiring concentration.
- You gain blindsight out to a range of 30 feet. If you already have blindsight, the range is increased by 10 feet.
- You gain resistance to slashing and piercing damage from nonmagical sources

While protected by the Symbiotic Form, you are vulnerable to thunder damage. You may use this feature a number of times equal to your Charisma modifier per day, and regain expended uses after a long rest.

PROTECTIVE NATURE

At 6th level, your symbiote has learned to keep its host alive, even in the most dire of circumstances. You gain advantage on death saving throws and resistance to poison. While your Symbiotic Form is active, you gain immunity to poison damage (this does not remove nor negate the poisoned condition) and cannot be surprised.

SUPER HEALING

At 10th level, while your Symbiotic Form is active, you can use a bonus action to regain 2d6 hit points. This increases to 3d6 at 14th level and 4d6 at 17th level.

SUPERIOR SYMBIOTE

At 14th level, your symbiote has formed a more complete bond with your form. While using Symbiotic Form, your Charisma modifier is added to your Armor Class and to the damage roll of any melee, ranged, or spell attacks.

ELDRITCH INVOCATIONS

IMBUE FAMILIAR

Prerequisite: The Symbiote patron, Pact of the Chain

You can expend a warlock spell slot to put a little more symbiote into your child, imbuing your familiar with a bonus to attack, damage, and saving throws equal to your Charisma modifier for the next 10 minutes.

MIND CLAW

Prerequisite: The Symbiote patron, Pact of the Blade

When you attack with your pact weapon, you may use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

TERRIFYING SCREAM

Prerequisite: The Symbiote patron, Pact of the Tome

You can expend a warlock spell slot and an action to emit a scream empowered with the psychic energy of your patron. Creatures within 60 feet must succeed on a Wisdom saving throw equal to your spellcasting DC or become frightened for 1 minute. Creatures may repeat this saving throw at the end of each of its turns for the duration.

SPIDER-GRIP

Prerequisite: The Symbiote patron, 7th level

You can cast *spider climb* on yourself at will, without expending a spell slot or material components.



WIZARD: THE SCHOOL OF ENIGMAS

EPISODE 4 | DARK HEROES

The pursuit of arcane knowledge, in all its myriad forms, is one of the foundations of many aspiring wizard's lives. While many wizards spend their waking hours poring over ancient texts, plundering forgotten tombs in search of new scrolls to add their spellbook, and filling small rooms with conjured fireballs, there are those who prefer to use their skills unraveling the grand puzzles of the multiverse - and confounding simpletons who don't understand when a raven is like a writing desk. Adherents of the School of Enigmas believe that magic can be manifested through exercises that stimulate the brain, from clever mathematical problems ("Caravan A leaves Daggerford at 9 in the morning...") to simple children's jokes ("Where does an 800 pound gorilla sit? Anywhere he wants."). As such, an Enigmatist's magical portfolio is likely to contain spells from the enchantment and illusion schools of magic. Beware making an enemy of an Enigmatist, for you're likely to find one of their magicked puzzles left in your quarters, or find yourself coerced into solving an unsolvable riddle whilst they sneak out of view.

IRRESISTIBLE PUZZLE

Beginning when you select this school at 2nd level, you have learned how to channel your magical powers through a small, hand-crafted puzzle of your choice. The appearance of this puzzle is your choice - it can resemble anything from a money maze to a Mulanese finger trap. As an action, you can send this puzzle through the aether to a square you can see up to 60 feet away. Choose a creature you can see in this square that must succeed on an Intelligence saving throw or become incapacitated as they attempt to solve the puzzle for up to 1 minute. At the end of each of its turns, and each time it takes damage, the target can make another Intelligence saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, or if you use an action to recall the puzzle to your person, the effect ends and the puzzle returns to you. This feature can only be used once per long rest.

RIDDLE ME THIS

Starting at 2nd level, when you target a creature with an enchantment spell, the creature rolls their Wisdom saving throw at disadvantage.

THE MIND IS A FORTRESS

Starting at 6th level, you have advantage on any skill that uses Intelligence as its ability modifier. In addition, you have learned how to focus your mind to make it harder for you to lose concentration when taking damage.

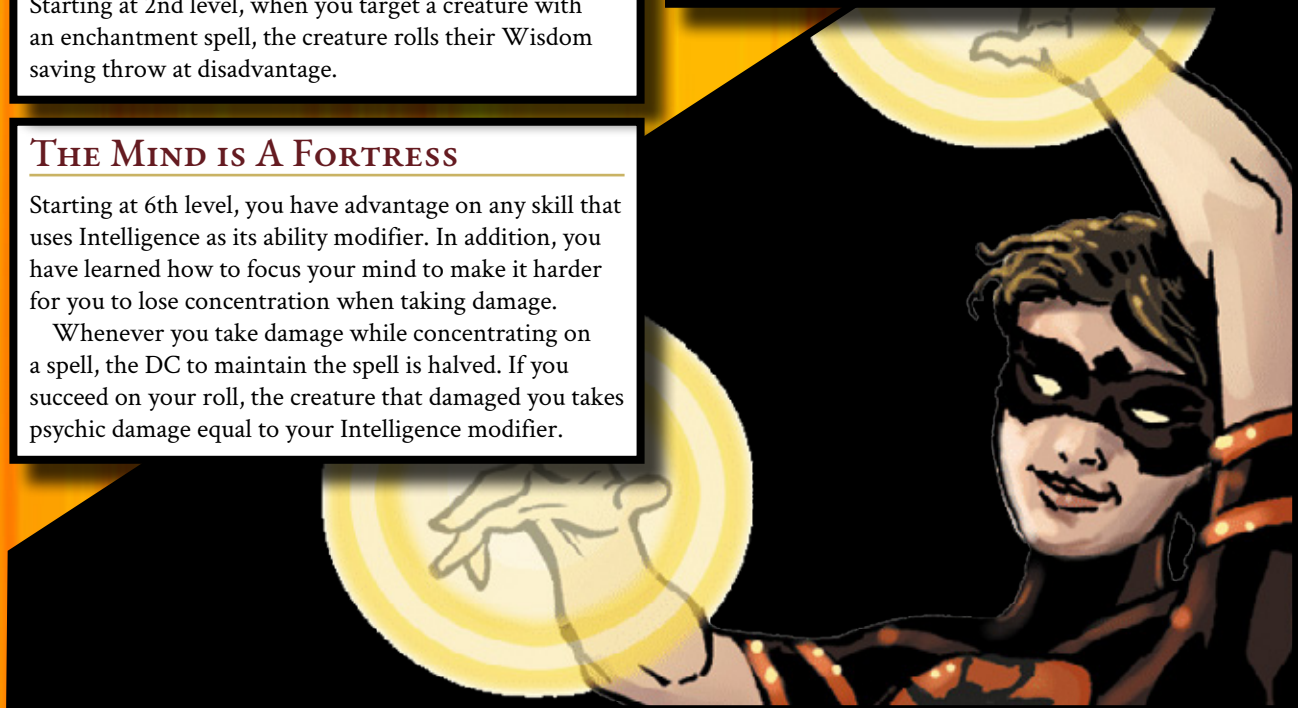
Whenever you take damage while concentrating on a spell, the DC to maintain the spell is halved. If you succeed on your roll, the creature that damaged you takes psychic damage equal to your Intelligence modifier.

A REAL BRAIN-TEASER

Starting at 10th level, you have learned how to create illusions that torment the brain's problem-solving cells. When you create a minor illusion or programmed illusion, creatures that use an Intelligence (Investigation) check and fail to identify the illusion take psychic damage equal to your wizard level.

IF KNOWLEDGE IS POWER, THEN A GOD AM I

Starting at 14th level, you have learned how to channel your mental energy into a powerful magical attack, much like a mind flayer. By expelling a 5th level spell slot, you can emit psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 3d8 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





EPISODE V

Heroes of Obscurity

2018
1/20

There's just something about you. Maybe it's your large front teeth, your plucky, can-do attitude, or maybe, just maybe, it's that giant prehensile squirrel tail you were born with. Whatever it is, you've been chosen to follow the Path of the Unbeatable Squirrel. Good for you! With the power of squirrels at your side, there's no foe you can't defeat or hater you can't befriend. Now get ready to eat nuts and kick -- well, *you know!*

BARBARIAN: PATH OF THE UNBEATABLE SQUIRREL

EPISODE 5 | HEROES OF OBSCURITY



UNARMORED DEFENSE CHANGE

You make the following changes to Unarmored Defense: While you are not wearing any armor, your Armor Class equals 10 + your Strength modifier + your Dexterity modifier. You can use a shield and still gain this benefit.

CHUK-CHUK!

There's nothing cooler than squirrels, so it's extra cool that you can now talk to them! At 3rd level, you gain the ability to speak with squirrels. They can communicate with you, and you can communicate with them, even if it doesn't seem like you're speaking the same language - which is super helpful because squirrels are everywhere!

SQUIRREL-MAZING

At 3rd level, you are able to channel the unbeatable friendliness of squirrels to charm anyone trying to throw haterade at you or your allies. While raging, you can spend an action to trade nuts, chat, and otherwise get to know your opponent. Then you can make a Charisma (Persuasion) check with expertise (double your proficiency modifier + your Charisma modifier) to try to convince them to solve the issue nonviolently. Your soon-to-be-friendly foe contests your check with a flat 1d20 roll (no modifiers); if it's higher than your check, fight on, but if it's lower, they take your advice (and probably become your BFF, TBH). You have one use of this feature, regaining the use after a short rest.

THE POWER OF SQUIRRELS

At 6th level, you gain the strength and speed of the multiverse's mightiest mammal - the squirrel! While raging, your speed increases by 10 feet and your Strength score and maximum increases by +4.

BA-DONK-A-DONK

At 10th level, you gain the prized feature of any squirrel - a long, luxurious tail. This furry, prehensile tail can grip objects, swing you from branches, or smash down a door. When using it to swing, it is capable of carrying you and up to one additional creature your size or smaller. When using it to smash, it does 2d12 + your Strength modifier bludgeoning damage. You are proficient in it. And best of all? IT'S THERE ALL THE TIME!!!!

TOTALLY NUTS

At 14th level, you gain a benefit that's totally nuts -- the ability to bite through metal! While you're raging, your teeth increase and your jaw strength becomes proportional to that of a squirrel. That means you can bite with approximately 1,085,000 pounds of pressure! So go on, bite through wood, iron, steel, or silver (adamantine is a bit too tough) -- it's no match for your unbeatable jaw! If you choose to do the Bite attack against someone (which...gross), your jaws do 4d12 + your Strength modifier piercing damage.

A College of the Séance bard is one who knows how to communicate with spirits but often tends to find it as more of a curse than a blessing. Never truly alone, these bards know that ghosts carry plenty of knowledge to those kind enough to ask. They can make friends with ghosts and ask for their aid in reconnaissance and battle. These bards may have made imaginary friends when they were young only to discover later that those friends were real—once.

ACCIDENTAL CULT

At 3rd level, through your powerful charisma, you can bend people to your will and make friends with almost anyone. You have advantage whenever you make a Charisma check or saving throw.

DETOX

Also at 3rd level, through years of abuse, you now know how to purge your body of unwanted toxins. As an action, you can cleanse yourself of all poisons and diseases that you wish to be rid of. Once you use this feature, you can't use it again until you finish a long rest.

NEW FRIENDS

By 6th level, your charisma extends even to recently created ghosts. When a creature you can see within 60 feet drops to 0 hit points, you can use your reaction to coerce the spirit back into its body. The creature can immediately stand up and make one melee attack against a target of your choice within range.

This ability can only be used on a creature once, even if it is revived and dies again.

ASK AROUND

Also at 6th level, your study of ghosts allows you to better communicate with them across the planes. You learn the spell *Speak with Dead*. This is always prepared and does not count against the number of spells you know.

For you, *Speak with Dead* allows you to ask 7 questions. In addition, you learn the *Commune* spell. This is always prepared and does not count against the number of spells you know. For you, rather than communicating with a patron, you can communicate with the spirits that secretly reside in the surrounding area. This calls upon a hivemind of ghosts, so information is not reserved for things that the beings knew while they were alive.

THE HORROR

By 14th level, you have nearly attained mastery over the ghosts that follow you around. As an action, you can ask these ghosts to become corporeal and assault all enemies within a 30-foot radius. Any creature you choose within range must make a Dexterity saving throw (DC equal to your bard level), taking 3d10 + your Charisma modifier force damage on a failed save, or half as much on a successful save. These spirits ignore enemy cover and illusion and can pass through physical objects.

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

BARD: COLLEGE OF THE SEANCE

EPISODE 5 | HEROES OF OBSCURITY



The moon domain focuses on the mysterious lunar energies given off by the moon - the heavenly power that governs the world's tides, reproductive cycles, and causes lycanthropes to shift form. The moon gods vary in alignment, including such gods as Selune, Malar, and Hathor. Werewolves both good and bad find themselves drawn to the moon domain, either to appease their bestial savagery under Malar or to seek understanding and use their powers for good under Selune.

CLERIC: MOON DOMAIN

EPISODE 5 | HEROES OF OBSCURITY

DOMAIN SPELLS

The Spirit of Vengeance lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Spells marked with an asterisk can be found in *Xanathar's Guide to Everything*.

SPIRIT OF VENGEANCE EXPANDED SPELLS

Cleric Level	Spell Name
1st	<i>divine favor, sanctuary</i>
3rd	<i>Maximilian's earthen grasp, moonbeam</i>
5th	<i>animate dead, erupting earth*</i>
7th	<i>banishment, dimension door</i>
9th	<i>raise dead, wall of stone</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with martial weapons.

WEAPON MASTER

At 1st level, and again at 8th level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Interception.** When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0). You must be wielding a shield or a simple or martial weapon to use this reaction.
- **Thrown Weapon Fighting.** You can draw a weapon that has the thrown property as part of the attack you make with that weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.
- **Unarmed Fighting.** Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier. If you hit a target with an attack using both hands at the same time, the d6 becomes a d8.

CHANNEL DIVINITY: POWER ABSORPTION

Starting at 2nd level, you can use your Channel Divinity to absorb magical effects for a brief time.

When you would be subjected to a spell or magical effect such as a mindflayer's mind blast, you can use your reaction to absorb the effects of the spell into your holy symbol to be used at a later date. The spell or effect is resolved as normal, but you can use your action on subsequent turns to replicate it, using your spellcasting modifier for the attack roll or save DC.

You can only have one effect stored in your holy symbol at a time. If you use your Channel Divinity to absorb a new one, it replaces the old one. A stored spell or effect remains for 8 hours, or until you expend it.

PHASED TRANSFORMATION

Beginning at 6th level, your connection to space and time grants you the ability to magically phase through solid matter. As an action, you can transform yourself and any objects you are carrying into an incorporeal state, which lasts for 1 minute. During this time, you must concentrate on this ability (as if concentrating on a spell). For the duration, you can move through other creatures and objects as if they were difficult terrain. If you end your turn inside an object, you take 5 (1d10) force damage.

You can use this ability a number of times equal to your Wisdom modifier. You regain expended uses of this feature when you finish a long rest.

MENTAL FORTITUDE

At 14th level, you have learned how to steel your mind against otherworldly intrusion. You have resistance to psychic damage and advantage on saving throws against illusions or being charmed.

MOON'S EMPOWERMENT

Starting at 17th level, you can use a bonus action to channel power directly from the moon, granting you deity strength and resilience for 1 minute. For the duration, you gain 50 temporary hit points, resistance to bludgeoning, piercing, and slashing damage, and your Strength increases to 26, if it wasn't already.

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

Druids of the Circle of the Red have a deeper connection to the animal kingdom than those in other circles. They are able to tap into the hidden field that connects all animal life, and use it to borrow the traits of these beasts for their own purposes. Known to these druids as 'The Red' this life force spans far beyond the Material Plane and even through time itself. Often called shaman or beast talkers, these druids believe themselves to be walking avatars for the red, able to bind with animal life in both body and soul.

DRUID: CIRCLE OF THE RED

EPISODE 5 | HEROES OF OBSCURITY

CONDUIT OF THE RED

At 2nd level, you are able to temporarily take on traits of the animals in your vicinity. As an action, you can expend a use of your Wild Shape feature to gain two Lesser Animal Traits from the Animal Traits table below. For a trait to be eligible, a creature similar to the name of the trait must be within 5 miles of you. The traits last for a number of hours equal to half your druid level (rounded down), or until you use this feature again. At higher levels you can gain more animal traits when you use this feature, gaining a total of 3 traits at 6th level, 4 traits at 10th level, and 5 at 14th level.

ANIMAL EMPATHY

Also at 2nd level, you can cast the spells animal friendship and locate animals or plants at will, requiring no material components. Additionally, when a beast is charmed by your animal friendship spell, you can use an action to peer into the creature's mind for one minute. When you do, you telepathically read its thoughts as well see its memories of the last 7 days. Once you use this feature you cannot use it again until you finish a long rest.

GREATER CONDUIT OF THE RED

By 6th level, you are able to extend your reach into the animal kingdom, gaining the abilities of creatures further afield. When you use your Conduit of the Red feature, you can choose any traits as long as a similar creature is on the same plane as you. Additionally, rather than choosing a number of Lesser Animal Traits, you can choose a single Greater Animal Trait instead. If you do so, you may still expend another use of your Wild Shape to gain the Lesser Animal Traits in addition to it.

ANIMAL SOUL

At 10th level, as an action, you can transfer your consciousness to a beast with a CR of 1 or less within 100 feet of you. If the creature is not willing, it must make a Wisdom saving throw against your Druid spell save DC. On a failed save, you telepathically take control of the beast, using its statistics and controlling its actions. While inhabiting the beast's mind, your body is incapacitated as you appear to be in a trance.

This effect lasts for one hour but ends early if the beast moves more than a mile away from your body, the beast dies, or if you take any damage. You can also end the effect at any time (no action required).

Additionally, when you start your turn dying, you can immediately use this feature (no action required) to attempt to reach out to a beast within 100 feet of you. You continue to make saving throws as normal, but can otherwise use your turn in the beast's body. If you die while inhabiting the beast, you remain in the beast's body, until such a time as your body is revived or the beast dies.

AVATAR OF THE RED (I CAN SEE YOU)

At 14th level, you become connected to the life force of creatures from across the planes, including far more powerful creatures than beasts, though only for a short time. As an action, you can expend two uses of Wild Shape at the same time to gain one Superior Trait from the Animal Traits Table for one minute.

LESSER ANIMAL TRAITS

Name	Benefit
Legs of the Spider	You gain a climbing speed equal to your walking speed including upside down on ceilings, without needing to make an ability check.
Claws of the Panther	You grow claws on each hand, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
Fins of the Shark	You gain a swimming speed equal to your walking speed.
Venom of the Snake	When you hit with a weapon attack you can choose to deal poison damage, instead of the weapon's normal damage type.
Speed of the Horse	Your walking speed increases by 15 feet.
Nose of the Rat	You have advantage on Wisdom (Perception) checks that rely on smell.
Eyes of the Hawk	You have advantage on Wisdom (Perception) checks that rely on sight.
Ears of the Rabbit	You have advantage on Wisdom (Perception) checks that rely on hearing.
Stealth of the Fox	You have advantage on Dexterity (Stealth) checks when concealed by foliage.
Leap of the Frog	Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start
Gills of the Carp	You can breathe air and water.
Vision of the Owl	You gain darkvision with a range of 120 ft.
Charge of the Bull	After moving at least 20 feet in a straight line you can use a bonus action to force a creature within 5 feet of you to make a Strength saving throw against your Druid spell save DC. On a failed save the target is pushed 15 feet away from you.
Hooves of the Goat	You have advantage on Dexterity (Acrobatics) checks to maintain balance and advantage on saving throws against effects that would knock you prone.
Strength of the Ant	You gain proficiency in Strength (Athletics) checks if you don't already have it and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
Pounce of the Tiger	If you move at least 20 feet straight toward a creature and hit it with a melee weapon attack, that target must succeed on a Strength saving throw against your druid spell save DC or be knocked prone.
Mimicry of the Raven	You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your druid spell save DC.
Paws of the Badger	You gain a burrow speed of 10 feet and can burrow through earth but not solid rock.
Tactics of the Wolf	You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
Stench of the Skunk	Once while this trait is active, you can use a reaction to force creatures within 5 feet of you to make a Constitution saving throw. On a failed save a creature takes 1d6 poison damage and is pushed 5 feet away from you.
Survivability of the Cockroach	While this trait is active, the first time the you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point.
Reflexes of the Shrew	You have advantage on initiative rolls.
Grace of the Cat	You have resistance to falling damage.
Fleece of the Bear	You have resistance to cold damage.
Skin of the Salamander	You have resistance to fire damage.

GREATER ANIMAL TRAITS

Name	Benefit
Wings of the Eagle	You gain a flying speed equal to your walking speed.
Ears of the Bat	You gain blindsight with a range of 30 feet (you are blind beyond this distance).
Bulk of the Mammoth	You grow one size larger, gaining the enlarge effects of the enlarge/reduce without needing to concentrate on it.
Form of the Octopus	You can move through a space as narrow as 1 inch wide without squeezing.
Shell of the Turtle	You gain a +2 bonus to AC.
Camouflage of the Chameleon	You become invisible until you attack or cast a spell
Nimbleness of the Hare	You can use a bonus action to take the dodge or disengage actions.
Regeneration of the Starfish	You can use a bonus action to gain 1d8 temporary hit points.
Sting of the Jellyfish	When hit by an attack within 5 feet, you can use a reaction to deal 2d6 lightning damage to the attacker.
Crush of the Python	When you hit with a melee weapon attack you can use a bonus action to grapple the target. Until this grapple ends, the creature is restrained, and can't use this benefit on another target. The target can attempt to escape by using its action to make a Strength saving throw against your Druid spell save DC.

SUPERIOR ANIMAL TRAITS

Name	Benefit
Displacer Beast	<ul style="list-style-type: none"> - Attacks have disadvantage against you while you are conscious - 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 - You can use a bonus action to make a melee spell attack against two targets within 10 feet of you. On a hit, each target takes 2d6 + your wisdom modifier bludgeoning damage
Tarrasque	<ul style="list-style-type: none"> - Your size becomes large - You gain a +3 bonus to AC - You have advantage on saving throws against spells and other magical effects - You can use an action to make a melee spell attack against a target within 5 feet. On a hit, the target takes 3d8 + your Wisdom modifier piercing damage. If the target is a creature, it is grappled. Until this grapple ends, the target is restrained, and you can't use this action against another target. The DC to escape the grapple is your Druid spell save DC.
Kraken	<ul style="list-style-type: none"> - Your size becomes large - You gain a swimming speed of 60 feet and can breathe air and water - You are immune to the frightened and paralyzed conditions - You can use an action to make a melee spell attack against a creature within 30 feet of you. On a hit, the target takes 4d8 bludgeoning damage and is pushed up to 30 feet and falls prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown
Dragon	<ul style="list-style-type: none"> - Your size becomes large - You gain a flying speed of 60 feet. - You have advantage on Charisma (Intimidation) and Charisma (Deception) checks - You can use an action to exhale in a 15-foot cone. Each creature in that area must make a Dexterity saving throw against your Druid spell save DC, taking 3d6 damage acid, cold, fire, lightning or poison damage (your choice) on a failed save, or half as much damage on a successful one.
Shell of the Turtle	You gain a +2 bonus to AC.
Camouflage of the Chameleon	You become invisible until you attack or cast a spell

A healthy diet leads to a strong body, and that is never more true than it is with you. Your body is unique in that it learns from what it consumes, allowing you to manifest parts of the creatures you've eaten as parts of your own body. The process is strenuous and requires extreme amounts of control, but through training and determination, you can transform yourself into a hero whose powers are as versatile as you wish.

DRUID: CIRCLE OF THE MANIFEST

EPISODE 5 | HEROES OF OBSCURITY



CIRCLE SPELLS

Your powers infuses you with the ability to cast certain spells. At 3rd, 5th, 7th and 9th level you gain access to circle spells via that compliment your abilities of manifestation.

CIRCLE OF THE MANIFEST SPELLS

Druid Level	Spell Name
3rd	<i>alter self, spider climb</i>
5th	<i>conjure animals, create food and water</i>
7th	<i>polymorph, stonemin</i>
9th	<i>conjure volley, hold monster</i>

MANIFEST

At 2nd level, using your power of manifestation, you can take features of beasts while still being humanoid. As a bonus action, you can spend one use of your Wild Shape feature and choose to take on some of the features of the beast while maintaining your humanoid form. Choose a beast you have the ability to transform into and choose two features of that beast. Those features can be the following:

AC

- Speed (Ground, Swim, Burrow, or Flight if you have access to those beasts)
- Senses
- Special Feature (Octopus' Underwater Camouflage, Wolves Heightened Senses)
- Natural Weapons

For the duration of your ability to Wild Shape, you gain that one feature. If the feature is an attack, like a claw or tentacle, one of your limbs transforms into that form and uses the beast's attack and damage modifier. If you gain a new speed, your legs transform into gazelles or you sprout wings from your back. You can still cast spells and use objects like normal, but armor and clothing will need to accommodate your shifting form. If the creature has the multi-attack feature, you can only make one attack with a manifestation. You may end this transformation early as a bonus action.

EXPRESSING DUALITY

At 6th level, you have learned to adapt your body to accept different forms at the same time. You can choose two beasts and choose a total maximum of three features from the two of them. Additionally, you can make two attacks with manifested natural weapons when taking the attack action, as if you have the multi-attack feature.

EXTREME MANIFESTATIONS

Beginning at 10th level, your manifestations are becoming more powerful and you are gaining a level of control thought to be impossible. When choosing beasts to use for your manifestation, the CR of beasts available increases to half of your druid level, rounded down.

CHIMERA

At 14th level, you've mastered the art of mixing your humanoid form with the powers of beasts. You can choose three beasts and manifest a total of 4 features from the set chosen.

FIGHTER: MYSTERY MUSCLE MAGIC

EPISODE 5 | HEROES OF OBSCURITY

Very little is known about Mystery Muscle Magic fighters. One of a kind, these powers can apparently only be learned by hopeful heroes from an odd pamphlet that, once read, can never be found or named again. Readers unlock the ability to perform Mystery Muscle Magic, manipulating materials and reality with seemingly limitless potential by flexing particular muscles in unique combinations.

HERO'S HEROIC FORM

When you choose this archetype at 3rd level, you must choose an excessively heroic title of up to five words that doesn't include your name. This title can never be changed. Whenever you use a feature from this martial archetype, a glimmering projection of your title appears in the air above your head in large letters, and hovers there until the end of your turn.

Additionally, while you are not wearing any armor and the majority of your muscles are visible, your Armor Class equals 10 + your Strength modifier + your Charisma modifier.

MYSTERY MUSCLE MAGIC

Starting at 3rd level, your powers of mystery muscle magic let you manipulate objects simply by flexing your muscles at them. You know and can cast the *mage hand* cantrip without requiring a vocal component. You must flex your muscles in an obvious manner as part of the somatic requirement. When you cast *mage hand*, the spectral hand is invisible and has a carry, lift, pull, and push capacity equal to your own.

Strength is your spellcasting modifier for any spells you cast using this archetype's features.

When you reach 10th level, you learn and can cast the *Bigby's hand* spell requiring only a somatic component of an obvious flex. When you cast *Bigby's hand* in this way, the hand is invisible and you can't use its Interposing Hand ability.

Once you have cast *Bigby's hand* in this way, you can't do so again until you finish a short or long rest.

LOOK UP! A BRIGHTER FUTURE IS AHEAD OF US

At 7th level, your unshakably bright and hopeful hero's attitude is evident to all, and you can use your mystery muscle magic to help others be their true selves. You are immune to effects which would change your alignment or alter, remove, or add any personality traits, bonds, ideals, or flaws against your will.

Additionally, you can conduct a 10 minute flexing ritual to restore the mind and personality of a creature within 10 feet of you. You cure the creature of one effect which would alter, remove, or add any personality traits, bonds, ideals, or flaws, restoring those traits to their original state. Alternatively, you can choose to remove one effect that has changed the creature's alignment, or one effect that has removed or modified their memories.

MATTER OVER MIND

At 10th level your biceps have the power to destroy from afar. As an action, you flex your biceps and instantly destroy up to a 5-foot-cube of physical material, such as dirt, wood, stone, or metal.

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

THE WHITE SPACE

At 15th level, you can use your mystery muscle magic to move through dimensional space. You know and can cast the plane shift and teleport spells, requiring only the somatic component of a flex unique to each destination. Learning the flex to plane shift to a particular plane may require experimentation, research, a quest, or some other prerequisite at your DM's discretion.

When you cast the plane shift spell, you can choose to temporarily shift to a special liminal plane of infinite white emptiness between reality and the game called The White Space. While a creature is in The White Space, it can hear up to 20 words spoken to them by their controlling player outside of the game, and recognizes these words as coming from something important beyond their own existence. Any creature in The White Space can also hear up to 20 words spoken to them by the Dungeon Master in the same way.

After 10 minutes, you and any creatures you brought to The White Space are returned to your previous plane and location, and you gain three levels of exhaustion.

Once you have cast a spell using this feature, you can't do so again until you finish a long rest.

ULTIMATE FLEX

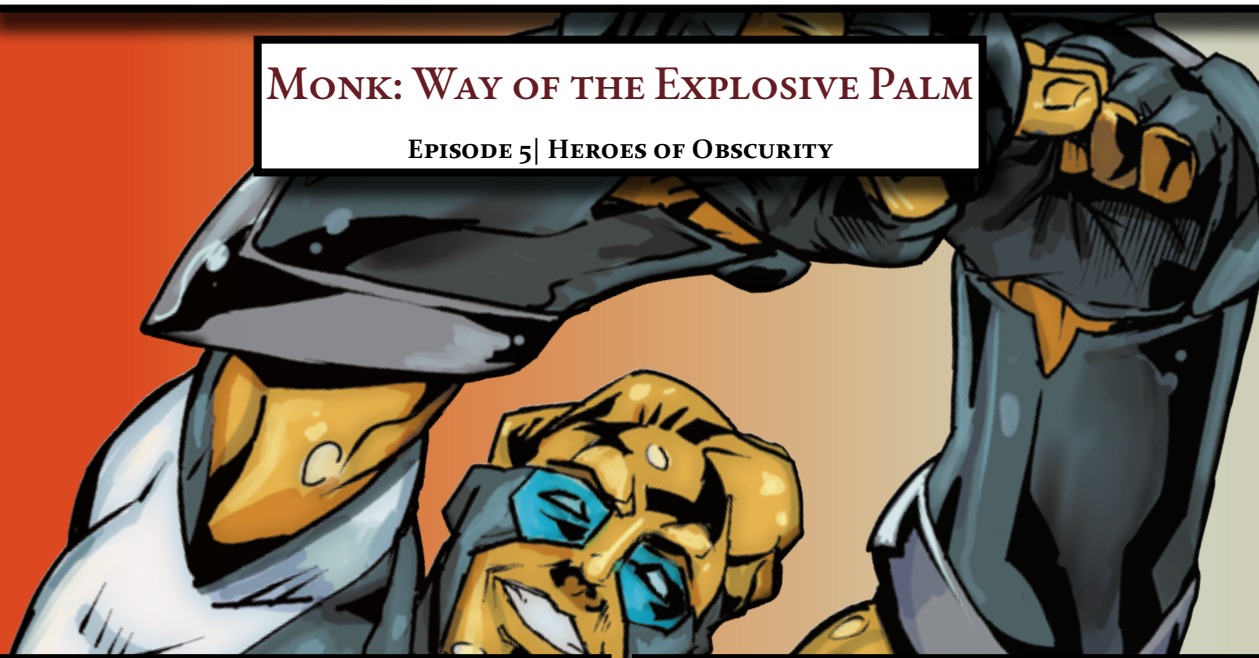
At 18th level the reality-bending secret of the ultimate flex is yours. You can use an action to cast the wish spell, replacing its vocal component with the somatic component of a deeply personal and meaningful flex.

Once you have used this feature, you can't do so again until you finish a long rest

You've always been a rather bombastic personality, even before you discovered your powers. The abilities that you've gained are extremely powerful, though very hard to control without hurting yourself or others. But through tireless practice and training, you can become a hero second to none, defeating villains and saving people with an explosive flair.

MONK: WAY OF THE EXPLOSIVE PALM

EPISODE 5 | HEROES OF OBSCURITY



BOOM

Starting at 3rd level, you've managed to focus the energy from your body to create small explosions in the palms of your hands. You gain access to the *light* cantrip with a range of self.

When you make an unarmed melee attack, you can choose to have the attack deal fire damage instead of bludgeoning damage. Additionally, when you use your Flurry of Blows feature, you can choose to forgo the attacks and instead create a large explosion. You create up to a 10-foot cone in front of you, and creatures in that cone must succeed on a Dexterity saving throw or take 2d4 fire damage. The damage die used in this ability equals your Martial Arts die. The size of the cone increases to a maximum of 15 feet at level 11.

BURST OF FLIGHT

Starting at 6th level, your explosions carry weight. Your weight specifically (they can make you fly). When you use your Step of the Wind feature, you gain a flying speed equal to your movement speed. If you end your movement in the air, you immediately begin falling.

CONTROLLED IGNITION

Starting at 11th level, you are getting creative with your implementation of explosions. As an action, you can spend 2 ki points to create a very focused blast of either concussive force or bright light:

Glaring Blast. Creatures in a 10-foot square in front of you must make a Dexterity saving throw, taking fire damage equal to your Martial Arts die and becoming blinded for 1 minute on a failure. On a successful save, they take half damage and are not blinded.

Concussive Crash. Creatures in a 20-foot radius around you must make a Constitution saving throw, taking thunder damage equal to your Martial Arts die and becoming deafened for 1 minute on a failure. On a successful save, they take half damage and are not deafened.

These abilities count as attacks for the purposes of activating Flurry of Blows. You can also choose to forgo dealing damage when activating them.

ROLLING ERUPTION

At 17th level, you can create blasts that are second to none. If you have moved at least 30 feet during your turn, you can spend 4 ki points as an action and create an explosion as a 30-foot cone in front of you. Creatures in this cone must make a Dexterity saving throw, taking damage equal to 4d10 + your monk level and getting pushed 30 feet away from you on a failure. On a successful save, the target takes half damage and is not pushed.

The Oath of Eons calls to paladins who understand the importance, power, and fragility of time. Paladins who swear this oath are sometimes called hourglass knights or time wardens. These knights often partner with wizards of the divination school to protect the streams of time.

Time wardens gain some abilities that allow them to use temporal power to their advantage. They take this responsibility very seriously, knowing that abuse of time has the potential to damage all of reality.

TENETS OF EONS

The tenets of the Oath of Eons hold paladins to their role of protectors of time.

Focus. Keep an ear to the past and the future, but always be in the present.

Worth. This hour is yours; use it well.

Sacrifice. To give your time to others is never a waste.

OATH OF EONS SPELLS

You gain oath spells at the paladin levels listed in the Oath of Eons Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF EONS SPELLS

Paladin Level	Spell Name
3rd	<i>alarm, longstrider</i>
5th	<i>blur, detect thoughts</i>
9th	<i>haste, slow</i>
13th	<i>dimension door, stoneskin</i>
17th	<i>legend lore, wall of force</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Time Vision. You can use your Channel Divinity to glimpse an hour into the future. The next time you roll initiative, you have advantage on all ability checks and saving throws for 1 minute.

Temporal Strike. On a successful attack, you can use your Channel Divinity to have the time stream empower your weapon (no action required). You deal an additional 1d6 force damage. This damage increases to 1d8 at 7th level, 1d10 at 15th level, and 1d12 at 20th level.

The creature must also succeed on a Wisdom saving throw or be stunned until the end of their next turn.

PALADIN: OATH OF EONS

EPISODE 5 | HEROES OF OBSCURITY

THE POWER OF HOUR

Starting at 7th level, your physical form is strengthened to withstand the effects of time. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

At 18th level, you gain resistance to force and psychic damage.

TIMELESS BODY

Beginning at 15th level, your ageing process slows. For every 10 years that pass, your body ages only 1 year. You are also immune to magical effects that cause you to age.

ONE MOMENT TO SHINE

At 20th level, you can use an action to gain the following benefits for 1 hour:

- You cannot be surprised.
- You cannot be incapacitated, paralyzed, or stunned.
- You have advantage on all attack rolls, ability checks, and saving throws.

You regain the use of this feature after a long rest.

PALADIN: OATH OF LAW

EPISODE 5 | HEROES OF OBSCURITY

The Oath of Law is one of absolute order beyond the moral quandaries of good and evil. Paladins that hold this oath are often called judges or inquisitors. The reasons why a law has been broken are not relevant to a paladin of this oath, nor are the consequences for the punishment they deal out in response. When a murderer takes a life, when a governmental official accepts a bribe, or when a street urchin steals a loaf of bread to feed themselves — all can face the wrath of this order.

TENETS OF LAW

A paladin who takes this oath wears a badge that embodies the spirit of the tenets.

Uphold the Law. Punish those who are witnessed breaking the law, and seek out and dispense justice upon those who subvert the law secretly.

Arbitrate the Law. Decide sentencing and act swiftly and without hesitation. Do not show mercy. The repentant should still fear the law.

Be the Law. Be the definition of law-abiding, above and beyond all loyalties to family, friends, king and kingdom. No one is above the law, least of all you.

OATH OF LAW SPELLS

You gain oath spells at the paladin levels listed in the Oath of Law Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF LAW SPELLS

Paladin Level	Spell Name
3rd	<i>command, faerie fire</i>
5th	<i>locate object, zone of truth</i>
9th	<i>clairvoyance, hypnotic pattern</i>
13th	<i>compulsion, locate creature</i>
17th	<i>geas, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Lawgiver. As a bonus action, you can use your Channel Divinity to channel the spirit of the law into your ranged weapon, allowing you to bring down perpetrators from afar. For the next hour, you can use your Divine Smite feature when you hit with an attack using a hand crossbow, light crossbow, or heavy crossbow. In addition, when you use a smite spell on the paladin spell list (such as *searing smite*), you may use the effects on a hit with your chosen crossbow, even if the spell usually requires a hit with a melee weapon attack.

Better Judgement. As a bonus action, you can use your Channel Divinity to augment your ability to reason, discover evidence, and determine the guilt of those you pursue. For the next 10 minutes, you have advantage on Wisdom (Insight and Perception) checks and your thoughts cannot be read by magical means.

LAWFUL INTERDICTION

At 7th level, When a creature within 10 feet of you rolls a 20 or a 1 on an attack roll, you can use a reaction to force the creature to reroll the attack, using the new result. You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses when you finish a long rest.

At 18th level, you can use this ability on a creature within 30 feet of you.

SENTENCING SMITE

By 15th level, once guilt has been determined you are empowered to carry out sentencing on your foes. As a bonus action, you can designate a creature for sentencing within 60 feet of you that you can see. The next time you hit the target and spend a spell slot to deal Divine Smite damage, you can choose one of the following additional effects to apply.

Death. The target has vulnerability to all of the attack's damage

Isolation. The target is paralyzed until the end of its next turn

Hard Labor. The target has disadvantage on attack rolls and ability checks for one minute.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

AVATAR OF JUSTICE

At 20th level, you become a walking embodiment of law. As a bonus action, you gain the following benefits for 1 minute:

- You gain truesight in a 60-foot radius.
- You automatically detect when a creature speaks a lie in a language you know.
- When a creature hits you or an ally within 30 feet of you with an attack, you can use a reaction and spend a spell slot of 1st level or higher to deal your Divine Smite damage to the creature.
- When you hit a creature with an attack and deal damage to it, you can also force it to make a Wisdom saving throw. On a failed save, the creature is charmed or frightened (your choice) by you until the end of your next turn or until it takes any damage.

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

PALADIN: OATH OF TOWERS

EPISODE 5 | HEROES OF OBSCURITY

The Oath of Towers tasks paladins with a duty that can only be called monumental in nature: the protection of the civilized world, and the constructed settlements where ordinary people live out their lives. To take this oath is to watch over the delicate physical balance between cities and wilderness and to act as a living extension of buildings if the need arises, using them to traverse great distances or discover elements of evil hiding within castle walls. Often called Rook Knights or just Rooks, after the chess piece that resembles a castle, a Tower Paladin's righteousness can become powerful enough to cause the very firmament, and entire cities, to rise up as a just ally.

TENETS OF LAW

A paladin who takes this oath wears a badge that embodies the spirit of the tenets.

Hold Back the Chaos. The settlements of civilization are bastions of light in an ocean of darkness. If they fall, the world falls.

Change the World. Society can't make progress without safety and security. Preserve what has been built so that the world may be a better place.

Preserve the Balance. There is room in this world for both cities and wilderness; the interests of one need not diminish the other. Protect and advance the cause of civilization, but be mindful.

OATH OF TOWERS SPELLS

You gain oath spells at the paladin levels listed in the Oath of Towers Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF TOWERS SPELLS

Paladin Level	Spell Name
3rd	<i>catapult, expeditious retreat</i>
5th	<i>arcane lock, knock</i>
9th	<i>clairvoyance, meld into stone</i>
13th	<i>hallucinatory terrain, stone shape</i>
17th	<i>animate objects, hallow</i>

BONUS PROFICIENCIES

When you take this oath at 3rd level, you gain proficiency with two tools of your choice, chosen from mason's tools, smith's tools, and carpenter's tools.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Aegis of Civilization. As an action, you summon the power of your deity to give you the strength to defend civilization. For the next 10 minutes, gain a climbing speed equal to your walking speed, and your jump distance triples. If you are in a settlement of at least 100 residents, you gain additional benefits depending on the settlement's size.

- Village or larger. Your walking speed increases by 10 feet.
- Town or larger. While you are in contact with a building, you have advantage on Strength and Dexterity checks.
- City. Your melee weapon attacks deal +1d4 force damage.

City Sense. As an action when you are within a settlement with at least 100 residents, you can use your Channel Divinity and cause your Divine Sense to have increased range and impart additional information for 10 minutes. The bigger the settlement, the greater the effects.

- Village or larger. The range of your Divine Sense increases to 500 feet, but not beyond the village's boundaries. Within the range of your Divine Sense, you know the age and composition of each structure, and are aware of whether a given door is locked or trapped.
- Town or larger. The range of your Divine Sense increases to 1,000 feet, but not beyond the town's boundaries. Within the range of your Divine Sense, you can sense the number and direction of secret doors, though not their exact location.
- City. The range of your Divine Sense increases to 1 mile, but not beyond the city's boundaries. You have tremorsense to a range of 60 feet, and can make a Wisdom (Perception) or Intelligence (Investigation) check at advantage as a bonus action on each of your turns.

DOOR TO DOOR

Starting at 7th level, you gain the ability to cast a limited form of dimension door. As part of the casting, you must physically pass through a doorway. Your destination must be another door within range. If in a settlement, choose one additional effect from those listed below, limited by the size of the settlement.

- **Village.** Before or after teleporting, each creature of your choice within 10 feet of you gains temporary hit points equal to your Charisma modifier (minimum 1).
- **Town.** Before or after teleporting, you can use your reaction to regain hit points as if you'd spent a Hit Die during a short rest (your Hit Die is not consumed).
- **City.** When a creature you can see passes through a doorway you can see, you can spend your reaction to use this feature on them. Unwilling creatures are allowed a Charisma saving throw, and on a successful save are not teleported.

You can use this feature a number of times equal to your Charisma modifier (minimum 1), and regain all expended uses each day at dawn.

BULWARK OF CIVILIZATION

Starting at 15th level, your devotion empowers the city itself to come to the aid of you and your allies. While within 10 feet of a building of size Huge or larger, you have a +2 bonus to AC and saving throws.

When a creature within 10 feet of a building deals damage to you or a creature you can see, you can use your reaction to spend a spell slot and deal 2d8 bludgeoning damage to them, plus 1d8 bludgeoning damage for each spell level higher than 1st, to a maximum of 5d8.

ANIMATE BUILDING

When you reach 20th level, while in a settlement with at least 100 residents, as an action you can touch one building size Huge or Gargantuan and animate it. The animated building obeys your commands telepathically and acts on your initiative count immediately after you. If you become incapacitated or fall unconscious, the animated building reverts to its normal inanimate state. Use the statistics of a stone golem, but its size is Huge or Gargantuan, depending on the size of the building. It also has advantage on Strength checks and saving throws, and a damage threshold of 10. Make additional adjustments depending on the size of the settlement you're in.

- **Village or larger.** The building gains proficiency in Constitution saves.
- **Town or larger.** Increase the building's damage threshold by an amount equal to your Charisma modifier.
- **City.** The building's melee attacks deal an additional 2d8 bludgeoning damage.

Once you've used this feature, you can't use it again until you've completed a long rest, unless you expend a 5th-level spell slot to use it again.



RANGER: HEMATOPHAGE

EPISODE 5 | HEROES OF OBSCURITY

Rangers sometimes form a connection to nature that is so intense they are changed physically. Hematophages have been changed by their bond with blood drinkers, most often vampire bats. While not true vampires or even undead, the Hematophage has some abilities shared by these creatures. Unfortunately, these rangers also contend with a hunger for blood. Regardless, the rangers who embrace this calling are determined and frightening opponents.

HEMATOPHAGE MAGIC

Starting at 3rd level, you earn an additional spell when you reach certain levels, as shown in the Hematophage Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

HEMATOPHAGE SPELLS

Ranger Level	Spell Name
3rd	<i>false life</i>
5th	<i>see invisibility</i>
9th	<i>fear</i>
13th	<i>phantasmal killer</i>
17th	<i>seeming</i>

NIGHT SENSES

Starting at 3rd level, darkness no longer hinders you. You gain blindsight out to a range of 30 feet and darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

LONG IN THE TOOTH

Starting at 3rd level, you develop fangs and the ability to feed on the blood of your foes. You gain a bite attack that deals 1d6 piercing damage. You regain a number of hit points equal to the damage dealt. When you reach 11th level in this class, the damage of your Bite attack increases to 2d6.

PROWL THE NIGHT

Starting at 7th level, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You also gain proficiency in the Stealth skill. If you are already proficient in that skill, you gain expertise, doubling your proficiency bonus on checks made with that skill.



NOCTURNAL RESILIENCE

At 11th level, your body taps into your altered bloodstream to recover quickly from damage. You have resistance to necrotic damage. Additionally, as a bonus action, you can use this feature to immediately regain 10 hit points. This lasts for a minute, regaining 10 hit points at the start of each turn.

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

EMBRACE THE HUNGER

At 15th level, you can use a bonus action to willingly give in to your bloodthirst. For the next ten minutes, your Bite attack's damage increases to 2d10. You also gain immunity to nonmagical bludgeoning, piercing, and slashing damage for the duration. You cannot cast spells for the duration of your bloodthirst.

Once this feature is used, you can't do so again until you finish a long rest.

WARLOCK PATRON: THE ETERNAL CHAMPION

EPISODE 5 | HEROES OF OBSCURITY

From birth your destiny was intertwined with a god-like being of the multiverse known as the Eternal Champion, a manifestation and expression of the balance between Law and Chaos. Destined or doomed (depending on your outlook) to maintain the balance through actions good or ill, our life is surrounded by strife and destruction. To face the hard and grim tasks ahead, your patron has provided you with great magical and physical powers bound within a sentient weapon manifested from pure fire and chaos.

EXPANDED SPELL LIST

The Eternal Champion lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

ETERNAL CHAMPION EXPANDED SPELLS

Spell Level	Spell Name
1st	<i>arcane weapon, inflict wounds</i>
2nd	<i>blur, flaming sphere</i>
3rd	<i>conjure barrage, pulse wave</i>
4th	<i>fire shield, staggering smite</i>
5th	<i>destructive wave, steel wind strike</i>

CRIMSON EYES

Starting at 1st level, you gain the ability to place a deadly curse on someone with a flash from crimson eyes. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus equal to your Charisma modifier (minimum of 1) to damage rolls against the cursed target.
- Any attack roll you make against the cursed target is made with advantage.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1).

You can't use this feature again until you finish a short or long rest.

BRINGER OF STORMS

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

Your patron also grants you a powerful weapon imbued with magical runes. Whenever you finish a long rest, you can touch one weapon that you are proficient with and activate the power within the magical runes. When you attack with this weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. Furthermore your weapon

grants you resistance to nonmagical bludgeoning, piercing, and slashing damage for the first round of every combat. These benefits last until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type, and your weapon gains sentience (communicating telepathically with the wielder and having the ability to hear and see normally within 30 feet).

EBONY ARMOR OF THE DRAGON

Starting at 6th level, your patron wraps your body with dark protective magics, giving your armor the appearance of black plate mail beautifully engraved with draconic imagery coupled with a cape of pure shadow.

The protective magic grants the following benefits to any medium armor you wear: +2 to your AC and advantage on all saving throws.

WHITE WOLF

At 10th level, your Crimson Eyes grow more powerful and your skin and hair turn a pale white. On your turn, as a bonus action you select a target cursed by your Crimson Eyes. This target suffers 1d8 + your warlock level necrotic damage. You regain hit points equal to twice the amount of necrotic damage dealt to the target.

Once you use this feature you cannot use it again until you finish a long rest.

THE LAST EMPEROR

Starting at 14th level, you can call upon your ancestral draconic ally for aid. As an action, you can summon a **young dragon** of your choice. It appears in an unoccupied space that you can see within 60 feet. The dragon disappears when it drops to 0 hit points or after 1 hour, whichever comes first. The dragon is friendly to you and your companions for the duration of 1 hour. Roll initiative for the creature, which acts on its own turn. The dragon obeys any verbal commands that you issue to it as long as they do not violate its alignment. If you do not issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions.

Once you use this feature you cannot use it again until you finish a long rest.

WIZARD: SCHOOL OF TRANSPOSITION

EPISODE 5 | HEROES OF OBSCURITY

Wizards who choose the school of transposition are the ultimate example of brain over brawn, choosing to sync their consciousness up with a familiar who will do all the damage for them. Of course, that doesn't mean they're pushovers — try acting like you know more than they do and you'll see what happens!

ARSENIC IN YOUR VEINS.

Beginning when you select this school at 2nd level, you automatically learn the *find familiar* spell, which is always prepared. However, the spell has the following changes: your familiar's animal form can be any beast or monstrosity that is 1/4 your wizard level, rounded down. It is capable of attacking, and it uses the attack actions of its animal form.

EXPANDED TELEPATHIC BOND.

Starting at 2nd level, you and your familiar can communicate telepathically while it is within 1 mile of you.

EMPATHETIC BOND.

Starting at 6th level, while your familiar is present and has at least 1 hit point, you are immune to all damage. However, once your familiar drops to 0 hit points and disappears, you immediately drop to 0 hit points, though you are stable. You remain unconscious and at 0 hit points until you either receive magical healing or take a long rest.

SIC 'EM, GIRL

Beginning at 10th level, your familiar can now deliver any spell you cast (not just touch) as long as it is within 120 feet of you. It must still use its reaction to do so.

RUNAWAY CONSCIOUSNESS.

Starting at 14th level, you can now transfer your consciousness to your familiar. You can either do so while still alive, which renders your original body unconscious, or when you die. Doing so switches your familiar's Intelligence, Wisdom, and Charisma stats with yours, though they maintain their Strength, Dexterity, and Constitution scores. While your consciousness is in your familiar, they cannot be dismissed. If you are still alive and your familiar drops to 0 hit points, your consciousness returns to your body, and you have all the hit points you did when you transferred consciousness. If you are dead and your familiar drops to 0 hit points, their body does not disappear, but they remain unconscious at 0 hit points until they either receive magical healing or take a long rest.





EPISODE VI

Other Works From The Creators

THE GREASEMONKEY'S HANDBOOK

The Greasemonkey's Handbook is a comprehensive guide to building, piloting and fighting alongside your very own mechanical constructs in the fantastic world of Dungeons and Dragons 5th edition.

Designed from the ground up to be completely compatible with almost any campaign setting, this handbook brings the world of mechs, tanks, cars, carts, and any other mechanical, magitech, sci-fi vehicle or construct you can think of into your games. With step-by-step guides to building your own custom creations, the possibilities are limited only by your imagination.

Want to introduce your world to walking dieselpunk tanks? *The Greasemonkey's Handbook* has rules for that. You might have decided your spelljammer campaign now needs demon-possessed robots with laser eyes, or perhaps you've decided your Eberron or Ravnica games would benefit from magitech or steampunk mobile suits, complete with mech-sized greatswords, shields and ranged weapons? Well, *The Greasemonkey's Handbook* has rules for that too.

NEW SPELLS AND CLASS OPTIONS

The Greasemonkey's Handbook also introduces a brand new school of Automation magic, alongside 51 construct-themed spells, 40+ magical items, and 12 new class archetypes, including the tech-hunting ranger, spell-weaving wizard, college of metal bard, and a mech pilot prestige class!

Tear apart enemy mechs with the *Deconstruct* spell, or manifest a wall of rotating gears to shield your allies from harm while atop a flying mechanical dragon - the choice is yours!



RAVENLOFT GAZETTEER: VERBREK

DOMAIN: VERBREK

Return to the Mists with the Ravenloft Gazetteer

This atlas updates and brings forward to 5th edition some of the Domains of Dread from past editions. Join the Scholar "S" as she travels the wolf-ravaged domain of Verbrek, where humans cower in terror from the werewolves that infest every dark corner and shadowed glade.

INCLUDED WITHIN

- A full description of Fylfot, Alyssum and Duspeace Lodge
- Information on the child darklord Alfred Timothy and his wolfpack
- The ex-Darklord, Captain Nathaniel Timothy
- Hints and clues on the nature of Lycanthropy
- Random Encounters
- Full fledged NPCs, sidequests and plot hooks
- A hex map of Verbrek



THE BOOK OF NIGHT - A RAVENLOFT PLAYER COMPANION

In this brand new collection of player options, wield the dark powers of Ravenloft! Be part of the mist itself with our Mistborne lineage, seek out and destroy the dark powers with out Hunter background or choose one of the 40+ new subclasses featuring dark delights such as:

The Blood Knight: Drain your enemies and wield your body as a weapon

The College of Tarokka: Foretell doom for your foes with our new Tarokka college, feature three different ways to use the cards including Tarrot, Standard Card Deck and Dice!

Stitcher: An artificer capable of making his own customized undead minion out of his fallen enemies!

Way of the Wolf: Rip apart your foes with the animalistic fury of a lycanthrope!

Oath of the Mist: Serve the mists as it sustains your very life force! Call upon its power to devastate your foes!

The Lost Love Patron: Your fallen lover gives you protection and terrible undead powers

The Gifted Bloodline: Accept the potent gifts of the lords of Ravenloft and wield their dark powers!

Two new Blood Hunters: Order of the Fangseeker and Gravestalker, as well as brand new Profane Soul options based on our new Warlock Patrons!

Featuring dozens more that use Blood Magic, Necromancy, Lycanthropy, Dark Powers and even the very Mists of Ravenloft!



LEGENDARY HUNTS: COASTAL ENCOUNTERS

Legendary Hunts: Coastal Encounters is a titanic tome of mythical foes and coastal critters, brimming with a vast array of magical items, custom art, harvest tables, plot hooks, and yes, more monster hunts!

MOUNTAINS OF TITAN-SLAYING CONTENT

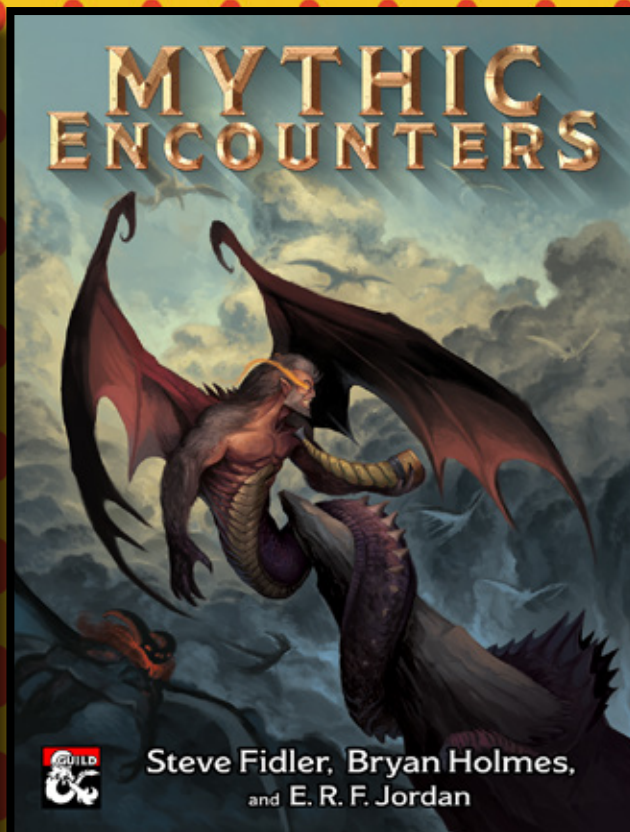
Brought to you by the creators of the adamantine-best selling Monster Hunts series and mithral best-selling Here's To Crime, this 200 page supplement features over 50 stat blocks from challenge rating 1 to 23, spread across 9 chapters and complete with sea shanties, monster part harvest tables, over 100 craftable magical items, 8 one-shot adventures with battle maps, and over 30 plot hooks with which to expand your campaign and inject these mythical beasts and coastal critters into your world.



MYTHIC ENCOUNTERS

Super heroes fight super threats! Mythic Encounters includes 36 epic creatures to challenge your newfound epic heroes! Includes:

- 36 monsters of CR 21+, updated to Mythic Proportions. Covering all CR 21+ creatures from the following official hardcovers (plus more):
Monster Manual
Volo's Guide to Monsters
Mordenkainen's Tome of Foes
Mordenkainen's Fiend Folio Volume 1: Monsters Malevolent and Benign
- 16 brand new mythic spells & 67 mythic items, rewards for slaying the mythic beasts!
- A brand-new Background: Mythic Ascendant, not all heroes are forged, some are born— foretold to accomplish great deeds!
- An epic Boon: Boon of the Mythic Hero, learn your foes tactics and embody their fighting spirit! Gain new ways of interacting with Mythic Spells and Items, too!
- What is a Mythic Encounter? Don't worry! We include a short guide on how to create your own!
- Fantastic Forgotten Realms lore! Not playing Forgotten Realms? Not an issue! Throw the lore out, we don't mind!
- Gorgeous art pieces, custom and licensed, by talented artists like Dante Ezio Cifaldi, Marcel Budde, Lluís Abadias, Leonardo Lambrecht, Nikki Dawes, and GeunBrush.



SHARD WARS

"The Breath of the Progenitor dragons fills the world of Eberron with Light, Dark, and the balance between. Now the discovery of Dragonshards resonating with the Breath of the Progenitors has the Dragonmarked Houses racing to control these powerful artifacts. As the Houses strike back in the war for these shards, the Breath awakens in heroes across the realm."

WILL YOU COMMAND THE BREATH OF THE PROGENITORS?

Looking for a familiar entry point to the expansive world of Eberron?

Want to add some pop culture sci-fi flavor to your campaign?

Spark your imagination!

Relive the galaxy's greatest space opera through the lens of the world's greatest roleplaying game!



THE GLITTER GRIMOIRE

The Glitter Grimoire is a powerful arcane spellbook by way of Lisa Frank. Passed down from mage to mage- (including Tasha herself!) the Glitter Grimoire is a spiral-bound notebook* full of over 100 spells and magic items that are funny but useful (and a bunch of doodles, because all the best spellbooks have doodles).

Why not cast conjure whoopie cushion? Or mustache you a question? Freaky tenday? How about conjure goodest boy? Trick your players with the deck of many silly things, which seems to all like its more infamous cousin but is actually (relatively) harmless!

SPELL SLOT WORTHY ADDITIONS

Everything in the Glitter Grimoire is designed to be "worth the spell slot." Meaning, nothing here is just a prank... but it can absolutely be used that way!

Created by 25 DMs Guild creators, the Glitter Grimoire's magic is sure to spark joy, and even includes a cut-out magic item for you to make yourself!

**(not actually spiral-bound. Some imagination required.)*



MUSICAL SUBCLASSES BUNDLE

This magnificent bundle contains twelve new musical subclasses - one for each core DUNGEONS & DRAGONS class!

Use the evocative power of music to heal your allies and infect your foes with catchy tunes as the Music Domain Cleric, or assail your enemies with a magical bell of renunciation with the Pact of the Bell Warlock!



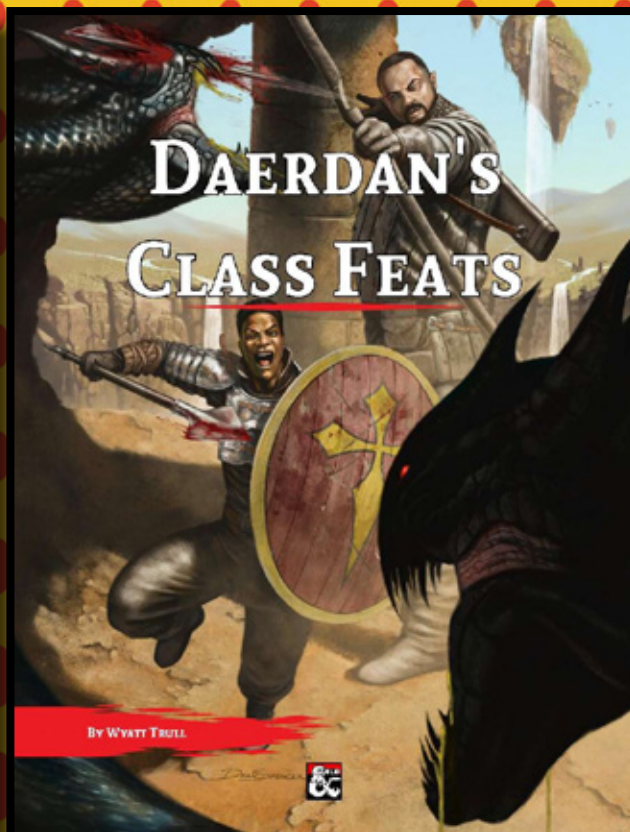
DAERDAN'S CLASS FEATS

Daerdan's Class Feats introduces 101 class-specific feats that provide new playstyles, shore up defenses, and expand existing resources!

Average. Each class is represented with at least six feats, with an average of eight per class. Some require a character to be of a specific subclass, whereas others can be taken by any PC of that class.

Design Philosophy. Class Feats is designed around these three principles, tempered with one overlying philosophy: nothing is free. A feat is a hefty cost to an adventurer, but paying that price promises great reward. These principles are:

- Expansion of class fantasy and fulfillment of niche playstyles: Ever want to wield a glaive as a monk, mastering the art of the naginata? For the price of a feat, you can explore playstyles previously impossible to achieve!
- Patch up preexisting flaws: Too often has someone embraced the Way of the Four Elements monk just to wallow under its high ki costs; too often have Shadow monks gotten lost in magical darkness they themselves created! Many feats in this supplement seek to provide necessary relief to beleaguered and flawed classes and subclasses!
- Provide additional resources: the ranger cries out for prepared casting! The battle master yearns for additional maneuvers and superiority dice! Bards, sorcerers, warlocks—they all chafe under such a limited spell selection that's already taxed with necessary spells! For the cost of a feat, all these adventurers can add additional resources to their arsenal!



MARVELOUS ARCHETYPES I: THE AVENGERS

This collection of Archetypes is inspired by a recent cinematic phenomenon, drawing inspiration from the diverse array of characters.

By converting these powers into a fantasy setting you can experience the powers of characters for yourself. With 13 new archetypes to pick from you can assemble your heroes and face foes from across the planes!



THANKS FOR PLAYING!

