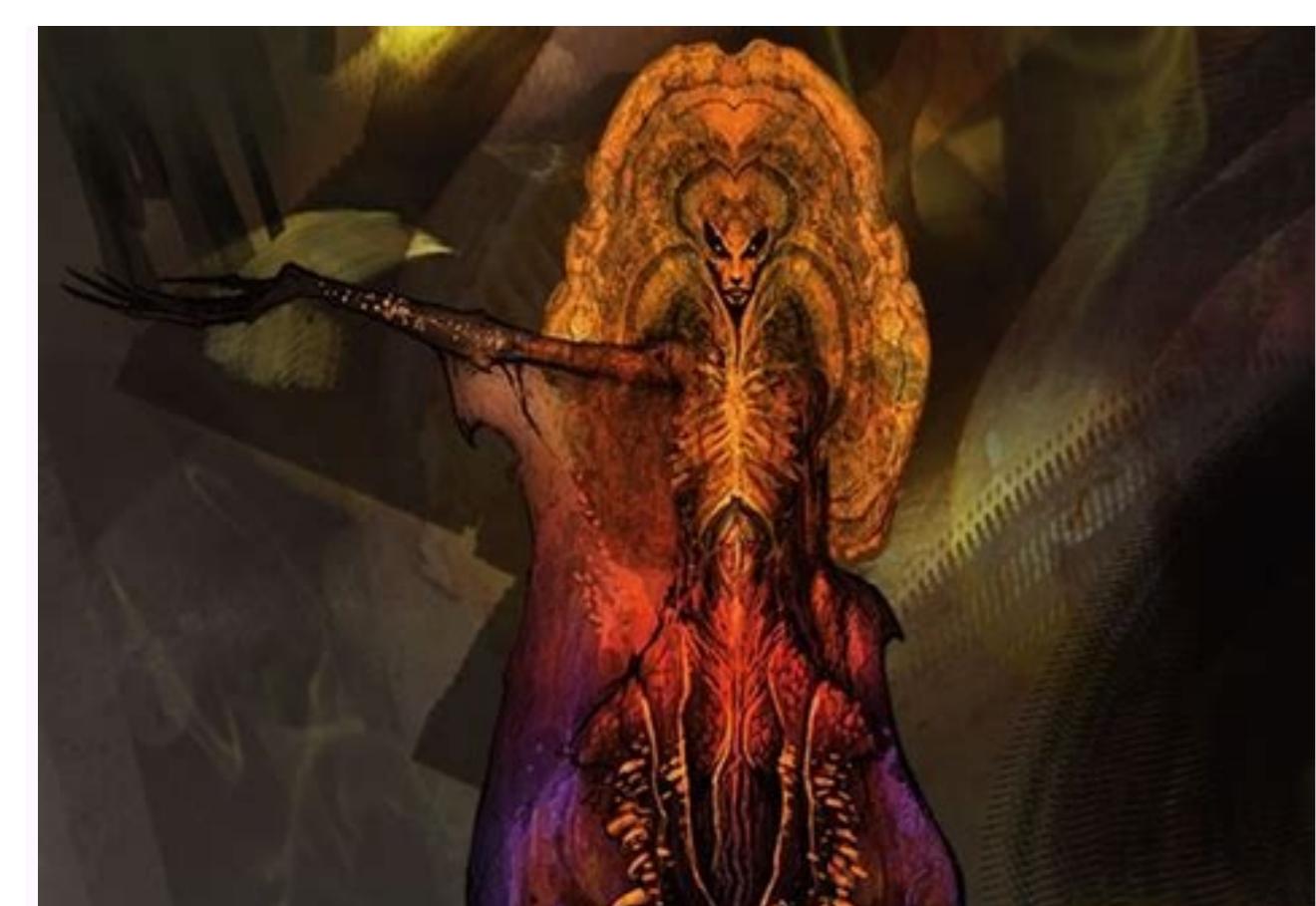


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PATH OF THE PASSIONS

BARBARIAN PATH

Passions Barbarians draw their power from pure, raw emotion of being alive. They understand the importance of morale and expression, that a person is only as free as they live. Their passions are infectious, spreading to raise or dampen spirits both on the battlefield or in the bar room.

These barbarians can be tribal warriors unafraid to let their emotions run amok, tormented souls with uncontrollable mood swings or even skilled diplomats swaying the humours of the most resolute of trade princes. Be they turning enemies to their cause through joyous revelry or cleaving through demoralized foes as tears stream down their faces, these courageous warriors know the meaning of true freedom.

Resources

PASSIONATE FRENZY
Beginning at 3rd level, your rage naturally amplifies your emotions, causing them to overflow into the minds of those around you. When you first enter your rage, choose an emotion to express from the choices below; each creature of your choice within 15 feet must succeed on a wisdom save (DC is $8 + \text{charisma modifier} + \text{proficiency bonus}$) or be swept up in your emotion, suffering its effects for 1 minute. Targets can repeat the save to end the effect early if they end their turn at least 30 feet away from you.

- **Anger.** Your unadulterated rage floods those around you as they turn that ire back at you. Targets have disadvantage on wisdom (perception) and wisdom (insight) checks and also disadvantage on attack rolls against all creatures except you. Non-hostile creatures do not outright attack you but become visibly enraged.
 - **Disgust.** The target is overcome with feelings of revulsion towards you and can barely stand to be in your presence. The target has disadvantage on any opposed athletics or acrobatics checks against you and if the target ends it's turn next to you, you can deal psychic damage to it equal to half your barbarian level.
 - **Fear.** You plunge the target into the depth of your terror causing them to be frightened of you.
 - **Joy.** Your infectious joy spreads like wildfire causing the target to be charmed by you. The effect ends early if they take damage from you or one of your allies.
 - **Sadness.** Your overwhelming nihilism dulls others to the world reducing their saving throw by 10 and they must succeed

A detailed close-up illustration of a vulture's head and neck. The vulture has dark, shaggy feathers and a long, hooked beak. Its talons are firmly gripping a small, white bird, possibly a chick, which is shown in profile facing right. The background is a soft, out-of-focus blend of earthy tones.

Executive Summary

EMPATHIC SOUL
At 3rd level, you gain proficiency in insight and your proficiency bonus is doubled for any ability check you make with insight.

with insight. Additionally your tumultuous presence strengthen your body while disorientating potential attackers. While you are not wearing any armor, your Armor Class equals $10 + \text{your constitution modifier} + \text{your charisma modifier}$. You can use a shield and still gain this benefit.

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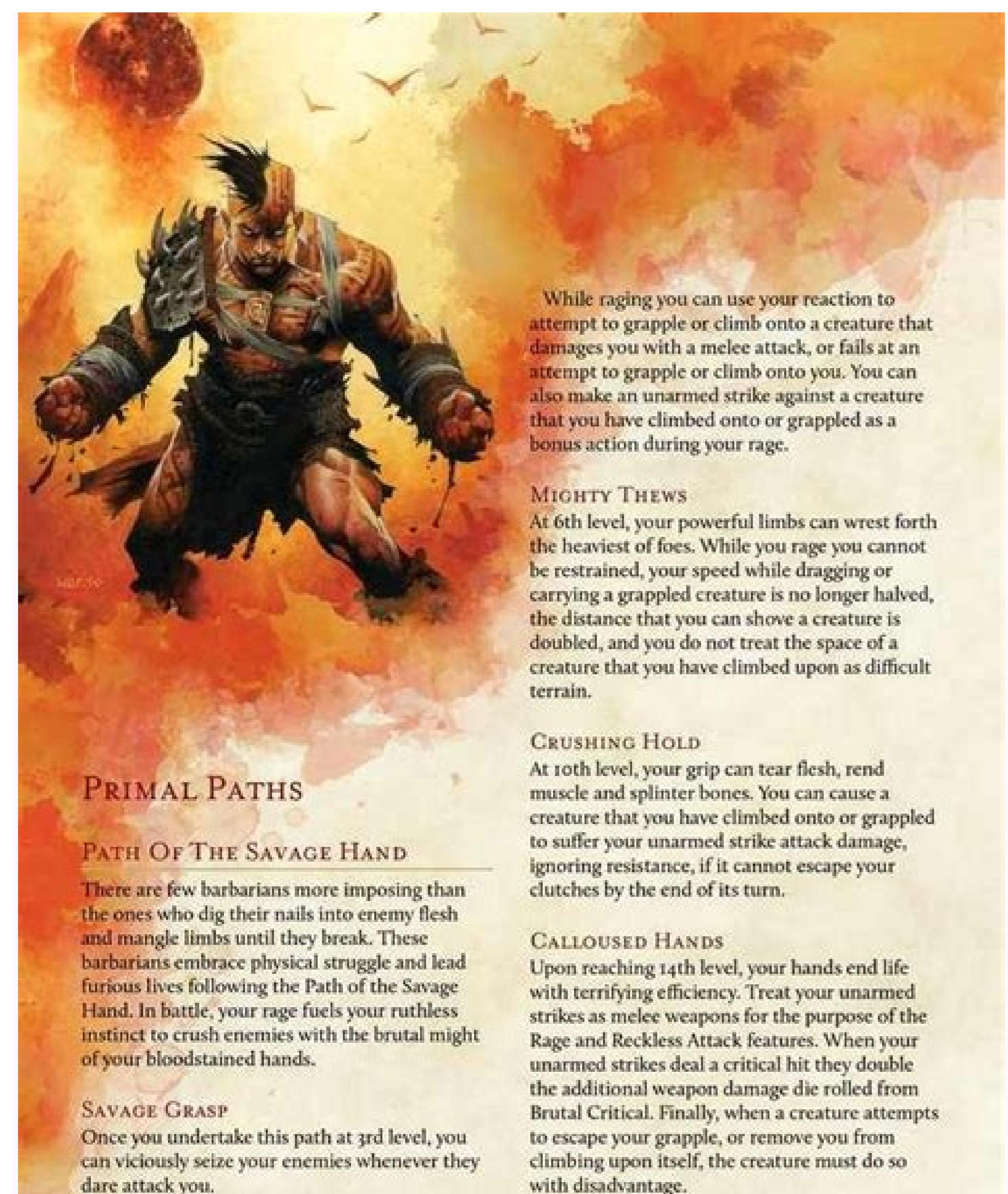
HEART OF THE PARTY
At 6th level, you may activate your Passionate Frenzy trait as an action without raging a number of times equal to your Charisma modifier.

charisma modifier, re

spend 1 minute interacting with the computer.

seed the emotion, changing the effects duration to 1 hour and making the targets unaware of any emotional manipulation by you.





PRIMAL PATHS

PATH OF THE SAVAGE HAND

There are few barbarians more imposing than the ones who dig their nails into enemy flesh and mangle limbs until they break. These barbarians embrace physical struggle and lead furious lives following the Path of the Savage Hand. In battle, your rage fuels your ruthless instinct to crush enemies with the brutal might of your bloodstained hands.

SAVAGE GRASP

Once you undertake this path at 3rd level, you can viciously seize your enemies whenever they dare attack you.

While raging you can use your reaction to attempt to grapple or climb onto a creature that damages you with a melee attack, or fails at an attempt to grapple or climb onto you. You can also make an unarmed strike against a creature that you have climbed onto or grappled as a bonus action during your rage.

MIGHTY THREWS

At 6th level, your powerful limbs can wrest forth the heaviest of foes. While you rage you cannot be restrained, your speed while dragging or carrying a grappled creature is no longer halved, the distance that you can shove a creature is doubled, and you do not treat the space of a creature that you have climbed upon as difficult terrain.

CRUSHING HOLD

At 10th level. your grip can tear flesh, rend muscle and splinter bones. You can cause a creature that you have climbed onto or grappled to suffer your unarmed strike attack damage, ignoring resistance, if it cannot escape your clutches by the end of its turn.

CALLOUSED HANDS

Upon reaching 14th level, your hands end life with terrifying efficiency. Treat your unarmed strikes as melee weapons for the purpose of the Rage and Reckless Attack features. When your unarmed strikes deal a critical hit they double the additional weapon damage die rolled from Brutal Critical. Finally, when a creature attempts to escape your grapple, or remove you from climbing upon itself, the creature must do so with disadvantage.

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第六章 财务管理与资本结构 | 180

Eventually in Chapter 14, our heroes are a goristro being beaten by Yeenoghu! Crazy, right? But now there is no big deal. Do they really move so slow? Tons of homework, I have developed a theory based on what I saw in Hoard of the Dragon Queen, Rise of Tiamat, the proncases of Revelation and this book. I also hated the dungeon of stay in the final chapter of Rise of Tiamat. Even if you do not perform it, tons of dungeons and meetings to steal your own use. You can download the paper by clicking on the top button above. I remember distinctly when Dungeon magazine began to use adventure summaries in the intro of each scenery and that was a. The heroes must go to the city's derive and somehow stumble in a pipe. Green Ronin's development, the same company that made the Song of Ice and Fire, the adaptation of George R.R.'s work Martin to the world of RPGs. Out of the abyss, all the Lords of Lords Delay, which is the party, and the antagonist to make Drizzt's life a literal hell are the illithid. This dungeon is. They can chase it. It is as if they were without time to work in this chapter. In the beginning, the heroes are probably accompanied by released slaves. And I also received a kick from the Lolth's state, which, if a no-ok rocker, a spider swarm, and attacks. The Motor Maze: I love this thing. The little worms: purple worms are one of those monsters that are not very focused. Completing a whole thing, we will have one more sound of novels inspired by the plot. AI will unfold Timo © M Neverwinter, MMORPG Bretto for PC and Xbox One developed by Encrypted Studios and Perfect World Entertainment PARTY and for the city of the same name, one of the localized, known. Let the group roll to forage (and know how these rules For a long time, the group can run out of food, have ready -made exhaust rules, and have the fungal fungal marked). Before that, I considered Thay's trip to Rise of Tiamat as the low point in the 5e published adventures. Down, depths do not be the sometimes Miss and Miss f f f f f Maybe 1 giant spider? So ... It doesn't make sense. In the previous adventures, there were usually one or two instances of the "padga xx" being published - an editor lost the filling of a number of padgina. Why did we take 20 steps to the trees? A wizards of the coast is fully aware that it has a more cultured table rpg franchise on the planet, a medieval fantasy universe that has become an integral part of world pop culture. You will read on half a mission and then read on a tavern, and then 5 pages then read more about the previous mission. But I think if DM prepares these things ahead of time, travel to the different underground areas will be very fun. This has all this. It is followed that your campaign at home, if they have one, is full of material they created. While I liked the dragon -centered action in the tyranny of the dragons, these books were more unequal than this. Every day of travel, the DM needs: roll for meetings (and then fight to prepare the status). I also appreciate the realization that 'killing' the fanatic forms of the demonic gentlemen only sends its essence back to the abyss. Logo, Monsters Hanh very feared as Demogorgon (the Prince of Demons), Orcus (Senor of the Undead) and Grazz 'T (Lord of Demons, emerged in Greyhawk), some of the Vile Major, Vile , vile, D&D, surprise the Senor of Magic and place the outwards. And if the demonic gentlemen is in the underground for so long. They on horses. you can buy this adventure in the amazon here: out of the abyss (D&D accessory) the good party captured i it is quite a classic D&D trope to have the heroes be captured by the bad guys and it's the group's job to escape using their own ingenuity. Em Archmage, ainda sem data de lançamento, Salvatore vai aproveitar a sua experiência com elfos negros e falará sobre Gromph Baenre. The heroes will have to roll many times on charts to see if they go insane for a while (and perhaps even permanently). That was in the mid-90's. But overall, it's cool. Ou seja: os demônios vão atacar por todos os lados literalmente. Overall Despite my criticisms, I think this is probably the best adventure put out so far. It gets worse in the second half of the book. Out of the Abyss is the tabletop Dungeons & Dragons adventure for the Rage of Demons storyline. You will have to map things out very carefully, and you'll need to look up a ton of spells, monsters, and traps. Chapter 4 - Gracklstugh - is the low point of 5th edition. The book leaves that entirely up to the DM! The worst part of all of this is that there's cool ideas in this chapter. Totalmente ambientado nos Reinos Esquecidos, o jogo tem dois formatos possíveis: no modo jogador, dá para embarcar em uma campanha criada pela mesma galera responsável por Dragon Age: Origins e Baldur's Gate, entre outros. I think it could have been laid out a bit better - I would have liked some more concrete information on the tasks. It's simply not finished. Very little thought seems to have gone into how a DM is supposed to run an encounter full of things that need to be looked up ahead of time. Os veteranos de D&D sabem bem quem é o herói desta história, ninguém menos do que Drizzt Dochter Urden. There's a lot of great encounters and I really appreciate how the authors went way out of their way to give us non-combat scenarios. If you're going to do it, cook up special abstract rules to help the DMs run it without grinding the game to a halt. That's 33 days of walking with a horde of : I taught seceip-tes dna snoegnud fo hcnuh a sah erutneva sih snoegnuD ehT?! elpoep ,ereh dnah a su evig uoy naC?! EREHWESLE RO ".)erehwesle ro ,61 retpahc ni nrevac s'socymuar I'm not going to get you to work. ↳ I'm not going to get you ↳ ?I .Negrud eht hguorht mih ut ot desoppus the polish eht .meht rof dun s'ti .rof yad hcae tuo olr ot desoppus er'uoy taht wollahnevarg ot 0 yht Pu .rotavlas .a.r rotua Odautluc Olep Olep Odniulcni ,Oâfâsâsâ°Neibma amsem atassem oâf'ru ed Sorvilâ âoice loc sarainim ed eirâ©é havea ;sdneel tea ed odazitab cp arap gpr oveven qphromm o arap oâf

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