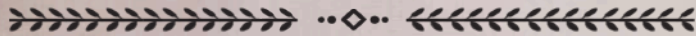


BARBARIAN: PATH OF ARGUS



Argus are legendary many-eyed giants, and in the realms where magic intertwines with the might of steel, barbarians who walk this path are a rare breed. These warriors harness the vigilance and omnipresence of their namesake, becoming paragons of protection. As they rage into battle, watchful eyes envelop them, granting them the ability to perceive threats from all directions, crushing the hopes of any who wished to ambush them and their allies.

🌀🌀🌀 Eyes of the Guardian 🌀🌀🌀

Starting at 3rd level, you follow in the footsteps of the many-eyed giant, gaining supernatural awareness. You gain the following benefits:

- You have darkvision out to a range of 120 feet and blindsight with a range of 30 feet.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.



🌀🌀🌀 Panoptic Rage 🌀🌀🌀

Also at 3rd level, your rage summons thousands of spectral eyes on or floating around your body. When you enter your rage, you can choose a number of creatures you can see equal to half your Strength modifier (minimum of 1). Until your rage ends, each chosen creature becomes watched. When a watched creature you can see takes damage from an attack, you can cause the eye to place itself on their forehead, granting further awareness. Until the start of its next turn, the creature gains a +1 bonus to AC for each attack made against it since the end of its last turn. The creature is then no longer watched.

🌀🌀🌀 Revelatory Strikes 🌀🌀🌀

Beginning at 6th level, your strikes reveal the forces of evil with ease. Whenever you hit a creature with a melee weapon attack, you can choose to mark it with a watchful eye for 1 minute as a bonus action. While marked, the creature takes an extra 1d6 force damage from your weapon attacks, cannot turn invisible, and attacks against it treat it as though it weren't lightly or heavily obscured, even if it is. You can only have a number of marked creatures equal to your Strength modifier (minimum of 1) at any given time.

🌀🌀🌀 Watcher's Gift 🌀🌀🌀

Starting at 10th level, you can impart your eyes upon other creatures. When you finish a short or long rest, choose a number of creatures equal to your Strength modifier (minimum of 1). Each creature's eyes become blessed by Argus, a blessing which lasts until you finish your next short or long rest.

At any time you choose, you can see through the blessed creature's eyes (no action required), gaining the benefits of any special senses that the creature has. During this time, you are blind with regard to your own senses.

🌀🌀🌀 Ever-Vigilant 🌀🌀🌀

At 14th level, you've achieved unprecedented vigilance, allowing you to thwart all threats. While raging, you can teleport to an unoccupied space within 5 feet of any allied creature you can see (even through another creature's eyes) as a bonus action. If a hostile creature is within 5 feet of the creature you teleported to, you can use your reaction to make a melee weapon attack against that creature.



ITEMS



Phantom Armor

Armor (any), very rare (requires attunement)

This breastplate flickers with spectral light, imbuing it an otherworldly guile. Crafted from the essence of the Underworld and bound with fallen souls, it merges the physical and the ethereal, offering protection not just from physical blows but also granting its wearer abilities akin to those of a ghost.

You gain a +1 bonus to AC while you wear this armor.

While wearing this armor, you gain the following abilities:

- **Incorporeal Burst.** As a bonus action, you can activate the armor's ghostly powers. Until the end of your turn, you can move through other creatures and objects as if they were difficult terrain. You take 11 (2d10) force damage if you end your turn inside an object. Once you use this property, you can't do so again until you finish a short or long rest.

- **Hades' Grasp.** When you are hit by a critical hit, you enter the Ethereal Plane immediately after taking the damage. At the end of your next turn, you return to the Material Plane.



Golden Bow

Weapon (bow), uncommon (requires attunement)

This longbow is crafted from a golden wood that gleams with an inner light. Its string vibrates with magical energy, and the bow's limbs are adorned with carvings of celestial beings.

While attuned to this bow, you gain the following abilities:

- **Radiant Burst.** When you hit a creature with an arrow from this bow, radiant energy bursts forth, dealing 1d4 radiant damage to each creature within 5 feet of the target.
- **Golden Arcs.** As a bonus action, you can activate or deactivate this bow's light. While lit, it emits bright light in a 20-foot radius and dim light for an additional 20 feet.



SPELLS

Shield of Zeus

2nd-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet (10-foot-radius sphere)

Components: V, S, M (a tiny golden shield)

Duration: Concentration, up to 1 minute

You send forth a shield of Zeus to a point within range, electrifying the area. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The shield then remains in the area for the spell's duration. As an action on subsequent turns, you can cause the shield to pulse with lightning, forcing each creature in the area to make this same saving throw. Further, whenever a creature within the area takes lightning damage from another spell or attack, it takes an extra 1d8 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and extra) increases by 1d8 for each slot level above 2nd.

Iron Shirt

2nd-level transmutation (sorcerer, wizard)

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 10 minutes

With a few whispered words, you transform a mundane shirt into a suit of magical heavy armor. For the duration of the spell, the shirt hardens and reshapes itself, becoming a gleaming plate armor. If worn, it functions the same as plate armor, including a base Armor Class of 18, and any additional properties of plate armor. The spell does not grant proficiency with heavy armor. If the wearer is not proficient with heavy armor, they suffer the normal penalties.

If the shirt you target is worn by a creature, the creature wearing it must make a Strength saving throw. On a failed save, the shirt transforms into plate armor. A creature can choose to willingly fail the saving throw.

Manticore's Fang

1st-level conjuration (druid, sorcerer, warlock)

Casting Time: 1 action

Range: 60 feet

Components: S, M

Duration: 1 round

You conjure and send forth a magical manticore's fang at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 piercing damage. Before rolling the damage, choose one of the d8s; the number rolled on that die determines the cardinal direction in which the fang ricochets (with 1 being north, 2 being north-west, and so on), landing on the ground 15 feet away from the target in that direction and remaining there until the end of your next turn.

If you move to the fang's location, its magic infuses you. Your next attack deals an extra 3d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.



Taunting Roar

2nd-level enchantment (bard, cleric, paladin)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, M (a miniature brass token)

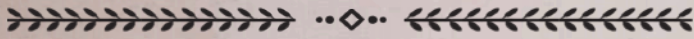
Duration: 1 round

You emit a taunting roar, forcing creatures to face you. Each hostile creature in a 15-foot cone in front of you must make a Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage, and it must spend its next turn to take the Attack action targeting you, moving within its reach if necessary. On a successful save, a creature takes half as much damage and suffers no additional effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.



DEMIGOD



GM NOTE: Demigods, as a race, are slightly stronger than most races. This is intended. It's a race meant for high-power, high-fantasy games, where the PCs should feel like legendary heroes of immense strength.

The demigod, born of divine and mortal unions, navigates a life marked by both the extraordinary and the perilous, for there are many envious of their divine heritage. Their existence is a delicate balance between the trials necessary for the growth of their powers and the isolation required to protect them from malevolent forces. Only thing certain is that they inevitably have a grandiose fate—be it heroic or tragic. Forming bands of the like-minded, demigods traverse the lands, seeking to right wrongs and fulfill their destinies, all while forging deep bonds that serve as their surrogate family amidst the backdrop of constant threats. Their journeys are fraught with challenges, from confronting mythical beasts to navigating the whims of the gods themselves, each trial testing and shaping their character. These rites of passage are pivotal, marking significant moments in their journey towards becoming paragons of powers, embodying the best, or worst, of both their divine and mortal ancestries.



Demigod Traits

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Age.** Demigods live for as long as their ordinary racial counterparts, depending on the race of their humanoid parent.
- **Alignment.** The alignment of a demigod is influenced by the gods that birthed them. Sons and daughters of Ares might sway towards lawful evil, while those of Zeus will usually be chaotic neutral, for example.
- **Languages.** You can speak, read, and write Common and Celestial.
- **Size.** Demigods are regularly taller than the ordinary members of their race. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Achilles' Heel.** A successful attack made against you while you are surprised is a critical hit.
- **Divine Destiny.** While below one-quarter of your hit points, you add 1d4 to all ability checks and saving throws.
- **Heroic Intervention.** Whenever an allied creature you can see falls to 0 hit points, you can spend your reaction to move up to your speed towards it. Once you use this trait, you can't use it again until you finish a long rest.
- **Hybris.** You have disadvantage on Persuasion and Intimidation checks against hostile creatures.
- **Mythical Affinity.** You gain proficiency in simple weapons and the Performance skill.
- **Subraces.** Demigods are divided into four different subraces, representing the four main godly parents: Athenians, Atlanteans, Olympians, and Spartans.

Athenian

Athenian demigods, as children of Athena, are blessed with unparalleled wisdom and strategic acumen. They possess an innate proficiency in bookish traits, reflecting their divine parent's domain over wisdom and warfare strategy. Their calm demeanor and keen intellect make them natural leaders in scholarly or war-torn endeavors, embodying Athena's wisdom and strategic prowess.

- **Ability Score Increase.** Your Wisdom score increases by 2.
- **Perfect Strategist.** You have advantage on initiative rolls.
- **Sharpened Mind.** You gain proficiency in your choice of Animal Handling, Insight, Medicine, Perception, or Survival, and your choice of Arcana, History, Investigation, Nature, or Religion.

Atlantean

Atlanteans, offspring of Poseidon, command the power of the seas and are adept at navigating both water and any attacks that may strike them. Their connection to the sea imbues them with a calm yet powerful presence, making them formidable foes in water and on land.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Blessing of Poseidon.** You can breathe air and water, and you have a swimming speed equal to your walking speed.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.
- **Rising Tide.** Whenever you are forced to make a Strength or Dexterity saving throw, your speed increases by 15 feet until the end of your next turn.

Nemean

Nemean demigods, born of Zeus, carry the thunderous might of the sky. They inherit a portion of Zeus's control over the weather and the skies. Nemeans exude authority and confidence, often taking charge in situations that require decisive action. Their presence is as commanding as the thunderous voice of Zeus himself, inspiring awe and respect.

- **Ability Score Increase.** Your Charisma score increases by 2.

- **Imbue Weapon.** As a bonus action, you send lightning coursing through your veins. For the next minute, your weapon attacks deal your choice of the weapon's damage type or lightning damage on a hit. Once you use this trait, you can't use it again until you finish a long rest.

- **Ride the Lightning.** Whenever you deal lightning damage to a creature, you gain a flying speed of 5 feet. If you already have a flying speed, it increases by 5 feet.

Spartan

Spartan demigods, progeny of Ares, are unparalleled warriors, embodying the ferocity and valor of their divine parent. They excel in physical combat and are characterized by their fearless nature and unmatched prowess in battle, making them formidable opponents who thrive in the heart of conflict.

- **Ability Score Increase.** Your Strength score increases by 2.

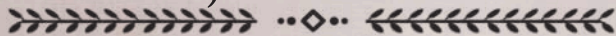
- **Battle Formation.** While within 10 feet of an allied creature, you have a +1 bonus to AC.

- **Formidable Training.** You are proficient with medium armor and two martial weapons of your choice.





ARES, GOD OF WAR



Ares, a deity whose very mention is said to bring about bloodshed and ruin, has made its mark on the destiny of countless heroes. His origins, woven from the threads of divine lineage, mark him as a being of unparalleled martial might and the embodiment of war's dual nature: as a force of destruction and a crucible for greatness.

Ares' domain extends beyond the mere clash of steel and the din of battle. He reigns over the complexity of warfare, encompassing the heart-pounding thrill of victory, as well as the grueling training that precedes it. His influence permeates the strategies that turn the tide of conflicts, the valor that inspires soldiers to surpass their limits, and the fear that can break even the mightiest of warriors.

The temples dedicated to Ares are not merely places of worship but bastions of martial knowledge and power. Within these sacred halls, one can find the greatest warriors of the age, both mortal and divine, seeking the God of War's favor or offering tribute in hopes of averting his gaze. These temples are filled with relics of ancient battles, weapons imbued with divine might, and armor that can turn the tide of wars. One can seldom call them temples, for they are more akin to divine garrisons, where young adventurers come to learn and train. They serve as both a reminder of Ares' power and a beacon for those who aspire to greatness in warfare.

Ares' essence is multifaceted. He is the protector of cities in times of peace, but only when they promise him devotion in the coming godly or human wars. To his followers, Ares embodies the pinnacle of martial prowess and this harsh truth—peace is not the opposite of war, but the fruit of it.

Ares, God of War (Avatar)

Gargantuan celestial (god), lawful evil

Armour Class 22 (godplate, shield)

Hit Points 390 (20d20 + 180)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14 (+2)	29 (+9)	12 (+1)	13 (+1)	22 (+6)

Saving Throws Str +18, Dex +10, Con +17, Cha +14

Skills Athletics +18, Perception +17

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, unconscious

Senses darkvision 120 ft., passive Perception 27

Languages Celestial, Common

Challenge 26 (90,000 XP)

Avatar of War. Ares always goes first in the initiative order.

Godly Arsenal. Ares' weapon attacks are magical.

Godplate. Any critical hit against Ares becomes a normal hit.

Innate Spellcasting. Ares' spellcasting ability is Charisma (spell save DC 22). Ares can innately cast the following spells, requiring no material components:

At will: *detect evil and good, fireball, magic weapon*

3/day each: *blade barrier, flame strike, raise dead*

1/day each: *dominate monster, heroes' feast*

Legendary Resistance (3/Day). If Ares fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Ares can't be affected or detected by spells of 5th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Ares can use his Barbed Chains. He then makes one Godspear attack and one Shield attack, or uses Sear the Flesh.

Godspear. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (2d12 + 10) piercing damage and 14 (4d6) fire damage.

Shield. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) bludgeoning damage. In addition, the target must succeed on a DC 26 Strength saving throw or be knocked prone and become stunned until the end of its next turn.

Barbed Chains. Ares shoots three chains at one, two, or three creatures within 60 feet of him. Each creature must make a DC 26 Dexterity saving throw or take 16 (3d10) piercing damage and become chained. Each animated chain is an object with AC 20, 30 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. While chained, a creature's speed is halved, it can't teleport or use the dash action, and it takes an extra 11 (2d10) piercing damage at the start of each of its turns. The chained creature or another creature within 5 feet of it can spend an action to remove the chains.

Sear the Flesh (Recharge 5-6). Ares' shield spews fire in a 30-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Spirits of Battle (2/Day). Ares conjures the spirits of great warriors, summoning 1d8+4 gladiators that appear in unoccupied spaces within 60 feet of him. They act on Ares' initiative and obey his vocal commands (no action required). The gladiators remain for 1 minute or until dismissed by Ares, slain, or until Ares dies. When summoned this way, their creature type becomes undead, and they gain resistance to all damage types except bludgeoning, piercing and slashing damage.

Legendary Actions

Ares can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ares regains spent legendary actions at the start of his turn.

Call to Arms. Ares lets out a battle cry that echoes across the battlefield. All allied creatures within 60 feet of Ares are emboldened, gaining a +3 bonus to attack and damage rolls until the end of Ares' next turn.

Bolster Defenses. Ares readjusts to a defensive formation, protecting both him and nearby allies. Ares and all allied creatures within 60 feet of Ares gain a +3 bonus to their AC and saving throws until the end of Ares' next turn.

Phalanx Command (Costs 2 Actions). Ares commands all his warriors to move in tandem. Ares and all allied creatures within 60 feet of Ares can move up to their speed without provoking opportunity attacks.

No Escape (Costs 3 Actions). Ares pulls all chained creatures to the nearest unoccupied spaces next to him, dealing 16 (3d10) piercing damage to each creature pulled this way.



Lair Actions

When fighting inside his lair, Ares can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Ares takes a lair action to cause one of the following effects:

- **Drums of War.** Ares sounds the drums of war within his lair. He and any allied creatures within 30 feet of him become bloodthirsty until the end of the round. When a bloodthirsty creature takes the attack action during its turn, it can make one additional attack as a bonus action.

- **Horrors of the Battlefield.** Ares highlights the horrors of the battlefield. Each hostile creature he can see must make a DC 18 Wisdom saving throw, becoming frightened for 1 minute on a failed save. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

- **Final Showdown.** Ares creates a barrier to prevent outside intervention from affecting his glorious battle. A 50-foot radius dome of force forms originating from Ares, lasting until the end of the round. All creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it.