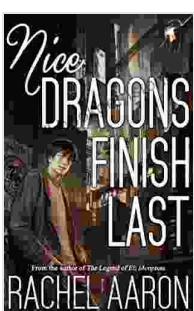


Nice Dragons Finish Last: A Comprehensive Exploration of Heartstrikers, the D&D Subclass That Defies Expectations

In the realm of Dungeons & Dragons, the paladin has long been a stalwart paragon of virtue, a shining beacon of righteousness that vanquishes evil with holy might. But what if a paladin were to embrace the darker side of their nature, wielding their power not for good, but for selfish gain? This is the premise behind the Heartstriker, a subclass for paladins that allows them to tap into their inner darkness and unlock a potent blend of martial prowess and sinister shadow magic.

Oath of Shadows: A Descent into Darkness

The Heartstriker's journey begins with the Oath of Shadows, a pact that binds them to the shadowy realms of the Shadowfell. This oath grants them access to a repertoire of abilities that blur the line between divine retribution and demonic corruption. As they progress through their path, Heartstrikers gain the power to summon ethereal blades, manipulate shadows to their advantage, and even shroud themselves in darkness to become invisible.



Nice Dragons Finish Last (Heartstrikers Book 1)

by Rachel Aaron

4.6 out of 5

Language : English

File size : 7789 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

X-Ray : Enabled

Word Wise : Enabled

Print length : 287 pages
Lending : Enabled

FREE
DOWNLOAD E-BOOK 



of shadow itself. As a reaction, you can convert yourself with shadow energy. For 1 minute, you have resistance to all damage except psychic and radiant damage, you have a flying speed equal to your walking speed, you can hover, and you have the **Incorporeal Movement** trait.

- **Incorporeal Movement.** You can move through other creatures and objects as if they were difficult terrain. When you take radiant damage, you can't move through objects until the end of your turn. If you end your turn or take radiant damage while in contact with an object, you take 2d10 force damage and you are pushed into the nearest nonobstructive object in a random direction.

Once you use this feature, you cannot use it again until you finish a Long Rest.

NEW DARKNESS SPELLS

BLACKOUT
(4th-level Illusion (AE Energy Radius))

Casting Time: 1 Action **Range:** Self **Components:** V, S, M (a 10' radius, white, thin spell pen) **Duration:** 1 minute

Visual the spell ends, unmagical sources of light are suppressed while you are within 20 feet of them, causing them to glow with faint light. This spell does not block light that originates from sources outside the range of its effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the effect increases by 10 feet for each level above 1st. At 2nd level, this spell counts as a cantrip-level spell for class purposes. At 3rd level, it has a casting time of 1 action.

CHILLING DARKNESS
(6th-level Necromancy/Warlock/Wizard)

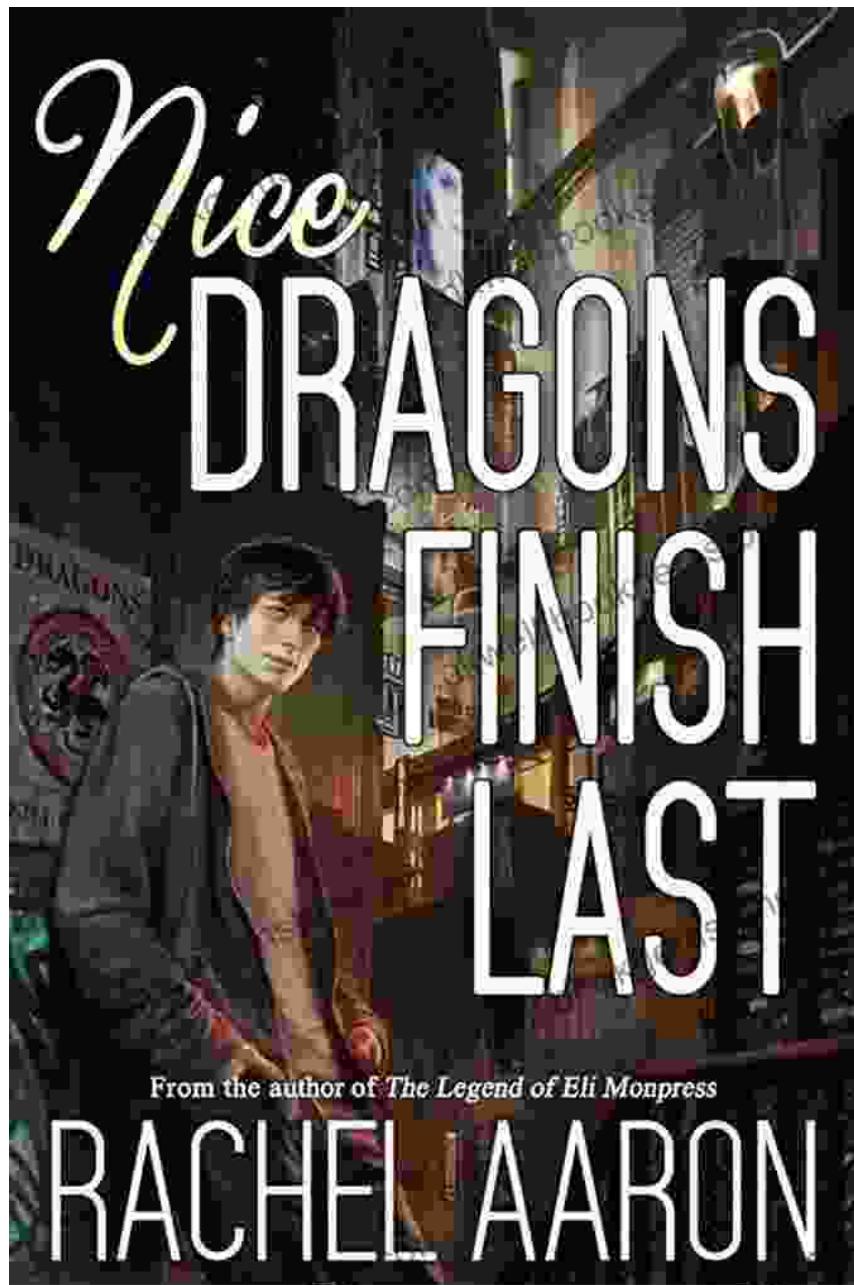
Casting Time: 1 action **Range:** 90 feet **Components:** V, M (silver nail, a drop of pitch or piece of coal) **Duration:** Concentration, up to 10 minutes

Magical darkness spreads from a nail you choose within range to (10' x 30') foot-radius sphere for the duration. The darkness spreads around corners. Nonmagical light, as well as light created by spells of 5th level or lower, can't illuminate the area, and creatures with darkvision can see through it. The area inside the darkness is lightly obscured and frigid cold. Any creature that moves directly within the sphere must make a Constitution saving throw. On a failed saving throw, a creature takes 4d6 cold damage and its speed is reduced by 20 feet until the start of its next turn. On a success, a creature takes half damage and its speed isn't reduced.

ART CREDIT:
1 - "The Dark Knight" By Jason King
www.jasonkingart.com
2 - "The Dark Knight" By Jason King
www.jasonkingart.com
3 - "Dark Knight" By Cold War 2, D. Azzopardi

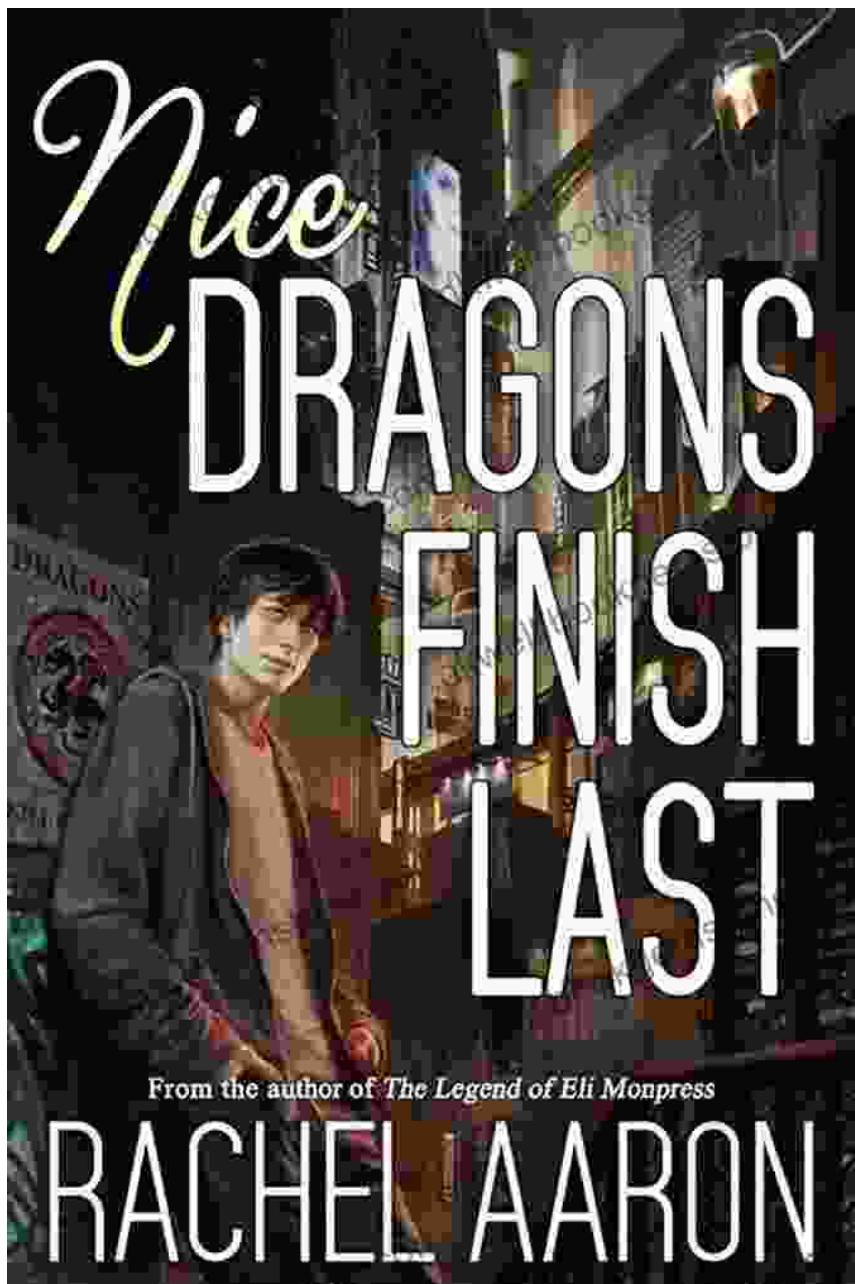
Shadowy Armaments: Weapons of Darkness

One of the defining features of Heartstrikers is their ability to summon ethereal blades known as Shadowblades. These weapons are imbued with the power of darkness, granting Heartstrikers a potent edge in combat. They can hurl these blades at distant foes with deadly accuracy, or wield them in close-quarters combat for swift and lethal strikes. As they level up, Heartstrikers gain the ability to enhance their Shadowblades with additional abilities, such as the power to drain the life force of their victims or deal extra damage to undead creatures.



Embrace the Shadow: Powers of Darkness

Heartstrikers are not merely skilled warriors; they are also masters of shadow magic. They can summon shadows to their aid, creating ethereal duplicates of themselves to distract their enemies or launch devastating attacks from the darkness. As they delve deeper into their shadowy powers, Heartstrikers gain the ability to cloak themselves in darkness, becoming invisible to their foes and able to strike with impunity from the shadows.



A Moral Conundrum: The Heart of Darkness

The Heartstriker subclass presents a unique moral conundrum for players. While they possess immense power, it comes at a cost. As they embrace the Oath of Shadows and delve deeper into their shadowy powers, Heartstrikers run the risk of succumbing to the corruption of the Shadowfell.

They may find their hearts hardening, their morals blurring, and the line between good and evil becoming increasingly difficult to discern.

The Heartstriker subclass offers a fascinating exploration of the darker side of paladins, challenging players to grapple with the consequences of embracing their inner darkness. It is a subclass that is not for the faint of heart, but for those who are willing to delve into the shadows and navigate the treacherous path between righteousness and corruption.

: A Legacy of Darkness

The Heartstriker subclass for paladins is a compelling addition to the world of Dungeons & Dragons. It provides players with a unique and challenging opportunity to explore the darker side of good, to grapple with the consequences of embracing their inner darkness, and to forge a legacy that will forever be etched in the annals of legend, both as a champion of justice and a harbinger of shadows.



Nice Dragons Finish Last (Heartstrikers Book 1)

by Rachel Aaron

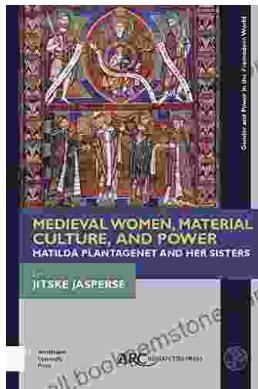
4.6 out of 5

Language : English
File size : 7789 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
X-Ray : Enabled
Word Wise : Enabled
Print length : 287 pages
Lending : Enabled

FREE

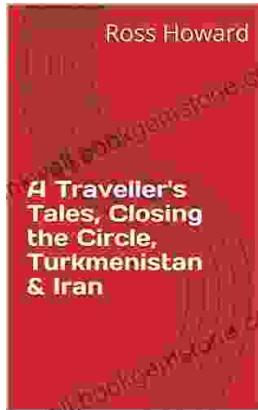
DOWNLOAD E-BOOK





Matilda Plantagenet and Her Sisters: Gender and Power in the Premodern World

The lives of Matilda Plantagenet and her sisters offer a fascinating glimpse into the complex world of gender and power in the premodern world. As the daughters of one of the...



Traveller Tales: Closing the Circle in Turkmenistan and Iran

In the summer of 2022, I embarked on a life-changing journey through two of Central Asia's most enigmatic countries: Turkmenistan...