

MORDENKAINEN'S BOOK OF BARBARIANS



Bring your fury to new heights
with Mordenkainen's research
on the raging warriors of yore.



BY CLAN CRAFTER HRALDING

MORDENKAINEN'S BOOK OF BARBARIANS



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

CONTENTS

THE BARBARIAN

Legendary Beginnings	4
Who is the Barbarian?	4

PART 1: NEW BARBARIAN PATHS

Bear Warrior	6
Black Claw	9
Bloodrager *	11
Deepstone Rager	12
Flamespeaker	14
Frozenheart	16
Immortal Titan *	18
Rage Chieftain	19
Runemarked	21
Runemarked Spells	22
Spellbreaker	24

PART 2: REVISED PATH FEATURES

Battlerager	27
Berserker	28
Totem Barbarian	28
New Totems	29

PART 3: MAGIC ITEMS AND FEATS

Magic Items (Alphabetical Listing)	31
Feats	34

* = Also featured in Mordenkainen's Codex of Allies



Note from Mordenkainen

These subclasses and archetypes have been collected from all manner of worlds and across time itself. Being so, they are not present in every universe or timeline. Before choosing one of these archetypes for a character, ask your Dungeon Master if your choice of that archetype would fit in the setting or if it might disrupt the game, or perhaps even disrupt the very balance of time itself. Even if your Dungeon Master has allowed this book to be used generally, double check as a courtesy to your fellow players.

A Dungeon Master should treat this as playtest material and alter features and abilities as needed.

CREDITS

Written and Designed by **Clan Crafter Hralding**
with **Clayton Whittle**

Additional Editing by Noah Grand and Richard Prager
Layout by Clan Crafter Hralding
Cover Art by BreakerMaximus
Layout based on template by Nathanaël Roux

Interior art by the following fantastic artists:

Anderson Maia
BreakerMaximus
CGArtiste
Danilo Sanino
Dom Critelli
Camille Kuo
Forrest Imel
Konstantin G.
Peter Litvik
Refluo
Selin Serhii
Stach
Storn Cook
Tithi Luadthong
Vitalii Gaidukov

Bob Greyvenstein, Elite Design Elements © Rising
Phoenix Games

Some artwork © 2015 Dean Spencer, used with
permission. All rights reserved.

Some Interior art used under license from Wizards of
the Coast

Inspiration and Concepts taken from the following Sources:

Complete Barbarian (AD&D)
Complete Warrior (3e)
Champions of Ruin
Player's Handbook 2 (4e)
Tome of Battle: Book of Nine Swords
Masters of the Wild: A Guidebook to Barbarians,
Druids, and Rangers
Frostburn
Unapproachable East

*Disclaimer: The Wizard Mordenkainen and Clan
Crafter Hralding cannot be held liable for any
damages incurred as a result of a barbarian's rage,
nor any of its adjacent features. This includes, but is
not limited to damage to property, loss of limb(s),
bludgeoning damage, emotional damages, and
undue death of party members. It is incumbent
upon the adventurers to understand all risks
associated with associating with a barbarian, and to
take them with due caution.*



THE BARBARIAN



Most barbarians in the realms today are rampaging brutes, barely able to read, blindly consumed by their fury. Before the rise of the ravaging clans, however there were many barbarians who were not filled with this innate desire for violence. It is difficult to ascertain exactly when the rise of the ravaging clans began, but most historians of the realms place it in the beginning of the third age. Indeed, the first traces of their clans appeared near the end of the second age, but quite suddenly afterwards, their ilk seems to have transformed almost every barbarian clan in their image.

In the earliest writings of the realms, in the first and second age, barbarians were recorded as primitive inhabitants of the world's wild places. They struggled against the never-ending danger of monsters, spirits, enemy clans, and the land itself. Their craft was transforming bones, skins and sinews of their fallen foes into weapons, tools, and talismans. Their beliefs centered around worshipping ancestor spirits or the natural world. These barbarians were traditional and shamanistic, preserving their ancient culture in spoken word, in ritual, and with monuments of stone. More spiritual than mere warriors, these ancient barbarians emphasised pleasing friendly spirits and placating or driving away hostile spirits from their land.

LEGENDARY BEGINNINGS

The archetypal barbarian (depicted at right) is no mere brute, and certainly not an imbecile. His appearance is rugged, but he is agile, cunning, and quite knowledgeable. He is able to adapt his skills to any situation. Raw strength, savage ferocity, and skilled swordsmanship guide him to victory against his foes. A commanding presence and formidable nature makes him a leader among men. His behaviour is often violent and self-serving, but he can also be chivalrous, well-humored, and outright heroic. This legendary warrior and his deeds have become the paragon for barbarians who came after him.

WHO IS THE BARBARIAN?

- Beyond their rage, the barbarian is set apart from a mere warrior by their primal instinct and simplicity in the face of civilization.
- Barbarians defy the odds, displaying incredible bravery and an unwillingness to surrender even in the face of imminent defeat.
- Many barbarians honor the traditions of their clan or follow a personal ethical code, though they may be far from the knightly vows of civilized lands.
- A barbarian is rarely idle for long, and strives after what they desire— even if their goal is merely to survive in the harsh world they find themselves in.
- Reckless, wild, uncivilized, and free, barbarians embody much of what is most deeply human.





PART 1:
NEW PRIMAL PATHS

PATH OF THE BEAR WARRIOR

While many barbarians revere bears and create totems to grant them strength in battle, there are some who have forged a special relationship with ancient bear spirits and can use their rage to transform into a hulking beast-shape. These barbarians, known as bear warriors, tap into the spiritual aspect of rage to commune with bear spirits who reside in a realm inhabited by spirits of nature. To accomplish this, bear warriors follow a secret spiritual practice which is not often shared with outsiders. By allowing themselves to be inhabited by these spirits, they awaken a great power within themselves to protect their clans and defeat the enemies of the natural order.

RAGING BEAR

Starting at 3rd level, when you begin raging, or as a bonus action while you are raging you can make a bestial transformation into a bear shape, or back to your humanoid form. While transformed, the following rules apply:

- Your game statistics are replaced with that of a Black Bear (see next page for all bear forms), but you do not modify your current hit points, hit point maximum, proficiency bonus, alignment, or personality. You can also choose to retain one or more of your ability scores if they are already higher in your humanoid form.
- The bear form uses your normal hit points, and if you change between forms any damage you have taken is carried over to your new form. If your Constitution score increases when you transform, your current and maximum hit points increase for the duration of your transformation.
- You retain all of your skill and saving throw proficiencies, in addition to gaining proficiency in the bear's skills. You retain the benefit of any features from your class, race, or other source and can use them if your bear form would be physically capable of doing so.
- Any equipment you are wearing or carrying transforms with you, becoming part of your bear form, and your corpse transforms back into your true form if you die while in your bear shape. Equipment that merges with the form has no effect until you leave the form.
- You cannot speak or cast spells while transformed.



RAVENOUS BITE

Also at 3rd level, while you are in your bear shape and reduce an enemy to 0 hit points with a melee attack on your turn, you can immediately use your bonus action to move up to half your speed and make a bite attack (as described on your current bear stat block). If the attack hits, you gain temporary hit points equal to the number shown on the bite's damage die + half your barbarian level. These temporary hit points last until you leave your bear shape.

You can use this feature once each time you rage and you regain the ability to use it each time you use your rage feature.

EMPOWERED BEAR SHAPE

Starting at 6th level, whenever you are raging and transform into your bear shape with your Raging Bear feature, you can replace your game statistics with that of a Brown Bear, following the same benefits and restrictions. In addition, you gain the following benefits while transformed:

- Whenever you hit a creature with your bite attack during your turn you can use your bonus action to make a grapple attempt against that creature with your jaws. You cannot use your bite attack again while you continue grappling in this way.
- Your attacks in bear shape count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can make one additional attack with your claws or bite when making a multiattack in your bear form.

URSINE FEATURES

Starting at 10th level, you have spent so much time in your bear shape that your humanoid form begins taking on some features resembling a bear. You gain a climbing speed of 30 feet and advantage on Wisdom (Perception) rolls involving smell when in your humanoid form.

RAGE OF THE FIRST BEAR

Starting at 14th level, whenever you are raging and transform into your bear shape with your Raging Bear feature, you can replace your game statistics with that of an Ancient Cave Bear, following the same benefits and restrictions.

Additionally, once per turn while transformed, when you hit a huge or smaller creature with your claws, you can force the creature to make a Dexterity saving throw (DC equals 13 + your Strength modifier) or be either pushed up to 15 feet away from you, or knocked prone (your choice).

These three stat blocks are the basis of the bear forms which the Path of the Bear Warrior can transform into when they rage. A bear warrior's Proficiency bonus, Unarmored Defense, Fast Movement, and ability scores will mean the bear form will have different stats, a higher AC, speed, bonus to hit, and damage than the included stat blocks.

3RD LEVEL:

BLACK BEAR

Medium beast, neutral

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

14TH LEVEL:

ANCIENT CAVE BEAR

Large beast, neutral

Armor Class 12 (natural armor)

Hit Points 56 (6d10 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 feet, passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage.

6TH LEVEL:

BROWN BEAR

Large beast, neutral

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.





Legends say the first bear warrior was a chieftain whose tribe was threatened by an ancient and magical cave bear. When he bested the creature in combat, mercy stayed his hand. Instead he befriended the great beast and eventually bonded with its spirit, if the story is to be believed.

Name unclear - possibly Kurag Flint-Tooth

BEAR WARRIORS IN THE WORLD

Bear warriors often come from the same tribes as barbarians following the Path of the Totem Warrior. The bear warriors uniquely possess a powerful affinity for bear spirits of nature, and can use their strength, imposing stature and bestial appearance to rise to the top of their clans. Many bear warriors are feared by their brethren and become outcasts, abandoned by their people. Most of these brave and spiritually gifted warriors who set out on a life of adventuring never return to their clans.

The realm of natural spirits which the bear warrior communes with can appear and manifest in many ways. The Dungeon Master can choose what form the realm takes. It could be a forest of ancient trees which holds incredible and lost species. It could be a cave system that branches off into infinity, where each cavern holds new and surprising creatures. It could appear as part of an existing plane, such as Arborea, the Beastlands, the Feywild, or as a separate plane or realm unto itself.

BEAR SHAPE APPEARANCE

Most bear warriors have a specific bear spirit that chooses to bond with them when they begin following this path. These spirits may have distinct personalities, and are able to communicate with their bonded warrior through a spirit bond. This spirit determines how your bear form looks. Regardless of its appearance, the form is mechanically identical.

d10

- 1 Shaggy, brown fur
- 2 Sleek, black fur
- 3 Soft, thick white fur
- 4 Short, dark fur and a long tongue
- 5 Shiny black fur with a crescent on the chest
- 6 Black and white fur, with spots like a panda
- 7 Deep brown fur with bright patches on the face
- 8 Shaggy black fur with long, curved claws
- 9 Brown fur with crags of protruding bone
- 10 Your body does not transform. Instead you become surrounded by a corporeal, translucent bear spirit who mimics your movements while you are raging

SPIRITUAL PRACTICE

Bear warriors follow ancient spiritual practices that have been passed down for many generations. The practices vary between clans and warriors, but most are designed to unify the spirit of the bear warrior and their bonded spirit bear. While many of these practices may seem strange to outsiders, they allow the bear warrior to become a proper conduit for the spirits of their path.

d10

- 1 When you rest and eat, you burn some fresh meat in a fire to feed your bonded spirit bear
- 2 You spend much of your rests meditating, and aligning your spirit with that of your bonded bear
- 3 At night you walk along ritual paths, and in the morning your footsteps are covered in bear tracks
- 4 During your long rests, you eat a mixture of herbs which allows you to see into the realm of spirits
- 5 You draw simple pictures of bears, which become animated on the surface where they are drawn
- 6 Whenever you dream, you enter into the realm of spirits and are visited by your bonded bear
- 7 Under starlight you perform war dances, in which your bonded spirit appears and dances with you
- 8 By firelight you perform a chant which makes your spirit bear appear in the flames. If no chant comes to you, try: "He-ha-he-yo, oh bear, fly me bear"
- 9 When the sun rises, you perform a binding rite which makes your shadow take the shape of a bear
- 10 When the moon is full, you are visited by your bonded bear spirit and its ancestors. They form a circle around you until the sun rises the next day

The Dungeon Master is encouraged to allow players to retheme their character's transformation as another beast. It must be a wild animal with sharp teeth and claws, and the player must choose to do so when they first begin following this path. In any case, use the bear's stat block for your transformation's statistics and attacks.

The Dungeon Master may consider letting players quest for a magic item that grants their themed animal's attacks or abilities while transformed (see Part 3, Magic Items).

PATH OF THE BLACK CLAW

Some barbarians who come into contact with werebeasts and blood cults are gifted with a unique form of lycanthropy from dark rites performed under a full moon. These acolytes do not have any ordinary transformation under moonlight, but their cursed blood grants them vicious claws which can drain the very life essence of their foes. With a bloodlust that nearly matches their were-beast allies, they hunt down and crush the life out of those caught in their grasp. These barbarians are nearly always evil but some followers gifted with this power have left the lycanthropic cults and taken the path toward good. These rare few are feared and hated by the blood cults they have left behind.

FERAL RAGE

Starting at 3rd level, whenever you begin raging you gain long sets of claws on both your hands which last until you stop raging and can be extended or retracted freely without spending an action. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you take the Attack action while you are unarmed or wielding a light weapon in one hand and not wielding a shield, you can make one unarmed strike with your claws as a bonus action. You do not add your Strength modifier to the damage of the bonus attack, unless another ability or feature grants you this bonus.

The damage of your claws increases to 1d6 at 6th level and 1d8 at 14th level. Starting at 10th level, you can add your Strength modifier to the damage of the bonus attack.

WICKED GRASP

Also at 3rd level, you learn to use your claws to grasp and pierce the victims of your strikes. Once during your turn, while you are raging and hit a creature with your claws, you can make a grapple check against the creature as part of that attack. You can make claw attacks with the same hand you are using to grapple a creature, but you must attack only the creature currently grappled with that hand.

Additionally, while you continue raging, whenever a creature you are grappling with one of your hands attempts to break free of your grapple and fails, it takes slashing damage equal to your claws damage die + your Strength modifier.

DRAINING CLAWS

Starting at 6th level, you can sap the life essence of your foes trapped within the grasp your claws.

Whenever you are raging and make an attack with your claws against a creature you are grappling, you can choose to drain the creature's life essence with your claws. The attack deals its normal damage, and you regain hit points equal to the number shown on your claw's damage dice.

You can use this ability a number of times equal to your Constitution modifier, and you regain any expended uses when you finish a long rest.

FERAL FORM

Starting at 10th level, your lycanthropic curse starts to alter your form even when you are not raging, granting you the following benefits.

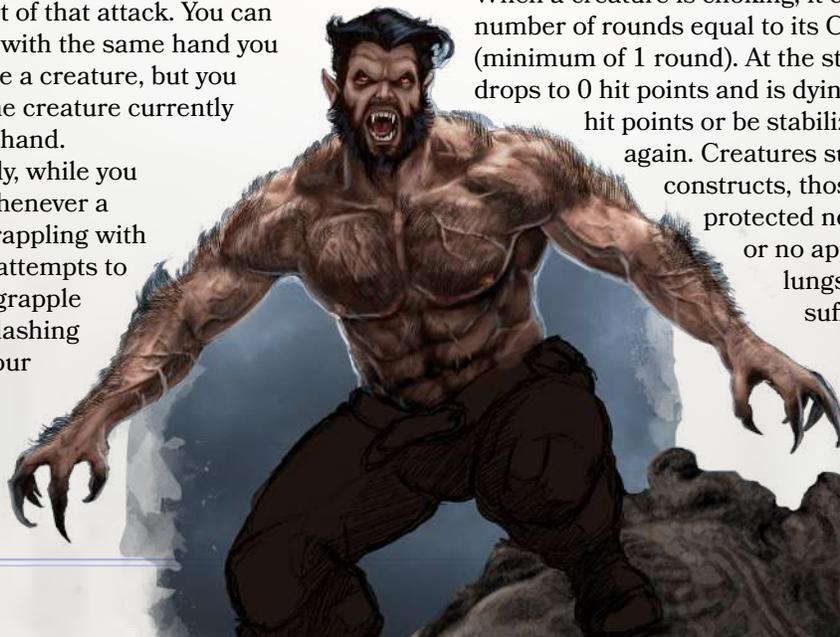
- You can use your claws while you are not raging.
- Your legs grow stronger and tougher, doubling the distance you can long jump and high jump.
- Your eyes become like a hunter of the night, granting you darkvision to a range of 60 feet. While you are raging and any moon is visible to you, this darkvision extends to 120 feet. If you already have darkvision from your race, its range increases by 30 feet.

STRANGLING CLAW

Starting at 14th level, your powerful claws can crush and strangle the life out of your foes. Whenever you are raging and have grappled a medium or smaller creature for 2 or more consecutive rounds of combat, you can use your action to begin strangling the creature. The grappled creature must succeed on a Constitution saving throw (DC equals 8 + your Strength modifier + your Proficiency bonus) or it begins immediately suffocating. You must use your action each turn to continue your stranglehold on the grappled creature.

Creatures being strangled suffer a penalty to all ability checks, attack rolls, and saving throws equal to the number of rounds they have spent choking. When a creature is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. Creatures such as undead, constructs, those with naturally protected necks, alien anatomy, or no apparent mouth or lungs are immune to this suffocating effect.

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



BLACK CLAW BARBARIANS IN THE WORLD

Most black claw barbarians are the result of sacrificial rites performed under a full moon. Cults of lycanthropes, like the People of the Black Blood who reside in the forests of the Forgotten Realms often perform such rituals to induct members. Because these barbarians look more ordinary than a true lycanthrope, they often act as spies and emissaries for the cults they came from. Most adventurers are from among the small number who leave the cults to live a life of good, or at least freedom.

In the Ravenloft setting, black claw barbarians make a good addition to the werewolves as supplemental, low level members who appear on the borders of werewolf territory. In other settings, the Dungeon Master may decide to change the method by which the barbarian gains claws, or to make the claws have no connection to lycanthropes or sacrifices.

CLAW MANIFESTATION

The claws that these barbarians can manifest may differ between individuals. They are supernaturally strong, and made of several possible materials. Regardless of their appearance, the options are all mechanically identical.

d6

- 1 Sharp, black talons, like those of a bird of prey extend from your fingertips
- 2 Your forearms and hands grow thick hair, and somewhat bestial looking claws
- 3 The bones of your fingers extend through your fingertips without appearing to draw blood
- 4 Curved, almost reptilian claws extend from each of your fingers
- 5 Bone-like protrusions sprout in the space between each of your knuckles
- 6 When you rage, you appear to take the shape of a were-beast with menacing claws

A nature-themed version of this archetype, called the Fist of the Forest or Bloodclaw Master is made by replacing the darkvision gained from your 10th level Feral Form feature with “advantage on Wisdom (Perception) rolls involving smell” from the Bear Warrior’s Ursine Features.

A former lycanthrope who has overcome your curse and become able to control the transformation with your rage can also take this path (Use Claw Manifestation 2 or 6). Your appearance may frighten some, but you cannot spread the curse with your attacks. Most of these are former werewolves, but rarely a weretiger or werewolf will take this path.

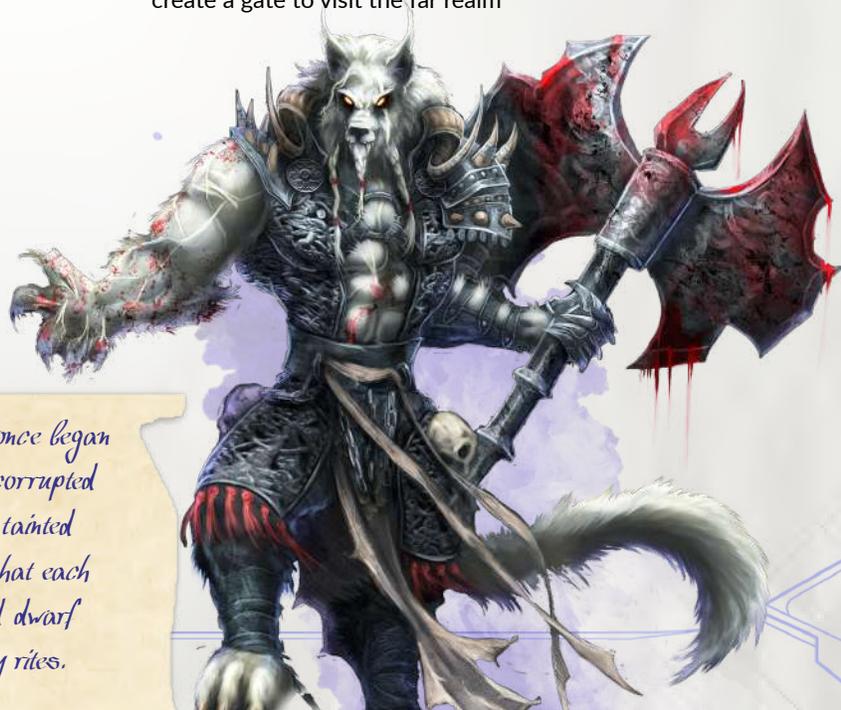
For some barbarian tribes what once began as totemic animal worship was corrupted into sacrifices to werebeasts and tainted animal spirits. Locals told me that each year hundreds of human, elf, and dwarf captives are killed in these bloody rites.

CULT ORIGIN

Many different lycanthropic cults dot the forests, jungles, mountains, and deep places of the realms. Their secretive nature allows them to hide in the shadows, and their presence is only known to a few. The cults vary wildly, based on the idiosyncrasies of the cult leader, or the beliefs of the group but most retain the same manner of granting claws to their acolytes.

d12

- 1 This cult kidnaps children to induct as members. You were 2d4 years old when you were taken
- 2 This apocalyptic cult is constantly predicting the end of days. The predicted dates have passed many times already without incident
- 3 This group of lycanthropes is a tight-knit pack who hunts down anyone who tries to leave the cult
- 4 This underground cult gains members by drugging their victims and charming them with magic for weeks at a time
- 5 This cult worships a demon-prince. Their members believe that the demon is a greater diety of war
- 6 This cannibalistic group of wood elves, humans, and orcs are willing to eat any race of humanoid
- 7 This cult appears to be an ordinary group of wealthy humanoids, but is actually a sacrificial religious group run by yuan-ti at its highest level
- 8 This cult offers riches to poor people and lures them into the bottom level of membership. They make their money by selling fake magic items
- 9 Your mother was a cult member, and was pregnant while she performed a dark ritual. You were born affected by the rites, and with unquenching anger
- 10 This cult of mad wizards pretends to be a holy group offering healing magic. Your rites were part of experimentation by a flesh-warping warlock
- 11 This smiling cult hopes to turn the world blue. They sacrifice victims to a demonic idol of lightning
- 12 This cult’s leader has used magic to contact a strange, extra-dimensional being. They are trying to create a gate to visit the far realm



PATH OF THE BLOODRAGER

FROM MORDENKAINEN'S CODIX OF ALLIES

Some barbarians are compelled by their innate bloodlust to follow The Path of the Bloodrager. Bloodragers are perilous front line combatants that can devastate foes with a power linked to bloodshed. These barbarians, like berserkers, revel in violence and take little account for their well-being in battle. Wherever they can be found, Bloodragers fight until they can stand no longer.

BLOODRAGE

Starting at 3rd level, when you begin raging you gain 3 Bloodrage dice, which are d12s. At 6th, 10th, and 14th level you gain another Bloodrage die when you begin raging.

Additionally, whenever you reduce a small or larger creature to 0 hit points with a melee attack while you are raging you can use your reaction to bathe yourself in the blood of your foe, gaining 1 Bloodrage die.

Whenever you deal damage with a melee weapon attack you can spend 1 Bloodrage die or expend 1 hit die to increase the damage of the attack by the number rolled and also gain a number of temporary hit points equal to the number rolled. You can only increase your damage in this way once each round.

The temporary hit points and any remaining Bloodrage dice disappear when you stop raging.

CRIPPLING BLOW

At 6th level, whenever you spend a Bloodrage die or hit die to increase an attack's damage, you can choose to forego gaining temporary hit points to channel your fury into a crippling blow. The target must succeed on a Constitution saving throw (DC equals 8 + your Proficiency bonus + your Strength modifier) or have its movement speed reduced by half until it succeeds on the saving throw. The creature can repeat this saving throw at the start of each of its turns.

Most of the adventurers I've encountered while researching this codex tend to avoid shedding too much blood. These barbarians, on the other hand, seem to revel in their own mortality, fighting routinely at the edge of death. I'm sure there's place in the battles of the multiverse for these brave combatants.

Certainly next to a cleric. Maybe two.

BLOOD HUNT

At 10th level you gain the ability to smell blood in the air like a wild beast. You may use your action to learn the direction of any beast or humanoid below half of its maximum HP within five miles. You have advantage on Survival checks made to track creatures whose direction you know. You can track a scent for one hour, or until a wind of a moderate speed disperses the trail.

In addition, while raging, as a bonus action you can move up to your speed toward an enemy of your choice that you can see, or a creature whose direction you know from using this feature. You must end this movement closer to the creature than you started.

LORD OF BLOOD

When you reach 14th level, your rage can push you beyond the limits of your mortal body.

Whenever you increase your damage with a Bloodrage die, you can choose to spend an additional Bloodrage die or expend a hit die in addition to a Bloodrage die.

If you spend 2 dice in this manner and use your Crippling Blow feature you can choose to forego gaining temporary hit points from 1 or 2 dice. If you forego the hit points from 2 dice and the creature fails its saving throw, its movement speed is instead reduced to 0 feet.



PATH OF THE DEEPSTONE RAGER

Stemming from a primordial connection with earth and stone, barbarians known as deepstone ragers are able to send tremendous shockwaves of energy through the earth with the intensity of their strikes. Barbarians who follow this path are more steadfast in will and sturdy of heart than others. They rarely lose their temper outside the battlefield, and remain almost supernaturally calm even when tested. Like a living mountain the deepstone rager stands immovable, but when their fury awakens, it crashes against their foes with the force of an avalanche. Ground shudders and shakes, throwing enemies aside, and pillars of stone rise and fall with the force of their furious might.

ROOTS OF THE MOUNTAIN

Starting at 3rd level, when you begin raging, or as a bonus action while you are raging, if you are standing on solid ground you can root yourself into the ground below you, drawing strength from the earth. This effect lasts until your rage expires, or until you use a bonus action to end the effect early. Being rooted grants the following benefits and limitations in addition to your normal rage features:

- When you first become rooted, you gain a number of temporary hit points equal to your Constitution modifier (minimum of 1) + your Barbarian level. These hit points last until your root ends. As an action while you are rooted, you can restore these temporary hit points to their maximum.
- You are immune to effects that would push you or knock you prone.
- Your speed is reduced by half.
- Whenever you make a reckless attack and replace one of the attacks with a shove, if you win the contest, you can choose to both knock a creature prone and push it up to 15 feet away from you. In addition, the shoved creature takes damage equal to 1d6 + your Strength modifier + your rage damage bonus. This damage increases to 2d6 at 6th level, and 3d6 at 14th level.

MOVING GROUND

Starting at 6th level, your roots can create rubble on the surface by sending shockwaves of energy through the ground.

While you are rooted, you can use your bonus action to stomp your foot, sending tremors through the earth and creating a circle of difficult terrain on the ground in a space you can see within 60 feet of you. The circle can be up to 5 feet in radius. Starting at 14th level, the circle can be up to 10 feet in radius.

If a creature you can see is standing on difficult terrain you have created with any of this path's features, you can shove that creature on your turn as if you were standing next to them.

EARTHEN PASS

At 10th level, your affinity with earth and stone allows you to transform stone with your touch. You learn the mold earth cantrip.

By touching a stone surface for 1 minute, you can create the effect of a *stone shape* or *passwall* spell. Once you create either effect using this feature, you cannot do so again until you finish a long rest.

RISING MOUNTAIN

At 14th level, your rage becomes mighty enough to move great columns of earth and stone. Whenever you are standing on solid ground while you are raging, you can use your action to send a shock of energy into the earth, causing a pillar of stone to burst out of the ground in a space you can see within 60 feet of you.

The pillar is a cylinder that has a diameter of 5 feet and a height of up to 20 feet. The pillar has AC 10 and 30 hit points. When the column is reduced to 0 hit points, or when you stop raging, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius. The rubble lasts until cleared.

The ground where a pillar rises must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. If the pillar is created under a creature, that creature must succeed on a Dexterity saving throw (DC equals 8 + your Strength modifier + your Proficiency bonus) or be lifted by the pillar. A creature can choose to fail the save.

If the pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes bludgeoning damage equal to 6d6 + your Strength modifier, and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against this feature's saving throw DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

You can raise a pillar in this way a number of times equal to your Strength modifier (minimum of 1), and you regain any expended uses when you finish a long rest.

CRASHING MOUNTAIN

Also at 14th level, you can use your action to slam your fist into the ground, causing any pillars of stone you have created within 30 feet of you rapidly sink back into the earth. When a pillar of stone collapses in this manner the rubble falls more violently, and each large or smaller creature within 10 feet of a pillar must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your Proficiency bonus) or fall prone and take 3d6 bludgeoning damage.



DEEPSTONE RAGERS IN THE WORLD

In ancient days when the dwarven race was still young, it is said a great dragon of stone emerged from the earth and awakened the power of stone within a few of her chosen dwarves. From these few began the ancient path of deepstone ragers still carried on today. These brave and sturdy warriors strengthened their bodies and spiritually awakened their connection to the earth and stone. Over many centuries the dwarves were able to share this power with other races of stone, such as goliaths, earth genasi, and deep gnomes. Eventually even creatures such as humans, elves, and dragonborn have been known to adopt this path. Some barbarians come to awaken this connection from long years of training, while others have a natural affinity with the power of the earth and pick it up instinctually.

In the Forgotten Realms and similar settings, most deepstone ragers are solitary and live in caves among the high mountains, or in the deep passages of the underdark. Those few who do come to live in civilisation looking for fortune or company tend to be received well, and only when the deepstone rager's destructive potential is unleashed do people become wary of their presence.

I first heard a low rumble through the cavern as the earth began to shake beneath the drow warrior's feet. The drow wavered, confused, and with a shocking swiftness the ground beneath her shot up like an arrow, crushing her body against the roof of the tunnel. I caught a glimpse of a stone-skinned dwarf, his eyes glittering in the firelight at the end of the tunnel before I fled further towards the surface.

- A Journey to the Bottom of the Underdark, Vol. 3

ROOTS OF THE MOUNTAIN MANIFESTATION

The manner in which these barbarians can root themselves into earth is sometimes quite unique and unconventional. Regardless of their appearance, the options are all mechanically identical.

d8

- 1 Jagged shards of rock constantly rise and fall surround your feet and legs while rooted
- 2 Your body, your skin, even your eyes appear to become carved grey stone, appearing almost statue-like
- 3 Your hands, arms, feet, and legs appear to grow a thick coating of dark, rugged stone
- 4 While rooted your footsteps become titanic and thunderous. Small shockwaves ripple out underfoot with every step
- 5 Small hexagonal pillars of rock emerge from the earth to support and surround your feet while you move
- 6 Rocky formations which shine like obsidian or gemstone emerge from large areas of your skin while you are rooted
- 7 A disc of rock rises from the ground in the space underneath you when you root yourself, and you can ride upon it with your movements
- 8 Bark-covered roots like those of a great tree emerge from your feet and legs, spreading across the floor's surface

PATH OF THE FLAMESPEAKER

Many have compared the ferocity of a barbarian's rage to a fire, but no mere tribal fury can compare to the wildfire burning within a Flamespeaker. They are driven not by simple anger, but the primal fury of elemental magic, and harness the spiritual fire of their rage. This power is innate, and shared by creatures of natural arcana such as elementals and phoenixes. As the fires blaze within them, even occasionally consuming them, these barbarians release this barely-contained inferno in blasts of heat from their weapons and pillars of fire from their mouths.

KINDLED FURY

Starting at 3rd level, your flames of fury can ignite at the slightest spark. You can activate your rage feature as a reaction in response to a creature you can see making an attack, casting a spell, or activating a magic item. Doing so allows you to gain the benefits of your rage prior to the attack or magical effect.

RAGING INFERNO

Also at 3rd level, whenever you rage your body, armor, and weapons are wreathed in spectral flame, which grants you resistance to cold and fire damage, and sheds dim light in a 10 foot radius.

Additionally, whenever you make a melee weapon attack while you are raging, you can use fire damage in place of the bludgeoning, piercing, or slashing damage normal for the weapon. If you choose to replace your damage in this way against a flammable object that is not being worn or held, the object ignites. Objects ignited in this way are put out when your rage expires.



BREATH OF FLAME

At 6th level, while you are raging you can use your action to breathe deeply and expel spiritual fire from your mouth in a 15 foot cone. Each creature caught in the area must succeed on a Dexterity saving throw (DC equals 8 + your Constitution modifier + your Proficiency bonus), or take fire damage equal to 3d6 + half your barbarian level and ignite in flames for 1 minute. On a successful saving throw, a creature takes half damage and is not ignited.

An ignited creature takes 1d6 fire damage at the start of each of its turns. If the ignited target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water), the effect ends.

Once you use this feature, you cannot do so again until you finish a short or long rest.

FLAMESPEAKING

Starting at 10th level, the fire burning in your soul allows you to communicate with the spirits in natural flames. Up to three times per long rest, you can ask a fire one simple question, which they will truthfully answer. Typical questions include: “who started you?” “what are you burning?” “how long ago did you start?” “has a dwarf with a red beard passed this way?”

Fires have limited knowledge; treat the fire as having 7 Intelligence, with vision and hearing of the area which it illuminates. The fire's memory only reaches back to the time it was lit. Most flames are too simple minded to give dependable advice or make judgments of character.

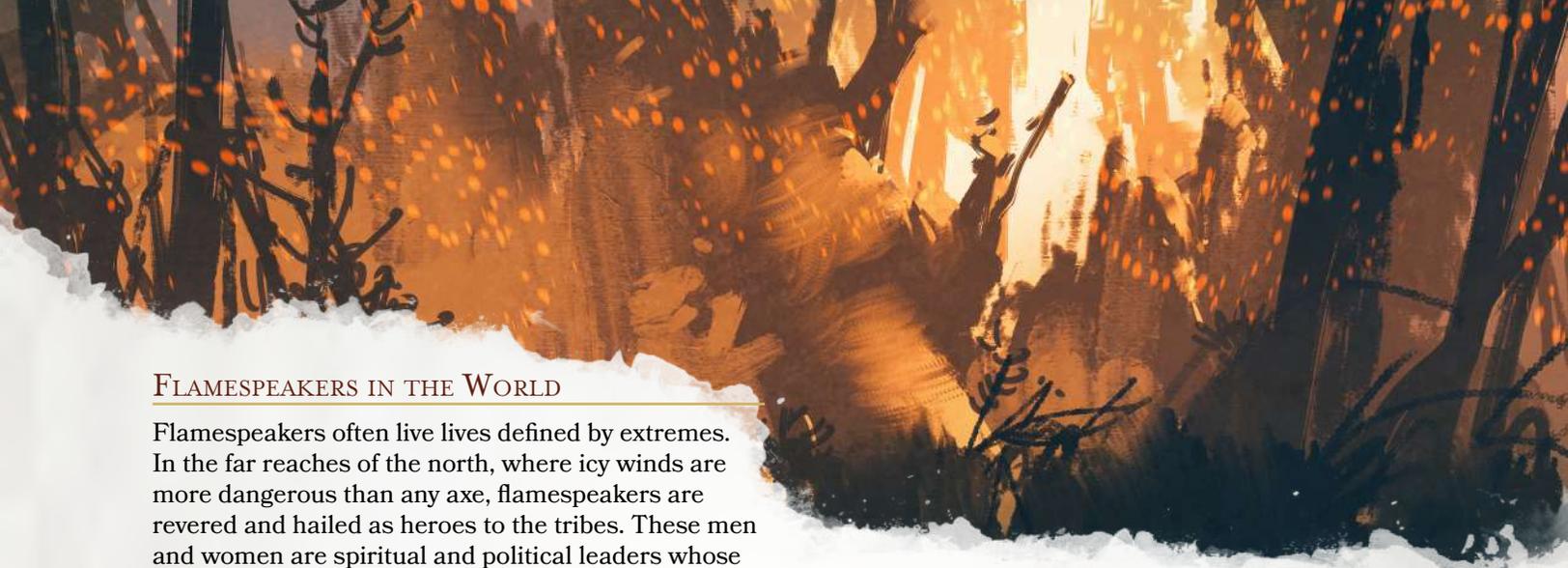
Additionally, each time you speak to a fire, you can convince it to behave in a specific way. For instance, you may ask the fire to project sparks, or to spread in a certain direction, but it cannot be convinced to burn hotter or spread faster than it normally would. This behavior also cannot break the physical rules of how a fire normally behaves, such as asking the fire to burn an inflammable object.

FORM OF THE INFERNO

Starting at 14th level, while you are raging you can use your bonus action to turn your body into spiritual flame. While burning in this way, you can move through the space of other creatures, as long as you do not end your movement in an occupied space. The first time you move through a creature's space each turn it takes damage equal to your Constitution modifier (minimum of 1).

While burning in this way, whenever you replace the damage of your weapon attack with fire damage, you can double your rage bonus damage for that attack.

This effect lasts until the end of your turn, but whenever this form would end, you can extend it until the end of your next turn by burning away 5 of your hit points. You can enter this form three times, and you regain any expended uses when you finish a long rest.



FLAMESPEAKERS IN THE WORLD

Flamespeakers often live lives defined by extremes. In the far reaches of the north, where icy winds are more dangerous than any axe, flamespeakers are revered and hailed as heroes to the tribes. These men and women are spiritual and political leaders whose opinions can start or end wars. On the high seas, surprisingly, flamespeakers are in-demand for coastal raids and ship-to-ship engagements. In most of the wooded regions of the world, though, flamespeakers are hunted like monsters and considered too dangerous to let live. Those flamespeakers who survive the inferno of their youths often settle into strangely calm lives, choosing the simple life of a farmer or tradesperson as the embers of their life burn down.

In Faerun, these driven women and men set out to make their marks on the world at a young age. Their great potential, and their fiery passions often guide them to join one of the competing factions. In Ravenloft the flamespeakers are less common and far less open with their power, sometimes meeting secretly in a tight-knit clan of secret flamespeakers. In Ravnica, these barbarians would find themselves most at home in Gruul Clan territory, or among the warriors of the Boros Legion.

SPIRITUAL FLAME MANIFESTATION

Across the realms, many barbarians have awakened spiritual flame from within themselves. How it manifests in the world can vary wildly- with their land of origin or an event in their past impacting the barbarian's appearance while raging. Regardless of their appearance, the options are all mechanically identical.

d6

- 1 You are surrounded by translucent, spectral flames. You can choose their color when you take this path
- 2 Smoke billows from your mouth, nose, and ears. When you speak, small goutts of flame emerge
- 3 Your hair becomes like fire, and your eyes begin to glow red and orange, as if from an inner flame
- 4 Your head, arms, and weapons appear to be coated with a glowing layer of lava
- 5 Whenever any part of you moves, tendrils of flame appear to trail behind you and your weapons
- 6 Your rage arises from a connection with the fiery realms of devils or demons. Within the flames that surround you ghostly, tortured faces can be seen

FLAMESPEAKING STYLE

When you reach gain the Flamespeaking ability, you may use the table below to determine the method by which you interpret the speech of flames. Regardless of their appearance, the options are all mechanically identical.

d6

- 1 You hear a soft crackling voice spoken in your head, with a cadence like an elderly man or woman
- 2 Puffs of thick smoke billow out of the fire, whose frequency and intensity signal the answer to your query. You know how to interpret these signals
- 3 A face appears in the largest section of the fire to answer you. The face may be the same each time, or change based on the fire you are speaking to
- 4 You stare into the fire, and the answer appears in words or phantoms dancing in the flames
- 5 In the sound of the fire, you can make out a soft voice speaking the answer to your question
- 6 The embers of the fire start to shift around, spelling out the answer in glowing runes. The fire runes are a special language that you can read

It is said that if a child with great sorcerous potential never awakens their magic, it will grow in intensity inside themselves until a fire emerges untamed in their soul. Perhaps these primal barbarians are the result of that same potential, but harnessed by strength and will alone.

PATH OF THE FROZENHEART

In the frigid mountains and the northern reaches of the realms, the icy night claims many victims. When a barbarian is near death from exposure to the winter frost, their rage can sometimes attract a blessing the frost giant diety, Thrym. When these barbarians return from their near-death experience, they are changed. They begin to manifest a coating of ice around them, and their blood starts to run cold in their veins. The sound of their voice can awaken a chill wind. Even among barbarians, these rare few are treated with suspicion, for they are said to have a frozen heart.

FROSTRAGE

Starting at 3rd level, whenever you rage, the fury of a frost giant flows through you, coating your skin in gleaming icicles, and making you shimmer like winter frost. While you are raging, as long as you are unarmored, the icicles that cover you grant you an additional 1 AC until you stop raging.

FRIGID STEEL

Also at 3rd level, Thrym's blessing allows you to channel a frigid cold through your weapons while you are raging. You can choose to use cold damage for your rage damage bonus.

Once during your turn while you are raging, when you hit a huge or smaller creature with a melee weapon attack you can choose to mark that creature with a magical frost until the end of your next turn. A frost-marked creature's speed is reduced by 10 feet and the first time it moves on its turn, the mark shatters, dealing cold damage equal to your Constitution modifier (minimum of 1). This effect ends early if you are incapacitated or you die. You can only have one creature marked at a time.

FROZEN REND

Also at 6th level, whenever you hit a frost-marked creature with a melee weapon attack, you can make the mark explode in a blast of freezing energy, ending the mark and dealing an extra 2d6 cold damage to the marked creature and 1d6 cold damage to each creature of your choice within 5 feet of it. You can make a mark explode in this manner a number of times equal to your Constitution modifier (minimum of once), and you regain any expended uses of it when you finish a long rest.

The frost explosion's damage increases to 4d6 and 2d6 at 10th level, increasing again to 6d6 and 3d6 at 14th level.

ICEWIND CALL

At 6th level, while you are raging you can use your bonus action and call to the winds to create a blast of freezing air in a 15-foot cone directly in front of you. Any large or smaller creature standing in the cone

must make a Dexterity saving throw (DC equals 8 + your Constitution modifier + your Proficiency bonus), or be pushed up to 20 feet away from you in the direction you are facing, and have their speed reduced by 15 feet until the start of your next turn. On a successful saving throw, a creature is only pushed half the distance and its movement speed is not reduced. You can use this feature three times, and you regain any expended uses of it when you finish a short or long rest.

ICY BLOOD

By 10th level, your blood begins to run freezing cold through your veins, rapidly closing your wounds and making you cold to the touch. Whenever you take damage that reduces you to 0 hit points, you automatically become stable and unconscious instead of making death saving throws. You can still automatically fail death saving throws by being damaged while unconscious.

In addition, you become acclimated to high altitude, including elevations above 20,000 feet. You also become adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

ICE AGE

Starting at 14th level the freezing blast of your frost-mark spreads beyond the creature affected, chilling its allies to the bone. Whenever you make a mark explode with Frozen Rend, you can choose to spread the frost-mark to each creature of your choice damaged by the cold. These additional frost-marks do not count against the number of creatures you can mark with your Frigid Steel ability, and they last until the end of your next turn.



FROZENHEART BARBARIANS IN THE WORLD

A frozenheart barbarian's place in the world is often determined by the circumstances leading to them being blessed by Thrym. In Faerun, certain brutal tribes across the Spine of the World send young warriors into the snows to face these life-threatening circumstances intentionally as a merciless rite of passage. In contrast, many barbarians with frozen hearts are born of drive, instinct, and the will to live. These men and women trapped in the coldest reaches, and snow capped mountains and forced to survive on their barbaric instincts alone, and in their struggle attract the attention of the giant god. They return to the civilized world alive, but little of the trapper or trader who ventured to the mountain survives.

Frozenheart barbarians tend to live in solitude, being distant towards others and very slow to trust. Few outsiders are willing to put much trust in them, in return. Despite this, once a barbarian with a frozen heart has set their will to a cause or placed their trust in another, the bond is nearly unbreakable.

FROST-MARK MANIFESTATION

The appearance of the frost-marks a frozenheart barbarian creates with Frigid Steel can depend on their clan, their personality, the nature of their exposure to frost, or their blessing from Thrym. Regardless of appearance, the options are all mechanically identical.

d6

- 1 The place where your weapon struck the target freezes over with a thin layer of deep-blue ice
- 2 The target shivers uncontrollably while marked, but appears normal otherwise
- 3 Each of the target's hairs, or strands of fur instantly becomes coated with white frost
- 4 A glowing blue rune in the language of giants appears on the target
- 5 A chill wind circles the target, blowing their hair and clothes about
- 6 The target's skin and eyes lose their normal color, and become a pale blue as their speed is reduced

FROZENHEART HISTORY

Many roads lead to a barbarian's heart becoming frozen. Which did you take? This path is followed only by a worthy few, but many different events could lead to your harrowing encounter with winter frost and subsequent blessing from Thrym. Your Dungeon Master can allow you roll on the following table, to choose from among the options, or to make your own.

d6

- 1 Out of bravery, madness, or perhaps both, you undertook exposure to the cold as a rite of passage or pilgrimage, with the goal of petitioning Thrym
- 2 A blizzard of unprecedented violence caught you in the open, but you did not bend to it until your final moments of toil and fury. Your impressive willpower caught the eye of Thrym
- 3 After an avalanche journeying through the mountains, your animals and fellow travelers died, leaving you trapped under the snow. Through the strength bestowed by Thrym you escaped your snowy prison and arrived pale, and coated in frost
- 4 A long winter extended by magic left you with dwindling supplies and heat. After many months struggling against the elements, you nearly succumbed to the dark, creeping death of winter frost if not for the blessing of Thrym
- 5 With Thrym's blessing, you barely survived the unparalleled cold of a white dragon's breath, or the wrath a frost sorcerer in full force. You may be seeking revenge against the foe who nearly slew you with cold
- 6 Thrym, god of the frost giants, watches the wanderers and those already cold of heart. He has no pity of them, but in the most solitary he sees a kindred soul. Your blessing of cold was after months of isolation from all but plant and animal life

In settings beyond Faerun where Thrym is not a deity, barbarians of this path can come about as the result of other magical beings of ice. Ancient white dragons, queens of frost, gods of winter and cold, and other primordial elemental powers are suitable sources. In Ravenloft, these powers can be a result of a dark gift, or a side-effect of the barbarian's first transit through the mists. For Ravnican barbarians, elemental experiments by the Izzet League could provide the source of this connection to frost.

PATH OF THE IMMORTAL TITAN

FROM MORDENKAINEN'S CODEX OF ALLIES

Barbarians who follow the Path of the Immortal Titan are known as immortals. Immortals are renowned for both strength and tenacity. These massive barbarians are resilient combatants who can move swiftly in heavy armor and grow to achieve incredible feats of titanic strength. Many of these warriors draw this incredible power from a bloodline shared with giants, or other legendary ancestry. Others are able to awaken this power with their strength and fury alone.

IMMORTAL RESILIENCE

Starting at 3rd level, you gain proficiency in heavy armor. You can use your Rage feature and gain the benefits of Fast Movement while wearing heavy armor.

In addition, at the start of each of your turns while you are raging, you gain a number of temporary hit points equal to half your barbarian level + your Constitution modifier if you have at least 1 hit point. The hit points disappear when you stop raging.

TITANIC GROWTH

Starting at 6th level, while you are raging you may use your bonus action to grow, gaining the “enlarge” effect of the enlarge/reduce spell (no concentration) until the end of your next turn. You can use this ability a number of times equal to your Proficiency Bonus and you regain all expended uses when you finish a short or long rest.

In addition, the extra 1d4 weapon damage from the “enlarge” effect becomes 1d6 at 10th level and 1d8 at 14th level.

MIGHTY LEAP

Starting at 10th level, you may use your bonus action to jump a number of feet horizontally equal to or less than half your walking speed with Fast Movement. If you are enlarged by your Titanic Growth when you jump in this way, each creature within 5 feet of the spaces you land must succeed on a Strength saving throw (DC equals 8 + your Proficiency bonus + your Strength modifier) or be knocked prone. Jumping in this manner does not expend any feet of movement.

UNYIELDING FORCE

Starting at 14th level, whenever you hit a huge or smaller creature with a melee attack while you are raging, you can use your reaction to force the target to succeed on a Strength saving throw (DC equals 8 + your Proficiency bonus + your Strength modifier) or be knocked up to 15 feet away from you in a straight line. While you are enlarged by your Titanic Growth, you can knock a target up to 25 feet away from you. If the target hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage for each 5 feet of movement remaining.



PATH OF THE RAGE CHIEFTAIN

Many leaders of the barbarian tribes make claim to old noble bloodlines and call themselves chieftain. Most of these are warlords and tyrants. Rage chieftains instead rely on leadership and martial prowess to unite their people and inspire their allies in war. Equal measures noble and savage, on the battlefield a rage chieftain inspires their troops with the fury of their warcry, and their own skill with axe and blade. The rise of a true chieftain is a story marked by the fall of enemy after enemy. Once in power, these great leaders rule by a combination of noble strength, wisdom, and cunning. The greatest and most foul of Rage Chieftains are conquerors, uniting dozens of local tribes under a single banner. To these powerful few, the most important battlefield is often the noble court of neighboring kings.

LEADERSHIP SKILLS

At 3rd level, a rage chieftain gains certain skills as a leader, depending upon their training and attitudes. You gain proficiency in two of the following skills: deception, history, insight, intimidation, and persuasion.

RAGING WARCRY

Starting at 3rd level, whenever you begin raging, or as a bonus action while you are raging you can perform a warcry, and unleash its power with your fury. You can perform a warcry in this manner a number of times equal to $1 +$ your proficiency bonus, and you regain any expended uses when you finish a long rest. You learn two war cries at 3rd level, learning one additional warcry at 6th level, and again 14th level. When you level up, you can replace a warcry you know with another from the options presented.

BATTLEFIELD PRESENCE

Starting at 6th level, whenever you make a reckless attack while raging and the attack hits, your mighty strength and commanding presence fills your allies with the thrill of battle. Until the start of your next turn, as long as you are raging, allied creatures within 10 feet of you can add half your rage damage to their melee weapon attacks.

SAVAGE NOBILITY

At 10th level, your unmistakable power commands respect, even among those of noble blood. You have advantage on all (Persuasion) and Charisma (Intimidation) rolls. When negotiating with nobles, royalty, officials, and subordinates such as guards and soldiers, your proficiency bonus is also doubled.

EMPOWERED WARCRY

At 14th level, your warcries become empowered with the fury of your ancestors. Each warcry gains a bonus.

WARCRY OPTIONS

The Raging Warcry feature lets you choose options for it at certain levels. The options are presented here in alphabetical order.

If an option requires a saving throw, your warcry save DC equals $8 +$ your proficiency bonus $+$ your Constitution modifier.

Encouraging Warcry. Your warcry bolsters your allies resolve. Each allied creature of your choice within 20 feet of you (other than yourself) that can hear you gains a number of temporary hit points equal to $5 +$ half your barbarian level. These hit points last until the end of your next turn.

At 14th level, the temporary hit points instead last until you stop raging.

Furious Charge. Your warcry inspires a forward charge. Each allied creature within 60 feet that can hear you (other than yourself) can use its reaction to move up to its movement speed towards an enemy. Any ally who moves in this way must end their movement closer to the enemy than they started.

At 14th level each creature that moves also gains a bonus to their movement speed equal to the barbarian's Fast Movement feature. This bonus lasts until you stop raging.

Howling Warcry: Your warcry strikes fear into the hearts of your enemies. Each creature of your choice within 20 feet that can hear you must make a Wisdom saving throw or have disadvantage on the first saving throw they make before the end of your next turn.

At 14th level allied creatures within 20 feet of you can use their reaction to join the howling warcry. Each creature of your choice within 20 feet of those allies must also make the saving throw.

Resolute Call. Your warcry can focus the minds and mend the broken spirits of your allies. Any creature of your choice within 20 feet who is under the frightened or charmed condition can immediately make a saving throw against the effect, if the effect has one.

At 14th level, each allied creature gains advantage on the saving throw.

Stand and Fight. Your warcry prevents the escape of your enemies. Until the start of your next turn, if an allied creature within 30 feet that can hear you (other than yourself) makes an opportunity attack and the attack hits, they can immediately make an additional attack with disadvantage against the same creature.

At 14th level, the second attack is not made with disadvantage.

(cont. on next page)

Taunting Warcry. Your warcry issues a challenge to your foes. Each creature of your choice within 20 feet of you that can hear you must succeed on a Wisdom saving throw or have disadvantage on any attack roll that doesn't target you until the end of your next turn.

At 14th level, you also gain resistance to all types of damage except psychic until the end of your next turn.

Warlord's Call. Your warcry awakens a battle-fury in your allies. Each creature of your choice within 20 feet that can hear you (other than yourself) gains advantage on its first attack roll made with a melee weapon before the end of your next turn.

At 14th level, the warcry also grants each affected creature advantage on its first ranged weapon attack roll before the end of your next turn.

RAGE CHIEFTAINS IN THE WORLD

Rage chieftains are leaders and warriors, the greatest of which rise to prominence as heroes of their clan, or tyrannical conquerors. They are often drawn to leadership roles within their own tribe, but many find themselves as commanders of troops, or simply wandering the civilized lands with a small group of allies.

In Faerun, a rage chieftain might come from the Uthgart tribes and leave their lands seeking trade or treaties with neighboring territories. In the hills of Ravenloft, rage chieftains are more likely to be akin to warlords, seeking to expand by force and violence. Throughout Gruul Clan in Ravnicia, chieftains rise and fall like the fire of the mountains, and are forced out as often as they are slain.

REASON FOR LEAVING

As a natural leader and respected warrior of a tribe, a rage chieftain rarely leaves their homeland without reason. Your Dungeon Master can allow you roll on the following table, to choose from among the options, or to make your own.

d6

- 1 Enemies circled around your small group of noble tribes, and you need allies to survive
- 2 Your tribe once laid claim to many lands, and you seek to challenge their current rulers
- 3 Kings and queens of the city dwellers have strange and interesting ways of ruling their subjects. You wish to learn from their successes and failures and return a great ruler
- 4 After a vicious battle for the chiefdom, you were deposed by a dishonorable usurper
- 5 To unite the tribes of your land, you need a lost ancestral weapon. Without it any claim will surely be rejected
- 6 Generations ago the people of your tribes were scattered to the winds in a great conflict. If you are to unite them, you must first find them

WARCRY STYLE

The warcry of a rage chieftain defines them on and off the battlefield. Rumors of its sound may spread far and wide, and become recognized and feared. Each Rage Chieftain has a unique style of warcry. Regardless of their sound or appearance, the options are all mechanically identical.

d6

- 1 **Yell:** Your power is perhaps the most impressive as you are able to terrorize enemies and command allies with nothing more than the power of your natural voice
- 2 **Horn:** You carry with you a war horn, taken from some great beast generations ago. The horn is not required to perform your warcry
- 3 **Warsong:** Like a skaldic warrior, you sing ancient songs of your tribe to invoke the power of your warcry
- 4 **Tongues:** When you enter your rage you speak in unintelligible tongues, channeling an ancient and seemingly otherworldly language to empower your warcries
- 5 **Ancestral Cry:** Whenever you use a warcry, all creatures around you hear your voice intermingled with the voices of your ancestors echoing on the wind
- 6 **Dance:** Your warcry is most often performed as part of a dance. Your tribe dances for many things. You dance for war. For peace. For rituals. You dance on the battlefield. Sometimes, you just dance



“When negotiating with a barbarian chieftain, one does not play at politics. These savages may appear as brutes, but they approach each conversation with the same ferocity as they would a fight to the death.”

– Volo's Guide to the Southern Tribes

PATH OF THE RUNEMARKED

The magic language of the runes was discovered by a god of wisdom and truth who taught it to his favored clan of dwarves. It was first held secret, but through the generations the tradition of the language spread, and has been passed down in the barbarian groups who call themselves runemarked. These tribes, often still of dwarven origin, use their skin as living scrolls and inscribe themselves with magical tattoos which grant them great power. As barbarians, they tend to lack a scholarly understanding of spells, but nonetheless have learned to master the creation of these runemarks through careful practice that takes many years to learn.

RUNEMARKED SPELLCASTING

When you reach 3rd level, you gain a specialized form of spellcasting that uses magical tattoos called runemarks to awaken magic even when you rage.

This path's spell slots cannot be used in the normal manner described in Chapter 10 of the Player's Handbook. Instead you must expend spell slots using the Scribe Runemark feature to inscribe your skin with runemarks which allow you to cast a spell once. You regain any expended spell slots when you finish a long rest.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your runemarked spells, since your magic draws upon ancient traditions passed down through many generations. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a runemarked spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Wisdom modifier

Spell attack modifier = your proficiency
bonus + your Wisdom modifier

LEARNING NEW SPELLS

Starting at 3rd level you learn three spells from the Runemarked spell list. You learn one new spell every second level thereafter. Each of these spells must be of a level for which you have spell slots, as shown on the Runemarked table.

Additionally, when you gain a level in this class, you can choose one of the runemarked spells you know and replace it with another spell from the Runemarked spell list, which also must be of a level for which you have spell slots.

CANTRIPS

At 3rd level, you learn two cantrips from the Runemarked spell list. You learn an additional cantrip at 10th level.

SCRIBE RUNEMARK

Starting when you take this path at 3rd level, you gain proficiency in tattooists tools, which you can use to inscribe yourself with magical tattoos called runemarks.

Whenever you finish a short or long rest you can use your spell slots to inscribe your skin with a number of runemarks up to the number shown in the Max Runes column on the Runemarked Spellcasting table. Each runemarked spell also has a body part associated with it, and you cannot have more than 2 active runemarks on any part of yourself. The body parts are: arms, hands, head, legs, and torso.

Runemarks work differently than most other spellcasting. Each runemark contains one spell which you are able to cast once before the next time you finish a short or long rest. A runemark only stores a single spell, and it can only be activated once before the magic fades, turning the mark into a faint outline. For this reason, you can inscribe a spell multiple times during a short or long rest.

Making these ritual tattoos is painful, each time you inscribe a runemark, you must reduce your maximum hit points by the level of the inscribed spell until you finish a long rest.



RUNIC RAGE

Also at 3rd level, while you are raging you can cast and concentrate on Runemarked spells inscribed upon yourself. You can also cast cantrips from the Runemarked spell list that you know while raging.

RUNIC PROTECTION

Starting at 6th level, the interwoven outlines of magical tattoos that cover your body grant you a tough layer of protection. You can choose to calculate the Armor Class of your Unarmored Defense feature in the following way: 10 + your Wisdom modifier + your Constitution modifier.

FOCUSED SPELLFURY

Also at 6th level, you learn to use the rage flowing through your body to focus runemarks upon your skin. When you make a saving throw to maintain your concentration while raging, you can choose to automatically succeed on the saving throw. You can use this ability once each time you rage.

GIFT OF RUNES

Beginning at 10th level, once during each short or long rest when you use your Scribe Runemark feature, you can expend a spell slot to inscribe one runemark on a willing humanoid. The mark follows the same benefits and restrictions, and the creature must reduce its maximum hit points by the level of the inscribed spell until it finishes a long rest.

RECKLESS CANTRIP

Starting at 14th level, whenever you attack recklessly during your turn, you can choose to forego the advantage on one of your attack rolls to replace that melee weapon attack with a cantrip you know that requires a melee attack as part of its casting.

RUNEMARKED SPELLCASTING TABLE

Barb. Level	Cantrips Known	Max Runes	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	2	2	—	—	—
4th	2	2	3	—	—	—
5th	2	2	3	—	—	—
6th	2	3	3	—	—	—
7th	2	3	4	2	—	—
8th	2	3	4	2	—	—
9th	3	3	4	2	—	—
10th	3	4	4	3	—	—
11th	3	4	4	3	—	—
12th	3	4	4	3	—	—
13th	3	4	4	3	2	—
14th	3	5	4	3	2	—
15th	3	5	4	3	2	—
16th	3	5	4	3	3	—
17th	3	5	4	3	3	—
18th	3	5	4	3	3	—
19th	3	6	4	3	3	1
20th	3	6	4	3	3	1

RUNEMARKED SPELLS

Cantrips

Blade Ward
Booming Blade
Druidcraft
Green-Flame Blade
Light
Resistance
True Strike

Rune Location

1st level

Absorb Elements	Torso
Arcane Weapon	Arms
Armor of Agathys	Torso
Expeditious Retreat	Legs
False Life	Hands
Heroism	Arms
Longstrider	Legs
Protection from Evil and Good	Hands

2nd level

Alter Self	Arms
Blur	Torso
Darkvision	Head
Enhance Ability	Legs
Misty Step	Legs
Protection from Poison	Hands
See Invisibility	Head
Spider Climb	Legs

3rd level

Blink	Torso
Elemental Weapon	Arms
Haste	Legs
Protection from Energy	Hands
Speak with Dead	Head
Water Walk	Legs

4th level

Death Ward	Hands
Dimension Door	Legs
Freedom of Movement	Legs
Shadows of Moil	Torso
Polymorph	Torso

TATTOOISTS TOOLS

A set of tattooists tools contains special ink, needles, and a variety of small utensils which are designed to enable you to create tattoos on yourself or other creatures. Most proficient users can only make mundane tattoos, but some creatures are trained in the ways of making magical tattoos with these tools.

RUNEMARKED BARBARIANS IN THE WORLD

In the lands of Faerun, the Runemarked are tied by tradition and heritage to the dwarven kingdoms. The knowledge of these runes has spread through both the hill dwarves and mountain dwarves on the surface who passed on the tradition over many generations. In the Underdark, the cruel grey duergar guard the secrets of these runes jealously and kill to maintain the power of their hold on the runes. In Ravenloft the runemarked more often must conceal their runemarks to avoid undue suspicion. On Eberron the runemarked are sometimes misunderstood to be utilizing some archaic and poorly understood technology rather than true practitioners of magic.

RUNEMARK STYLE

Across many tribes, the techniques of runemarked barbarians have become quite varied. Regardless of their appearance, the options are all mechanically identical.

d6

- 1 Words in an ancient script: celestial, draconic, dwarven, elven, giant, infernal, or a lost language. The script glows while you concentrate
- 2 Tattoos of natural and magical figures, dragons, beasts, trees, and great persons. They appear to come alive when the runemark is activated
- 3 The activated runemark drifts off of your skin when you activate a spell, and disappears afterwards
- 4 Traditional tattoos with sweeping abstract shapes. They move on your skin while concentrating
- 5 Your runemarks are in the shape of constellations, and the marked stars light up when casting spells
- 6 Your runemarks are made by ritually scarring your skin. The scars heal more quickly than normal wounds, but mark and mar your flesh



To show how the runemarked barbarian works in action, here is a detailed explanation of an adventurer's day until the first short rest:

Vallock is a 15th level runemarked barbarian and at the end of his long rest is inscribing himself with 3 first level spell slots and 1 second level spell slot. He chooses to inscribe 2 *absorb elements* spells on his torso, 1 *arcane weapon* spell on his arms, and 1 *enhance ability* spell on his legs. He then must reduce his maximum hit points by 5 until he finishes the next long rest.

While climbing a great mountain, Vallock and his party encounter a massive stone that needs to be moved, but the party lacks the needed strength. Vallock decides to use his action to cast *enhance ability*, and doubles his lifting capacity by choosing the Bear's Endurance effect. The rune glows as he concentrates on it, and he lifts the rock and clears the path. Afterwards the rune becomes a faint outline on Vallock's skin.

Later, when his party encounters two mages at the mountain's peak, Vallock uses his action to cast *arcane weapon*, choosing the cold effect, and uses his bonus action to enter a rage. While he is raging, he continues to concentrate on his *arcane weapon* spell. He is hit with a mage's *lightning bolt* spell and decides to use his reaction to cast *absorb elements*. He then uses his 6th level feature, Focused Spellfury to gain advantage on the saving throw to maintain concentration, and succeeds on the save.

On his next turn Vallock moves next to a mage and takes the Attack action, deciding to attack recklessly. He chooses to forego advantage on his attacks to replace the first melee attack with a *green-flame blade* cantrip. His attack roll hits, and deals 2d8 extra fire damage for the *green-flame blade*, 1d6 extra lightning damage for the *absorb elements*, and 1d6 extra cold damage for the *arcane weapon*.

After defeating the mages in a glorious battle, Vallock and his party take a short rest. The last remaining rune containing an *absorb elements* spell fades and becomes a faint outline, and Vallock begins inscribing himself again using his remaining spell slots.



PATH OF THE SPELLBREAKER

Some barbarians hail from cultures where the actions of evil spellcasters have caused great turmoil. Generations of constant battle against the magical forces brought these barbarians nearly to their knees. But, through brutal training and the favor of their gods, these tribes discovered ancient ways for destroying magic and its influence. Their training toughens them to the effects of magic, and imparts upon them a conviction that can shatter magical effects with a powerful shout. They have been known by many names over time: wizard slayers, magic forsakers, but they are known in these times as spellbreakers.

MAGIC FORSAKER

Starting at 3rd level whenever you destroy a magic item or defeat a spellcaster whose CR is at least 1/4 your level, you gain a bonus to your weapon attack rolls and damage rolls equal to half your proficiency bonus. This bonus lasts until you finish a short or long rest. Once you gain this effect, you cannot do so again until you finish a long rest.

BREAKER'S FURY

Also at 3rd level, while raging, you have advantage on the first saving throw you make against spells and magical effects each turn.

SPELLBREAKING SHOUT

Starting at 6th level, while you are raging you can make a spellbreaking shout, ending magic with your conviction alone. You can shout in two different ways:

Whenever a creature you can see within 60 feet of you begins casting a spell you can use your reaction to try to disrupt the casting with a spellbreaking shout. If the creature is casting a spell of a level equal to or less than one-third of your barbarian level, its spell fails and has no effect. If it is casting a spell of a higher level, make a spellbreak check (1d20 + your Constitution modifier + your Proficiency bonus). The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

You can also try to dispel magical effects with your spellbreaking shout. As an action you can choose one creature, object, or magical effect within range. Any spell on the target of a level equal to or less than one-third of your barbarian level immediately ends. For each spell of a higher level on the target, make a spellbreak check (1d20 + your Constitution modifier + your Proficiency bonus). The DC equals 10 + the spell's level. On a successful check, the spell ends.

You can make a spellbreaking shout twice, and you regain any spent uses when you finish a short or long rest.



Some extreme followers of this path cannot abide by any magic use. They eschew use of magic items, and attempt to avoid any and all magical effects. Thankfully such spellbreakers are rare, and in all my journeys I have yet to meet one face-to-face.

SLIPPERY MIND

Starting at 10th level, your senses have been trained to past the trickery of magic and illusions. You have advantage on Intelligence (Investigation) checks made to determine if something is an illusion, or to otherwise see through illusion magic.

In addition, as an action you can heighten your senses to gain the ability to see magical effects for 10 minutes (this ability works like the spell *detect magic*, but does not require concentration). Once you focus your senses in this way you cannot do so again until you finish a short or long rest.

FOCUSED SPELLBREAK

Starting at 14th level, your hatred and conviction to destroy evil magic allows you to break all spells around you with a focused fury.

As an action while you are raging, you can use your action to gain the effects of an *antimagic field* spell, except the sphere surrounding yourself only has a radius of 5 feet. This effect is not a spell, but you must concentrate on the effect, focusing your rage to manifest this spellbreaking field. The effect lasts for 1 minute, but it ends early if your concentration is broken or you stop raging.

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

SPELLBREAKERS IN THE WORLD

In any realm, spellbreakers are dangerous opponents for spellcasters and often find themselves in high demand by those who are enemies of magic. Though their methods and even presence can be disruptive, many mercenary groups are willing to deal with a skilled spellbreaker, deciding that their usefulness outweighs their inconvenience. Spellbreakers in Faerun live dangerous lives, as powerful groups like the Red Wizards or the City of Shade see them as a threat. Their drive to eliminate evil spellcasters can often make them an asset of one of Faerun's many competing factions.

Through Ravenloft spellbreakers are hunters of dark creatures and the bane of witches and warlocks. For this reason, they are hunted in turn by vampires, evil wizards, and all manner of vile creatures. These brave breakers are allies to vampire slayers and mage-hunters alike.

In Eberron the spellbreakers are uncommon, but their demand is tenfold. Secret employment of a strong spellbreaker is a hidden knife in the incessant wars between the great Dragonmarked houses.

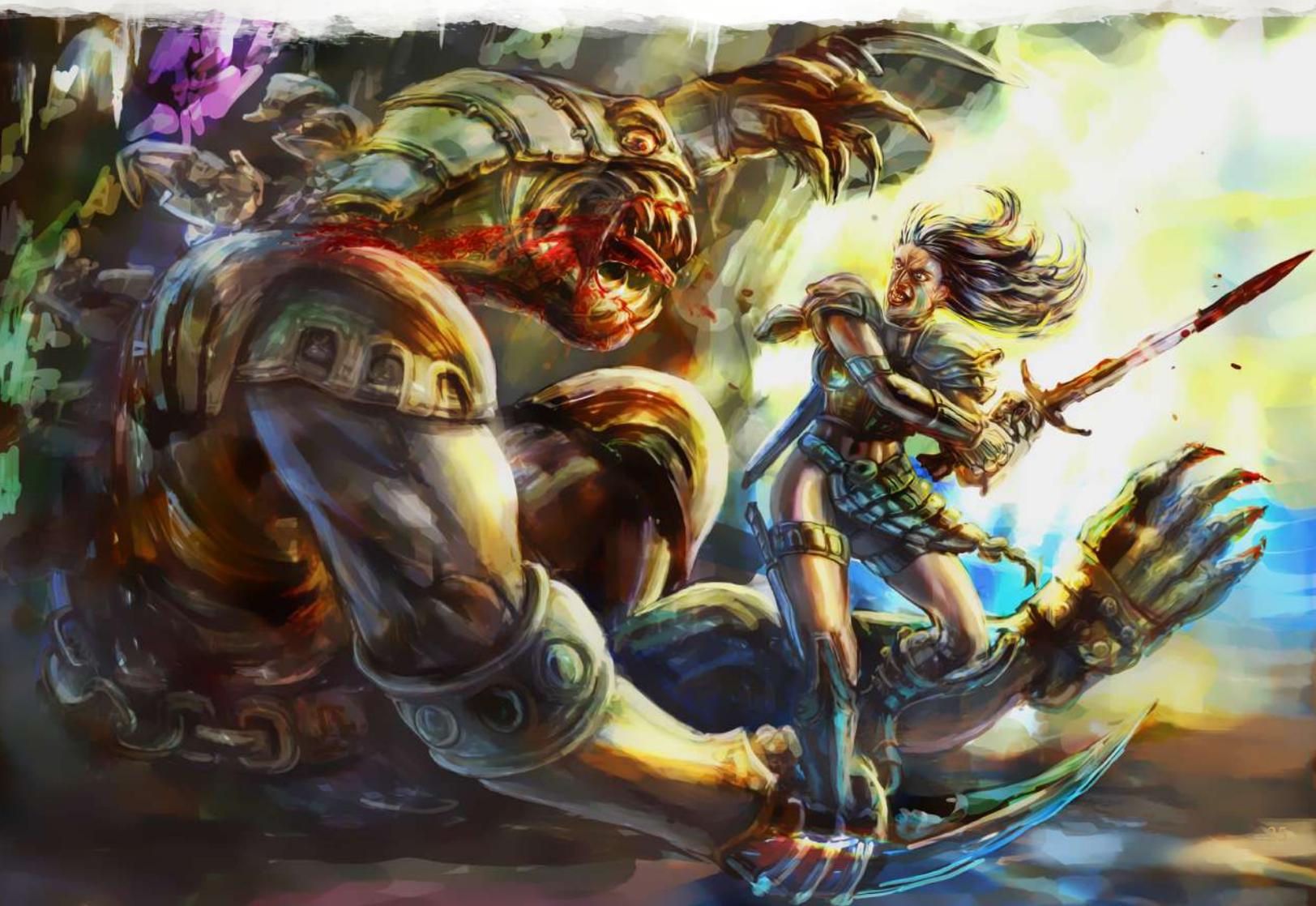
In Ravnicca, such barbarians may find employ in the Orzhov Syndicate or Azorius Senate, as their ability to nullify spellcasters is useful for enforcing the guild's will.

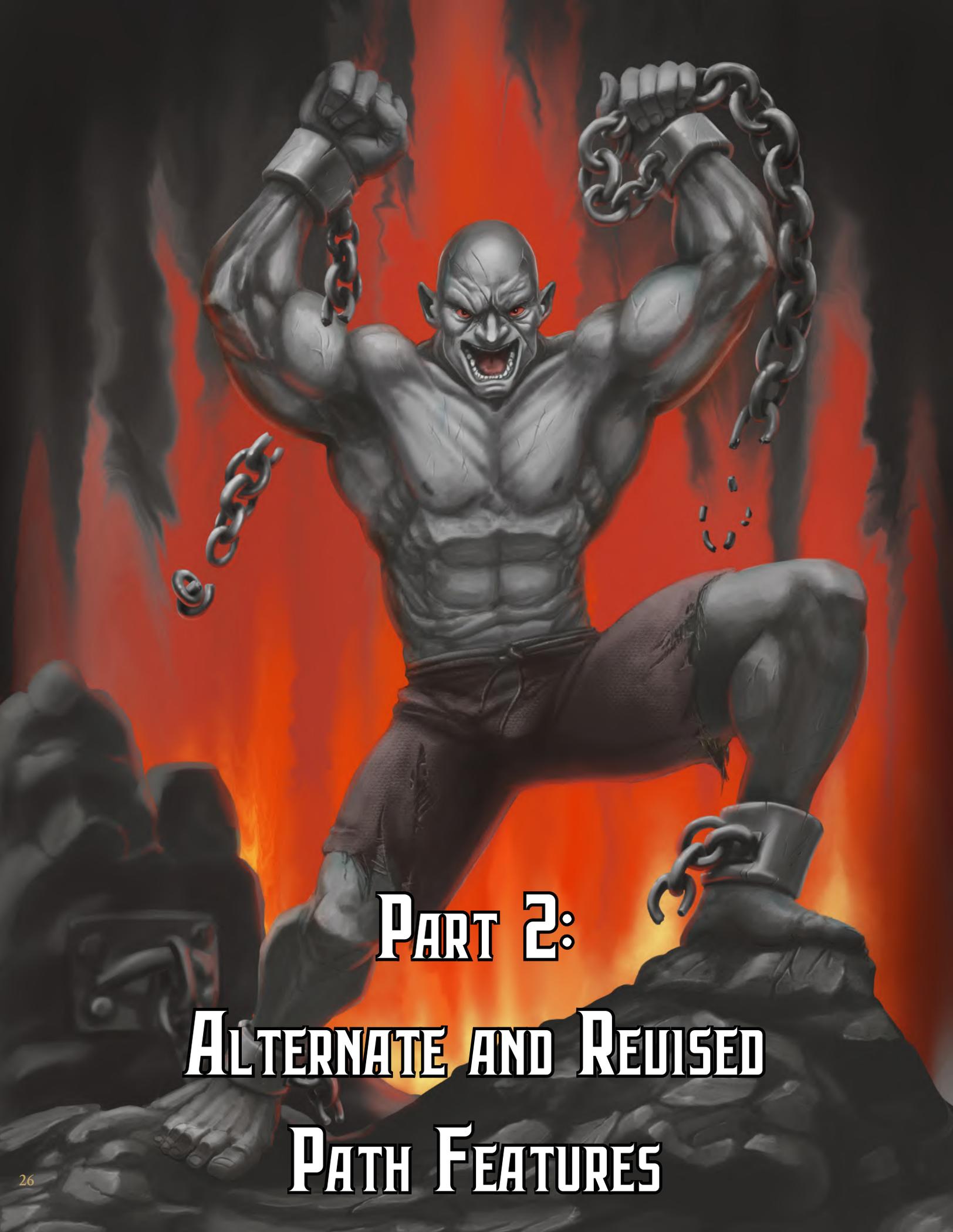
EFFECT ON MAGIC

As you adventure, the magic nullifying techniques of your path strengthen, and the effect you have on minor magics becomes noticeable. Choose how this effect manifests. Regardless of appearance, the options are all mechanically identical.

d6

- 1 Magic items are weighed down in your grip and feel unnaturally heavy in your hands
- 2 Whenever you strike a magic user actively concentrating on a spell, sparks shoot forth as you clash with their magic energy
- 3 Whenever a spell is broken by your abilities, it releases a tiny wisp of smoke.
- 4 Illusions and other pervasive magics seem to shrink away from you once you notice them
- 5 Whenever you are damaged by a spell, your eyes change to an unnatural color to match the type of damage and glow slightly until the end of your next turn
- 6 Whenever you are under the effect of a non-damaging spell, you feel a tingling sensation, like tiny bolts of arcane energy arcing through your body





PART 2:
ALTERNATE AND REVISED
PATH FEATURES



PATH OF THE BATTLERAGER

The Dwarven “axe idiots” of much fame are warriors who rush into battle using their whole body to strike with a specially crafted form of spiked armor. But it is not only these dwarves who wear it. As their smithing improved, the dwarves who created the first spiked armors divulged their secrets to the surrounding clans. From these rumors, the craft and training of battleragers spread far outside the lands of the dwarven folk. Now in the underdark’s vast tunnels, Orog are using dark forges to craft serrated armors which mimic those of dwarven make. Some human and goliath clans in the mountains have been seen wearing similarly crafted armors. Even some drow, of all folk, have been sighted in the far reaches of the underdark wearing notably sleeker, but nonetheless spiked armor.

RESTRICTION IS OPTIONAL

In its original version, this subclass is restricted to dwarves (at least in the Forgotten Realms). This is mostly a hold-over and nod to R. A. Salvatore’s legendary Drizzt books. There is nothing in the class that relies on dwarf racial features, and there are many examples of adventurers wearing armor that has spikes on it, orcs and humans especially. Fifth Edition is less restrictive by design, and it is recommended that the Dungeon Master lift the Dwarven race restriction.

REVISED BATTLERAGER FEATURES

These changes are designed to make a battlerager’s defenses and damage scale as they level, alongside quality of life improvements. You will need the original version of the archetype in *Sword Coast Adventurer’s Guide* to utilize these changes.

BATTLERAGER ARMOR +

Instead of your target taking 3 piercing damage from your spiked armor when your grapple check succeeds, it takes piercing damage equal to your Strength modifier. While you are raging, you can also add your rage damage.

ARMOR SMITH

Starting at 3rd level, you gain proficiency in smiths tools. During a long rest, you can use smiths tools and 75 gp worth of materials to attach armor spikes to any medium armor. A set of armor retains its current AC and other basic statistics when you modify it in this manner, but becomes spiked armor (as in *Sword Coast Adventurer’s Guide*) for all other purposes.

If you attach spikes to magic armor in this manner, your attacks made with the armor spikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the modified magic armor has a bonus to its AC (such as a +1 breastplate) you gain the same bonus to attack rolls and damage rolls made with the armor spikes.

BATTLERAGER CHARGE +

You do not need to be raging to use Dash as a bonus action.

While raging, when you take the Dash action and move at least 30 feet in a straight line towards a creature, if you end your movement within 5 feet of that creature, you can make a single weapon attack with your armor spikes as part of that Dash.

SPIKED RETRIBUTION +

Instead of the attacker taking 3 piercing damage, it takes piercing damage equal to your Strength modifier.

ARMOR BOND

d6

- 1 Your armor is a battle-scarred heirloom, passed down for many generations in your family
- 2 You sharpen and oil your armor spikes after you finish a particularly tough battle
- 3 You make constant efforts to improve your armor, treating its embellishment as a creative art
- 4 You are constantly surrounded by a thick smell of dirt and sweat, being loathe to wash your armor
- 5 You notice all the sharp and spiny things around you, and often try to fit them into your armor
- 6 You are quick to notice craftsmanship in armors, and you see a poorly smithed suit as a travesty

PATH OF THE BERSERKER

The mighty berserker, fiercest of all paths. These warriors push themselves to the point of exhaustion, and farther yet for the ferocity it awakes within battle. During one of many wars and struggles of barbarian clans, a great berserker king had his mind lost in an endless rage, and drove his body to weakness and eventually, death. After the loss of their king, the barbarians who once raided under his rule worked tirelessly to find a way to avoid this fate. They strengthened the willpower of the rage they wield, allowing them to push past the limits of their mortal bodies. In doing so they found a way to rest their overworked minds and bodies in a state of willfully-induced unconsciousness.

REVISED BERSERKER FEATURES

The berserker is a path very much beloved, but their interaction with the exhaustion mechanic badly hinders their frenzy, which is easily their most important feature. These changes are designed to let the berserker push their exhaustion further, and recover from it faster. You will need the original version of the archetype in the Player's Handbook to utilize these changes.

FRENZY +

Starting at 3rd level, while raging you can treat your level of exhaustion as if it were 1 level lower.

RENEW VIGOR

Starting at 6th level, whenever you begin a short rest, you can choose to spend 3 hit dice to knock yourself unconscious for 1 hour through sheer determination and willpower. You do not regain any hit points from these spent hit dice.

You cannot be awakened during this time, except by taking damage. At the end of this rest, if you are not interrupted, you recover 1 level of exhaustion in addition to the normal effects of a short rest. You can only recover levels of exhaustion that you gained from entering a frenzy in this manner. Once you become unconscious in this way, you cannot do so again until you finish a long rest.

PATH OF THE TOTEM WARRIOR

The spiritual totem warriors are a common sight among barbarian clans, but there are tribes found in different parts of the realms who make lesser known totem animals. The spread of barbarians to newfound areas often results in the adoption of new animals as a spirit totem, and the splitting of a large clan into many smaller groups can cause one splintered group to begin worshipping a different animal. These totems vary from the exotic to the pastoral, and are mostly representations of the types of animals that a clan finds themselves surrounded by.

REVISED TOTEM SPIRIT FEATURES

Totem warriors are one of the most used and enjoyed paths, but the 3rd level features of elk and tigers are badly mismatched in power relative to bears, eagles, and wolves. These changes are designed to give each animal a unique niche without overshadowing the current options. You will need the original version of the elk and tiger totems in *Sword Coast Adventurer's Guide* to utilize these changes.

TOTEM SPIRIT (ELK AND TIGER) +

Starting at 3rd level when you choose your totem animal, you can choose these revised options for elk and tiger.

Elk. In addition to the increased movement speed, add the following:

While raging, when you attempt to Shove a creature, you can strike as you push, pummeling the target. If you win the contested Strength roll, the target takes bludgeoning damage from your shove equal to your Strength modifier + half your barbarian level. The spirit of the elk grants you swiftness and the strength of its antlers.

Tiger. Your jumps are extended even when you are not raging. In addition to the increased jump distance, add the following:

Whenever a hostile creature you can see makes an attack roll against you while you are raging, you can use your reaction to make a standing long jump, leaping out of harm's way and imposing disadvantage on the attack roll. The spirit of the tiger empowers your leaps with uncanny nimbleness.



NEW TOTEM ANIMALS

In addition to the other totems, your Dungeon master may allow you access to the additional options presented here.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level.

Ape. Whenever you throw a weapon while raging, you can add your rage damage to the damage roll. Additionally, you can make reckless attacks with thrown weapons, as long as you are using Strength for the attack rolls. The ape spirit makes you able to swing and fling your weapons with ease.

Horse. While you are raging and riding a controlled mount, the mount gains the benefits of your Unarmored Defense feature. When you begin raging, any controlled mount you are riding gains temporary hit points equal to twice your barbarian level. These hit points last until your rage ends. The horse spirit brings its strength and energy your mount.

Serpent. While raging, whenever you attempt to grapple a creature as part of the Attack action, you can choose to use both your hands to constrict your target in a crushing grip. If your grapple check succeeds, as long as you continue using both hands to grapple the creature the target is also restrained until the grapple ends. The serpent spirit allows you to immobilize your foes in your grasp.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Ape. You can use Strength instead of Charisma as the base ability score for your Persuasion and Intimidation skills. The ape spirit grants you its commanding presence.

Horse. While riding a controlled mount, you can comprehend and verbally communicate with the mount. The horse spirit allows you a spoken bond with your mount.

Serpent. You gain advantage on saving throws made to resist poison, or to avoid the poisoned condition. The spirit of the snake helps you avoid poison and venom.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Ape. While raging you gain a climbing speed equal to your walking speed. In addition, while raging your throwing distance, both short range and long range, is doubled. The ape endows you with its might.

Horse. When you begin raging, if you are not currently mounted, a spirit warhorse appears beneath you. It has the stats of an ordinary warhorse, but is celestial in type. You can command the spirit horse to make an attack as a bonus action. The mount



disappears 1 minute after you stop raging. The horse spirit joins you as a strong and reliable mount.

Serpent. While raging, at the end of each of your turns, any creature you are grappling with both your hands takes damage equal to half your barbarian level + your Strength modifier. The snake spirit allows you to constrict your enemies in a death grip.

NEW TOTEMS IN THE WORLD

Totem warriors are the most varied kind of barbarians. They can be found in every part of the realms worshipping all manners of animal spirit. The types of totems that they make tend to be based on the environment they inhabit. Some jungle dwelling barbarians make totemic tigers for leaping, or apes which aid them in throwing and moving quickly in the trees. River dwellers often depict a serpent which grants them a constricting grasp. Totems on the plains tend to include horses or elk for swift movement. Barbarians who live in forests most often make totems to gain the strength of bears and wolves, and mountain clans tend to favor the high flying eagle.

CHOOSING A TOTEM

Most barbarians only choose one totem animal, based upon a personal affinity or a clan tradition, but some make totems incorporating multiple creatures. You might acquire minor physical attributes associated with your totem spirit, such as elongated arms if you have an ape totem spirit, or snake-like eyes if you have a serpent totem spirit.



PART 3:
MAGIC ITEMS
AND FEATS

BELT OF CLOUD GIANT'S GRIP

Wondrous Item, Uncommon (Requires attunement)

A leather belt clasped with a tremendous golden buckle, originally stolen from a cloud giant's hoard. The wearer gains a grip like a giant, and tremendous grappling abilities to match.

While wearing this belt, you gain a +2 bonus to any check made to grapple a creature, maintain a grapple, or escape from another creature's grapple.

In addition, you can grapple creatures up to two size categories larger than you. If you are grappling a creature two size categories larger than you, your movement speed becomes one-quarter of your normal speed. You have disadvantage on all checks made to maintain a grapple against creatures two size categories larger than yourself.

Variant: Belt of Storm Giant's Grip (*Very*

Rare)

This belt has the same effects as the Belt of Cloud Giant's Grip, but while wearing this belt, your speed is not reduced when grappling creatures of any size, and you do not suffer disadvantage on checks to maintain grapples against creatures two size categories larger than yourself.

BERSERKER KING'S PAULDRON

Wondrous Item, Rare (Requires attunement by a Berserker of at least 10th level)

The terrifying presence of a berserker king still lingers within this shoulder plate, and its long, steel spikes and black fur evoke fear in the hearts of those who witness it being worn by a worthy berserker. While wearing this item, your Intimidating Presence feature gains the following benefits:

The DC for the saving throw becomes equal to 10 + your proficiency bonus + your Charisma modifier.

You can use your bonus action to make a creature who is frightened of you become immobilized in fear and unable to move, or force them to run away from you with any movement it has (your choice).

If the creature succeeds on its saving throw, you can use your Intimidating presence feature on that creature again in 1 hour.



Blade of Revenge

BLADE OF REVENGE

Weapon (Any sword), Very Rare (Requires attunement by a Barbarian)

Blades of revenge shine deep black like sharpened obsidian, with blood-red runes inscribed across the striking surface. Many of these weapons are known to be cursed by their former wielders, and are feared by even those who may use them.

You gain a +1 bonus to attack and damage rolls made with this weapon. Whenever damage you take from an attack would be reduced by your rage, you can choose to instead receive the normal amount of damage, and mark the creature which damaged you with the spirit of vengeance. The next time you roll damage with this weapon against the marked creature, the Weapon of Revenge deals half of the damage you received from the triggering attack as bonus damage on hit. The weapon can only mark one creature for vengeance at a time.

Cursed Variant: Cursed blades of revenge have a personality which seeks vengeance even when their wielder does not. Once each day starting at dawn, the blade can activate itself against the wielder's will. It can communicate with the wielder telepathically, and demands bloodshed.

BOULDER OF LIVING ROCK

Weapon (Improvised), Rare (Requires attunement)

A boulder of living rock is a 1-foot wide stone weighing 100 lbs which can shrink and grow at the wielder's command. These nearly unbreakable stones are taken from the craggy domain of the stone giant god Skoraeus Stonebones, and are prized by giants, goliaths, and barbarians alike.

This stone gains the Thrown (30/45) property when held by an attuned creature. When thrown as an improvised weapon, the stone deals 1d8 + 1 damage instead of the normal damage for an improvised weapon.

Whenever you throw the boulder as an improvised weapon, you can expend a number of charges to make the stone grow in size and weight after it is thrown. It can shrink back to its normal size any time it is touched by an attuned creature. The stone holds a maximum of 6 charges, and regains 1d4 + 2 charges each day at dawn.

1 Charge: the boulder becomes 2-foot wide, and 500 lbs dealing 2d8 + 2 damage on hit. It also forces the struck creature to succeed on a DC 12 Strength saving throw or be and pushed up to 5 feet by the stone's impact.

3 Charges: the boulder becomes 3-foot wide, and 2500 lbs dealing 3d8 + 3 damage on hit. It also forces the struck creature to succeed on a DC 15 Strength saving throw or be knocked prone by the stone's impact.



Boulder of Living Rock

Cleaver of Kull



CLEAVER OF KULL

Weapon (Greataxe), Very Rare (Requires attunement by a Barbarian)

This ancient axe comes from a lost civilisation destroyed in a great cataclysm. It was once wielded by a human warrior king of incredible strength and renown who used it to make his rule absolute. Despite its age it is still perfectly sharp.

You gain a +2 bonus to attack and damage rolls made with this weapon. Whenever you attack recklessly with this weapon and reduce a creature to 0 hit points with the attack, you can deal any remaining damage to another hostile creature within 5 feet of you. If this remaining damage reduces the next creature to 0 hit points, the damage continues cleaving through creatures in this way until there is either no remaining damage from the attack, or no creatures within 5 feet of you.

CLOAK OF THE BEASTRAGER

Wondrous Item, Uncommon (Requires attunement by a Barbarian)

A cloak of the beastrager is created with the hide, fur, teeth, or another particular token from an animal. Whenever a barbarian wears such a cloak, they are endowed with the fury of an animal while they rage.

Whenever you are raging while wearing this cloak, you gain one ability or attack from the beast which was used to create the cloak, such as the Relentless feature of a boar, or its Charge attack. When you begin raging, you may choose which feature or attack to take. If you would not be able to physically perform an attack, such as a giant toad's Swallow attack, your body magically transforms to allow the action.

EARTHBREAKER

Weapon (Maul), Very Rare (Requires attunement)
You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an additional 4d10 damage when dealing damage to an object, or object-like creatures such as constructs.

Once per day, you can use your action to strike the ground with this weapon and open a rift in the ground in front of you. The rift is 10 feet wide, 30 feet deep, and up to 100 feet long. Each creature standing on the ground where the rift opens must succeed on a DC 15 Dexterity saving throw or fall into the chasm, taking 3d6 damage from the fall. The rift in the ground closes at the end of your next turn, and any creature inside the chasm at that time must succeed on a DC 20 Strength saving throw, taking 12d6 damage on a failed saving throw, or 6d6 on a successful saving throw from being crushed by the closing walls.

HELM OF PIERCING HORNS

Wondrous Item, Uncommon (Requires Attunement)
This helmet with polished, ivory horns rising from an iron cap can be used as a melee weapon which deals 1d6 piercing damage on hit. Whenever you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it with the helm of piercing horns, the attack deals an additional 1d6 piercing damage for every 20 feet you moved in a straight line before the hit. The maximum amount this attack can deal is determined by your level:

At 1st level, you can deal up to 3d6 damage with the helm. This increases to 4d6 at 8th level, and 5d6 at 14th level.



Earthbreaker

MASK OF ENDLESS RAGE

Wondrous Item, Rare (Requires attunement by a Barbarian)

This deep-red mask depicts a grinning demon's face, whose expression changes into a toothy snarl when the wearer is enraged. Many are said to have been created by tribal shamans as a gift to a terrifying warchief. When worn, the barbaric rage of the wearer becomes empowered, growing so great as to be unquenchable.

When the wearer of this mask is raging, they gain 1 AC, and can add an additional +2 damage to their melee weapon attacks. While the wearer is below one-quarter of their maximum hit points, this bonus increases to 2 AC, and a +4 bonus to damage.

This mask is always cursed. Whenever the wearer's rage would end, they must succeed on a DC 15 Wisdom saving throw or be forced to continue raging and attacking enemies. If there are no visible enemies, the wearer gains advantage on the Wisdom saving throw, but on a failed save, the wearer begins to attack their allies as if they were hostile creatures. The wearer can repeat this saving throw at the beginning of each of their turns.

MIGHTY GREATBOW

Weapon (Longbow), Rare (Requires attunement by a Barbarian)

This oversized bow of black iron and dragon bone was created for a warrior of legendary strength, and requires 17 Strength to even draw back its bowstring. You gain a +1 bonus to attack and damage rolls made with this weapon. Additionally, due to its size and draw strength the bow deals 1d10 piercing damage on a hit instead of the 1d8 normal for a longbow.

You gain the following benefits while wielding this weapon:

- Whenever you are raging, you can add your rage damage bonus to ranged attacks made with this weapon.
- You can use your Strength as the ability score for any damage rolls you make with this weapon.



Mighty Greatbow



Shattershard

SHATTERSHARD

Weapon (Any bludgeoning weapon), Legendary (Requires attunement)

A shattershard is an oversized weapon made of never-melting ice, said to be a gift from Thrym himself. You gain a +2 bonus to attack and damage rolls made with this weapon, and it deals an additional 2d6 bludgeoning or cold damage (your choice) on hit.

Once each day, you can call upon the power of the Shattershard and use your Action to attempt to flash freeze a creature below half its maximum hit points. When you do so, the creature makes a Constitution saving throw (DC = 8 + your Constitution Modifier + your proficiency bonus). On a failed save, the creature turns to solid ice. They can repeat the saving throw at the end of each of their turns.

While frozen, the creature suffers the Petrified condition, with the following additional effects:

- It has vulnerability to bludgeoning and force damage, and does not gain resistance to them
- It has immunity to cold damage
- If an attack with this weapon reduces a frozen creature below one-quarter of its maximum hit points, the creature must make a Constitution saving throw with a DC equal to one quarter of the bludgeoning damage you dealt, or their body shatters into a shower of icy crystals.

STORM TITAN HAMMER

Weapon (Any Hammer), Very Rare (Requires attunement)

When a primordial being dies, its body remains in the astral sea for eternity. Once discovered by lost voyagers or treasure hunters, their elemental flesh, sinews, and bone are transformed into artifacts of great power. The stone titan hammer is one such weapon, forged from the tremendous bones of a primordial storm titan.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon lands critical strikes on rolls of 18, 19, and 20. Whenever a barbarian with the Brutal Critical feature lands a critical strike with this weapon, a shockwave of energy bursts out in all directions, dealing damage equal to the total shown on your brutal critical dice to each creature within 10 feet of your target.

FEATS

CHAMPION OF SMITING FURY

Prerequisite: Barbarian, and at least one “Smite” spell

Your rage is granted strength by the gods of battle, allowing you to call upon the power of your divine might with your fury. You can cast spells with the word “Smite” in their name while raging.

Most of these champions are followers of Gwynharwyf, but not all barbarians who smite creatures with divine force are granted this power by her patronage. Other deities of battle such as Bane, Helm, Tempus, Torm, and Tyr can grant this ability to their most brutal followers. The holiest of these warriors are a bane to the undead, and the most evil a bane to the living.



PRIMAL CRAFTER

Prerequisite: Barbarian or Ranger

You learn to craft useful objects from your fallen foes and the natural world around you. You gain proficiency with the Nature skill, leatherworker's tools, and woodcarver's tools. If you are already proficient with one or more of these skills or tools, you may choose a different skill or tool proficiency for each.

When you have slain a small or larger beast, construct, dragon, or plant, you can harvest parts such as hide, sinews, bone, horns, teeth, and claws from the fallen creature. During a short or long rest you can use your artisans' tools and these harvested materials to create one of the following items:

- a basket
- a backpack
- a flute or signal whistle
- a jug, pouch, or waterskin
- a set of traveler's clothes
- a two-person tent (medium creature or larger)
- 25 feet of rope (medium creature or larger)
-
- a blowgun
- a club
- a dagger
- 1d4 darts or blowgun needles
- a net (medium creature or larger)
- a spear (medium creature or larger)
-
- a shield

Thanks for Reading

This book of barbarians is based upon original research by myself, but it has been edited and compiled by the Clan Crafter Kralding at my instruction. If you find an errant piece of text in the material presented within please comment in the discussion or send an animal messenger to Kralding, as any errors are likely the dwarf's fault and not found in my original documents.

-The Wizard Mordenkainen