

# CREATE-A-PATH

A BARBARIAN PATH CREATION GUIDE



WRITTEN BY MATTHEW GRAVELYN

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*A how-to guide for creating a barbarian Path in 5e*



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Cover image © Dean Spencer

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Create-A-Path: A Barbarian Path Creation Guide by Matthew Gravelyn



# INTRODUCTION

*Crag didn't usually allow time for deep existential musing but as he cleaned and sharpened his axe that night, he looked around the fire at his companions. Each, he knew, had a storied past with complicated relationships and emotions. He knew they were all set on their way by the turnings of gears thousands of years old. For a moment he was envious, wishing he, too, had such a history.*

*As he held up his axe, gleaming in the firelight, he shrugged. It's easier to be good at killing if you don't think too hard about it.*

## FOLLOWING THE PATH

Barbarians are the ultimate warrior valuing strength and combat prowess above all else. Their furious rage propels them into battle with near superhuman strength and a complete disregard for danger. In this way they are doubly dangerous, for a person who has no fear of death or harm is the most potent enemy you will ever face. This book serves as a guide for you to further customize your barbarian playstyle by outlining a Path that your barbarian will follow. The lessons and abilities they are granted are a result of the actions they take and the heritage they come from.

## USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own barbarian Path that is compatible with virtually any 5e setting or campaign. In this way, you have virtually limitless potential to entertain yourself and find new ways to bring the barbarian to life in your game.

Each section covers an area of Path creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into a Path.

This book is based on research of the six official barbarian Path options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create a Path as quickly and easily as possible.

I have also included sections for creating new options for existing Paths. If you want to dabble in class archetype creation, this is a more structured approach that can help teach you the basics of how a barbarian Path works.

## EXAMPLES

Included at the end of each section are two example Paths that I have created following this guide. Feel free to use these Paths in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of the Path of the Cyclone and Path of the Elementalist can be found at the end of this guide.

## PATH CREATION

One of the most thematic elements of creating a Path is that there isn't a lot of backstory. It is not in the nature of a barbarian to keep detailed records or impose strict doctrine on future of barbarians. In fact, I highly doubt barbarians are doing any real "training" at all.

Even if you don't write anything down, the first thing you will want to do for your Path is think about what this Path is all about, how a barbarian would find out about it, and why would they choose to follow it. These will be the touchstones that help you flesh out the rest of this archetype and provide guidance.

## PATH NAME

The one thing you will probably want to write down is the name of your Path. This will help give you and your DM a way to talk about the features holistically and is also great way to set the tone for the features you will be writing. It can also define "what" your barbarian is. In the case of the Path of the Totem Warrior, you could refer to your character simply as a Totem Warrior instead of a "barbarian of the Path of the Totem Warrior."

### Example: Path of the Cyclone

For this Path I wanted to capture a more dexterous barbarian, still wading through combat but doing so with more movement and agility. I used the imagery of a cyclone to convey both the barbarian's frantic movement and their awesome power.

### Example: Path of the Elementalist

I wanted to create a path of nature and the elements that would give the barbarian a little magical flare. My plan for this path is to weave in additional damage types usually reserved for spells as well as harnessing the elements for protection and guidance.



# FEATURES

Paths offer four features that are available at 3<sup>rd</sup>, 6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup> level. These options will become the fundamental aspects of your playstyle, the foundation on which the flavor and tone of your barbarian will sit.

While each of the existing official Paths has unique mechanics and playstyles, there were a few constants that tied them together. In the following sections I have outlined some general concepts for each feature along with examples to get you started.

## RAGE BREAKDOWN

The bulk of the benefits from your Path features will be focused on augmenting the tone and playstyle of your barbarian's rage. For easy reference, here is the text regarding a barbarian's rage from the SRD v1.1:

*In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:*

- *You have advantage on Strength checks and Strength saving throws.*
- *When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.*
- *You have resistance to bludgeoning, piercing, and slashing damage.*

*If you are able to cast spells, you can't cast them or concentrate on them while raging.*

*Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.*

*Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.*

Keep these rules in mind when creating Path features. Most features a Path offers are directly tied to rage so having a deeper understanding of how rage functions will help you create more engaging and thematic features for your Path. Here are a few specifics to consider when designing a rage-based Path feature:

- Rage is started by using a bonus action. This means that you cannot perform another bonus action on the same turn as starting your rage. Keep this in mind when creating Path features that offer a bonus action and, if it's necessary to use that feature on the same turn as starting your rage, to call that out with a clarifier.
- Rage has limitations. A rage can last up to 1 minute and a barbarian only starts with two uses of rage per long rest. With this in mind, don't be afraid to juice up rage-based features a bit, as they won't be used in every single combat.
- Rage ends early if you don't attack or take damage on your turn. Keep this in mind when defining features as anything that prevents the barbarian from attacking or taking damage will effectively cancel out the rage ability.
- Spells are prohibited while in a rage. If you want to create features that offer spells to your barbarian make sure they are not dependent on being in a rage. While technically possible to create a Path that allows spellcasting while in a rage, I feel that it goes against the spirit of the barbarian class.
- Starting at 15<sup>th</sup> level, rage only ends if the barbarian falls unconscious or chooses to end it. Keep this in mind for features you are scoping to rage for balancing purposes as it will become virtually limitless at higher levels.





# RAGE AUGMENT I

A Path's first feature is available at 3<sup>rd</sup> level when you choose the Path. In the official Paths I researched this feature always focuses on augmenting a barbarian's rage and sets the overall tone for the Path. If your Path is focused on wading into combat with little regard for your own safety, this feature would define that by offering bonuses to attack rolls and damage at the expense of HP. Whatever the theme of your Path is, really drive it home with this feature.

In addition to a rage-based feature, some Paths also offer additional bonuses. These can come in the form of proficiencies, access to certain spells, or non-combat abilities. These are typically only included if the rage augmenting feature is not quite powerful enough or the additional bonus is non-combat in nature.

Below are a few examples of rage-augmenting features with guidance on how to structure the wording of the feature. Use these as inspiration and think broadly about what makes your Path unique.

## TARGETED FEATURES

While the specific style may be open to interpretation, the barbarian is first and foremost an attacker. It is likely that you will be attacking a target at some point, especially while in a rage. Consider having this feature affect a target of your attacks while in a rage. This can include anything from increasing damage, taunting the target attack you, or reducing the target's defenses.

A common theme in official Paths is to affect the first target you attack or hit in a turn. This can allow you to create a more powerful feature without it getting out of hand as you attack multiple targets.

Alternatively, the feature you write could target a creature who attacks or hits you. The feature itself could be written as a passive bonus, giving you bonus AC or imposing disadvantage, or as a reaction that you can use to attack back or dodge the attack altogether.

If your feature would impose a condition or lasting effect on the target, consider including a saving throw. This again allows you to create potent effects that can be mitigated by the target, keeping it balanced. For any physical conditions, like being knocked prone, a Strength saving throw is best, but a Dexterity saving throw to avoid the attack could also work. For any conditions that affect the mind, like being frightened, a Wisdom saving throw is ideal.

*Ex. At 3<sup>rd</sup> level, when you are raging, you can use your reaction to impose disadvantage to attack on a creature within 5 feet of you that is attacking one of your allies.*

## PROTECTION

Sometimes the best defense really is a good offense. Since the bulk of a barbarian's actions will be spent attacking and there isn't a lot of love for shields and heavy armor in barbarian culture, you can create a Path that offers features to compensate for the lack of traditional damage mitigation.

Mechanics in this type are easy enough to come up with and include things like a bonus to AC, additional resistances, temporary hit points, or redirecting damage altogether. Making sure these mechanics are thematic and appropriate is the real task here. Again, consider what the barbarian is *doing* to achieve these results.

For example, AC is not simply a measure of armor, but also of dexterity and your ability to avoid a strike. Barbarians might be blood-thirsty but I'm betting they prefer that to be someone else's blood and are keen to sidestep an axe when they can. You could create a feature that details how your Path's barbarians are hastened while in a rage, making them harder to target and strike, thus giving them a bonus to AC for the duration.

Other causes for these types of benefits can also be explained through ancient magics or pacts with barbarian gods. Resistances and temporary hit points can be the mechanical manifestation of a barbarian being filled with vigor and power by the elder spirits.

*Ex. At 3<sup>rd</sup> level, when you are raging you gain temporary hit points equal to your Constitution modifier at the start of your turn. These hit points last until the start of your next turn at which point, they are removed.*

## AURAS

In some instances, an aura-like feature might make sense for your barbarian Path. This could be magical in nature, like a paladin would have, but it could also simply be the range at which your barbarian passively facilitates an effect. If you want to go a more magical route with an aura, you could write it to be powered by ancestral spirits, natural forces, or a connection with a warrior god.

If the "aura" is merely an area of effect, you would want to change the wording to something more appropriate. That said, for the sake of creating a feature, considering this ability like an aura can help you dial in the effect you're looking for. Consider what your barbarian is doing during their rage and what kinds of effects might this generate. For example, if your barbarian focuses on drawing attention and focus from enemies, you could create an "aura" around the



barbarian in which allies no longer provoke opportunity attacks from enemies that are directly engaged with the barbarian.

*Ex. At 3<sup>rd</sup> level, when you are raging you exude a raw power and fervor that influences those around you. Enemies within 10 feet of you have disadvantage on saving throws against being frightened and cannot use reactions against you.*

## INCREASING BONUSES

This is relatively general advice for features, but since a couple of the official barbarian Paths utilize this concept, I wanted to call it out here. Basically, it outlines a base feature, for example adding 1 damage to all your attacks. The problem with this is that, eventually, a single damage isn't going to do much when you start hitting at higher levels. So, the feature defines additional levels at which this feature improves. Think of them as a feature within a feature. So, in our example, that 1 damage might bump up to 2 damage at 6<sup>th</sup> level, 3 damage at 9<sup>th</sup> level, and so on.

This doesn't just work for damage. Any time you are working on a feature that either feels too powerful now or not powerful enough later, consider having an increasing effect. This can go for temporary hit points, additional damage, or damage reductions.

*Ex. At 3<sup>rd</sup> level, when you are raging you are blessed by the war god. When you hit with a melee attack you can add 1d4 to the damage. This benefit increases to 2d4 at 7<sup>th</sup> level, 3d4 at 11<sup>th</sup> level, 4d4 at 15<sup>th</sup> level, and 5d4 at 19<sup>th</sup> level.*

## FURTHER CHOICES

Choosing your barbarian's Path may not be the only choice you get to make. Some Paths have further choices within the features, allowing the barbarian to further specialize. For example, the Path may offer an aura at 3<sup>rd</sup> level, but the feature itself allows for multiple choices of *what* that aura is. This is also how the Path of the Totem Warrior is structured.

If you really want to flex your homebrew muscles, you can come up with a feature that offers more of a framework that then allows for further customization. Think about the basic action the feature allows for and then determine how it might be augmented. To get you started, here are some possible ways you can further break up a feature: different elemental types with relevant effects (lightning and paralyzing, etc.), unique weapon types, different deities, etc.

The choice you make for this feature can be permanent or you could allow choosing a different

option later. Some Paths allow you to choose a different option any time you gain a barbarian level and some Paths don't. Consider what the intent of this choice is and let that guide your decision. For example, if the choice is around where the barbarian is from or aid from the spirits of their ancestors, those options are not likely to change. On the other hand, changing which elemental energy influences you or which animal spirit you connect with could change over time.

*Ex. At 3<sup>rd</sup> level, choose a rite of your people. When you are raging and perform your rite, you gain a benefit.*

- **Rite of Focus:** *When you hit the same target as your last attack action you can add damage to the attack equal to your barbarian level.*
- **Rite of Frenzy:** *When you hit two or more different creatures during your turn you can increase your AC by 1 until the start of your next turn.*
- **Rite of Fellowship:** *You gain advantage on the first melee attack you make each turn when you attack a target that hit an ally since your last turn.*

### Example: Path of the Cyclone

To create the picture of a human tornado, the first feature I decided on was to bolster the barbarian's two-weapon fighting ability. Also, to encourage moving through combat, I gave the barbarian a way to avoid provoking opportunity attacks.

**Dual Wielder:** At 3<sup>rd</sup> level, while you are raging and engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Constant Motion:** At 3<sup>rd</sup> level, while you are raging, you do not provoke opportunity attacks when you leave the reach of an enemy you have dealt damage to this turn.

### Example: Path of the Elementalist

This feature sets up the magical and natural elements of the Path by imbuing the barbarian's rage with elemental damage and resistances. This helps the barbarian be more offensive while offering a little thematic protection.

**Nature's Gift:** At 3<sup>rd</sup> level, when you enter your rage choose an element: fire, lightning, or cold. While you are in a rage you have resistance to damage of your element. Additionally, when you deal damage with a melee weapon, you can add damage of your element's type to the same target equal to your proficiency bonus.



## RAGE AUGMENT 2

The second feature of a barbarian Path, available at 6<sup>th</sup> level, typically continues builds upon a barbarian's rage ability. This can be anything from granting resistances to certain damage types to increasing damage to augmenting attack and saving throw rolls.

Alternatively, some Paths might use this feature to focus on non-rage or even non-combat abilities that exemplify the Path. In some cases, it allows benefits that might be combat-oriented but can be called upon even while not in a rage. While I titled this feature a "rage augment", you are free to explore other options if it makes more sense for the Path you are creating.

The only standard advice I can offer for this feature is that it should build upon the playstyle of the first feature in some way as well as the theme of the Path.

Below are a few different ways you can think about this feature. Think about what it means for a barbarian to walk your Path. Create an engaging and thematic feature that tells the barbarian's story through action.

### IMPROVING RAGE

This is the most likely type of feature in your Path. It is the simplest type in that it will continue to build upon your first feature and focus on the barbarian's rage ability. In this way there are some existing guidelines and restrictions to help you focus in on this feature.

As mentioned above, consider how you can further expand on the theme of your Path as well as rage in general. This doesn't have to be a literal addition to the first feature, although it could. For example, if the first feature grants you an elemental aura, this feature could add a resistance or damage to that same aura.

I think the best way to think about this second feature is to look at your first feature, think about how it will play in combat situations, and then figure out what additional ability would compliment that style. For example, if the first feature is focused on taking damage in a fight to power your rage, you don't want this feature to give you bonus AC or imposing disadvantage to enemy attack rolls. This would take away from the rage and go against the theme of the Path. Instead, a feature that could mitigate that damage through resistances would offer a significant defensive bonus while allowing your barbarian to feel more confident taking those hits.

*Ex. Starting at 6<sup>th</sup> level, when you are raging and damage from a melee attack consumes all of your temporary hit points, you can use your reaction to make a melee attack against the attacker.*

## EMPOWERING ABILITIES

While rage is the bread and butter of all barbarian playstyles there are other tools in the toolbox that this feature could improve upon. At 6<sup>th</sup> level the likely option would be reckless attack, but you could think about danger sense or unarmored defense as well.

Reckless attack is a risky maneuver that grants the barbarian advantage on all attack rolls this turn. However, because of this recklessness, the barbarian is more open to attacks, and any attacks made against them have advantage as well. If we consider the order of events, the barbarian gets to take their turn first. If the advantage lets them kill the enemy that might attack them, then the risk of granting advantage to enemies is moot. Using this as a basis, we could construct a feature that does more damage for using reckless attack or mitigate the risk in some way.

You can also bolster abilities that aren't specific to the barbarian class, such as granting advantage on attack or saving throw rolls, gaining bonus proficiency, or adding additional modifiers to rolls. A good place to start for modifiers are the barbarian's level or a stat modifier like Strength or Constitution.

*Ex. Starting at 6<sup>th</sup> level, creatures who are dealt damage by your allies the same turn you use Reckless Attack do not gain advantage to attack you.*





## NON-COMBAT ABILITIES

While less common it is not out of the question for this feature to have non-rage or non-combat impact. This might also be a good choice if the first feature you designed was relatively potent or if it makes thematic sense to give the barbarian more non-combat options.

There are several areas to look into when thinking about non-combat options that include movement, senses, resistances, or gaining proficiency in new skills. Remember to think thematically about your path when making these choices and don't simply add a feature because the stat bonus is good. An example would be a Path that derives strength from animal spirits using this feature to further enhance the barbarian with gifts of that animal. This could be increased carrying capacity, heightened senses, or movement speed that is representative of the animal.

You can also consider granting the barbarian a cantrip or 1<sup>st</sup>-level spell if it makes sense for the Path. For example, if your barbarian path is focused on communing with nature, granting access to the Speak with Plants or Animals spells could make sense.

*Ex. Starting at 6<sup>th</sup> level, you know only rage. You are immune to being charmed.*

### Example: Path of the Cyclone

Continuing the theme of constant movement through battle I wanted to bolster the barbarian's effective range.

**Battle Walker:** Starting at 6<sup>th</sup> level, when you are raging you can use your bonus action to Dash.

### Example: Path of the Elementalist

For this feature I wanted to continue to build upon the first feature by allowing more options to customize the benefits.

**Nature's Bounty:** Starting at 6<sup>th</sup> level, when you use Nature's Gift you can choose one of the following additional options:

- Gain one additional elemental resistance
- Increase the elemental damage to two times your barbarian level but lose your elemental resistance
- Extend your resistance to all allies within 10 feet of you but lose your elemental damage





# BARBARIAN AUGMENT

For the 10<sup>th</sup> level feature the majority of official Paths offer something that could be utilized in combat but isn't strictly focused on rage or doing damage. If it makes sense to create another rage- or combat-focused feature, don't let this dissuade you, but think critically about what ability here will really progress the barbarian's journey on this Path.

As an alternative to combat abilities, this feature could be used to grant the barbarian new options for acting out of combat. This might make sense if your Path is themed around communing with ancestral spirits or traveling great distances.

## GENERAL ABILITIES

These types of features will focus on improving the barbarian's usefulness outside of combat in a way that is thematic to the Path. By this point the barbarian is well-suited to punching faces, so this feature takes a break and offers an ability that can be used in exploration, interaction, or possibly even for role-playing purposes. For example, allowing the barbarian to track like a ranger or learn how to utilize their intimidating stature to navigate social situations would be a way to let the barbarian contribute more to the group outside of combat.

This feature might also grant the use of thematic spells. Again, the barbarian is a traditionally non-magical class, so these spells can be offered only as ritual options or just explained as a spiritual or natural connection to unseen forces. There are a number of spells that could be used here to grant the barbarian foresight in battles to come or the ability to manipulate the elements.

*Ex. Starting at 10<sup>th</sup> level, you can use your action to frighten up to 5 creatures of your choice within 10 feet of you who can see or hear you. The target must make a Wisdom saving throw against a DC equal to 8 + your Strength modifier + your Charisma modifier + your proficiency modifier. On a failure they are frightened of you for 1 minute.*

## GENERAL COMBAT

While previous Path features have been focused on the barbarian's rage, this is a perfect place to add benefit to general combat. There are many parts of combat that can stand a boost like adding additional attacks per attack action, allowing for disengaging or dashing as a bonus action, or offering reactions to deal with enemies who are getting in your way.

This feature doesn't have to be fancy in structure. If this feature simply allowed you to disengage as a bonus action, that would allow you to weave in and out of enemy melee ranges without taking any damage from opportunity attacks, which is a sizable defensive boost. You can also grant advantage on melee attacks if certain conditions are met.

*Ex. Starting at 10<sup>th</sup> level, you have advantage on your first attack against a creature who has dealt damage to you since your last turn.*

## IMPROVING FEATURES

As with the 6<sup>th</sup> level feature, this feature can also build upon or utilize the previous Path features. Increasing aura potency, allowing greater damage to be done, or expanding the opportunities to use a previous Path feature are all fair game here.

This might even allow some of your previous Path feature benefits to be shared with your allies. If an early feature granted you resistance to particular damage types, maybe some or all of those resistances are also experienced by allies within 10 feet of you.

*Ex. Starting at 10<sup>th</sup> level, after using your Reckless Attack, allies within 10 feet of you can also attack with advantage, but attacks made against them have advantage as well. This effect ends at the start of your next turn.*

### Example: Path of the Cyclone

This feature adds a non-rage ability to the barbarian's kit and keeps up the theme of movement on the battlefield.

**Target Control:** Starting at 10<sup>th</sup> level, if you hit a creature with two or more attacks on your turn you can use your reaction to shove that creature.

### Example: Path of the Elementalist

This feature allows for a general out-of-combat benefit while also bolstering the active use of previous features, representing the passive connection the barbarian has to the elements.

**Elemental Attunement:** Starting at 10<sup>th</sup> level, you always have resistance to fire, lightning, and ice damage. When you use the Nature's Gift or Nature's Bounty features, they grant immunity to the damage type instead of resistance.



## RAGE AUGMENT 3

The final feature in a barbarian's Path is almost always combat-focused and usually improves upon rage. As with all previous features, this is not a hard and fast rule, but all the official Paths I looked at used this high-level feature to focus on the combat and rage.

The guidance for this feature that isn't significantly different than the examples provided in the previous sections. My advice here is to put the finishing touches on your Path and give the barbarian an ultimate tool for dominating in battle. Focus on increasing damage by significant amounts or changing the rules, so to speak, about how the barbarian approaches combat.

Below are a few feature types from the previous sections and how you might structure them to be potent enough for this final feature.

### IMPROVING DAMAGE

Simple and to the point, improving the damage output of your barbarian is an easy way to round out your Path and focus on what the barbarian does best.

This can be written as adding additional or bonus attacks, increasing damage done, or creating a passive feature that triggers when an enemy does something.

*Ex. Starting at 14<sup>th</sup> level, when you are raging, enemies that hit you with a melee attack take damage equal to your Strength modifier.*

*Ex. Starting at 14<sup>th</sup> level, when you are raging and miss with a melee weapon attack you can use your reaction to make a melee attack against the same target.*

### IMPROVING PROTECTION

You can decide it is more appropriate to work in a defensive ability here instead of an offensive one. Sometimes you can work in defense with offense by redirecting damage or forcing enemies to attack each other. Use these conservatively, as they offer two bonuses (preventing damage and dealing damage) so make sure it has limited uses or only is available in certain circumstances. This can be done by tying the ability to rage or making it a reaction.

This can also be written as granting bonus AC, imposing disadvantage on attacks against you, or decreasing or redirecting damage.

*Ex. Starting at 14<sup>th</sup> level, when you are raging and are hit with a melee attack, you can use your reaction to direct the damage to a creature of your choice.*

*Ex. Starting at 14<sup>th</sup> level, when you are raging and hit with a melee attack you gain temporary hit points equal half the damage dealt. These hit points disappear at the start of your next turn.*





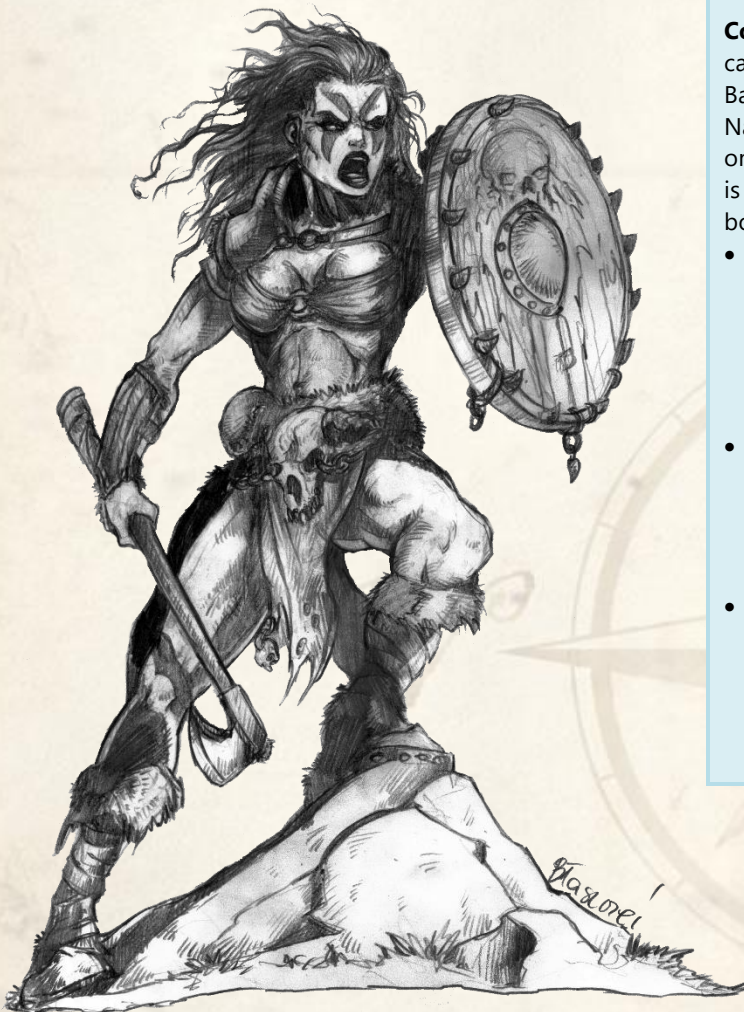
## IMPROVING ABILITIES

You can also use this feature to further improve upon other Path features or core barbarian abilities. Consider what ability is at the core of your Path and look for ways to make it even more potent or give it new effects.

This can be written as increase the number of times a barbarian can use a feature, adding new triggers and opportunities, or increasing the damage or range.

*Ex. Starting at 14<sup>th</sup> level, when you are raging and use your Extra Attack feature you can make three attacks instead of two.*

*Ex. Starting at 14<sup>th</sup> level, when you are raging the aura from your 6<sup>th</sup> level feature is increased to 30 feet and temporary hit points granted to allies is increased to 1d6.*



### Example: Path of the Cyclone

This feature gives the barbarian an enhanced movement while also allowing for more battlefield control or just an extra attack if they want it.

**Whirlwind:** Starting at 14th level, when you are raging you can pass through the space of any creature that is one size larger than your size or smaller. When you do this, you can choose to push creatures 5 feet to either side of your path or you can use your reaction to make a melee attack against them. This feature can only be used once per turn.

### Example: Path of the Elementalist

I wanted to bring in some spell-like abilities to cap off this Path. I chose spell effects that were common for the elemental types and limited the power by allowing only the effect that matches the barbarian's elemental choice and only allowing one use per rage.

**Conduit:** Starting at 14th level, when you are raging you can use your action to call forth untamed elemental power. Based on your choice of element when you used the Nature's Gift feature, you can use the following effects once per rage. If an effect requires a saving throw, the DC is equal to 8 + your Strength modifier + your proficiency bonus.

- **Fire:** An explosion of fire centered on your space expands in a sphere around you for 15 feet in all directions unless blocked by full cover. All creatures caught in the blast must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save and half as much on a successful save.
- **Lightning:** Lightning streaks out from you in a line 30 feet long and 5 feet wide in any direction you choose. Creatures caught in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save and half as much on a successful save.
- **Cold:** A blast of frozen air extend out from you in a 30-foot cone. Each creature in the area must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save and half as much on a successful save. All creatures affected have their movement speed halved until the end of your next turn.



## PATH OF THE CYCLONE

### DUAL WIELDER

At 3<sup>rd</sup> level, while you are raging and engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### CONSTANT MOTION

At 3<sup>rd</sup> level, while you are raging, you do not provoke opportunity attacks when you leave the reach of an enemy you have dealt damage to this turn.

### BATTLE WALKER

Starting at 6<sup>th</sup> level, when you are raging you can use your bonus action to Dash.

### TARGET CONTROL

Starting at 10<sup>th</sup> level, if you hit a creature with two or more attacks on your turn you can use your reaction to shove that creature.

### WHIRLWIND

Starting at 14<sup>th</sup> level, when you are raging you can pass through the space of any creature that is one size larger than your size or smaller. When you do this, you can choose to push creatures 5 feet to either side of your path or you can use your reaction to make a melee attack against them. This feature can only be used once per turn.

## PATH OF THE ELEMENTALIST

### NATURE'S GIFT

At 3<sup>rd</sup> level, when you enter your rage choose an element: fire, lightning, or cold. While you are in a rage you have resistance to damage of your element. Additionally, when you deal damage with a melee weapon, you can add damage of your element's type to the same target equal to your proficiency bonus.

### NATURE'S BOUNTY

Starting at 6<sup>th</sup> level, when you use Nature's Gift you can choose one of the following additional options:

- Gain one additional elemental resistance
- Increase the elemental damage to two times your barbarian level but lose your elemental resistance
- Extend your resistance to all allies within 10 feet of you but lose your elemental damage

### ELEMENTAL ATTUNEMENT

Starting at 10<sup>th</sup> level, you always have resistance to fire, lightning, and cold damage. When you use the Nature's Gift or Nature's Bounty features, they grant immunity to the damage type you choose instead of granting resistance.

### CONDUIT

Starting at 14<sup>th</sup> level, when you are raging you can use your action to call forth untamed elemental power. Based on your choice of element when you used the Nature's Gift feature, you can use the following effects once per rage. If an effect requires a saving throw, the DC is equal to 8 + your Strength modifier + your proficiency bonus.

- **Fire:** An explosion of fire centered on your space expands in a sphere around you for 15 feet in all directions unless blocked by full cover. All creatures caught in the blast must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save and half as much on a successful save.
- **Lightning:** Lightning streaks out from you in a line 30 feet long and 5 feet wide in any direction you choose. Creatures caught in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save and half as much on a successful save.
- **Cold:** A blast of frozen air extend out from you in a 30-foot cone. Each creature in the area must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save and half as much on a successful save. All creatures affected have their movement speed halved until the end of your next turn.



# ABOUT

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