

Barbarian

Barbarians are mighty warriors who are powered by primal forces of the multiverse that manifest as a Rage. More than a mere emotion - and not limited to anger - this Rage is an incarnation of a predator's ferocity, a storm's fury, and a sea's turmoil.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest

self. For every Barbarian, their Rage is a power that fuels not just battle prowess, but also uncanny reflexes and heightened senses.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventure.

Primary Ability: Strength

Hit Point Die: D12 per Barbarian level

Saving Throw Proficiencies: Strength and Constitution

Skill Proficiencies: Choose 2: Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival

Weapon Proficiencies: Simple and Martial weapons

Armor Proficiencies: Light and Medium armor and Shields

Starting Equipment (Choose A or B):

- **A:** Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP
- **B:** 75 GP

As a Level 1 Character:

- Gain all the traits in the Core Barbarian Traits table.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character:

- Gain the following traits from the Core Barbarian Traits table: Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.



Barbarian Features

Level	Proficiency Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1 st	2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2 nd	2	Danger Sense, Reckless Attack	2	+2	2
3 rd	2	Barbarian Subclass, Primal Knowledge	3	+2	2
4 th	2	Ability Score Improvement	3	+2	3
5 th	3	Extra Attack, Fast Movement	3	+2	3
6 th	3	Subclass Feature	4	+2	3
7 th	3	Feral Instinct, Instinctive Pounce	4	+2	3
8 th	3	Ability Score Improvement	4	+2	3
9 th	4	Brutal Strike	4	+3	3
10 th	4	Subclass Feature	4	+3	4
11 th	4	Relentless Rage	4	+3	4
12 th	4	Ability Score Improvement	5	+3	4
13 th	5	Improved Brutal Strike	5	+3	4
14 th	5	Subclass Feature	5	+3	4
15 th	5	Persistent Rage	5	+3	4
16 th	5	Ability Score Improvement	5	+4	4
17 th	6	Improved Brutal Strike	6	+4	4
18 th	6	Indomitable Might	6	+4	4
19 th	6	Epic Boon	6	+4	4
20 th	6	Primal Champion	6	+4	4

Rage (Level 1)

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below:

- **Damage Resistance:** You have Resistance to Bludgeoning, Piercing, and Slashing damage.
- **Rage Damage:** When you make an attack using Strength - with either a weapon or an Unarmed Strike - and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.
- **Strength Advantage:** You have Advantage on Strength checks and Strength saving throws.
- **No Concentration or Spells:** You can't maintain Concentration, and you can't cast spells.

Duration: The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend

the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

Unarmored Defense (Level 1)

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

Weapon Mastery (Level 1)

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

Danger Sense (Level 2)

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

Reckless Attack (Level 2)

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Barbarian Subclass (Level 3)

You gain a Barbarian subclass of your choice. The Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Primal Knowledge (Level 3)

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

Weapon Mastery (Level 5)

You can attack twice instead of once whenever you take the Attack action on your turn.

Fast Movement (Level 5)

Your speed increases by 10 feet while you aren't wearing Heavy armor.

Feral Instinct (Level 7)

Your instincts are so honed that you have Advantage on Initiative rolls.

Instinctive Pounce (Level 7)

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

Brutal Strike (Level 9)

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options:

- **Forceful Blow:** The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.
- **Hamstring Blow:** The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time - the most recent one.

Relentless Rage (Level 11)

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short or Long Rest, the DC resets to 10.

Improved Brutal Strike (Level 13)

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

- **Staggering Blow:** The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.
- **Sundering Blow:** Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

Persistent Rage (Level 15)

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a Long Rest.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

Improved Brutal Strike (Level 17)

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different

Brutal Strike effects whenever you use your Brutal Strike feature.

Indomitable Might (Level 18)

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

Epic Boon (Level 19)

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Primal Champion (Level 20)

You embody primal power. Your Strength and Constitution scores increase by 4, and their maximum is now 25.

Barbarian Paths (Subclasses)

Path of the Ancestral Guardian *(Xanathar's Guide to Everything)*



Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

Ancestral Protectors (Level 3)

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

Spirit Shield (Level 6)

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

Consult the Spirits (Level 10)

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the augury or clairvoyance spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral

spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

Vengeful Ancestors (Level 14)

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.

Path of the Battlerager (*Sword Coast Adventurer's Guide*)

Known as *Kuldjargh* (literally “axe idiot”) in Dwarvish, battleragers are dwarf followers of the gods of war and take the Path of the Battlerager. They specialize in wearing bulky, spiked armor and throwing themselves into combat, striking with their body itself and giving themselves over to the fury of battle.



Restriction: Dwarves Only

Only dwarves can follow the Path of the Battlerager. The battlerager fills a particular niche in dwarven society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

Battlerager Armor (Level 3)

When you choose this path at 3rd level, you gain the ability to use spiked armor as a weapon.

While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

Reckless Abandon (Level 6)

Beginning at 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends.

Battlerager Charge (Level 10)

Beginning at 10th level, you can take the Dash action as a bonus action while you are raging.

Spiked Retribution (Level 14)

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.

Path of the Beast *(Tasha's Cauldron of Everything)*

Barbarians who walk the Path of the Beast draw their rage from a bestial spark burning within their souls. That beast bursts forth in the throes of rage, physically transforming the barbarian.

Such a barbarian might be inhabited by a primal spirit or be descended from shape-shifters. You can choose the origin of your feral might or determine it by rolling on the Origin of the Beast table.



Origin of the Beast (1d4)

1	One of your parents is a lycanthrope, and you've inherited some of their curse.
2	One of your parents is a lycanthrope, and you've inherited some of their curse.
3	A fey spirit gifted you with the ability to adopt different bestial aspects.
4	An ancient animal spirit dwells within you, allowing you to walk this path.

Form of the Beast (Level 3)

When you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon's form each time you rage:

- **Bite:** Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.
- **Claws:** Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
- **Tail:** You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

Bestial Soul (Level 6)

The feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish a short or long rest:

- You gain a swimming speed equal to your walking speed, and you can breathe underwater.
- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a

number of feet equal to the check's total. You can make this special check only once per turn.

Infectious Fury (Level 10)

When you hit a creature with your natural weapons while you are raging, the beast within you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.
- Target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Call the Hunt (Level 14)

The beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Path of the Berserker *(2024 Player's Handbook)*

Channel Rage into Violent Fury.

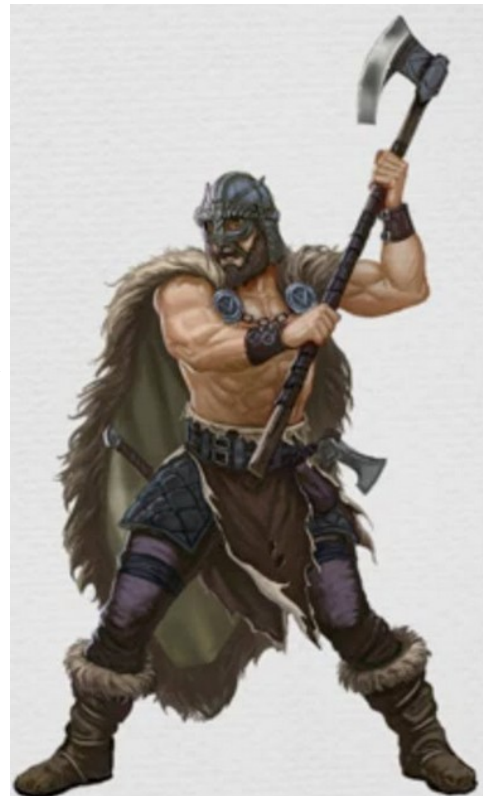
Barbarians who walk the Path of the Berserker direct their Rage primarily toward violence. Their path is one of untrammelled fury, and they thrill in the chaos of battle as they allow their Rage to seize and empower them.

Frenzy (Level 3)

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

Mindless Rage (Level 6)

You have Immunity to the Charmed and Frightened conditions while your Rage is active. If you're Charmed or Frightened when you enter your Rage, the condition ends on you.



Retaliation (Level 10)

When you take damage from a creature that is within 5 feet of you, you can take a Reaction to make one melee attack against that creature, using a weapon or an Unarmed Strike.

Intimidating Presence (Level 14)

As a Bonus Action, you can strike terror into others with your menacing presence and primal power. When you do so, each creature of your choice in a 30-foot Emanation originating from you must make a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the save, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Path of Booming Magnificence **(Tome of Heroes)**



Barbarians who walk the Path of Booming Magnificence strive to be as lions among their people: symbols of vitality, majesty, and courage. They serve at the vanguard, leading their allies at each charge and drawing their opponents' attention away from more vulnerable members of their group. As they grow more experienced, members of this path often take on roles as leaders or in other integral positions.

Roar of Defiance (Level 3)

Beginning at 3rd level, you can announce your presence by unleashing a thunderous roar as part of the bonus action you take to enter your rage. Until the beginning of your next turn, each creature of your choice within 30 feet of you that can hear you has disadvantage on any attack roll that doesn't target you.

Until the rage ends, if a creature within 5 feet of you that heard your Roar of Defiance deals damage to you, you can use your reaction to bellow at them. Your attacker must succeed on a Constitution saving throw or take 1d6 thunder damage. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. The damage you deal with this feature increases to 2d6 at 10th level. Once a creature takes damage from this feature, you can't use this feature on that creature again.

Running Leap (Level 3)

At 3rd level, while you are raging, you can leap further. When you make a standing long jump, you can leap a number of feet equal to your Strength score. With a 10-foot running start, you can long jump a number of feet equal to twice your Strength score.

Lion's Glory (Level 6)

Starting at 6th level, when you enter your rage, you can choose a number of allies that can see you equal to your Charisma modifier (minimum 1). Until the rage ends, when a chosen ally makes a melee weapon attack, the ally gains a bonus to the damage roll equal to the Rage Damage bonus you gain, as shown in the Rage Damage column of the Barbarian table. Once used, you can't use this feature again until you finish a long rest.

Resonant Bellow (Level 10)

At 10th level, your roars can pierce the fog of fear. As a bonus action, you can unleash a mighty roar, ending the frightened condition on yourself and each creature of your choice within 60 feet of

you and who can hear you. Each creature that ceases to be frightened gains 1d12 + your Charisma modifier (minimum +1) temporary hit points for 1 hour. Once used, you can't use this feature again until you finish a short or long rest.

Victorious Roar (Level 14)

At 14th level, you exult in your victories. When you hit with at least two attacks on the same turn, you can use a bonus action to unleash a victorious roar. One creature you can see within 30 feet of you must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature takes psychic damage equal to your barbarian level and is frightened until the end of its next turn. On a success, it takes half the damage and isn't frightened.

Path of the Dragon **(Tome of Heroes)**

Few creatures embody the power and majesty of dragons. By walking the path of the dragon, you don't solely aspire to emulate these creatures—you seek to become one. The barbarians who follow this path often do so after surviving a dragon encounter or are raised in a culture that worships them. Dragons tend to have a mixed view of the barbarians who choose this path. Some dragons, in particular the metallic dragons, view such a transformation as a flattering act of admiration. Others may recognize or even fully embrace them as useful to their own ambitions. Still others view this path as embarrassing at best and insulting at worst, for what puny, two-legged creature can ever hope to come close to the natural ferocity of a dragon? When choosing this path, consider what experiences drove you to such a course. These experiences will help inform how you deal with the judgment of dragons you encounter in the world.



Totem Dragon (Level 3)

Starting when you choose this path at 3rd level, you choose which type of dragon you seek to emulate. You can speak and read Draconic, and you are resistant to the damage type of your chosen dragon.

Dragon	Damage Type
Black or Copper	Acid
Blue or Bronze	Lightning
Brass, Gold, or Red	Fire
Green	Poison
Silver or White	Cold

Wyrm Teeth (Level 3)

At 3rd level, your jaws extend and become dragon-like when you enter your rage. While raging, you can use a bonus action to make a melee attack with your bite against one creature you can see within 5 feet of you.

You are proficient with the bite. When you hit with it, your bite deals piercing damage equal to

1d8 + your Strength modifier + damage of the type associated with your totem dragon equal to your proficiency bonus.

Legendary Might (Level 6)

Starting at 6th level, if you fail a saving throw, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a long rest. When you reach 14th level in this class, you can use this feature twice between long rests.

Aspect of the Dragon (Level 10)

At 10th level, you take on additional draconic features while raging. When you enter your rage, choose one of the following aspects to manifest:

- **Dragon Heart:** You gain temporary hit points equal to 1d12 + your barbarian level. Once you manifest this aspect, you must finish a short or long rest before you can manifest it again.
- **Dragon Hide:** Scales sprout across your skin. Your Armor Class increases by 2.
- **Dragon Sight:** Your senses become those of a dragon. You have blindsight out to a range of 60 feet.
- **Dragon Wings:** You sprout a pair of wings that resemble those of your totem dragon. While the wings are present, you have a flying speed of 30 feet. You can't manifest your wings while wearing armor unless it is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Wyrms Lungs (Level 14)

At 14th level, while raging, you can use an action to make a breath weapon attack. You exhale your breath in a 60-foot cone. Each creature in the area must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier), taking 12d8 damage of the type associated with your totem dragon on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a long rest.

Path of the Giant *(Bigby Presents: Glory of the Giants)*



Barbarians who walk the Path of the Giant draw strength from the same primal forces as giants. As they rage, these barbarians surge with elemental power and grow in size, taking on forms that evoke the glory of giants. Some barbarians look like oversized versions of themselves, perhaps with a hint of elemental energy flaring in their eyes and around their weapons. Others transform more dramatically, taking on the appearance of an actual giant or a form similar to an Elemental, wreathed in fire, frost, or lightning.

Giant's Power (Level 3)

When you choose this path, you learn to speak, read, and write Giant or one other language of your choice if you already know Giant. Additionally, you learn a cantrip of your choice: either druidcraft or thaumaturgy. Wisdom is your spellcasting ability for this spell.

Giant's Havoc (Level 3)

Your rages pull strength from the primal might of giants, transforming you into a hulking force of destruction. While raging, you gain the following benefits:

- **Crushing Throw.** When you make a successful ranged attack with a thrown weapon using

Strength, you can add your Rage Damage bonus to the attack's damage roll.

- **Giant Stature.** Your reach increases by 5 feet, and if you are smaller than Large, you become Large, along with anything you are wearing. If there isn't enough room for you to increase your size, your size doesn't change.

Elemental Cleaver (Level 6)

Your bond with the elemental might of giants grows, and you learn to infuse weapons with primordial energy.

When you enter your rage, you can choose one weapon that you are holding and infuse it with one of the following damage types: acid, cold, fire, thunder, or lightning. While you wield the infused weapon during your rage, the weapon's damage type changes to the chosen type, it deals an extra 1d6 damage of the chosen type when it hits, and it gains the thrown property, with a normal range of 20 feet and a long range of 60 feet. If you throw the weapon, it reappears in your hand the instant after it hits or misses a target. The infused weapon's benefits are suppressed while a creature other than you wields it.

While raging and holding the infused weapon, you can use a bonus action to change the infused weapon's current damage type to another one from the damage type options above.

Mighty Impel (Level 10)

Your connection to giant strength allows you to hurl both allies and enemies on the battlefield. As a bonus action while raging, you can choose one Medium or smaller creature within your reach and move it to an unoccupied space you can see within 30 feet of yourself. An unwilling creature must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) to avoid the effect.

If, at the end of this movement, the thrown creature isn't on a surface or liquid that can support it, the creature falls, taking damage as normal and landing prone.

Demiurgic Colossus (Level 14)

The primordial power of your rage intensifies. When you rage, your reach increases by 10 feet, your size can increase to Large or Huge (your choice), and you can use your Mighty Impel to move creatures that are Large or smaller.

In addition, the extra damage dealt by your Elemental Cleaver feature increases to 2d6.

Path of Hellfire **(Tome of Heroes)**

Devils have long been known to grant power to mortals as part of a pact or bargain. While this may take the form of unique magic or boons, those who follow the Path of Hellfire are gifted with command over the fires of the Lower Planes, which they channel for short periods to become powerful and furious fighting machines.

While some of these barbarians are enlisted to support the devils' interests as soldiers or enforcers, some escape their devilish fates, while others still are released after their term of service.

Hellish Aspect (Level 3)

Beginning at 3rd level, when you enter your rage, you take on minor



fiendish aspects. The way these aspects manifest is up to you and can include sprouting horns from your head, changing the color of your skin, growing fangs or a tail, or other small physical changes. Though infused with fiendish power, you aren't a fiend. While raging, you have resistance to fire damage, and the first creature you hit on each of your turns with a weapon attack takes 1d6 extra fire damage. This damage increases to 2d6 at 10th level.

Hell's Vengeance (Level 6)

At 6th level, you can use your hellfire to punish enemies. If an ally you can see within 60 feet of you takes damage while you are raging, you can use your reaction to surround the attacker with hellfire, dealing fire damage equal to your proficiency bonus to it.

Hellfire Shield (Level 10)

Starting at 10th level, when you enter your rage, you can surround yourself with flames. This effect works like the fire shield spell, except you are surrounded with a warm shield only and it ends when your rage ends. Once used, you can't use this feature again until you finish a short or long rest.

Devilish Essence (Level 14)

At 14th level, while raging, you have advantage on saving throws against spells and other magical effects, and if you take damage from a spell, you can use your reaction to gain temporary hit points equal to your barbarian level.

Path of the Herald **(Tome of Heroes)**

In northern lands, the savage warriors charge into battle behind chanting warrior-poets. These wise men and women collect the histories, traditions, and accumulated knowledge of the people to preserve and pass on. Barbarians who follow the Path of the Herald lead their people into battle, chanting the tribe's sagas and spurring them on to new victories while honoring the glory of the past.



Oral Tradition (Level 3)

When you adopt this path at 3rd level, you gain proficiency in History and Performance. If you already have proficiency in one of these skills, your proficiency bonus is doubled for ability checks you make using that skill.

Battle Fervor (Level 3)

Starting when you choose this path at 3rd level, when you enter a rage, you can expend one additional daily use of rage to allow a number of willing creatures equal to half your proficiency bonus (minimum of 1) within 30 feet of you to enter a rage as well. A target must be able to see and hear you to enter this rage. Each target gains the benefits and restrictions of the barbarian Rage class feature. In addition, the rage ends early on a target if it can no longer see or hear you.

Lorekeeper (Level 6)

As a historian, you know how much impact the past has on the present. At 6th level, you can enter a trance and explore your people's sagas to cast the augury, comprehend languages, or identify spell, but only as a ritual. After you cast a spell in this way, you can't use this feature again until you finish a short or long rest.

Bolstering Chant (Level 10)

At 10th level, when you end your rage as a bonus action, you regain a number of hit points equal to your barbarian level $\times$ 3. Alternatively, if you end your rage and other creatures are also raging due to your Battle Fervor feature, you and each creature affected by your Battle Fervor regains a number of hit points equal to your barbarian level + your Charisma modifier.

Thunderous Oratory (Level 14)

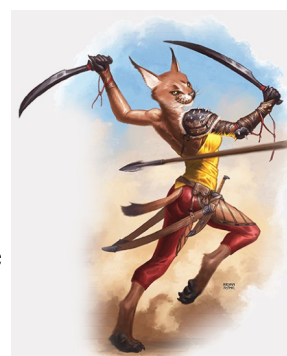
At 14th level, while you are raging, your attacks deal an extra 2d6 thunder damage. If a creature is raging due to your Battle Fervor feature, its weapon attacks deal an extra 1d6 thunder damage. In addition, when you or a creature affected by your Battle Fervor scores a critical hit with a melee weapon attack, the target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be pushed up to 10 feet away and knocked prone in addition to any extra damage from the critical hit.

Path of the Inner Eye **(Tome of Heroes)**

The barbarians who follow the Path of the Inner Eye elevate their rage beyond anger to glimpse premonitions of the future.

Anticipatory Stance (Level 3)

When you choose this path at 3rd level, you can't be surprised unless you are incapacitated, and attacks against you before your first turn have disadvantage. If you take damage before your first turn, you can enter a rage as a reaction, gaining resistance to bludgeoning, piercing, and slashing damage from the triggering attack.



When you reach 8th level in this class, you get 1 extra reaction on each of your turns. This extra reaction can be used only for features granted by the Path of the Inner Eye, such as Insightful Dodge or Preemptive Parry. When you reach 18th level in this class, this increases to 2 extra reactions on each of your turns.

Insightful Dodge (Level 6)

Beginning at 6th level, when you are hit by an attack while raging, you can use your reaction to move 5 feet. If this movement takes you beyond the range of the attack, the attack misses instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

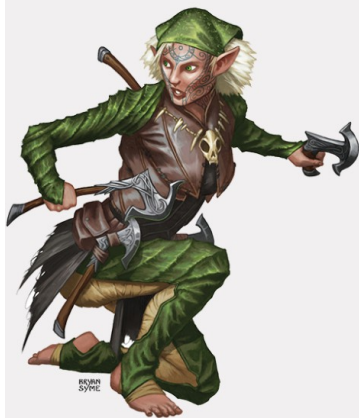
Foretelling Tactics (Level 10)

Starting at 10th level, when you hit a creature with a weapon attack while raging, up to two creatures of your choice who can see and hear you can each use a reaction to immediately move up to half its speed toward the creature you hit and make a single melee or ranged weapon attack against that creature. This movement doesn't provoke opportunity attacks. Once you use this feature, you can't use it again until you finish a short or long rest.

Preemptive Parry (Level 14)

At 14th level, if you are raging and a creature you can see within your reach hits another creature with a weapon attack, you can use your reaction to force the attacker to reroll the attack and use the lower of the two rolls. If the result is still a hit, reduce the damage dealt by your weapon damage die + your Strength modifier.

Path of Mistwood **(Tome of Heroes)**



The first barbarians that traveled the path of mistwood were elves who expanded upon their natural gifts to become masters of the forests. Over time, members of other races who saw the need to protect and cherish the green places of the world joined and learned from them. Often these warriors haunt the woods alone, only seen when called to action by something that would despoil their home.

Bonus Proficiency (Level 3)

At 3rd level, you gain proficiency in the Stealth skill. If you are already proficient in Stealth, you gain proficiency in another barbarian class skill of your choice.

Mistwood Defender (Level 3)

Starting at 3rd level, you can use the Reckless Attack feature on ranged weapon attacks with thrown weapons, and, while you aren't within melee range of a hostile creature that isn't incapacitated, you can draw and throw a thrown weapon as a bonus action.

In addition, when you make a ranged weapon attack with a thrown weapon using Strength while raging, you can add your Rage Damage bonus to the damage you deal with the thrown weapon.

From the Mist (Level 6)

Beginning at 6th level, mist and fog don't hinder your vision. In addition, you can cast the misty step spell, and you can make one attack with a thrown weapon as part of the same bonus action immediately before or immediately after you cast the spell. You can cast this spell while raging. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mist Dance (Level 10)

Starting at 10th level, when you use the Attack action while raging, you can make one attack against each creature within 5 feet of you in place of one of your attacks. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

War Band's Passage (Level 14)

Starting at 14th level, when you use your From the Mist feature to cast misty step, you can bring up to two willing creatures within 5 feet of you along with you, as long as each creature isn't carrying more than its carrying capacity. Attacks against you and any creatures you bring with you have disadvantage until the start of your next turn.

Path of the Storm Herald *(Xanathar's Guide to Everything)*

All barbarians harbor a fury within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn to transform that rage into a mantle of primal magic, which swirls around them. When in a fury, a barbarian of this path taps into the forces of nature to create powerful magical effects.

Storm heralds are typically elite champions who train alongside druids, rangers, and others sworn to protect nature. Other storm heralds hone their craft in lodges in regions wracked by storms, in the frozen reaches at the world's end, or deep in the hottest deserts.

Storm Aura (Level 3)

Starting at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover.

Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose desert, sea, or tundra. Your aura's effect depends on that chosen environment, as detailed below. You can change your environment choice whenever you gain a level in this class.



If your aura's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Desert: When this effect is activated, all other creatures in your aura take 2 fire damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Sea: When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

Tundra: When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Storm Soul (Level 6)

At 6th level, the storm grants you benefits even when your aura isn't active. The benefits are based on the environment you chose for your Storm Aura.

Desert: You gain resistance to fire damage, and you don't suffer the effects of extreme heat, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Sea: You gain resistance to lightning damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.

Tundra: You gain resistance to cold damage, and you don't suffer the effects of extreme cold, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

Shielding Storm (Level 10)

At 10th level, you learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

Raging Storm (Level 14)

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Storm Aura.

Desert: Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to half your barbarian level.

Sea: When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a wave.

Tundra: Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn, as magical frost covers it.

Path of Thorns **(Tome of Heroes)**



Path of Thorns barbarians use ancient techniques developed by the druids of old that enable them to grow thorns all over their body. The first barbarians of this path fought alongside these druids to defend the natural order. In the centuries since, the knowledge of these techniques has spread, allowing others access to this power.

Though named for the thorns that covered the first barbarians to walk this path, current followers of this path can display thorns, spines, or boney growths while raging.

Blossoming Thorns (Level 3)

Beginning at 3rd level, when you enter your rage, hard, sharp thorns emerge over your whole body, turning your unarmed strikes into dangerous weapons. When you hit with an unarmed strike while raging, your unarmed strike deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, while raging, when you use the

Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

The unarmed strike damage you deal while raging increases when you reach certain levels in this class: to 1d6 at 8th level and to 1d8 at 14th level.

Thorned Grasp (Level 3)

Also at 3rd level, when you use the Attack action to grapple a creature while raging, the target takes 1d4 piercing damage if your grapple check succeeds, and it takes 1d4 piercing damage at the start of each of your turns, provided you continue to grapple the creature and are raging. When you reach 10th level in this class, this damage increases to 2d4.

Nature's Blessing (Level 6)

At 6th level, the thorns you grow while raging become more powerful and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you are hit by a melee weapon attack by a creature within 5 feet of you while raging, that creature takes 1d4 piercing damage. When you reach 10th level in this class, this damage increases to 2d4.

Alternatively, while raging, you can use your reaction to disarm a creature that hits you with a

melee weapon while within 5 feet of you by catching its weapon in your thorns instead of the attacker taking damage from your thorns. The attacker must succeed on a Strength saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or drop the weapon it used to attack you. The weapon lands at its feet. The attacker must be wielding a weapon for you to use this reaction.

Toxic Infusion (Level 10)

Starting at 10th level, when you enter your rage or as a bonus action while raging, you can infuse your thorns with toxins for 1 minute. While your thorns are infused with toxins, the first creature you hit on each of your turns with an unarmed strike must succeed on a Constitution saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or be poisoned until the end of its next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Thorn Barrage (Level 14)

At 14th level, you can use an action to shoot the thorns from your body while raging. Each creature within 10 feet of you must make a Dexterity saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus), taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Path of Wild Magic *(Tasha's Cauldron of Everything)*

Many places in the multiverse abound with beauty, intense emotion, and rampant magic; the Feywild, the Upper Planes, and other realms of supernatural power radiate with such forces and can profoundly influence people. As folk of deep feeling, barbarians are especially susceptible to these wild influences, with some barbarians being transformed by the magic. These magic-suffused barbarians walk the Path of Wild Magic. Elf, tiefling, aasimar, and genasi barbarians often seek this path, eager to manifest the otherworldly magic of their ancestors.



Magic Awareness (Level 3)

As an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wild Surge (Level 3)

The magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Wild Magic (1d8)	
1	Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain 1d12 temporary hit points.
2	You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action.
3	An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action.
4	Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn.
5	Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution.
6	Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus.
7	Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies.
8	A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action.

Bolstering Magic (Level 6)

You can harness your wild magic to bolster yourself or a companion. As an action, you can touch one creature (which can be yourself) and confer one of the following benefits of your choice to that creature:

- For 10 minutes, the creature can roll a d3 whenever making an attack roll or an ability check and add the number rolled to the d20 roll.
- Roll a d3. The creature regains one expended spell slot, the level of which equals the number rolled or lower (the creature's choice). Once a creature receives this benefit, that creature can't receive it again until after a long rest.

You can take this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Unstable Backlash (Level 10)

At 10th level, when you are imperiled during your rage, the magic within you can lash out; immediately after you take damage or fail a saving throw while raging, you can use your reaction to roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.

Controlled Surge (Level 14)

At 14th level, whenever you roll on the Wild Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the

number and choose any effect on the table.

Path of the Wild Heart *(2024 Player's Handbook)*

Walk in Community with the Animal World.



Barbarians who follow the Path of the Wild Heart view themselves as kin to animals. These Barbarians learn magical means to communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

Animal Speaker (Level 3)

You can cast the Beast Sense and Speak with Animals spells but only as Rituals. Wisdom is your spellcasting ability for them.

Rage of the Wilds (Level 3)

Your Rage taps into the primal power of animals. Whenever you activate your Rage, you gain one of the following options of your choice.

Bear: While your Rage is active, you have Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

Eagle: When you activate your Rage, you can take the Disengage and Dash actions as part of that Bonus Action. While your Rage is active, you can take a Bonus Action to take both of those actions.

Wolf: While your Rage is active, your allies have Advantage on attack rolls against any enemy of yours within 5 feet of you.

Aspects of the Wild (Level 6)

You gain one of the following options of your choice. Whenever you finish a Long Rest, you can change your choice.

Owl: You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Panther: You have a Climb Speed equal to your Speed.

Salmon: You have a Swim Speed equal to your Speed.

Nature Speaker (Level 10)

You can cast the Commune with Nature spell but only as a Ritual. Wisdom is your spellcasting ability for it.

Power of the Wilds (Level 14)

Whenever you activate your Rage, you gain one of the following options of your choice.

Falcon: While your Rage is active, you have a Fly Speed equal to your Speed if you aren't wearing any armor.

Lion: While your Rage is active, any of your enemies within 5 feet of you have Disadvantage on attack rolls against targets other than you or another Barbarian who has this option active.

Ram: While your Rage is active, you can cause a Large or smaller creature to have the Prone condition when you hit it with a melee attack.

Path of the World Tree *(2024 Player's Handbook)*

Trace the Roots and Branches of the Multiverse.

Barbarians who follow the Path of the World Tree connect with the cosmic tree Yggdrasil through their Rage. This tree grows among the Outer Planes, connecting them to each other and the Material Plane. These Barbarians draw on the tree's magic for vitality and as a means of dimensional travel.

Vitality of the Tree (Level 3)

Your Rage taps into the life force of the World Tree. You gain the following benefits.

Vitality Surge: When you activate your Rage, you gain a number of Temporary Hit Points equal to your Barbarian level.

Life-Giving Force: At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

Branches of the Tree (Level 6)

Whenever a creature you can see starts its turn within 30 feet of you while your Rage is active, you can take a Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

Battering Roots (Level 10)

During your turn, your reach is 10 feet greater with any Melee weapon that has the Heavy or Versatile property, as tendrils of the World Tree extend from you. When you hit with such a weapon on your turn, you can activate the Push or Topple mastery property in addition to a different mastery property you're using with that weapon.

Travel Along the Tree (Level 14)

When you activate your Rage and as a Bonus Action while your Rage is active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, once per Rage, you can increase the range of that teleport to 150 feet. When you do so, you can also bring up to six willing creatures who are within 10 feet of you. Each creature



teleports to an unoccupied space of your choice within 10 feet of your destination space.

Path of the Zealot (2024 Player's Handbook)



Rage in Ecstatic Union with a God.

Barbarians who walk the Path of the Zealot receive boons from a god or pantheon. These Barbarians experience their Rage as an ecstatic episode of divine union that infuses them with power. They are often allies to the priests and other followers of their god or pantheon.

Divine Fury (Level 3)

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an Unarmed Strike takes extra damage equal to 1d6 plus half your Barbarian level (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

Warrior of the Gods (Level 3)

A divine entity helps ensure you can continue the fight. You have a pool of four d12s that you can spend to heal yourself. As a Bonus Action, you can expend dice from the pool, roll them, and regain a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a Long Rest.

The pool's maximum number of dice increases by one when you reach Barbarian levels 6 (5 dice), 12 (6 dice), and 17 (7 dice).

Fanatical Focus (Level 6)

Once per active Rage, if you fail a saving throw, you can reroll it with a bonus equal to your Rage Damage bonus, and you must use the new roll.

Zealous Presence (Level 10)

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain Advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a use of your Rage (no action required) to restore your use of it.

Rage of the Gods (Level 14)

When you activate your Rage, you can assume the form of a divine warrior. This form lasts for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

While in this form, you gain the benefits below.

Flight: You have a Fly Speed equal to your Speed and can hover.

Resistance: You have Resistance to Necrotic, Psychic, and Radiant damage.

Revivification: When a creature within 30 feet of you would drop to 0 Hit Points, you can take a Reaction to expend a use of your Rage to instead change the target's Hit Points to a number equal to your Barbarian level.