

Barbarian

People of towns and cities take pride in how their civilized ways set them apart from animals, as if denying one's own nature was a mark of superiority. To a barbarian, though, civilization is no virtue, but a sign of weakness. The strong embrace their animal nature keen instincts, primal physicality, and ferocious rage.

Barbarians are uncomfortable when hedged in by walls and crowds. They thrive in the wilds of their homelands: the tundra, jungle, or grasslands where their tribes live and hunt.

Barbarians come alive in the chaos of combat. They can enter a berserk state where rage takes over, giving them superhuman strength and resilience. A barbarian can draw on this reservoir of fury only a few times without resting, but those few rages are usually sufficient to defeat whatever threats arise.

Not every member of the tribes deemed "barbarians" by scions of civilized society has the barbarian class. A true barbarian among these people is as uncommon as a skilled fighter in a town, and he or she plays a similar role as a protector of the people and a leader in times of war. Life in the wild places of the world is fraught with peril: rival tribes, deadly weather, and terrifying monsters. Barbarians charge headlong into that danger so their people don't have to.

Their courage in the face of danger makes barbarians perfectly suited

for adventuring. Wandering is often a way of life for their native tribes, and the rootless life of adventurer is little hardship for a barbarian. Some barbarians miss the close-knit family structures of the tribe, but eventually find replaced by bonds earned among the members of their adventuring parties.

When creating a barbarian character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your barbarian. Did you come from a distant land, making you a stranger in the area of the campaign? Or is the campaign set in a rough-and-tumble frontier where barbarians are common?

What led you to take up the adventuring life? Were you lured to settled lands by the promise of riches? Did you join forces with soldiers of those lands to face a shared threat? Did monsters or an invading horde drive you out of your homeland, making you a rootless refugee? Perhaps you were a prisoner of war, brought in chains to "civilized" lands and only now able to win your freedom. Or you might have been cast out from your people because of a crime you committed, a taboo you violated, or a coup that removed you from a position of authority.

You can make a barbarian quickly by following these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the outlander Background.

Hit Points at 1st level: 12 + Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons, martial weapons

Tool Proficiency: None

Saving Throw Proficiency: Strength, Constitution

Skill Proficiency: 2 of the following: Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

Starting Equipment:

1. A greataxe OR any martial weapon
2. 2 handaxes OR any simple weapon
3. An explorer's pack and 4 javelins

Multiclassing and the Barbarian: If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose artificer as one of your classes.

- **Ability Score Minimum:** As a multiclass character, you must have at least a Strength score of 13 to take a level in this class, or to take a level in another class if you are already a barbarian.
- **Proficiencies Gained:** If barbarian isn't your initial class, here are the proficiencies you gain when you take your first level as a barbarian: shields, simple weapons, martial weapon.
- **Spell Slots:** Add half your levels (rounded up) in the artificer class to the appropriate levels from other classes to determine your available spell slots.

The Barbarian

Level	Proficiency Bonus	Class Features	Rages	Rage Damage
1 st	2	Rage, Unarmored Defense	2	2
2 nd	2	Reckless Attack, Danger Sense	2	2
3 rd	2	Primal Path	3	2
4 th	2	Ability Score Improvement	3	2
5 th	3	Extra Attack, Fast Movement	3	2
6 th	3	Path Feature	4	2
7 th	3	Feral Instinct	4	2
8 th	3	Ability Score Improvement	4	2
9 th	4	Brutal Critical (1 die)	4	3
10 th	4	Path Feature	4	3
11 th	4	Relentless Rage	4	3
12 th	4	Ability Score Improvement	5	3
13 th	5	Brutal Critical (2 dice)	5	3
14 th	5	Path Feature	5	3

15 th	5	Persistent Rage	5	3
16 th	5	Ability Score Improvement	5	4
17 th	6	Brutal Critical (3 dice)	6	4
18 th	6	Indomitable Might	6	4
19 th	6	Ability Score Improvement	6	4
20 th	6	Primal Champion	Unlimited	4

Rage (Level 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 have neither attacked a hostile creature since your last turn nor 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.

Unarmored Defense (Level 1)

While you are not wearing armor, your Armor Class equals 10 + your Dexterity Modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Danger Sense (Level 2)

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as a traps and spells. To gain this benefit, you cannot be blinded, deafened, or incapacitated.

Reckless Attack (Level 2)

Starting at 2nd level, you can throw aside all concern for defense and attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Primal Knowledge (Optional) (Level 3)

When you reach 3rd level and again at 10th level, you gain one proficiency of your choice from among Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

Primal Path (Level 3)

At 3rd level, you choose a path that shapes the nature of your rage. Choose a Primal Path, detailed at the end of the class description. Your choice grants you features at 3rd level and then again at 6th, 10th, and 14th levels.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack (Level 5)

Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.

Fast Movement (Level 5)

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct (Level 7)

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage on that turn.

Instinctive Pounce (Optional) (Level 7)

As part of the bonus action you take to enter your rage, you can move up to half your speed.

Brutal Critical (Level 9)

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage (Level 11)

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

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.

Persistent Rage (Level 15)

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might (Level 18)

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion (Level 20)

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Primal 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 Predators (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 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 Charger (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	You are descended from an archdruid and inherited the ability to partially change shape.
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.

Beastial 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 *(Player's Handbook)*

For some barbarians, rage is a means to an end – that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy (Level 3)

Starting when you choose this path at 3rd level, when you rage you can choose to go into a frenzy. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action each turn. When your rage ends, you suffer one level of exhaustion.

Mindless Rage (Level 6)

Beginning at 6th level, you cannot be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence (Level 10)

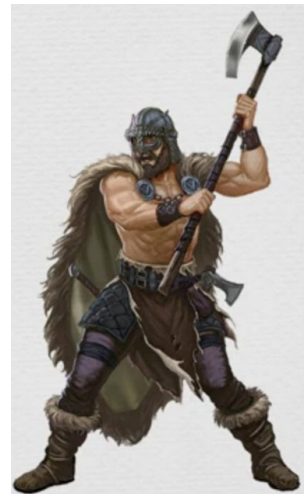
Beginning at 10th level, you can use your action to roar frighteningly at someone. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to

extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation (Level 14)

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.



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.

Wyrm 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 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.

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.

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.



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 x 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 forced 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)**

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

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

Storm Aura (Level 3)

When you select this path 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 the Totem Warrior **(Player's Handbook, expanded in Sword Coast Adventurer's Guide)**

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

Spirit Seeker (Level 3)

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time.

Totem Spirit (Level 3)

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

- **Bear.** While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.
- **Eagle.** While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.
- **Elk.** While you're raging and aren't wearing any heavy armor, your walking speed is increased by 15 feet. The spirit of the elk makes you extraordinarily swift.
- **Tiger.** While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.
- **Wolf.** While you're raging, your friends have advantage on melee attack rolls against any hostile creature within 5 feet of you. The spirit of the wolf makes you a leader of hunters.

Aspect of the Beast (Level 6)

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

- **Bear.** You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.
- **Eagle.** You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.
- **Elk.** Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated. The elk spirit helps you roam far and fast.
- **Tiger.** You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.
- **Wolf.** You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 for rules on travel pace).

Spirit Walker (Level 10)

At 10th level, you can cast the *commune with nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you

chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.



Totemic Atunement (Level 14)

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

- **Bear.** While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.
- **Eagle.** While raging, you have a fly speed equal to your current speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- **Elk.** While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.
- **Tiger.** While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.
- **Wolf.** While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.

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	Shadowy tendrils lash around you. 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 multi colored, 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)

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)

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 Zealot **(Xanathar's Guide to Everything)**

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots – warriors who channel their rage into powerful displays of divine power.

A variety of gods across the worlds of D&D inspire their followers to embrace this path. Tempus from the Forgotten Realms and Hextor and Erythnul of Greyhawk are all prime examples. In general, the gods who inspire zealots are deities of combat, destruction, and violence. Not all are evil, but few are good.

Divine Fury (Level 3)

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your Barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods (Level 3)

At 3rd level, your soul is marked for endless battle. If a spell, such as Raise Dead, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

Fanatical Focus (Level 6)

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

Zealous Presence (Level 10)

At 10th level, you learn to channel divine power to inspire zealotry in others. 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 that can hear 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.

Rage Beyond Death (Level 14)

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows.

While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.

