

PATH OF THE CYCLONE

The Path of the Cyclone is one that needs to be seen in action to be believed. The Barbarians that follow it are a flighty lot, often moving from place to place without rhyme or reason. On the battlefield, however, they can never seem far away enough, hounding their opponents with an inexorable onslaught of razor sharp winds, turning the area around them into an inhospitable zone of carnage. Those who walk this Path enjoy freedom above most other things, perhaps a reflection of its supposed origin from the Elemental Plane of Air.

Barbarians of this path, especially its air genasi members, often have strange wind based quirks about them, which you can choose from the table below.

CYCLONE QUIRKS

d6 Quirk

- 1 Objects like paper and leaves move in your presence
- 2 Your hair and clothing always looks wind blown
- 3 You find yourself occasionally turning without realising
- 4 You're always idly making circles with your limbs
- 5 Wind usually seems to blow harder when you're nearby
- 6 The howl of a storm is always on the edge of hearing

PATH OF THE CYCLONE FEATURES

Barbarian Level	Feature
3rd	Twister
6th	Gale Force
10th	Touchdown
14th	Death Funnel

TWISTER

Starting when you choose this path at 3rd level, you become a whirlwind of blood and fury. While you're raging, as an action you can begin to spin rapidly enough to generate a tornado of slicing winds. Until the start of your next turn, when a creature starts its turn within 5 feet of you while you are spinning in this way, or moves within 5 feet of you for the first time on a turn, it must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). A target takes slashing damage equal to 1d6 + your Strength modifier + your Rage Damage bonus on a failed save, or half as much damage on a successful one. The damage die increases when you reach certain levels in this class, increasing to 2d6 at 6th level, and 3d6 at 10th level. Your spin ends early if your speed becomes 0, your rage ends, or if you voluntarily end it (no action required). Additionally, until the end of your next turn, your rage can't end early as a result of not attacking a creature.

GALE FORCE

At 6th level, while you are spinning, the area within 5 feet of you is considered difficult terrain. Additionally, when a creature makes a saving throw against your Twister ability, you can use your reaction to put additional force into the blow. If the creature fails its saving throw, it is knocked prone or pushed up to 10 feet away from you (your choice).



ART CREDITS

Art is [Storm](#) by Oliver Mootoo.

TOUCHDOWN

At 10th level, while you aren't incapacitated, you can choose to glide when you would normally fall. While gliding in this way, you safely descend 60 feet per round, and you can move up to 1 foot horizontally for every 1 foot you descend.

DEATH FUNNEL

Starting at 14th level, when you use your action to begin spinning, each creature within 5 feet of you takes slashing damage equal to 1d6 + your Strength modifier + your Rage Damage bonus.