



### ART CREDITS

Art is [Fallen Titan 1](#) by Jinho Bae.

## PATH OF THE MOUNTAIN

While many barbarians are an army unto themselves, no path exemplifies these traits more than the Path of the Mountain. A titan to behold, you stagger entire swathes of those who would seek to harm you. Your allies can only watch in awe as your massive form wades through the screaming hosts of your foes.

Most barbarians of this path have a deep connection to the peaks and ranges of the world, and many make a pilgrimage to a particular mountain as part of their destiny, or as the beginning of their journey to the mastery of their path. You can roll from the table below, or your DM can help you decide a mountain most appropriate for you.

### MOUNTAIN PILGRIMAGE

#### d6 Mountain

- |   |                 |
|---|-----------------|
| 1 | Nan Yegra       |
| 2 | Broken Axe Peak |
| 3 | Summa Ferrum    |
| 4 | Z'ez            |
| 5 | Mount Tharadun  |
| 6 | Whistletop      |

### PATH OF THE MOUNTAIN FEATURES

#### Barbarian Level Feature

- |      |                                      |
|------|--------------------------------------|
| 3rd  | Highest Habitat, Become the Mountain |
| 6th  | Steep Ascent                         |
| 10th | Dizzying Heights                     |
| 14th | Tallest Peak                         |

### HIGHEST HABITAT

At 3rd level, when you adopt this path, you become acclimated to high altitude, including elevations above 20,000 feet. You also become adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

### BECOME THE MOUNTAIN

Starting when you choose this path at 3rd level, your form and equipment dramatically expand and becomes craggy and rocky in appearance when you enter your rage. While you're raging, your size becomes Large, unless you were larger, your reach increases by 5 feet, and you cannot be moved against your will or knocked prone. While Large, your size doubles in all dimensions, and your weight is multiplied by eight.

Additionally, while raging, you gain a number of temporary hit points at the start of your turns. The number equals your Constitution modifier.

### STEEP ASCENT

Beginning at 6th level, the ground within 10 feet of you is considered difficult terrain while you are raging. Creatures that are prone while within this area must use twice as much movement to stand up.

### DIZZYING HEIGHTS

Beginning at 10th level, you can use your action to generate a wave of vertigo inducing vibrations. When you do so, all creatures standing within 10 feet of you must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or fall prone. Once you use this feature, you must finish a short or long rest before you can use it again.

### TALLEST PEAK

Starting at 14th level, when you enter your rage you can choose to have your size become Huge, unless you were larger. While you are transformed in this way, your reach increases by 10 feet, you gain resistance to all damage, and you are immune to poison and disease. While Huge, your sizes doubles in all dimensions an additional time, and your weight is multiplied once again by eight.

If you are poisoned or diseased when you enter your rage, the effect is suspended for the duration of the rage. Once you have used this feature, you must complete a long rest before you can do so again.