

## BARBARIAN PATHS



## INTRODUCTION

**W**elcome to the Barbarian Paths supplement for the Amazons vs Valkyries adventure setting. This file features three barbarian paths common to the AvV setting: the Beast Rider, the Mighty Heroine, and the True Berserker. These paths replace those in the core rules. Most barbaric warriors fall into one of these categories, the majority being beast riders.

## CREDITS

**Design and Development.** L.J. Ogre

**Editing.** L.J. Ogre

**Art.** Bartek Blaszczyk, Brian Brinlee, and Dean Spencer

**Some Graphic Elements.** Lord Zsezse Works

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## BARBARIANS

Barbarians are found throughout Europe, Africa, and Asia. They may be bonded with a certain mount, imbued with superhuman strength, or filled with fury.

**Beast Rider.** Some barbarians form a symbiotic bond with their mount, becoming one with the beast. These barbarians may be Numidian, Scythian, Celtic or other culture with a beast-borne lifestyle.

**Mighty Heroine.** For many barbarians, strength is the measure of merit and value. The most famous barbarians are living embodiments of raw physicality. Like Heracles, Samson, and Beowulf, they are known for their size, strength, and resilience.

**True Berserker.** Known for beastly violence, these warriors roam the northland's primeval forests. When enraged, they undergo a monstrous transformation, becoming hybrid creatures with fangs and claws.





## PATH OF THE BEAST RIDER

Some barbarians are raised in the saddle. Fighting from the back of a charging beast is second nature for them. The Path of the beast rider is a study of skill, discipline, and animal bonding.

### BEAST MOUNT

Upon taking this path at 3<sup>rd</sup> level, you can perform a ritual that summons a spirit in the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within 30 feet of you, the steed takes on a form that you choose: a warhorse, a pony, a dolphin, a boar, a camel, an elk, a giant lizard, a giant badger, a giant sea horse, or a mastiff. The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit.

If you become enraged while mounted on your steed, the steed gains 2d8 temporary hit points and its speed increases by 10 feet. These advantages last until your rage ends or you dismount.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to run off and disappear. In either case, using this ability again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one such steed at a time.

### ENHANCED MOUNT

At 6<sup>th</sup> level, your steed becomes more powerful. You can also choose a new form for the steed: a lion, tiger, brown bear, giant boar, giant elk, giant goat, giant spider, giant toad, polar bear, or dire wolf. If your steed's hit dice are 4 or less, its hit dice increase to 5. Its armor class also increases to 12 if it is not that high already. Finally, if the creature's attacks deal 1d8 damage or less, the die's size increases by 1 (from 1d8 to 1d10, for example).

### BONDED MOUNT

When you reach 10<sup>th</sup> level, your steed becomes immune to exhaustion and gains darkvision of 60 feet. It also gains 2 hit dice and its natural armor increases 2 points. If you become enraged while mounted on your steed, the steed gains resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks until your rage ends or you dismount.

### LEGENDARY MOUNT

At 14<sup>th</sup> level, your steed becomes more powerful. You can also choose a new form for the steed: an elephant, a hippogriff, a giant bat, a giant eagle, a giant squid, a griffon, or a Pegasus. If the creature you choose has fewer than 10 hit dice, its hit dice increase to 10. Its armor class also increases to 16 if it is not that high already. Finally, if the creature's attacks deal 1d10 damage or less, the size of the die increases by 1 (from 1d10 to 1d12, for example).



## PATH OF THE MIGHTY HEROINE

Some barbarians are imbued with incredible strength. Their path is paved with feats of brawn. Their legendary deeds and endurance propel them to everlasting fame and glory.

### STRENGTH TRAINING

You gain proficiency in Athletics. If you already have proficiency in Athletics, you gain expertise in Athletics and now add double your proficiency bonus to all Strength (Athletics) checks.

You also gain temporary hit points equal to your proficiency bonus + your Strength modifier when you are enraged.

Additionally, you may use your Strength modifier instead of your Charisma modifier for Intimidation, Performance, and Persuasion checks.

### UNDAUNTED RESOLVE

Beginning at 6<sup>th</sup> level, your might becomes unmatched. You have resistance to all damage while you have temporary hit points gained from your Strength Training feature.

### STRONG AS AN OX

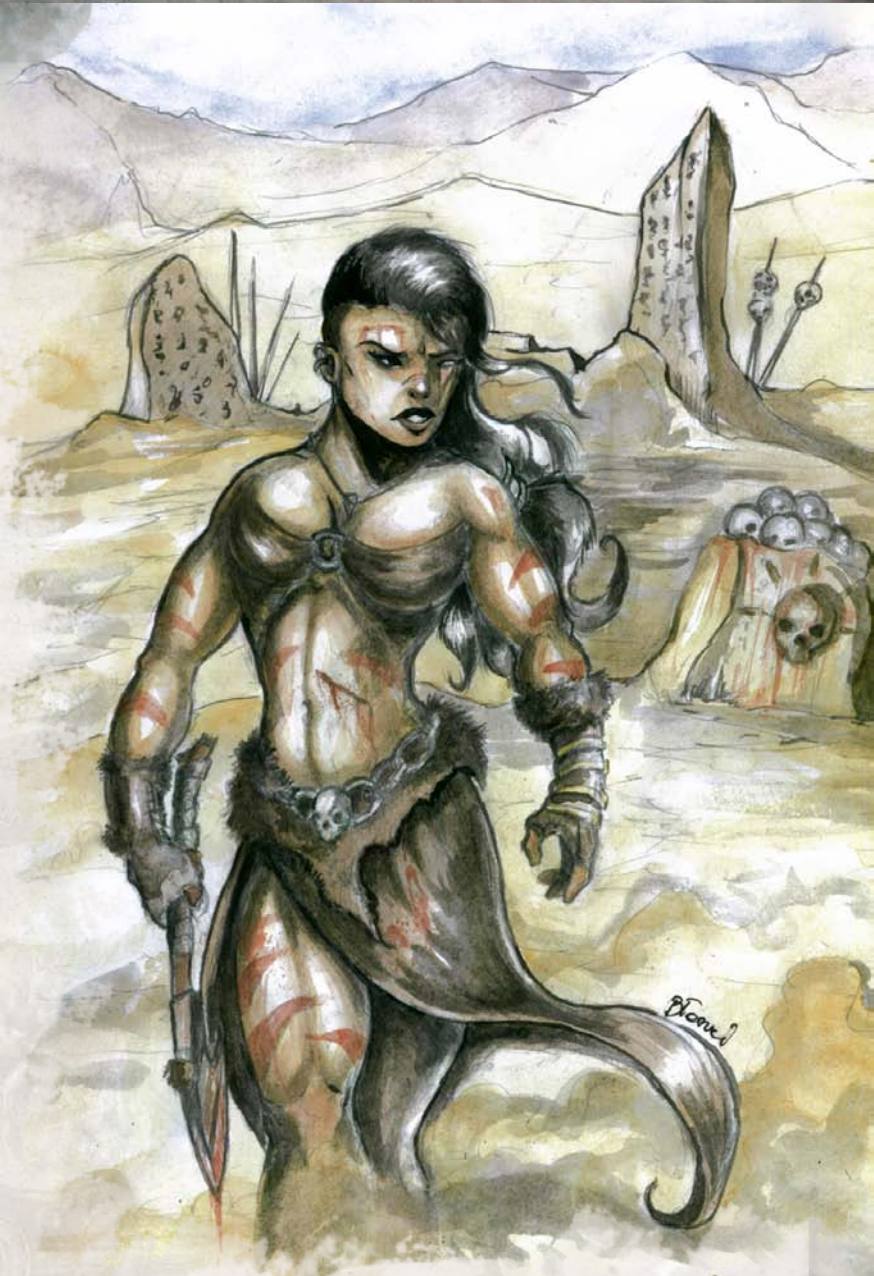
By 10<sup>th</sup> level you have become so strong that your carrying capacity doubles and you have advantage on Strength checks made to push, drag, lift, or break objects.

Additionally, your melee attacks that rely on Strength inflict a bonus 1d4 damage.

### AVATAR OF STRENGTH

At 14<sup>th</sup> level you become a paragon of mortal strength. The temporary hit points gained from your Strength Training feature are doubled.

Furthermore, your melee attacks that rely on Strength now inflict an additional 1d8 damage.





## PATH OF THE TRUE BERSERKER

True berserkers are ferocious warriors who are overcome with fits of screaming fury. Once they go berserk, they have difficulty stopping. They are terrifying enemies and dangerous allies.

There are three types of true berserkers, each dedicated to a different beast and deity. Those clad a bear pelt are sacred to Thor. Those who wear a wolf pelt are sacred to Odin. Those who don boar skins are sacred to Frey.

### FRENZY

Starting when you choose this path at 3<sup>rd</sup> level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.

It is difficult to end your rage. If your turn ends and you haven't attacked a hostile creature or taken damage since your last turn, you can make a DC 10 Wisdom saving throw to end your rage as a bonus action. If the save fails, you attack the nearest creature. Your rage otherwise continues for 1 minute or until you fall unconscious. When your rage ends, you suffer one level of exhaustion.

### ESSENCE OF THE BEAST

Beginning at 6<sup>th</sup> level, you gain bestial qualities when enraged. The qualities depend on the animal and deity you selected.

**Bear.** You gain 2 temporary hit points per barbarian level and you have advantage on Wisdom (Perception) checks involving smell.

**Boar.** You gain 2 temporary hit points per barbarian level. If you take 10 damage or less that would reduce you to 0 hit points, you are reduced to 1 hit point instead. After using this ability, you cannot use it again until you complete a short or long rest.

**Wolf.** You gain 1 temporary hit point per barbarian level and you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

### MENACING PRESENCE

Beginning at 10<sup>th</sup> level, you can use your action to frighten someone with your menacing presence. 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 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.

### STARTLING METAMORPHOSIS

Beginning at 14<sup>th</sup> level, you transform into a hybrid beast when you rage. Your size increases one category, from Small to Medium or Medium to Large. If you are already Large, your size does not change. Your nonmagical clothing, armor, and equipment do not change and may be destroyed as you grow. If there isn't enough room for you to fully enlarge, you attain the maximum size possible in the available space. As a result of this change, your carrying capacity doubles and you have advantage on Strength checks made to push, pull, lift, or break objects.

Depending on the path you chose, you gain the following benefits, which last until your rage ends:

#### Bear

- Your melee attacks that rely on Strength inflict an extra 1d4 damage.
- You gain claws and fangs which you can use as simple melee weapons.
- **Bite.** Your bite inflicts 1d10 + your Strength modifier in piercing damage.
- **Claws.** Your claws inflict 1d8 + your Strength modifier in slashing damage.
- You gain resistance to lightning damage



**Boar**

- Your melee attacks that rely on Strength deal an extra 1d2 damage.
- You gain tusks which you can use as simple weapons.
- *Tusks.* Your tusks inflict 1d8 + your Strength modifier in slashing damage.
- If you move at least 15 feet straight toward a target and hit it with your tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.
- You gain resistance to cold damage

**Wolf**

- Your melee attacks that rely on Strength deal an extra 1d2 damage.
- You gain claws and fangs which you can use as simple melee weapons.
- *Bite.* Your bite inflicts 1d8 + your Strength modifier in piercing damage.
- *Claws.* Your claws inflict 1d6 + your Strength modifier in slashing damage.
- If you hit a creature with you bite attack, you can use your bonus action to force that creature to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- You gain resistance to fire damage



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