



ART CREDITS

Art is [SPECTRE](#) by David Demaret.

PATH OF THE PHANTOM

Other warriors are haunted by their past, but not many can say they're haunted by themselves. Barbarians of the Path of the Phantom, through accident or with intent, achieve dominance over their own souls that others can barely dream of. This power does not come without cost, as almost all barbarians of this path owe their control to a near death experience. The barrier between spirit and body frays, allowing them to manipulate their essential inner selves for external effects. A barbarian might choose this path after a wound that should have been mortal was healed at the last moment, or as a ritual that brought them to the edge of death. They are also commonly known to manifest as ghosts when their time eventually does run out, their broken soul left to wander eternal.

As a follower of the Path of the Phantom, your soul manifests visually when you rage, and its appearance can be a telling mirror of the barbarian it represents. Consider what your soul manifestation might say about your character, or choose randomly from the table below.

SOUL MANIFESTATION

d6 Manifestation

- 1 A pulsing mass of dim lights
- 2 A ghostly version of yourself
- 3 A beast, powerful and protective
- 4 A monstrous creature, disturbing in design
- 5 A formless mist, flowing and sinister
- 6 A hazy apparition, unfathomable to the eye

PATH OF THE PHANTOM FEATURES

Barbarian Level	Feature
3rd	Split Soul
6th	Possessed
10th	Spirit Stride
14th	Haunted

SPLIT SOUL

Beginning when you choose this path at 3rd level, your anger transcends the physical limitations of your body, letting your spirit become manifest. While you're raging, part of your soul becomes free, tethered to your body by a pale thread that stretches up to 30 feet long. Your soul is a visible but intangible phenomena fitting within a 5 foot cube that appears hovering in place within 5 feet of you, and cannot be targeted by effects, attacks, or take damage. It has your senses, and you can see and hear through it as if you were in its space. On your turn, you can move it up to 30 feet to a point you can see (no action required). If you are ever more than 30 feet away from your soul, it is immediately pulled to an unoccupied space within 5 feet of you.

Additionally, once per turn when you hit a creature with a melee attack while you're raging, you can attempt to invade its body. The creature must succeed on a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or take an amount of psychic damage equal to 1d6 + half your barbarian level and have your soul enter its body until the start of your next turn, or until the creature is more than 30 feet away from you. While your soul is inside another creature, you can see and hear through the creature's senses. This feature has no effect on constructs.

POSSESSED

Beginning at 6th level, when a creature under the effect of your Split Soul feature willingly moves or attempts to make an attack, you can use your reaction to force it to make a Wisdom saving throw against your Split Soul DC. On a failure, you momentarily take control of it. If the creature moves, it must use its movement to move towards a space of your choice you can see. You can't force the creature to move into obviously dangerous ground, such as a fire or a pit. Alternatively, if the creature makes an attack, you can choose a different target you can see within range.

SPIRIT STRIDE

At 10th level, you learn to become almost purely spiritual for a time. As an action, you can become incorporeal temporarily. Until the end of your turn, you can move through other creatures and objects as if they were difficult terrain. If you end your movement inside a creature or object, you are immediately shunted into the nearest unoccupied space. You must complete a short or long rest before you can use this ability again.

HAUNTED

Starting at 14th level, when a creature fails its saving throw against your Split Soul feature, you are invisible to it until your soul leaves its body.