

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

FORSAKER

Magic is evil. Magic tempts. Magic perverts. Magic corrupts. Anyone who cannot embrace these truths has no business considering the Path of the Forsaker. The forsaker rebels against the magic of the fantastic world around him. It's not that you don't believe in it; you know full well that magic is real. You have felt the all too tangible power burn over your skin or wrest control of your mind.

While others may ignore the dangers of magic and succumb to its siren call of power, you know better: sorcery is nothing but a crutch that coddles and weakens its users. By depending upon your own might alone, you have become stronger, tougher, smarter, and more nimble than any of your companions. To that end, you tread a lonely path, deliberately depriving yourself of magic's benefits and destroying any lasting works of magic you encounter.



HATED FOR MAGIC

Barbarians that follow the Path of the Forsaker abhor the use of all that is magical. Starting when you select this barbarian path at 3rd level, you can never knowingly use any magic item, including potions. When you are targeted by a spell cast by an ally, you must roll a saving throw to resist the spell if one is allowed, even if the spell is beneficial. At best, your former ally will escape your wrath, and at worst, you will later settle the matter with the spellcaster using your favorite tools: blood and steel.

Additionally, you add your proficiency bonus to all saving throws you make to resist spells that you can see being cast within 30 feet. At 14th level, you also have advantage on saving throws against all spells.

UNDYING RAGE

At 3rd level, if you have less than half your total hit points while you are raging, you regain a number of hit points equal to your Constitution modifier at the beginning of your turn.

Additionally, spellcasting fuels your hatred. Your rage does not end early if a creature you can see has cast a spell since the beginning of your last turn.

SLAYER

By 6th level, though sheer force of hatred, your melee weapons are considered magical for the purpose of overcoming damage resistance, and they have a +1 bonus to attack and damage rolls. At 10th level, this bonus increases to +2, and at 14th level this increases to +3.

BREAK FREE

Starting at 10th level, if you are being affected by a spell that requires that requires the spellcaster's concentration, you can use your bonus action to shrug off the magic. The caster must succeed an opposed Constitution check against you or break its concentration on the spell.

SPELLBREAKER

At 14th level, while you are raging, you have resistance to damage from spells.

Additionally, if you are raging and you see a spell being cast, you can become immune to this spell until you stop raging as a reaction. After using this ability, you can't use it again until you begin another rage.