

PRIMAL PATHS

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.

PATH OF THE COLOSSUS

The colossus, known to most as a war-hulk, is a creature of the front-lines, swinging massive weapons and sweeping away smaller combatants in their fury. To a war-hulk, strength is the only attribute that matters: cunning is for the weak; faith is for the weak; speed is for the weak. Victory and conquest are for the strong alone. This path is a favorite of goliaths and giants, who step easily into crushing smaller opponents.

LARGER THAN LIFE

Starting when you choose this path at 3rd level, you become a titan when you rage. When you begin a rage, your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. This size increase does not stack with similar size increases, such as from the *enlarge/reduce* spell. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

While raging, you can use your action to make a massive swing against all creatures in a 15-foot line within your reach. Roll a separate attack roll for each target in the line.

IMPOSING PRESENCE

At 6th level, your immense stature can block line of sight. Ranged effects drawing line of sight through your position treat targets behind you as if they have three-quarters cover. When you are raging, this becomes total cover.

BOULDER THROW

At 10th level, you can throw massive boulders or other suitably large objects as weapons. A boulder is a massive, thrown (range 30/60), two-handed weapon that deals 2d8 bludgeoning damage.

When a creature wields a massive weapon, it reduces the number of attacks it can make with the Attack action by one, to a minimum of one.

COLOSSAL STRENGTH

At 14th level, your Strength score and maximum becomes 22, and at 20th level, it becomes 26, rather than 24.

When you make a melee weapon attack while raging, the attack has reach, if it did not have it before.

Size

While the Path of the Colossus can be taken by members of any race, the DM should limit access to this path to races of appropriate size. Gnomes and halflings, for example, are poorly suited to throwing boulders, but goliaths and minotaurs are well suited to the task.

