

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.

PATH OF THE HAKA

The tribal island nations of the world share a legend in their folklore, often presented as a parable or an inspirational tale. The tales tell of a bold tribal chief and warrior, Aata the Fierce, a giant of a man who led his tribe through decades of famine, drought, disaster, and war. For nearly a hundred years, Aata was known as the greatest chief in all the island nations, and his tribe was more powerful and prosperous than any other.

Some versions say Aata disgraced himself on the battlefield, running from combat as a coward, though others say that he brokered a deal with a demon, in a bid to achieve immortality. In either case, near the end of his reign, the warrior-markings of his tribe (his Ta Moko) suddenly and without cause faded from his face. He was cast out of his tribe as a cursed creature and banished from his island home. For years after, he wandered the world without purpose, fighting not for glory, but for survival. In the depths of his despair and self-loathing, he threw himself into danger, suffering mortal wounds time and again, but always survived, and even grew stronger.

From this dark, sullen place, Aata found new meaning: if he could not die, then he would spend eternity bringing glory to his people and reclaiming his warrior spirit. He cast off the name Aata, and took up the name Haka, in honor of his tribe's most sacred rituals. His Ta Moko flared to life, deeper and more vibrant than before.

It is in honor of the great, immortal leader of the island tribes that their greatest warriors take up this Path, learning to channel their warrior spirit just as their ancestor of old.

TA MOKO

Starting at 3rd level, you are granted a set of elaborate facial tattoos which allow you to channel your inner power. You gain a ki pool and a number of ki points equal to half your barbarian level, rounded down.

Additionally, as a reaction when you are hit by an attack, you can spend a ki point to add your Wisdom modifier to your AC, potentially causing the attack to miss. You regain all spent ki points when you finish a short or long rest.

CRUSH

While you are unarmed and not wearing medium or heavy armor, you gain the following benefits:

- While raging, when you make an unarmed strike, you can take a -5 to your attack roll to deal an additional 10 damage.
- Starting at 6th level, your unarmed strikes count as magical for purposes of overcoming damage resistance and immunity.
- Your unarmed strikes deal 1d6 bludgeoning damage. While you are raging, your unarmed strikes deal increased damage as shown on the table below:

Barbarian Level	Unarmed Damage
7th	1d6
10th	1d8
15th	1d10
18th	1d12

HAKA

Starting at 6th level, you gain the ability to channel your ki through elaborate ritual posture, dance, and shouting. As an action on your turn, you can spend one or more ki points to use one of the following abilities:



Haka of Battle. Make a single unarmed strike against a creature within your reach. If it hits, the attack deals an extra die of damage. For every additional ki point you spend on this ability, add an additional die of damage.

Haka of Restoration. You regain 1d12 hit points. For every additional point of ki you spend on this ability, you regain additional hit points equal to your Wisdom modifier (minimum 1).

Haka of Shielding. You gain resistance to all damage types until the start of your next turn. For each additional ki point you spend on this ability, the next time you take damage you reduce the damage you take by an amount equal to your Wisdom modifier (minimum 1).

SAVAGE MANA

At 10th level, whenever you reduce a hostile creature to 0 hit points, you gain 1 ki point. Additionally, your connection to your warrior spirit inhibits your aging: you suffer none of the frailty of old age, you can't be aged magically, and you can no longer die of old age.

PUNISH THE WEAK

Starting at 14th level, whenever you hit a hostile creature with a melee attack, if it has less than half its health remaining it takes additional damage equal to your Wisdom modifier.

NEW MAGIC ITEMS

These items will be most useful to barbarians of the Haka tradition.

MERE

Weapon (mace), rare (requires attunement)

This mace, cut from a single, massive piece of jade, is carved with symbols depicting the history and legends of the island people who crafted it. You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, once per turn when you hit a hostile creature with this weapon, you gain 1 ki point (if you have a ki pool).

TAHIA

Weapon (quarterstaff), very rare (requires attunement)

This quarterstaff takes the shape of a sturdy, double-ended oar, and is covered in scrawlings, patterns that grant the wood unnatural strength. You have a +2 bonus to attack and damage rolls made with this magic weapon. Once per turn when you attack a creature with this weapon, you can make an additional attack against another creature within 5 feet of the target.

