

Alan Venic's Redbook

TOME OF THE
BARBARIAN



**A pack of new class options for the barbarian
of the world's greatest role playing game**



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BARBARIAN



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual, and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the barbarian class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to live a barbarian that suffer a great trauma through magic and despises it for that. Or an orc barbarian worshiper of Gruumsh that decide put out his own eye to honor his deity. Or even a small Halfling that lived surrounded by barbarism and become a bloody warrior, even without the inherent physical strength of this class.

At this supplemental rulebook are presented ten new primal paths. Certainly, one of them will fit the concept you imagine for your barbarian. Explore all the possibilities and have fun.

Long live to the RPG!

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THE BARBARIAN

The ferocious warrior, the most feared foe, the tireless hunter, the wild warrior. Those are some of the nicknames gained by the barbarian. They deserve these nicknames because they use brutality as the most important tool to survive.

The blood that flows through your veins eventually stain the floor and runs through your body during your long journey seeking glory. However, your blood seems never end, whereas you can resist unimaginable punishments for the most of living beings.

Become a barbarian and trail his path is live in a merciless world where only the strong can prevail.

CLASS FEATURES

As a barbarian, you have class features that emphasize your wild aspect, auto sufficiency, and survivability. A brief description of each class feature the class have will be presented bellow to help you choose the right Primal Path for your barbarian.

RAGE

Rage is the most expressive feature for a barbarian. It reflects the ecstasy state reached in battle on the moments of greatest passion. When you rage, you become strong, vigorous, and devastating. You are not concerned with your health, you only worried in put your enemies down in this outburst of savage frenzy.

UNARMORED DEFENSE

A barbarian is a savage and free warrior. The most don't care about use of armor for protection, but in their natural survival instincts. However, some barbarian focus on protection by using a shield, since his combat insight is something he can count on.

RECKLESS ATTACK

A barbarian, mostly raged, prefer focus on offense instead of defense. This feature reflect it.

DANGER SENSE

Your primal sense to the threats that surround you let you avoid traps in an awesome way.

PRIMAL PATH

The primal path determine peculiarities and gives you a set of unique features that only a barbarian that trail the same path will have. In the *Player's Handbook* are presented two primal paths. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of barbarian you want to be. The new primal paths are presented in the final of this brief description of the barbarian class features.

ABILITY SCORE IMPROVEMENT

Increase your Strength and Constitution value seems the obvious choices for a barbarian. However, some feats can burst your destructive potential (see chapter 6 on *Player's Handbook*).

EXTRA ATTACK

Your destructive ability doubled when you gain this feature. Despite being a feature shared between all combat classes, you gain greater benefit on it when raged or using your Reckless Attack. Additionally, many features gained through your chosen primal path will be improved with extra attacks too.

FAST MOVEMENT

Your bloodthirsty and fury let you move faster than ordinary members of your race.

FERAL INSTINCT

As you become experienced, you improves more and more your wild sense. You are always aware of threats, even if you can't see it. You are virtually impossible to ambush or to be caught off guard.

BRUTAL CRITICAL

Thanks to this destructive ability, heavy weapons are the most interesting choices for a barbarian. The greater the damage die of the weapon, greater will be the damage deal in a critical hit by you.

RELENTLESS RAGE

When you gain this feature, the death become fewer present in your plans. Your rage let you remain on foot even in face of the most awful punishments. Put you down become an extremely hard task.

PERSISTENT RAGE

Through this feature, your fury state doesn't end early if you don't want it. Your rage burns in your heart while you can fell the battle in your skin.

INDOMITABLE MIGHT

As a being of pure brutality, your strength is your greatest ally all the time. Your strength never let you down when you need it.

PRIMAL CHAMPION

At the apex of the class, you become an unstoppable force of nature. Your physical strength and resistance can't be match to the strength of any regular humanoid.

PRIMAL PATHS

At this supplemental rulebook are presented ten new primal paths you can choose instead of the primal paths presented in the *Player's Handbook*. The Path of the Bear Warrior, the Path of the Destroyer, the Path of the Elemental Rager, the Path of the Eye of Gruumsh, the Path of the Forsaker, the Path of the Furious Whirlwind, the Path of the Immortal Rager, the Path of the Impetuous Colossus, the Path of the Runescarred Berserker, and the Path of the Tribal Protector.

PATH OF THE BEAR WARRIOR

A barbarian that follows the Path of the Bear Warrior take part in a rite of passage extremely dangerous. In this rite, the barbarian must face a bear alone and defeat him with his bare hands. Most are devoured in the process, but those who conclude the rite are baptized with the bear's blood, and the powerful spirit of this valiant animal take place in the warrior's body. From now, you can assume the form of your guardian spirit when you become raged in battle, becoming a bear warrior.

BEAR FORM

At 3rd level, in the turn you activate your rage, you can assume a werebear form, remaining on this form until the end of your rage. You gain the following benefits in the werebear form:

- Your Strength score change to 19, if is not higher.
- You gain +1 bonus on AC from natural armor.
- You gain the Multiattack action. You can make a bite attack and a claws attack with this action. Alternatively, you can make a bite attack and a weapon attack with this action. You are proficient with your natural weapons and your attack and damage rolls are made with Strength. Your bite attack cause 1d8 piercing damage and your claws attack cause 2d6 slashing damage.
- You have resistance to bludgeoning, piercing, and slashing damage.

Starting at 5th level, when you use the Multiattack action, you can make a bite attack and two claw attacks. Alternatively, you can make a bite attack and two weapon attacks with this action. Each of your claw attacks cause 2d4 slashing damage.

At 7th level, your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

At 9th level, your Strength score change to 21, if is not higher. At 16th level, your Strength score change to 23, if is not higher.

When you reach the 11th level, your size in werebear form change to Large, if is not larger. Your bite attack cause 2d8 piercing damage, and each of your claw attacks cause 2d6 slashing damage. Additionally, your weapon attacks cause 1d6 extra damage.

These benefits replace the benefits of your standard rage. You suffer all restrictions of your rage when you are in werebear form. Any equipment you wearing or carrying isn't transformed, but you still can wield weapons.

FERAL TRAITS

At 6th level, doing to your link with your inner beast, you assume some animalistic traits permanently. Independently of the form you are, you have scent, gaining advantage on Wisdom (Perception) checks that rely on smell, and gain climb speed of 30 feet.

Additionally, bears seen you like a friend and you can speak with then as you share a language.

CRUSHING EMBRACE

Starting at 10th level, while you are in the werebear form, you can crush your enemies with your mighty embrace. When you hit a creature with a claw attack, you cause the normal damage and the target is grappled. The DC to escape is 8 + your proficiency bonus + your Strength modifier. Until this grapple ends, the target is restrained, and you can't make claw or weapon attacks. If you start your turn grappling a creature, you can use a bonus action to crush this creature, causing bludgeoning damage equal to 2d8 + your Strength modifier.

BEAR VITALITY

At 14th level, you acquires the tireless will and resilience of the bears. When you assume your werebear form, you gain a number of temporary hit points equal to double your barbarian level. Additionally, while you remain on werebear form, you gain advantage on Strength checks and Strength and Constitution saving throws.

PATH OF THE DESTROYER

Destruction is the aspect mostly associated to barbarians by the civilized races. A barbarian that follow the Path of the Destroyer focus on destroy objects that support their enemies against them. Remove the combat tools from their foes is an efficient form to defeat them in a fast and clean way. When you trail this path, make your enemies bleed is not the most important thing to defeat them. Let them without the resources to confront is the goal. Honor and fair combat is not important to you, your only concern is the final result: victory at all costs.

DEVASTATING FURY

At 3th level, you focus in reduce the defenses of your foes instead of make them bleed. While you raged, when you hit a creature with a melee attack, you can use a bonus action to roll a d6. You reduce the AC of the target by the result of the die roll until the end of your next turn.

REBUILD SPOIL

Starting at 6th level, you improves your technique as smither and other crafts to repair items and gears damaged by you. You gain proficiency in the following artisan's tools: leatherworker's tolls, smith's tolls, woodcarver's tools. You can repair a damaged mundane weapon, shield or armor by make a Dexterity check DC 10 using appropriated tools. Doing this need 1 hour of work, and you use every fragment of the item to rebuild it, without the need of expend resources in the process.

SHATTER WEAPON

At 10th level, you can attack a weapon wielded by a foe, disabling it. When you hit a creature with a melee weapon attack, you can hit a manufactured weapon wielded by this creature instead. When you do so, you do not cause damage, but can shatter the weapon of the creature. The target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or the weapon will be shattered. A creature that use a shattered weapon suffer a penalty of 1d6 in its attack and damage rolls made with this weapon.

A mending spell repair the weapon, removing the penalty in attack and damage rolls. This feature can't affect a magic weapon.

BREAK CONCENTRATION

At 14th level, your attacks can deconcentrate a creature. When a hostile creature to you that you can see within 20 feet of you start casting a spell, you can use your reaction to make a weapon attack against this creature. If you hit, the target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier) or will fail in the cast attempt, and the spell slot will be expended. Additionally, whenever you hit a creature maintaining the concentration in a spell with a melee weapon attack, the creature suffer disadvantage in the Constitution saving throw to maintain concentration in the spell.

PATH OF THE ELEMENTAL RAGER

The four elements are intrinsic bond to the primal forces that create and pervade the Multiverse. They are contained in each being and material. Some barbarians follow a primal path that let them discover what of the four elements are within their spirits. An elemental rager can release the power of his affinity element in awesome ways, mostly when with emotions under the skin. The path of this barbarian will send him to master his inner element.

ELEMENTAL AWAKEN

At 3rd level, you must choose one of the four possible paths for an elemental rager as his affinity element: air, earth, fire and water. Through a primal ritual, you awake the power of one of the elements within you, mostly when are more excited. You gain resistance to a type of element and a minor aspect, depending on your element of choice, as describe bellow:

Air. Your hair seems constantly flowing. You gain resistance to lightning damage.

Earth. Your skin seems dry and rough to touch, with a grey hue. You gain resistance to acid damage.

Fire. Your skin becomes crimson and very hot. You gain resistance to fire damage.

Water. Your skin is always wet and cold to touch. You gain resistance to cold damage.

ELEMENTAL RAGE

Also at 3rd level, you gain the ability to release your elemental power through a devastating fury. While you raged, you can channel your elemental power through your attacks. You didn't gain the bonus to damage rolls describe in the Rage Damage column of the Barbarian table (see in *Player's Handbook*). Instead, you add 1d6 extra damage of the same type of your affinity element to your melee weapon attacks using Strength.

The damage die increase to 1d8 at 9th level, and to 1d10 at 16th level.

PRIMORDIAL TRAIL

Starting at 6th level, your bond to your primal element grows, given you some benefits. You gain the benefits describe bellow on your affinity element.

Air. You have no disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing during a strong wind. Additionally, your walking speed increase by 10 feet when you use the Dash action.

Earth. Move through nonmagical difficult terrain of stone or earth doesn't costs extra movement from you. Additionally, you gain climb speed of 20 feet when climbing a stone or earth surface.

Fire. You suffer no suffocating effect when is in an area of nonmagical smoke. Additionally, you can cross an area of nonmagical fire without take any damage.

Water. You gain swim speed of 20 feet. Additionally, you have no disadvantage on Wisdom (Perception) checks that rely on sight during a heavy rain or snowfall.

PRIMITIVE FURY

At 10th level, you can unleash much more power from your primal element when is in your ferocious moment. While you raged, you gain the benefits describe bellow on your affinity element.

Air. When a creature take lightning damage from your melee attack, the creature can't make reactions until the end of your next turn.

Earth. When a creature take acid damage from your melee attack, the creature must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or will take disadvantage on its attack rolls until the start of your next turn.

Fire. When a creature take fire damage from your melee attack, the creature must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or will ignite. An ignited creature take 1d4 fire damage at the start of each of its turns. The creature can make a new saving throw at the end of each of its turns, put out the fire with a success, or can use its action to put out the fire automatically.

Water. When a creature take cold damage from your melee attack, the creature must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or will be restrained until the start of your next turn.

ELEMENTAL APOTHEOSIS

Starting at 14th level, you reach the height of your chosen element bond. You gain immunity to the damage linked to your affinity element. Additionally, while raged, you unleash elemental energy constantly. When a creature within 5 feet of you hit you with a melee attack, you can use your reaction to cause 2d6 + your Constitution modifier damage of the same type of your affinity element to the creature. The target can make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) to half this damage.

PATH OF THE EYE OF GRUUMSH

Known as one of the most brutal and intolerant races, the orcs follow a deity that loves spread carnage and terror. A barbarian that possess orc blood flowing through the veins can follow the Path fo the Eye of Gruumsh. However, become an eye of Gruumsh is not an easy task or a task the most of barbarians are willing to undertake.

You need to put out your own right eye through a ritual as proof of your worship and submission to Gruumsh. In the end of the ritual, a morbid bright appears in your empty eye, and you become more similar to your god receiving his grace and blessing for your self-sacrifice in his name.

RESTRICTION: ORCS ONLY

Only orcs, half-orcs, and ologs can choose the primal path of the eye of Gruumsh. This trail reflects the blind devotion to the orc god through the brutal ritual of pull out the own eye to become more like your deity and gain his grace.

Your DM can suit the race restriction to other kind of race tied to a different god of his setting. This god must be patron of some wild race, like troglodyte or goblinoid, and should lose his eye. The name of the path and the features granted by it should be changed to suit the chosen god and setting.

BLIND FAITH

At 3rd level, when you choose this primal path, you must pull out your right eye in a special ritual. You gain proficiency in Religion and Perception, if you don't already have it.

Doing to the loss of your eye, you suffer disadvantage on Wisdom (Perception) checks that rely on sight, and on ranged attack rolls. You can't use any of your features of eye of Gruumsh if you regains sight in both eyes.

GRUUMSH FURY

Also at 3rd level, when you rage, you gain a growing bloodlust as your god incarnates on you. While raged, you don't gain the bonus on damage rolls showed on the column Rage Damage on the Barbarian table (see in *Player's Handbook*). Instead, you cause 1d6 extra damage of the same type of the weapon when you hit a melee attack with a weapon using Strength while raged.

Starting at 9th level, the extra damage you cause with your attacks increase to 1d8. At 16th level, the extra damage increase to 1d10.

VIEW OF THE FUTURE

Starting at 6th level, you can use the eye you pull out to foresee the near future through a ritual. You can cast *augury* spell (ritual version only), without needing material components.

You can use this feature twice. After that, you need to finish a long rest to use it again.

BLINDSENSE

At 10th level, you can fill the loss of your eye with the ability to feel your surrounds using other senses. You gain blindsight out to a range of 30 feet.

You don't suffer disadvantage on Wisdom (Perception) checks that rely on sight, and on ranged attack rolls anymore.

GRUMSH'S VISION

At 14th level, you gain the ability to see the moment of your death through your missing eye, become capable to avoid this moment. If you suffer a critical hit or enough damage to drop you to 0 hit points, you can use your reaction to ignore this effect and suffer no damage from this source.

Once you use this feature, you cannot use it again until you finish a short or long rest.

PATH OF THE FORSAKER

Savages that lives in some secluded tribes often nourish aversion to the mystical effects that pervade the world. Those barbarians known as forsakers, commonly took this course because they suffer great trauma in their life from a magical effect. Your tribe could been wiped out by spellcasters or you could nearly died through a spell. Independently of the cause, you have a hate and aversion so deep to spells that your mind and body become resistant to all magical effects you suffer, making you a priceless opponent against powerful spellcasters.

MAGIC AVERSION

At 3rd level, your rejection towards mysticism creates a growing disbelief on you towards everything you can't understand or consider supernatural. You are never a willing or friendly creature to a spell, even to harmless spells. You can't willing use an item that you realize is magic, and you will throw away any magic item you wore before become a forsaker. A creature that tries to affects you with a touch spell must be successful in a melee spell attack to affects you with the spell.

You gain advantage on saving throws against spells and magical effects. Additionally, you gain damage resistance to damage from spells and magical effects. However, when you are target by a spell or magical effect that recover hit points, you recover half the appointed hit points.

REFRESHING REST

Starting at 6th level, when you rest in a natural place without any mystical energy source at your sight, you recover in awesome way. When you finish a short rest, you recover a number of hit points equal to your Constitution modifier + your barbarian level even if you don't expend a Hit Die to recover hit points. If you expend a Hit Die, you recover the appointed number as extra hit points when you finish a short rest. You can't recover hit points or expend Hit Dice to heal yourself when exists an effect notably magical within 20 feet of you.

INSURGENT SUPERSTITIOUS

At 10th level, your anger towards magic leads you to believe that it is responsible for the destruction of the world. You become annoyed when you see a creature casting a spell or using an item noticeably magic. You must avoid been near to friendly creatures with mystical powers and will try convince then to do not use this effects near you.

If a hostile creature tries to cast a spell within 30 feet of you, you can use your reaction to thwart the creature. The target must be successful in a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or will fail to finish the casting, expending the spell slot without effect. Additionally, when you hit a creature wearing or carrying an item noticeably magical, you can decide to hit the item instead of the owner. Instead of cause damage to the owner, you make

the item lose all magical properties it has until the end of your next turn. This feature does not affect artefacts.

ABSORBING RAGE

At 14th level, when you rage, your aversion towards magic creates a protective coat around your body absorbing magical effects, and empower your anger. Anytime you are successful in a saving throw against a spell or magical effect when you rage, you can use your reaction to gain a bonus on your attack and damage rolls with melee weapons equal to the level of the spell you absorb (a minimum of +1) until the start of your next turn.

Any creature that make a spell attack against you suffer disadvantage on this attack roll while you still raged.

PATH OF THE FURIOUS WHIRLWIND

Some small creatures that lives in the wild can find the barbarian life style interesting. However, the natural path of the barbarian favors those have powerful build instead of agility and speed. Nevertheless, even small ones can supersede the lack of physical strength and height with impressive ferocious and impetus. When you become a furious whirlwind your enemies flee from your blades attempting to survive, but rare are those who survive your rage and live to tell.

RESTRICTION: SMALL CREATURES ONLY

Only Small size or smaller characters can follow the path of the Furious Whirlwind. This class reflects the way as smaller creatures swap their lack of strength and height to agility and animal instinct.

Your DM can include other races perceptibly nimble, as elves, in the restriction of this primal path in his setting. This restriction is a way to balance the disadvantage a small creature have when become a barbarian.

NIMBLE SAVAGE

You can use your barbarian abilities even with light and finesse weapons. Starting at 3rd level, you can use any barbarian feature that works only with melee weapon attack using Strength in melee weapon attacks with light weapons using Strength or Dexterity.

WHIRLWILD FRENZY

At 3rd level, you can supersede your size with agility, becoming a killing machine when you raged. While you raged and wielding a light weapon in each hand, you can use a bonus action to make an extra attack with both of your weapons.

Additionally, you gain no advantage on Strength checks and Strength saving throws while raged. Instead, you gain advantage on Dexterity checks and Dexterity saving throws while raged. When your rage ends, you suffer one level of exhaustion (see the appendix A on *Player's Handbook*).

INSTINCTIVE MOVIMENT

Starting at 6th level, you can use your weapons as claws, behave like a beast as you move. While you wield a light weapon in each hand, you gain climb speed of 20 feet. Additionally, you can use a bonus action to make a Dexterity (Acrobatics) check DC 15 to move through the space of an enemy larger than you. You doesn't provoke opportunity attacks from this enemy until the end of your turn

CHARGE OF STEEL

At 10th level, you can wander the battlefield while strikes each enemy in your way. With a bonus action, you can make the Dash action in your turn. During this turn, you can use your action to make a melee weapon attack against each creature you have pass within 5 feet this turn. You provokes opportunity attacks by

moving this way, but the creatures has disadvantage when make opportunity attacks against you if you hit then this turn.

BLADE WINDSTORM

At 14th level, you can become a devastating walking whirlwind. While you rage and is wielding a light weapon in each hand, you can spin like a whirlwind for 1 minute. Each creature that starts its turns within 5 feet from you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier, at your choice) or take slashing damage equal to 3d6 + your Strength or Dexterity modifier, at your choice. A creature successful in the save halves this damage. When your rage ends, you suffer one level of exhaustion.

Once you use this feature, you cannot use it again until you finish a short or long rest.

PATH OF THE IMMORTAL RAGER

Some barbarians seen simply do not die even when carries wounds apparently lethal. The Path of the Immortal Rager is a trail followed by true survivors. Brave warriors that lives on harsh environments like frozen peaks in the highest mountains or blazing deserts of sand. Those barbarians do not fear death they challenge death constantly and survive face of the most unpredictable challenges imaginable.

IMMORTAL RAGE

At 3rd level, you can remain on standing even before the most tremendous punishments when in the edge of your rage. When you rage and with less than half your hit point maximum, you can focus your energy on survival at all costs. At the end of your turn, as a bonus action, you can recover a number of hit points equal to the bonus showed at the column Rage Damage on the Barbarian table (see in *Player's Handbook*). You still gain this bonus on a damage roll when you make a melee weapon attack using Strength. You can't recover this hit points when you above half your hit point maximum.

WARRIOR OF FIRE AND ICE

Starting at 6th level, your stamina seems to never end, and you seems tireless even under harsh conditions. You gain advantage on saving throws against weather effects like extreme cold or extreme heat. Additionally, you ignore penalties when you have one level of exhaustion. You suffer the penalties for the first level of exhaustion when you are with two levels of exhaustion, the effects of the second level when you are with three levels, and so on. You die when you reach level 7 exhaustion. You recover two levels of exhaustion when you would normally recover just one.

BLOODY FURY

At 10th level, you become even stronger as you suffer more and more pain. When you rage, you gain double the bonus on damage rolls showed on the column Rage Damage of the Barbarian table. If you rage and with less than half your hit point maximum, you can use a bonus action to recover double the bonus showed on the column Rage Damage of the Barbarian table.

INSTINCTIVE FORTITUDE

Beginning on the 14th level, you can stay alive in a supernatural means. You die only on your fifth fail on a death saving throw, and become stable with three success, as normal. If you take damage that drop you to 0 hit points but has a rage use available, you can use your reaction to enter rage immediately to stay on foot activating your Relentless Rage automatically and drop to 1 hit point. Additionally, when raged you gain advantage on Constitution saving throws.

PATH OF THE IMPETUOUS COLOSSUS

Giants are mostly associated to barbarism thanks to their impressive ability of destruction. Some humanoid barbarian fight against giants and often drink their blood in an attempt to gain their power. Over the ages, those remote tribes with their brutal habits eventually gain a portion of the giant's strength and vitality, as drink their blood. Those barbarians are taller and stronger than most of the member of their race, and are capable to perform feats of strength possible only by larger creatures with powerful build. Treading the Path of The Impetuous Colossus, you join a world of brutality where larger you are, more feared and beloved you are.

RAMPANT GROWTH

At 3rd level, your muscles bulk and you grow in size when your nerves are under skin. When you rage, you can use a bonus action to increase your size to Large (see the chapter 9 on *Player's Handbook*), if you are not Large or larger. You can't change size if there isn't enough room for you increase your size. Additionally, you cause 1d6 extra damage with your weapon attacks while you remain Large or larger.

MENACING HEIGHT

Starting at 6th level, your bulk size let apprehensive the creatures you interact. You can add your Strength modifier (if is higher) instead of your Charisma modifier when you make a check using the Intimidation skill if you make a feat of strength like breaking a table with a punch, or bend an iron bar. Additionally, you have advantage on Intimidation checks against creatures lowest than you.

GIANT'S THROW

At 10th level, you learn to throw big rocks like the true giants does while you remain large. While you are Large or larger, when you use the Attack action, you can throw a rock or similar object as an improvised ranged weapon with the properties heavy and thrown (range 30/120). You are proficient with this improvised weapon and it cause 2d6 bludgeoning damage.

POWERFUL STRIKE

At 14th level, whenever you hit a creature with a weapon attack using Strength, you can use a bonus action to knock the target prone or push it. The target must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). If fail on this save, the creature will be knocked prone or pushed 10 feet away from you. A creature smaller than you suffer disadvantage on this saving throw.

PATH OF THE RUNESCARRED

BERSERKER

Some barbarians discover that possess innate arcane abilities whens carve mystic runes in their flesh. Those barbarians follow the Path of the Runescarred Berserker and use their willpower and force of personality to cast spells while wield their powerful axes in battle, and scream in incontrollable frenzy state.

A shaman or elder of his tribe that perceive the inherent power hidden on him, commonly advises a barbarian that follow this path. This shaman teaches him the ancient language of the dragons, and the ancient mystical runes that hold the arcane power that can be released only by holders of this inherent power.

SPELLCASTING

When you reach 3rd level, you augment your versatility with the ability to cast spells. See chapter 10 for general rules of spellcasting and chapter 11 for the sorcerer spell list.

Cantrips. You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 8th level, and another one at 14th level.

Spell Slots. The Runescarred Berserker Spellcasting table show how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

RUNESCARRED BERSERKER SPELLCASTING

Barbarian Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
			1st	2nd	3rd	4th
3rd	2	1	2	–	–	–
4th	2	2	3	–	–	–
5th	2	2	3	–	–	–
6th	2	2	3	–	–	–
7th	2	3	4	2	–	–
8th	3	3	4	2	–	–
9th	3	3	4	2	–	–
10th	3	4	4	3	–	–
11th	3	4	4	3	–	–
12th	3	4	4	3	–	–
13th	3	5	4	3	2	–
14th	4	5	4	3	2	–
15th	4	5	4	3	2	–
16th	4	6	4	3	3	–
17th	4	6	4	3	3	–
18th	4	6	4	3	3	–
19th	4	7	4	3	3	1
20th	4	7	4	3	3	1

Spells Known of 1st-Level and Higher. You know one 1st-level sorcerer spell of your choice.

The Spells Known column of the Runescarred Berserker Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. For instance, when you reach 7th level in this class, you learn one new spell of 1st or 2nd level.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since you learn spells through inherent power. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

INSCRIBE RUNESCARS

At 3rd level, you can speak, read, and write Draconic. You use this language to inscribe the magical runes carved in your body, and to learn the ritual through which you mark your own skin with deep tattoos in the shape of mystical runes too. Those scars represent the spells you know, so you create your first tattoos no later than 3rd level. Initially four, two cantrips and one 1st level spell. You gain new runescars when you earn new spells or cantrips known.

Create a runescar is a painful and slow procedure. You need spend 1 hour to create a single runescar of a cantrip or a 1st level spell, using ink, razor and incandescent iron. The procedure takes more time for 2nd-level spells or higher. You need one additional hour for each level of the spell higher than 1st.

Unlike other spellcasters, a runescarred berserker cannot replace your spells known when reach new levels, since your spells are linked to the runes inscribed on his skin permanently. Thus, this barbarian must choose his spells known with caution, since him will probably carry those tattoos for his life.

FURIOUS SPELLCASTING

In 3rd level too, you discover how to unleash your mystical power even when under effect of your rage. You can cast your sorcerer spells known normally under rage. You cannot maintain concentration on a spell during rage.

REMOVING RUNESCARS

You cannot remove runescars in conventional ways or with simple spells. Only a *regeneration* spell or magic of equivalent power can remove all your runescars. If this happens, you must spend the needed time describe in Inscribe Runescars to create your runescars again, and access the pertinent spells known. A *wish* spell can remove a specific runescar, instead of removing all your runescars, and thereafter, all your spells known.

Those are the most common ways to replace the spells known for a runescarred berserker, but the DM can create other methods freely, like mystical rituals, new spells or even specific magic items.

RITUAL OF MYSTICISM

Beginning at 6th level, you can make a ritual that amplifies your world view and improves your natural instincts that takes 10 minutes to be completed. After that, you need expend a 1st-level spell slot. You gain darkvision out to a range of 60 feet and advantage on Wisdom (Perception) checks for 1 hour. You can expend higher spell slots, increasing the duration of the effect in 1 hour for each level of the spell above 1st. When you are under this effect, you can use a bonus action to gain blindsight out to a range of 30 feet until the beginning of your next turn.

INSTINCTIVE SPELL

At 10th level, you learn how to unleash your magic in an instinctive way as you deliver ferocious strikes. While you are under rage and use the Attack action, you can cast a cantrip, as a bonus action, that need a melee attack against the target of your attacks. If you are using the Reckless Attack feature, you gain advantage on this melee spell attack.

RITUALISTIC SCAR

Starting at 14th level, you can make a mystical ritual that spend 1 hour to be completed using special inks to make two of your runescars gives you one of the following benefits:

- Whenever you cast a spell linked to that runescar, you gain temporary hit points equal to 1d8 + twice the spell slot level used to cast the spell.
- You can cast a spell linked to that runescar as if you had used a spell slot one level higher than you really did.
- After cast a spell linked to that runescar, you gain a bonus on melee weapon attacks and melee weapon damage equal to the spell slot level used to cast the spell until the end of your next turn.
- After cast a spell linked to that runescar, you gain a bonus on your CA equal to the spell slot level used to cast the spell until the beginning of your next turn.
- You gain elemental damage resistance (acid, cold, fire, lightning, and thunder) for a number of rounds equal to the spell slot level used to cast the spell.

Each runescar you choose can provide the same benefit or a different one, and the Ritualistic Scar lasts until you use this feature again.

Once you make this ritual, you cannot make it again until you finish a short or long rest.

PATH OF THE TRIBAL PROTECTOR

In the most barren and wild lands of the world, are tribes that suffer constant assaults from beasts and rival tribes. Some barbarians from those tribes become watchful guardians capable of depart enemies and keep the elders, women, and children of the tribe safe. A barbarian that trail the Path of the Tribal Protector focus on safeguard his homeland and his companions. Anyone under the guardianship of a tribal protector, hardly are injured or perish.

RESTRICTION: WILD RACES ONLY

Only members of wild races life wood elves, dragonborns, forest gnomes and half-orcs can choose the primal path of the tribal protector. This class reflects the commitment and dedication of secluded tribe members to their folk.

Your DM can include other wild races he allowed as player's character races in his setting. This restriction include only races presented in the *Player's Handbook*, but it can include any race the DM wants in his campaign setting.

PROTECTIVE RAGE

At 3rd level, when you or an allied is in danger, your protective instinct manifests in a fury. While you are raged and wielding a shield, you can use a bonus action to gain +2 bonus to AC against melee attacks until the start of your next turn. Additionally, when a willing creature of your size or smaller within 5 feet of you are target of a melee attack, you can use your reaction to swap place with this creature. You pass to occupy the space of this creature and the creature occupy the space you was. You become the new target of the attack instead of the creature you swap places. You must decide make this change after know the target of the attack, but before know the result.

HOMELAND BOND

Starting at 6th level, while you are in a land similar to your homeland, you gain advantages to move and fight. Choose a type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp or subterranean. While you are in this terrain, you gain the following benefits:

- Move through difficult terrain doesn't costs extra movement from you.
- You can use the Disengage action as a bonus action.
- You gain advantage on Strength and Dexterity saving throws.
- You gain advantage on Wisdom (Survival) checks.
- You gain advantage on Strength (Athletics) checks.

The terrain choose must reflect the land your tribe you born or rise is located.

TRIBAL DEFENDER

At 10th level, your dedication to your tribe let you become a peerless guardian. When a creature friendly to you that you can see drop to 0 hit points, become

unconscious or paralyzed, you can use your reaction to move your walking speed to the space occupied by this creature or to the nearest unoccupied space of the creature. While you still in the space occupied by your ally, he can't be target by attacks. Additionally, when a spell or harmful effect that affects the area occupied by you and your ally require a Dexterity saving throw to halve the damage, you can use your reaction to cover your ally preventing him to take any damage. When you do so, you suffer disadvantage on your saving throw against the effect.

TIRELESS BULWARK

At 14th level, you become the vanguard bulwark of your tribe. While you raged, you can challenge your enemies, compelling them to see you as the greatest threat. With your action, you compel all hostile creatures that can see you within 60 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A creature that fails the save suffer disadvantage on attack rolls against any creature different of you until the start of your next turn. On subsequent turns, you can use a bonus action to extend the duration of this effect on the challenged creatures until the start of your next turn. This effect ends in a creature that ends its turn out of line of sight or more than 60 feet away from you.

If a creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Once you use this feature, you cannot use it again until you finish a short or long rest.