**Class Features:**

Barbarian Class

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Rages | Rage Damage |
| 1st | +2 | Rage, Primal Defense | 2 | 2 |
| 2nd | +2 | Reckless Attack, Danger Sense | 2 | 2 |
| 3rd | +2 | Primal Path, Survival Skills | 3 | 2 |
| 4th | +2 | Feat-Martial | 3 | 2 |
| 5th | +3 | Extra Attack, Focused Recovery: Barbarian Fast Movement | 3 | 2 |
| 6th | +3 | Primal Path Feature | 3 | 2 |
| 7th | +3 | Feral Instinct, Instinctive Movement | 3 | 2 |
| 8th | +3 | Feat | 3 | 2 |
| 9th | +4 | Brutal Critical, Hulking Diplomacy | 4 | 3 |
| 10th | +4 | Primal Knowledge | 4 | 3 |
| 11th | +4 | Relentless Rage | 4 | 3 |
| 12th | +4 | Feat-Martial | 4 | 3 |
| 13th | +5 | Brutal Critical Improvement | 5 | 3 |
| 14th | +5 | Primal Path Feature | 5 | 3 |
| 15th | +5 | Persistent Rage | 5 | 3 |
| 16th | +5 | Feat | 6 | 4 |
| 17th | +6 | Brutal Critical Improvement | 6 | 4 |
| 18th | +6 | Indomitable Might | 6 | 4 |
| 19th | +6 | Feat-Martial | 6 | 4 |
| 20th | +6 | Primal Champion | Unlimited | 5 |

As a barbarian, you gain the following class features:

**Hit Points:**

* Hit Points at 1st Level: 12 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d12 (**minimum roll of 8**) + your Constitution modifier per barbarian level after 1st.

**Proficiencies:**

Class Type: Martial, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: light armor, medium armor, shields
* Weapons: simple weapons, martial weapons
* Tools: none

**Saving Throws:** Strength, Constitution

**Skills:**  
Choose two from:Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a greataxe or (b) any martial melee weapon
2. (a) two handaxes or (b) any simple weapon
3. (a) a ranged weapon of your choice that uses strength and 20 ammunitions for your ranged weapon. or (b) 20 javelins
4. An explorer’s pack

**Rage**

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a **bonus action**.

**While raging**, you gain the following benefits if you aren’t wearing heavy armor:

* You have advantage on Strength checks and Strength saving throws.
* When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
* You have resistance to bludgeoning, piercing, and slashing damage.
* If you are able to cast spells, you can’t cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked or been attacked by a hostile creature since your last turn or taken damage since then. You may also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a **long rest** before you can rage again.

**Primal/Shaman Focus**  
  
Choose between: Primal or Shaman and gain the related feature  
  
Primal: While you are not wearing any armor, your Armor Class equals 10 + your dexterity modifier + your constitution modifier. You can use a shield and still gain this benefit.

***OR***

Shaman: While you are not wearing any armor, your Armor Class equals 10 + your wisdom modifier + your constitution modifier. You can use a shield and still gain this benefit.  
  
This choice will affect other features found later in this class.

**Reckless Attack**

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Danger Sense**

At 2nd level, you gain an uncanny sense of when things nearby aren’t as they should be, giving you an edge when you dodge away from danger.

* You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can’t be blinded, deafened, or incapacitated.
* You **may** add your wisdom modifier to initiative rolls whenever you roll initiative.  
  (Dex+Wis+d20)

**Primal Path**

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.   
(*See Subclass Guide*)

**Survival Skills**

At 3rd level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat.  
  
This class also gains an additional ability score increase of your choice by 1 at 4th and 12th and 19th level. As normal, you can’t increase an ability score above 20 using this feature. *(these are noted as “martial feats”)*

**Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**Focused Recovery: Barbarian**Beginning at 5th level you may spend 5 minutes to recover your choice of:

* You regain a number of rage charges until you have 1/2 your maximum rage charges (rounded down)
* You Regain the uses of any Barbarian class features that reset on short rest. (including resetting relentless rage)
* Recover 10 X your constitution modifier as hp.

During this time you may not perform any actions, bonus actions, reactions. You cannot climb or swim unless you have a climb speed or swim speed. If you perform an action this will break your recovery and you must start over to gain the benefits of this ability. You cannot use this ability again until you finish a long rest.

**Fast Movement**

Starting at 5th level, your speed increases by 10 feet.

**Feral Instinct**

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren’t incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.  
 **Instinctive Movement**  
  
Beginning at 7th level, based on your barbarian focus you gain one of the following abilities:

Primal: When you rage as a bonus action you gain the benefits of the dash action.  
  
Shaman: When you rage as a bonus action you gain the dodge condition until the start of your next turn.

**Brutal Critical**

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

**Hulking Diplomacy**

Beginning at 9th level, when you roll intimidation, you may use your strength modifier instead of your charisma modifier for that skill check.

Whenever you roll for intimidation, you may grant yourself advantage on that skill check. You may do this a number of times equal to half your proficiency bonus rounded down. You regain all of the uses of this ability when you finish a long rest.

**Primal Knowledge**

Beginning at 10th level, based on your barbarian focus you gain one of the following abilities:

Primal: You gain an additional skill of your choice from the barbarian skill list. You may cast locate creature as a ritual once per long rest, use your constitution modifier as the spellcasting modifier for this spell.   
  
Shaman: You learn the spare the dying cantrip. You may cast augury and commune with nature as ritual spells once per long rest, you use your wisdom modifier as the spellcasting modifier for spells cast in this way.  
  
Raging does not break concentration on these spells or prevent you from casting them.

**Relentless Rage**

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you’re raging and don’t die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

**Persistent Rage**

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

**Indomitable Might**

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

**Primal Champion**

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

**Subclass Guide**

## Path of the Ancestral Guardian

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Ancestral Protectors |
| 6th | Spirit Shield (2d6) |
| 10th | Consult the Spirits, Spirit Shield (3d6) |
| 14th | Vengeful Ancestors, Spirit Shield (4d6) |

**Ancestral Protectors**

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you’re raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn’t against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

**Spirit Shield**

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

**Consult the Spirits**

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the Legend Lore or the Clairvoyance spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can’t use this feature again until you finish a short or long rest.

**Vengeful Ancestors**

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.

## Path of the Battlerager

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Iron Bulwark, Line-Breakers Charge |
| 6th | Reckless Abandon |
| 10th | Battleragers Tactics |
| 14th | Retribution |

**Iron Bulwark**

Beginning at 3rd level, you may now use heavy armor when raging.

You have a minimum AC equal to your unarmored AC *(you may still use shields)*.

**Line-breakers Charge**

Beginning at 3rd level, you can take the Dash action as a bonus action while you are raging.  
  
If you take the dash action on your turn, you may slam into a creature that is your size or smaller, you continually push them in a straight line as you move with them. To push a creature the same size as you it costs double the movement it normally would.

**Reckless Abandon**

Beginning at 6th level, when you attack while raging, you also gain temporary hit points equal to your Strength, Constitution, or Wisdom modifier (minimum of 1) (*whichever is highest*). These temporary hit points vanish if any of them are left when your rage ends.

**Battleragers Tactics**

Starting at 10th level You bring out the best in your other combatants leading the charge and making openings for others to exploit. You may use your bonus action to command another friendly creature that can see or hear you, within 60ft to make a single weapon attack or unarmed strike against a hostile creature within 5 feet of you.   
  
A creature commanded this way may move up to half its speed to make this attack as part of its reaction. (*even if it cannot make the attack*, *they do not have to move closer*)  
  
Additionally, you may use this ability as part of your dash if you pushed a creature with Line-breakers charge.  
 **Retribution**

Starting at 14th level, you’ve learned to throw your weight around and slam into creatures with your armor effectively. When a creature within 5 feet of you hits you with a melee attack, the attacker takes bludgeoning damage equal to you rage damage, if you are raging, aren’t incapacitated, and are wearing heavy armor.  
  
Additionally, while raging, you add your rage damage to any ally you inspire to make a melee attack through abilities such as "Battleragers Tactics" or even the battle masters "Commander’s Strike".

## Path of the Beast

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Tooth and Claw |
| 6th | Bestial Soul |
| 10th | Infectious Fury |
| 14th | Call the Hunt |

**Tooth and Claw**

Starting at 3rd level, when you enter your rage, you can transform revealing the bestial power within you. Until your rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon’s form each time you rage:

* **Jaws**. Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.
* **Claws**. Each of your hands transforms into a claw, which you can use as a weapon if it’s empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
* **Tail**. You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

**Bestial Soul**

Starting at 6th level, the feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish your next short or long rest:

* **Climbing**: You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
* **Jumping**: When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check’s total. You can make this special check only once per turn.
* **Swimming**: You gain a swimming speed equal to your walking speed, and you can breathe underwater.

**Infectious Fury**

Starting at 10th level When you hit a creature with your natural weapons while you are raging, the beast within you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

The target must use its reaction to make a melee attack against another creature of your choice that you can see.

The target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Call the Hunt**

Starting at 14th level, the beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can each use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Path of the Berserker

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Frenzy |
| 6th | Mindless Rage |
| 10th | Intimidating Presence |
| 14th | Retaliation |

**Frenzy**

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.   
  
You can enter into a frenzy rage without penalty a number of times per long rest equal to half your proficiency bonus rounded up, after which if your rage ends you gain one level of exhaustion.

**Mindless Rage**

Beginning at 6th level, you can’t be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

**Intimidating Presence**

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your strength modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

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

**Retaliation**

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Path of the Storm Herald  
  
Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Storm Aura |
| 6th | Bestial Soul |
| 10th | Storm Soul |
| 14th | Raging Storm |

**Storm Aura**

Starting at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover.

Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose desert, sea, or tundra. Your aura’s effect depends on that chosen environment, as detailed below. You can change your environment choice whenever you gain a level in this class.

If your aura’s effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution or Wisdom modifier (your choice).

* **Desert**: When this effect is activated, all other creatures in your aura take 2 fire damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.
* **Sea**: When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.
* **Tundra**: When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

**Storm Soul**

At 6th level, the storm grants you benefits even when your aura isn’t active. The benefits are based on the environment you chose for your Storm Aura.

* **Desert**: You gain resistance to fire damage, and you don’t suffer the effects of extreme heat, as described in the Dungeon Master’s Guide. Moreover, as an action, you can touch a flammable object that isn’t being worn or carried by anyone else and set it on fire.
* **Sea**: You gain resistance to lightning damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.
* **Tundra**: You gain resistance to cold damage, and you don’t suffer the effects of extreme cold, as described in the Dungeon Master’s Guide. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

**Shielding Storm**

At 10th level, you learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

**Raging Storm**

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Storm Aura.

* **Desert**: Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to half your barbarian level.
* **Sea**: When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a wave.
* **Tundra**: Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn, as magical frost covers it.

## Path of the Totem Warrior

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Spirit Seeker, Totem Spirit |
| 6th | Aspect of the Beast |
| 10th | Spirit Guardian |
| 14th | Totemic Attunement |

**Spirit Seeker**

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the beast sense and speak with animals spells, but only as rituals, as described in the Spellcasting section.

**Totem Spirit**

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object — an amulet or similar adornment — that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

* **Bear**: While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.
* **Eagle**: While you’re raging, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.
* **Elk**: While you are raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.
* **Tiger**: While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.
* **Wolf**: While you’re raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

**Aspect of the Beast**

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

* Bear: You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.
* Eagle: You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn’t impose disadvantage on your Wisdom (Perception) checks.
* Elk: Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they’re within 60 feet of you and you’re not incapacitated (see “Adventuring,” for rules on travel pace). The elk spirit helps you roam far and fast.
* Tiger: You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.
* Wolf: You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see “Adventuring,” for rules on travel pace).

**Spirit Gurdian**  
  
Starting at 10th level, you gain a guardian based on a totem animal of your choice. During a long rest, while you are asleep a spiritual manifestation of your chosen totem animal watches over you from within 5 feet of you. It will rouse you if danger approaches while you are asleep. It assesses the threat based on its intelligence which is 8 and has the same passive perception and perception bonus as you. It has Darkvision up to 120ft in which it sees in dull color. When you awaken the spirit disappears.  
  
After you finish a long rest you and up to one other creature of your choice gain a small benefit from your spirits guidance.

* **Bear**: Your dreams are filled with visions of endurance and strength. The bears guidance grants each of the effected creatures a number of additional maximum hit points equal to your barbarian level, that last until the beginning of the next long rest.
* **Eagle**: Your dreams are filled with visions of freedom and keen insight. The eagle’s guidance grants each of you the ability to cast freedom of movement once on yourselves without material components, this ability lasts until it is used once or until the beginning of the next long rest.
* **Elk**: Your dreams are filled with visions of contemplation and patience. The elk’s guidance grants each of you the ability to heal equal to 1d12+ the users constitution modifier as a bonus action. When you use this bonus action you also gain the benefits of the dodge condition. This ability lasts until it is used once or until the beginning of the next long rest.
* **Tiger**: Your dreams are filled with visions of ferocity and aggression. The tiger’s guidance grants each of you the ability to leap additional distances, when you jump you can move an additional 10 ft both horizontally and vertically.
* **Wolf**: Your dreams are filled with visions of the hunt and the pack. The wolfs guidance grants each of you the ability to perform the help action on another creature as a bonus action, additionally the creature that you help in this way adds a bonus to their attack roll or ability check equal to the barbarian’s rage damage (found in the barbarian table). This ability lasts until it is used once or until the beginning of the next long rest.

**Totemic Attunement**

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

* **Bear**: While you’re raging, any creature within 5 feet of you that’s hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can’t see or hear you or if it can’t be frightened.
* **Eagle**: While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
* **Elk**: While raging, you can use a bonus action during your move to pass through the space of a large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.
* **Tiger**: While you’re raging, if you move at least 20 feet in a straight line toward a large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.
* **Wolf**: While you’re raging, you can use a bonus action on your turn to knock a large or smaller creature prone when you hit it with melee weapon attack.

## Path of the Zealot

Features

|  |  |
| --- | --- |
| Barbarian Level | Feature |
| 3rd | Divine Fury, Warrior of the Gods |
| 6th | Fanatical Focus |
| 10th | Zealous Presence |
| 14th | Rage beyond Death |

**Divine Fury**

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you’re raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.

**Warrior of the Gods**

At 3rd level, your soul is marked for endless battle. If a spell, such as raise dead, has the sole effect of restoring you to life (but not undeath), the caster doesn’t need material components to cast the spell on you.

**Fanatical Focus**

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while you’re raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

**Zealous Presence**

At 10th level, you learn to channel divine power to inspire zealotry in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can’t use it again until you finish a long rest.

**Rage beyond Death**

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows.

While you’re raging, having 0 hit points doesn’t knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don’t die until your rage ends, and you die then only if you still have 0 hit points.