

PATH OF WARP



his barbarian subclass Channels the power of Cú Chulainn to unleash powerful warp spasms to dominate enemies. While in battle the warp barbarian twists into a horrifying monster that knows nothing but their thirst for blood.

WARP SPASM

3rd-level Path of Warp feature

Starting at third level when you enter a rage you can roll on the warp table to determine the effect of your warp spasm. At the end of your rage you take damage from the effects of the warp spasm equal to a quarter of your hit point maximum rounded down.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your constitution modifier.

WARP TABLE

d8 Effects

- 1 The warp twists your eyes. One eye sinks into your head and the other pops out and dangles on a string of nerves. You have blindsight within 30ft of you.
- 2 Your legs shake and rotate backwards at the knee. You gain 15ft of movement, and can jump twice as high and twice as far as normal.
- 3 Your hair stands straight on end and hardens like steel. Whenever you take damage from a melee attack you can use your reaction to cause them to take 1d8 damage.
- 4 Patches of your skin turn inside out. You gain a +1 to AC
- 5 Blood sprays from a burst vein on your forehead. As a bonus action you can direct the spray at the eyes of a creature within 5ft of you. They must make a dex save or be blinded until they use an action to wipe their eyes.
- 6 Your arms and hands bend backwards at the joints. When you hit a creature add 1d8 to the physical damage of the weapon.
- 7 Your cheeks pull back expanding your mouth. Your jaw becomes extremely strong, and your voice becomes overwhelmingly loud. When you take the attack action you can expend your bonus action to shout a battlecry at the enemy you attacked. They must make a wisdom save or become frightened for 1 min.
- 8 Your neck muscles tense, popping the sinews into tight lines on your skin. Reduced blood flow to your brain diminishes your mental capacity. In this state you are immune to being charmed or frightened.

HORRIFYING SPASM

6rd-level Path of Warp feature

Starting at 6th level your warp spasms become more terrifying to behold. When you use your warp spasm all creatures hostile to you must make a Wisdom saving throw (DC: 8 + PB + Con mod) or become frightened for 2 mins.

CONTROLLED SPASM

10th-level Path of Warp feature

Starting at 10th level you gain more control over your spasms. When you roll on the table you may add or subtract 1 from the die roll.

ENHANCED SPASM

14th-level Path of Warp feature

Starting at 14th level roll twice on the warp table and take both effects. If you roll the same number on both dice just choose the second effect. You may use Controlled spasm on both dice.

CREDITS:

The homebrewery is awesome. Look them up.

Cú Chulainn wa badass, and deserves his own subclass. Hopefully this variant proves less lethal.

This barbarian subclass brought to you by u/genontbreiken.

Art made by u/genontbreiken