

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 PRIMEVAL

The most primitive of the savages, the prehistoric warrior hails from the remote regions of the world, or the far reaches of time, where dinosaurs still roam the world. Your fury is truly primal, and your methods crude, but you may stand tall atop the primordial food chain among the strongest creature ever to have lived.

PRIMORDIAL FURY

Beginning when you select this path at 3rd level, you possess the antediluvian might necessary to pierce any foe's defenses. While raging, your melee attacks ignore resistance to bludgeoning, piercing, and slashing damage.

ILLITERATE INTUITION

At 6th level, you have advantage on Animal Handling checks and Persuasion checks with creatures that have no language or share no language with you.

ROBUST CONSTITUTION

At 10th level, you have advantage on Constitution checks against exhaustion and do not suffer levels of exhaustion from a forced march.

MASSIVE WEAPON FIGHTING

By 14th level, you are experienced at hunting colossal creatures with weapons of the same scale.

You can construct a massive weapon with 1 week of work requiring twice the normal weapon's price in gold, or you can commission one from a blacksmith for a comparable price. You have proficiency in a massive weapon if you have proficiency in its normal counterpart.

Massive weapons deal twice the number of damage dice as their normal counterparts. When you score a critical hit using a massive weapon against a creature, it must make a Constitution saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be stunned until the beginning of your next turn. While you are raging, you may attack with massive weapons normally. Otherwise, you may only attack with a massive weapon once each turn.

