

A Trio of Subclasses Barbarian



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Trio of Barbarians

Presented here are a trio of subclasses for the Barbarian. Each exemplifies a barbarian whose innate connection to their homeland manifests as an elemental rage. These archetypes create a more mystical and magical Barbarian.

PATH OF THE RAGING MOUNTAIN

Barbarians who take up this path are often members of mountain tribes, who work the land and the stone all their life. Their bodies become conditioned and much alike the boulders they move. They've learned the channel the power of the earth through their reverence of it and can perform marvelous feats through it.

CHANNEL EARTH

Starting at 3rd level, you can manipulate the earth and stone around you while raging. During a rage, when you take the Attack action, you can forgo an attack to instead perform one of the following options.

Defensive Formation. You stomp the ground, kicking up a block of stone to attempt to shield you from a ranged attack. Before the start of your next turn, if a hostile creature you can see makes a ranged attack, you can use your reaction to create a block of stone in an unoccupied space within 5 feet of you. This stone is 5 feet cubed, and can potentially creating cover against the attack. The block of stone crumbles at the start of your next turn.

Rock's Grasp. You make an attempt to grapple a creature within range. If you win the contest, in addition to grappling the creature, you can use your bonus action to slam them prone. You break your grapple and knock the target prone, slamming down to the ground. The target takes bludgeoning damage equal to 1d12 + your Strength modifier + your Rage damage bonus.

Throw Stone. You kick up a piece of natural stone or dirt nearby, and launch it at a creature of your choice that you can see within 60ft. Make a ranged weapon attack. On a hit, the target takes bludgeoning damage equal to 1d10 + your Strength modifier + your Rage damage bonus.

STONEHOME

Starting at 6th level, while raging you can quickly create a stone barrier to protect yourself from certain effects, such as a *shatter* or *blight* spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CHEAP SHOT

At 10th level, you'll do what it takes to win a fight. When a creature provokes an opportunity attack from you, you can use your reaction to instead make a grapple or shove attempt, or use the throw stone attack (as described in the Channel Earth feature) against that creature. You can do this even while you are not raging, but you do not add your rage damage bonus to the damage, and you do not suffer disadvantage for being within 5 feet of your target.

EARTHFORM

At 14th level, your body can mimic the earth and stone. When you enter a rage, you can choose to gather the dust and stone from around you and harden your body. You gain the following benefits.

- Your speed is reduced by 10 feet, and you cannot benefit from flying movement or effects such as feather fall.
- You gain a burrow speed equal to your speed through loose dirt and sand, but cannot end your turn underground. If an effect would force you to end your movement underground, you are forced to the nearest surface and take 1d10 bludgeoning damage for each 5 feet of movement required to move you to the surface.
- You reduce all incoming damage by an amount equal to your Strength modifier. If the damage is non-magical, it is reduced by twice as much.
- Your unarmed strikes use a d10 for damage.

This effect ends when your rage ends. Once you've used this feature, you must complete a long rest before you can do so again.



PATH OF THE SEETHING CYCLONE

Barbarians who take up this path typically come from a lineage of ancestors who have braved the seas and their mistral storms. Their bodies become tempered by the storm's cold bite. They've learned to channel the power of the wind and propel their goals forward.

CHANNEL WIND

Starting at 3rd level, you can manipulate the air and moisture around you while raging. During a rage, when you take the Attack action, you can forgo an attack to instead perform one of the following options.

Gale. An object you are holding, that weighs no more than 5 lbs, is flung in a straight line up to 60 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. This object does not travel with enough velocity to deal damage, either to a creature or object it impacts against or itself.

Storm Globe. You capture the moisture from the air around you and form a swirling ball of liquid in your hand. You can choose to deposit this into a container, creating 1 gallon of potable water, or launch it at a creature within 60 feet. Make a ranged weapon attack. On a hit, the target takes cold damage equal to 1d10 + your Dexterity modifier + your Rage damage bonus.

Swirling Shield. A torrent of water forms around you, preventing some projectiles from reaching you. If a hostile creature misses you with a ranged attack, you can use your reaction to launch it at a creature within 20 feet. You make this attack with proficiency, regardless of your weapon proficiencies, and you add your Rage damage bonus to the damage if it hits.

STORMHOME

Starting at 6th level, you can fuel your mobility with the storm that rages inside of you. While raging, your jump distances are tripled, and you are only required to move 5 feet to gain a running start for either a long or high jump. In addition, when determining the amount of damage you take from falling, you can reduce the distance fallen by an amount equal to your speed.

UPDRAFT

At 10th level, when a creature moves into a space within 5 feet of you, you can use your reaction to create an updraft under their feet. If the target is hostile, they must make a Dexterity saving throw (the DC is equal to 8 + your Dexterity modifier + your proficiency bonus). A friendly creature can choose to fail this saving throw. On a failed save, they are launched 30 feet directly upwards into the air.

If the target collides with a solid object, they take 1d6 bludgeoning damage for each additional 10 feet that they would have traveled, and immediately fall back to the ground.

Friendly creatures who you lift this way fall slowly and safely, and are able to move 1 foot horizontally for each 2 feet they drop, unless they collided with a solid object.

SQUALLFORM

At 14th level, your body swells with the storm inside you. When you enter a rage, you can choose to disturb the air around you and create an inhospitable environment for your foes. You gain the following benefits.

- The area within 60 feet of you becomes enveloped in a strong wind. Ranged attack rolls with a projectile that passes through this area, and Wisdom (Perception) checks that rely on hearing, are made with disadvantage. Open flames are extinguished, fog is dispersed, and non-magical flying is suppressed in this area. A flying creature in this area must land at the end of its turn or fall.
- You gain a flying speed of 60 feet.
- Creatures that you launch into the air with your Updraft feature are lifted 60 feet instead, and have disadvantage on their Dexterity saving throw to resist being lifted.

This effect ends when your rage ends. Once you've used this feature, you must complete a long rest before you can do so again.



PATH OF THE FLOWING CALAMITY

Barbarians who take up this path typically come from tribes who live on volcanic islands or dwell in sandy deserts. They model their strength and power after their homeland and its destructive inclination. Their bodies can superheat and ignite the air and land around them as they channel the spirit of their homeland.

FLOWING CALAMITY SAVE DC

When a feature gained by a Path of the Flowing Calamity Barbarian calls for a creature to make a saving throw, the DC is equal to:

Flowing Calamity Save DC = 8 + your Constitution modifier + your proficiency bonus.

CHANNEL FIRE

Starting at 3rd level, you can manipulate the air and land around you while raging. During a rage, when you take the Attack action, you can forgo an attack to instead perform one of the following options.

Calamity's Touch. You touch a water source that is no more than 5 gallons, and vaporize it with your heat, destroying it. As long as you destroy at least 2 gallons of water this way, all creatures within 5 feet (excluding yourself) must make a Constitution saving throw or become blinded until the end of your turn.

Concussive Blast. You enter a defensive stance, filling your lungs with super heated air. If a creature moves within 5 feet of you before the start of your next turn, you can use your reaction to make a shove attempt against them. If you win the contest, the target takes fire damage equal to your Rage damage bonus and is pushed back 5 feet and knocked prone.

Ignition Stream. You condense the air around you into a super hot blast and fire it forward with a massive breath. Creatures in a line 5 feet wide and 30 feet long must make a Dexterity saving throw. On a failed save, they take fire damage equal to your Rage damage bonus and their bodies and skin are ignited. Flammable objects that are not being worn or held in the area of this effect become ignited. At the start of their next turn, they must make a Constitution saving throw or take the damage again.

HEARTHHOME

Starting at 6th level, while raging your body steams with excessive heat. You gain immunity to cold damage. In addition, when you would otherwise have taken cold damage, you can use your reaction to vaporize the effect into superheated steam. All creatures within 10 feet of you must make a Constitution saving throw or take fire damage equal to your Barbarian level.

FIREBREATHING

Starting at 10th level, you can expel blasts of true flames with your breath. While raging, you can use your action to spew a burst of fire from your mouth. Each creature within a 30-foot cone must make a Dexterity saving throw. On a failed save, they take 4d6 fire damage and are knocked prone. On a successful save, they take half as much damage and are not knocked prone. Once you use this feature, you can't use it again until you use your bonus action to enter a rage again.

FLAMEFORM

At 14th level, your body can mimic the destructive nature of fire. When you enter a rage, you can choose to gather the latent heat and energy from around you and superheat your body. You gain the following benefits.

- The area within 30 feet of you becomes superheated. Creatures of your choice who start their turn within this area take fire damage equal to half your Barbarian level unless they are naturally adapted to hot climates.
- The area beyond that, up to 120 feet, becomes completely chilled. Creatures who start their turn within this area who are not immune to cold damage have their speed halved until the start of their next turn unless they are naturally adapted to cold climates.
- You have immunity to fire damage.

This effect ends when your rage ends. Once you've used this feature, you must complete a long rest before you can do so again.

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