

SPIRITS OF THE OCEAN

Totem Barbarian Subclasses

By James John



FORWARD

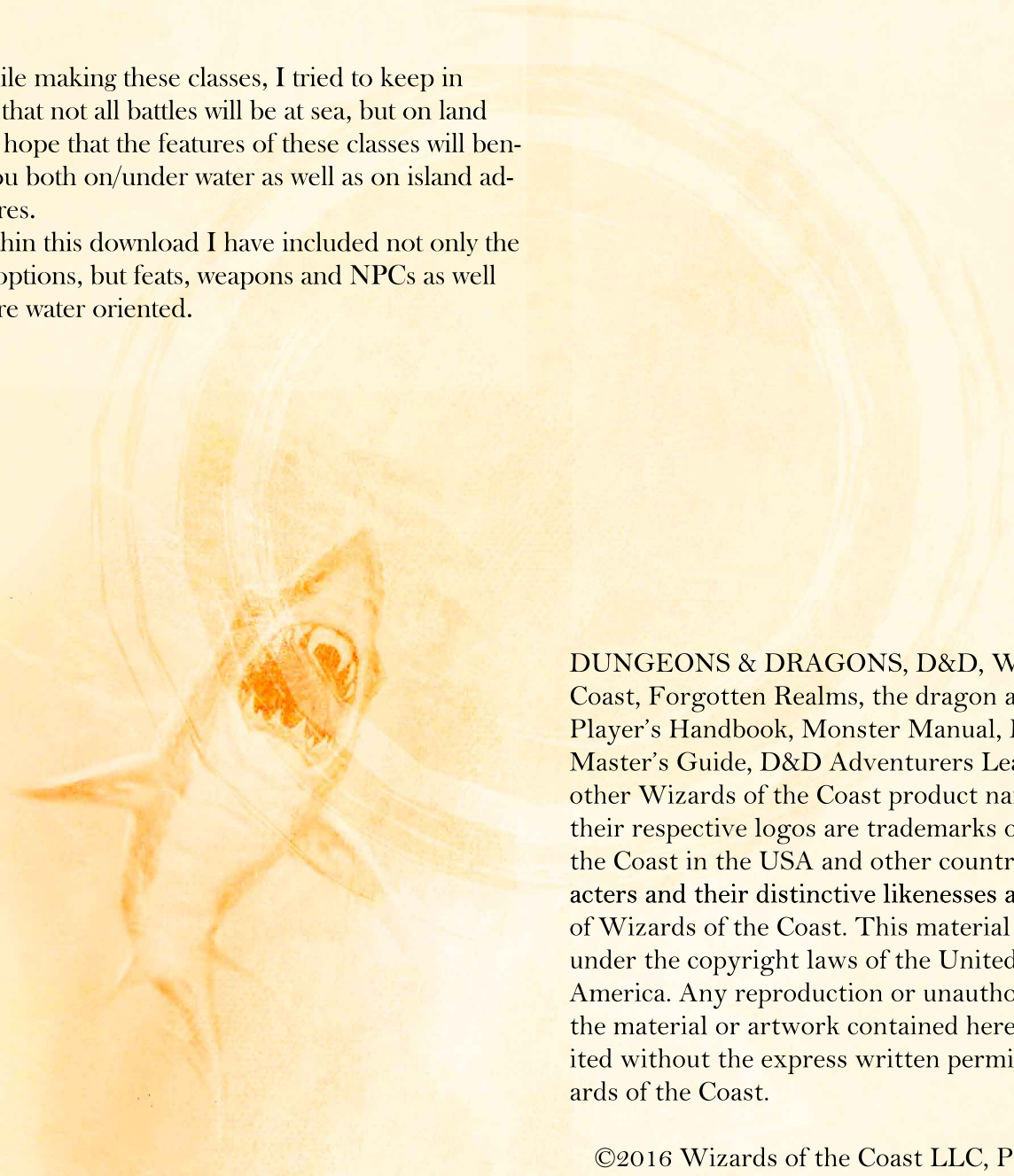
As fun as it is to play D&D on land, I have found its sea adventures wanting. Here are a few barbarian classes I have created for my home games, and for friends to add to their seafaring adventures.

"The stillness of a shark's mind, and accuracy of their actions are what make them the knights of the sea, and the Barbarians that have earned their shark's totems are not any mear brute."

Firgin Vidz, Accounts of Passage

While making these classes, I tried to keep in mind that not all battles will be at sea, but on land too. I hope that the features of these classes will benefit you both on/under water as well as on island adventures.

Within this download I have included not only the class options, but feats, weapons and NPCs as well that are water oriented.



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BARBARIAN

A warrior who comes alive in the face of danger and battle, able to draw on a whirling pool of anger, rage, and power. These barbarians draw their power from the totem's that have granted these warriors their strength, and typically will guard over entire families for generations, until the line forget to honor their totem, or have scorned their gift.

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

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 chapter 10 of the player's handbook, "spellcasting."

OCEAN TOTEM SPIRITS

In addition to the spirit totems in the Player's Handbook, here are a few Ocean tribes and their totems.



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 skin, teeth, or bones of the totem animal. At your option, you also gain a minor physical attribute or tattoos that represent your spirit totem.

Crab. While Raging, you add your intelligence modifier to your AC, as your totem shrouds you in a thin veil similar to a shell.

Dolphin. While raging, your swim speed 1.5 times your movement speed (rounded down).

Mantaray. While raging, the spirit of the manta ray envelops you and shines a dim light for 10 feet around you, additionally any traps within this light (magical or non magical) are illuminated as the manta ray guides you.

Shark. While raging, your swim speed is equal to your movement speed and your tattoos representing your shark totem open and allow you to breathe water while you are raging. The spirit of the Shark envelops you and supports you as you make your cunning decision in water.

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.

Crab. You have become a master of disguise learning the cantrip Minor illusion along with the spells Disguise self and Major Image (intelligence is your spellcasting modifier for these spells) once per long rest. You can cast these spells with your animal token as your spellcasting focus.

Dolphin. You gain the benefits of the dolphins underwater perception, giving you the Blindsight feature for up to 60 ft.

Mantaray. You gain the benefits of the manta rays naturally healing abilities, you can cast Cure wounds (at 3rd level), Mass healing word and lesser Restoration, once per long rest without verbal components, wisdom is your spellcasting modifier. These spells increase to 4th at 9th level, 5th at 12th level, 6th at 15th level, and 7th at 18th level.

Shark. You gain the benefits of a shark's personality, you have become a master of your emotions and are harder to charm and frighten, you have advantage on frighten and charmed saves.

SPIRIT WALKER

At 10th level, you can cast *commune with nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

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.

Crab. While raging, you are invested in a natural armor increasing your totem spirit ability to 1+your intelligence to your AC, additionally if you take the hide action you can hide in plain sight as part of the natural terrain.

Dolphin. While raging, as a bonus action you can command an ally you can see to move their full distance as a reaction without provoking an attack of opportunity.

Mantaray. While Raging, you emit an aura of protection and healing around you. You emit a 10 ft aura who, for you and up to six creatures, add your constitution modifier to saves and can heal those creatures equal to your wisdom modifier.

Shark. While raging, you can forgo your bonus action to give an ally you can see a reaction to make one attack action against a foe they are fighting.

FEATS

ATHLETIC SWIMMER

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Your swim speed is increased to your movement speed.
- You can add your proficiency modifier to the amount of minutes that you can hold your breath.

DEEP DIVER

Thanks to your deep ocean diving, you have gained the following benefits:

- You have advantage on dexterity checks while you are submerged in water.
- You are resistant to Bludgeoning and cold damage.
- You have developed Darkvision for 60 ft and dim light vision for another 60 ft.

FOREGIN FORM

Do your time in foreign terrain, and encountering many poisonous creatures, you have gained the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You are now resistant to poison damage.
- You have advantage on Survival checks in the ocean or in water sources, during a short rest you can find food for yourself and up to 6 other creatures.

MAGICAL WEAPONS

Here are a few magical Items I have used in my aquatic games, that have either been a boon or detriment to the party.

RING OF SHARK SUMMONING

Ring, rare (requires attunement)

This ring holds 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to summon 3(1d4+1) Reef sharks, or 2 charges to summon 3(1d3+1) Hunter Sharks, for 1 minute and can telepathically control them as a bonus action.

BOOTS OF SWIMMING

Wonderous item, uncommon (requires attunement)

While wearing these boots your swim speed becomes 50 feet, unless your swim speed is higher, and your swim speed isn't reduced if you are encumbered or wearing armor. In addition you can breath water for 1 minute and cannot use this feature until the dawn of the next day.

SHARK TOOTH PIKE

Weapon (pike), rare (requires attunement)

You gain +1 bonus to attack and damage rolls made with this magic weapon. This weapon has 4 charges and regains 1d4 at midnight. In addition, while you are attuned to this weapon, you can use a bonus action to expend 1 charge from this pike to give one creature a swim speed of 40 feet, or expend 2 charges to give a creature *water breathing* for 3 minutes.

RINGS OF THE SQUID

Rings, rare (requires attunement)

This is a set of 7 rings that require you to wear them in your hair or beard. While attuned to these rings your hair or beard can be used as an extra hand/arm for carrying or manipulating objects and has a carrying capacity of 10 lbs.

As an action you can use your hair/beard to grapple a creature, DC 12 strength check.

Curse. Every day at Midnight you must roll a Percentile die. On a 50% or lower your hair grows 3(1d4+1) inches, on a 15% or lower your hair is turned into tentacles and the rings strength is now your strength for grapple checks. Once this happens you need a *remove curse* spell to take the rings off.

WEAPONS

Here are a few weapons ideas for your ocean or sea adventures.

FISHING LONGBOW

This longbow has two metal poles sticking out from the front of the bow, with a thin strong string (100ft.) wound around these poles, the arrow attached to this string has smaller fletching and a narrower tip.

This two handed longbow is slightly more expensive (60gp) than a typical longbow, and has the same range (150/600) and same damage (1d8).

As one of your attack actions you force the creature you are teathered to to make a contested strength check, on a fail you pull the creature 20ft. closer, if the creature is at least one size larger than you or smaller.

A creature can make a DC 13 strength or dexterity saving throw on its turn to break free from this bow.

Better bows and string can be made for this weapon.

BLADED GAFF

This is a small single handed blade with a hook, commonly used to pull fish or nets onto a boat, additionally counts as a simple melee weapon.

This weapon is a light, finesse weapon that deals 1d4 piercing damage.

LARGE GAFF

Commonly used on ships to help pull sharks, whales, or large nets onto the ships. Some of the sailors have begun to use these as martial melee weapons when they are not noticably armed.

This weapon has a reach of 10ft., and is two-handed. This gaff is versitile, so deals 1d6 or 1d8 piercing damage.

With this weapon you can perform a grapple check and pull a creature closer to you or keep them away from you. A creature can perform a Strength or Dexterity saving throw (DC 13) on its turn to break free from your Large Gaff.

HARPOON

This weapon counts as a simple melee weapon that deals 1d6 piercing damage and has a range of 30/120.

LARGE HARPOON

This weapon counts as a martial melee weapon that deals 1d6 piercing damage and has a range of 20/60.

You can combine this weapon with a rope or specialized teather to create a pulling weapon.

BARBARIAN NPCs

Here are a few example Totmes Warrior NPCs that you can place in your home games, one shots or as random NPCs.

SHARK TOTEM

The Shark Tribe have long been the protectors of their respective region, they do not hold any position over any other tribes nearby, but are seen as the knights of the water as they efficiently dispense threats and dangers posed to the region.

Living in a Shark Tribe, you are held to high standards for self control and a master of your own emotions. Many young shark tribe members are wild and adventurous as they journey through the world, not knowing how powerful and dangerous they can be to themselves and the people around them. It is the pursuit of every tribe member to pursue personal growth and development until they die.

If you play a Shark Tribe member, then remember you will always have family regardless where you go or what you have done. The elders of the tribe know all too well how far away a tribe member may stray, but the importance of forgiveness for personal growth

Throughout a Shark tribe members life they will pursue challenges in areas that they are weak. When they have conquered these challenges they will seek out their spirit guide to commune with them and prove what they have accomplished to continue down their spiritual path.

SHARK TOTEM

Medium humanoid (any), Lawful good

Armor Class 15 (unarmored defense)

Hit Points 97(7d12+36)

Speed 40ft., Swim 40 ft.(while raging)

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	16(+3)	10(+0)	12(+1)	10(+0)

Saving Throws Strength +6, Constitution +6

Skills Athletics +6, Nature +4

Senses Darkvision 60 ft. Passive perception 11

Languages Common, and any one language

Challenge 3

4/day Rage (Bonus action) While raging, the shark totem has the following benefits:

Advantage on Strength checks and saving throws.

Resistance to Bludgeoning, Piercing and slashing damage.

Damage is increased +2

Swim speed is equal to its move speed

Advantage on frightened and charm saving throws.

Danger Sense advantage on Dexterity saving throws against effects that the shark totem can see. The shark totem can't be blinded, deafened or incapacitated to gain this ability.

Feral Instinct advantage on initiative rolls, and cannot be surprised.

Reckless Advantage on attack rolls, but all melee attacks have advantage against the Shark Totem Barbarian until its next turn.

Deep Diver Advantage on dexterity saves while under water and resistance to nonmagical bludgeoning; and cold damage.

Actions

Multiattack. The Shark Totem makes two attacks

Harpoon. *Melee Weapon Attack: +6 to hit, reach 5 ft. or range if thrown(20/60), one target. Hit: 9(2d6+3) piercing damage. If the target is Huge or smaller creature, it must succeed a Strength contest against the Shark Totem or be pulled 20 feet toward the Shark Totem.*

MANTA RAY TOTEM

Medium humanoid (any), Lawful good

Armor Class 15 (unarmored defense, 16 while raging)

Hit Points 97(7d12+36)

Speed 40ft., Swim 40 ft.(while raging)

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	16(+3)	13(+1)	15(+2)	10(+0)

Saving Throws Strength +6, Constitution +6

Skills Medicine +5, Nature +4

Senses Passive perception 12

Languages Common, and any one language

Challenge 3

4/day Rage (Bonus action) While raging, the Manta Ray totem has the following benefits:

Advantage on Strength checks and saving throws.

Resistance to Bludgeoning, Piercing and slashing damage.

Attack damage is increased +2

Manta Ray totem shines a dim light for 10 feet around them, any traps within this light (magical or non magical) are illuminated.

Danger Sense advantage on Dexterity saving throws against effects that the Manta Ray totem can see. The Manta ray totem can't be blinded, deafened or incapacitated to gain this ability.

Feral Instinct advantage on initiative rolls, and cannot be surprised.

Reckless Advantage on attack rolls, but all melee attacks have advantage against the MantaRay Totem Barbarian until its next turn.

Innate Spellcasting. Mantaray Totem can cast the following spells, once per long rest without verbal components, wisdom (DC 13) is their spellcasting modifier :

1/day at 4th level: Cure Wounds, Mass Healing Word, Lesser Restoration.

Actions

Multiattack. The crab Totem makes two attacks

Trident. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d6+3) piercing damage, Versatile 8(1d8+3).

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range (100/400), one target. Hit: 7(1d10+1) piercing damage.

MANTA RAY TOTEM

On the island of Manta the tribe to the Manta ray live there. This tribe calls on the spirit of the island to guide them as they make big life choices or take dangerous paths to guide them and in return the inhabitants of the island protect the coral reefs surrounding the island.

"We live on the back of the great Manta Ray, she shines a light for each of us as we float adrift at sea."

Azul Meriman, Manta Ray Chieftain

Many Members of the tribe have life goals around being happy, and giving back to the island in the best way they can (protection, healing, or guidance). Folk tales speak that the island in times of great peril has been known to change locations, and the great manta spirit brought the first peoples to this region of the sea and from them came the tribes of the area.

FESTIVAL OF LIGHTS

Once a year the tribe celebrates the manta spirit of the island during their Illumination festival, all the members of the island create colored lanterns that mimic the ocean lights they see just off shore all around the island. Once a year the island becomes a beacon for any lost ships or souls that have wandered off their path and found themselves astray. This celebration is one of remembrance and reminding each other about the importance of finding your home and although you may travel far away there will always be a light to guide you home.

CRAB TOTEM

Not known for being the most adventurous or courageous tribe, The crab totem like to play tricks and hide away from the other tribes. It is known that they have a central village, but it has yet to be found, mystics and traveling wizards have searched high and low looking for this tribes village only to leave empty handed and frustrated.

The Crab tribe enjoys the trinkets and treats the ocean washes ashore as they many spend their days looking for or making trinkets to play with or play tricks on other tribes. Illusive they might be, this tribe does make periodical trades with the other tribes from objects they have found or made (sometimes a little of both).

Well known to the other tribes is the Crustation Mountain where the crab totem resides, it is mentioned in old tales that one day a great crab walked out of the ocean and fell asleep on the island, making the mountain and one day will wake up and return to the sea.

MAGICAL MAKINGS

The Crab tribe is well known for making *Drift Globes*, *glass daggers*, and other light or illusionary glass masterpieces.

CRAB TOTEM

Medium humanoid (any), Lawful good

Armor Class 15(unarmored defense, 17 while raging)

Hit Points 97(7d12+36)

Speed 40ft., Swim 40 ft.(while raging)

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16(+3)	14(+2)	12(+1)	8(-1)

Saving Throws Strength +6, Constitution +6

Skills Stealth +4, Survival +4

Senses Passive perception 11

Languages Common, and any one language

Challenge 3

4/day Rage (Bonus action) While raging, the Crab totem has the following benefits:

Advantage on Strength checks and saving throws.

Resistance to Bludgeoning, Piercing and slashing damage.

Attack damage is increased +2

Danger Sense advantage on Dexterity saving throws against effects that the Crab totem can see. The Crab totem can't be blinded, deafened or incapacitated to gain this ability.

Feral Instinct advantage on initiative rolls, and cannot be surprised.

Reckless Advantage on attack rolls, but all melee attacks have advantage against the Crab Totem Barbarian until its next turn.

Innate Spellcasting. The Crab totem's innate spellcasting ability is Intelligence (spell save DC 13). The Crab Totem can innately cast the following spells, requiring no material components:

Cantrip: Minor Illusion, dancing lights, message

1/day: Disguise self, major image, shield

Actions

Multiattack. The Crab Totem makes two attacks

Pincer Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7(1d6+3) piercing damage. If the target is Medium or smaller creature, it is grappled (escape DC 14). Until this grappled ends, the Crab totem can't use its pin-cers staff on another target.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5ft., range (20/60) if thrown, one target. *Hit:* 7(1d6+3)piercing damage.

DOLPHIN TOTEM

Medium humanoid (any), Lawful good

Armor Class 16 (unarmored defense)

Hit Points 97(7d12+36)

Speed 50ft., Swim 75 ft.(while raging)

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	15(+2)	10(+0)	10(+0)	12(+1)

Saving Throws Strength +5, Constitution +6

Skills Acrobatics +6, Persuasion +4

Senses Blindsight 60 ft. Passive perception 11

Languages Common, and any one language

Challenge 3

4/day Rage (Bonus action) While raging, the Dolphin totem has the following benefits:

Advantage on Strength checks and saving throws.

Resistance to Bludgeoning, Piercing and slashing damage.

Damage is increased +2

Swim speed is equal to 1.5 times its move speed

Danger Sense advantage on Dexterity saving throws against effects that the Dolphin totem can see. The Dolphin totem can't be blinded, deafened or incapacitated to gain this ability.

Feral Instinct advantage on initiative rolls, and cannot be surprised.

Reckless Advantage on attack rolls, but all melee attacks have advantage against the Shark Totem Barbarian until its next turn.

Mobile the Dolphin Totem Barbarian can use the dash over difficult terrain and doesn't cost extra movement on that turn. Additionally when the dolphin totem barbarian makes a melee attack against a creature, the Dolphin Totem barbarian does not provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Actions

Multiattack. The Dolphin Totem makes two attacks

Rapier Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8(1d8+3) piercing damage.

DOLPHIN TOTEM

Playful and exuberant, the Dolphin tribe travel around their islands sending people away, or bringing in those they think need their assistance. Frequently seen in packs (1d4+3) the warriors of this tribe use play as a training method over brute force or military drills found amongst other tribes. The Dolphin tribe prides itself on its community and community involvement, they eat together, play together and frequently sleep together; when one member of the tribe is injured or hurt, the rest of the tribe will work together to help the individual.

MERCHANTS OF THE SEA

Being the most social tribe, the Dolphin tribe has made trade routes and connections with passing ships and in return guide or assist these passing ships in their endeavours. Once you have made an ally of a Dolphin tribe member they will consider you part of their tribe.

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