



PATH OF THE BEACON

The Path of the Beacon serves as a calling for Barbarians who wish to act as a rallying point on the battlefield for all those they would fight alongside. Almost impossible to miss—even in the roiling turmoil of combat—these warriors blaze with glory, providing reprieve and assistance even in the darkest of moments. The light they create, however inspiring for their allies, can also serve as a terrifying weapon against their foes. Blinded and burnt, they have no choice but to quail under the might of the Beacon.

PATH OF THE BEACON FEATURES

Barbarian Level	Feature
3rd	Behold the Beacon, Brilliance
6th	Reproving Glare
10th	Step on a Sunbeam
14th	True Luminance

BEHOLD THE BEACON

Starting at 3rd level, you know the *light* cantrip. When you cast the *light* cantrip, you can instead have it create a 60-foot tall cylinder of bright light centered on the object, with a radius of 10 feet. This cylinder sheds dim light for an additional 10 feet. Constitution is your spellcasting ability for this spell.

BRILLIANCE

Beginning when you choose this path at 3rd level, you can burn with inspiring light on the battlefield. While you're raging, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. The radius of the bright light and dim light increases to 20 feet beginning at 14th level. Additionally, as a bonus action on your turn, you can choose one friendly creature you can see other than you within the bright light you shed and bestow it with a modicum of your glow. Until the start of your next turn, it gains temporary hit points equal to 1d4 + your Barbarian level, and it sheds dim light out to 5 feet.

CREDITS

Art is: [ARCHON: The Beacon](#) by Helen Norcott.

REPROVING GLARE

At 6th level, while you're raging, when a creature within the bright light shed by you hits you with an attack, you can use your reaction to force it to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier). On a failure, the creature is blinded until the end of your next turn, or until it leaves the bright light. You can use this ability only once per rage.

STEP ON A SUNBEAM

At 10th level, when you are in bright light, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in bright light. Once you have used this ability, you must complete a short or long rest before you can do so again.

TRUE LUMINANCE

Starting at 14th level, while you're raging, hostile creatures within the bright light shed by you take an amount of radiant damage at the start of each of their turns equal to your Constitution modifier. Additionally, the bright light shed by you is considered sunlight.