

PATH OF THE CALDERA

When it comes to comparing the outlets of rage for Mother Nature herself, nothing holds a candle to the sheer destructive power of a volcanic eruption. Barbarians of the Path of the Caldera would be inclined to agree, emulating and recreating its effects upon the world. The battlefield itself warps to match their temper, spreading smoke and lava to confound their foes, culminating in the magnum opus of the Caldera, an unmatched explosion of overwhelming heat.

Barbarians who follow this path exhibit traits of the volcanic origin of their abilities in their rage, physical manifestations that serve as a warning for that which is to come. You can choose traits yourself, or roll on the table below.

MOLTEN RAGE QUIRKS

d6 Quirk

- 1 Your skin bubbles and pops
- 2 Glowing cracks radiate up and down your body
- 3 Blood spilled by you hisses, painfully hot
- 4 Your hair billows like flickering flames
- 5 Smoke pours from your mouth and eyes
- 6 The air around you shimmers like a mirage

PATH OF THE CALDERA FEATURES

Barbarian Level	Feature
3rd	Ashbringer, Call the Caldera
6th	Pyroclast
10th	Magma Chamber
14th	Eruption

ASHBRINGER

At 3rd level, when you adopt this path, you become acclimated to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*. Additionally, you can breathe normally in a smoke-filled or similar environment.

CALL THE CALDERA

Beginning when you choose this path at 3rd level, when you enter your rage you can erupt, transforming the area within up to 5 feet of you into a volcanic landscape until your rage ends. This area is difficult terrain for creatures other than you, lightly obscured, and when a creature other than you starts its turn within it or enters it for the first time on a turn, it takes an amount of fire damage equal to your Constitution modifier. The area your eruption transforms grows larger as you reach higher levels in this class, increasing to 10 feet at 10th level, and 15 feet at 14th. Additionally, while you're raging, you have resistance to fire damage.

PYROCLAST

At 6th level, you can use the unstable nature of your power to become airborne momentarily. While you're within the area created by your Call the Caldera feature, you can use your bonus action to leap to a space you can see within 30 feet of you.



ART CREDITS

Art is [Fire Bovine](#) by Rudy Siswanto.

MAGMA CHAMBER

At 10th level, you can cast the *meld into stone* spell, but only as a ritual. When you do so, the surface of the object bubbles with a simmering outline of your form, and you can speak and hear normally.

ERUPTION

Starting at 14th level, as an action on your turn you can cause the area created by your Call the Caldera feature to explode as a 15-foot radius, 120 foot high cylinder of molten material centered on itself. Each creature other than you within that area must make a Dexterity saving throw. A target takes fire damage equal to twice your Barbarian level on a failed save, or half as much damage on a successful one. You can use this ability only once per rage, and until the end of your next turn, your rage can't end early as a result of not attacking a creature.