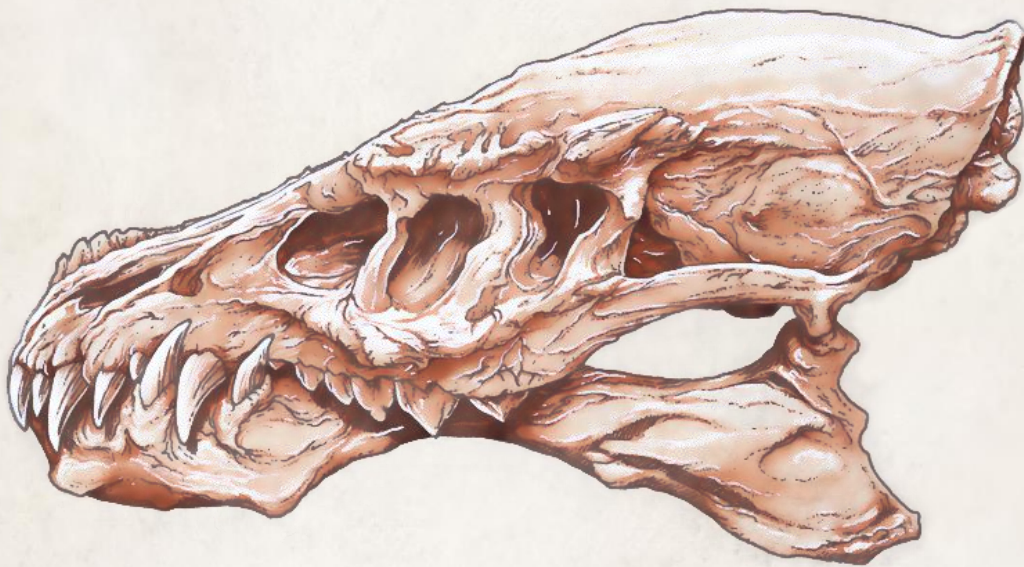




PRIMAL PATH

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 OF THE DRAGONHEART

Dragons are fearless. They are apex predators, and have been since the dawn of time. Nothing in nature is as naturally destructive and physically dominant. Barbarians that erect totems of beasts need look no further for a creature to emulate; all beasts bow to dragons.

When you choose the Way of the Dragonheart, you strive to be like the dragon: a hunter that knows no equal with a force of personality to be reckoned with. You will emulate their way of fighting and their supreme confidence until you at last stand alongside dragonkind as the most dangerous things in nature.

DRAGONHEART

Starting when you choose this primal path at 3rd level, you fight with the ferocity of a dragon. While raging, your weapon attacks score a critical hit on a roll of 19 or 20.

DRAGON'S LUNGE

At 6th level, when you take the Attack action on your turn, you can leap up to 15 feet directly towards your target, without provoking Opportunity Attacks, even if this movement causes you to travel through the air. If your target is in the air, you can complete your Attack action before falling.

WYRM'S AWE

Beginning at 10th level, you can use your action to awe a creature before your draconic presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be charmed by you until the end of your next turn.

After you target a creature with this ability, you can't use it again on that creature for 24 hours.

VENGEANCE OF THE WYRM

By 14th level, your weapons are like dragon's fangs, and your armor is like scale. If a creature damages you while you're raging, you can add twice your Rage Damage bonus to damage rolls against that creature on your next turn.