

PRIMAL PATHS

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 ELEMENTS

Those that walk the path of the elements have learned to draw upon the fury of the elemental planes in the heat of battle, entering a state of mind where the body and the will of elemental chaos become one.

Unlike other barbarians, these elemental warriors can manifest the extraordinary traits of elements when channeling their rage, whether forming a skin as hard as stone, imbuing their weapons with searing flames, blasting their foes with ferocious winds or adopting movement as fluid as a winding river.



ELEMENTAL RAGE

When you choose this path at 3rd level, you gain the ability to infuse your rages with elemental power. When you enter a rage you may select which element you manifest, each granting you an additional feature while raging. Some of your features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Elemental Feature save DC = 8 + your proficiency bonus
+ your Constitution modifier.

Earth. When you hit a creature with a melee weapon attack while raging, you can harden your bones with elemental earth as a bonus action. Until the beginning of your next turn, you cannot move or be moved, and you reduce all nonmagical bludgeoning, piercing, and slashing damage you take by 1d4.

Fire. You ignite searing hot elemental flame from your weapon. When you hit a creature with a melee weapon attack while raging, you can deal an additional 1d8 fire damage as a bonus action.

Water. Your body takes on the fluidity of elemental water, allowing you to move with ease on the battlefield. While raging, whenever you are hit by an attack you can use your reaction to move 10 feet without provoking opportunity attacks.

Air. You focus the forces of elemental wind, allowing you to buffet your foes as you strike. As a bonus action when you hit an enemy with a melee weapon attack while raging, that creature must make a Strength saving throw. On a failed save, you can choose to push the creature 5 feet in any direction.

ELEMENTAL FOCUS

From 6th level, when you start your turn raging, you can choose to switch your current Elemental Rage choice to a different element. In addition you gain the Elemental Attunement feature:

Elemental Attunement. You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.

- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

ELEMENTAL CONTROL

Starting at 10th level, your resistances while raging now include cold and fire damage. In addition, you gain a swimming speed equal to your walking speed and moving through non magical difficult terrain costs you no extra movement.

ELEMENTAL FURY

At 14th level, you have learned to unleash even more power from one of the elemental forces you wield. You gain a magical benefit based on your preferred element. You can choose a different element when you finish a long rest, you must spend at least 30 minutes of the rest meditating to harness this new elemental boon.

Stone. Your body becomes encased with a thick crust of elemental earth. While raging, if you aren't wearing armor, your movement speed is halved and you gain a +2 bonus to armor class, to a maximum of 20.

Flame. You can wreath your body in a swirl of flame, burning any that would dare get close. While raging, each creature you choose that begins its turn within 5 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage.

Wave. You embody the unstoppable power of a crushing wave. While you're raging and aren't wearing heavy armor, you can use the Dash action as a bonus action on your turn without provoking opportunity attacks. In addition, you can make an attack on a creature immediately after using the Dash action and you gain advantage on the attack roll and knock the creature prone on a hit.

Gale. A breathtaking wind whirls around you in a vortex, making the area within a 10-foot radius of you difficult terrain for creatures you choose. Additionally, ranged weapon attacks have disadvantage against you.

