



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 FERAL RAVAGER

Those who completely embrace the primal instincts that reside within all living things to hunt, fight, and kill might discover the Path of the Feral Ravager. Those who embrace this path revel in their primal instincts, and are transformed to resemble the feral animal residing just beneath their skin. They fight like animals, with tooth and nail, howling through the carnage and bathing in the blood of their felled enemies.

FERAL BLOOD

Your feral blood allows you to produce natural weapons to savage your foes. Starting at 3rd level, you gain the following benefits:

- You grow natural weapons, such as a pair of claws, fangs, horns, spines, or a different natural weapon of your choice. These weapons deal 1d6 bludgeoning, piercing, or slashing damage as appropriate to the natural weapon you choose. This damage increases as you gain levels in this class, as shown on the table below.

- You can extend and retract your natural weapons from your body, as you would draw or stow a weapon.
- When you use your Reckless Attack feature with your natural weapons on your turn, you can make an attack using your natural weapons as a bonus action.

Barbarian Level	Natural Weapon Damage Die
6th	1d8
10th	1d10
14th	1d12

FURY STRIKE

Starting at 6th level, your feral blood empowers your natural weapons, granting you the following benefits:

- Attacks with your natural weapons are considered magical for the purposes of overcoming resistance and immunity to nonmagical damage.
- When you take the Dash or Disengage action on your turn, you can make one attack using your natural weapons as a bonus action.

TEAR ASUNDER

Starting at 10th level, you have advantage on attack rolls you make against objects. On a hit, you deal maximum damage and you can ignore the object's damage threshold, if it has one.

UNDYING RAGE

Starting at 14th level, your wounds stitch themselves together. While you're raging and you are conscious, you regain hit points equal to 5 + your Constitution modifier at the start of your turn.

Additionally, your uncanny ability to heal and shrug off death also slows down your aging. You age one year for every ten years you live, and your expected lifespan is ten times that of an average member of your race.