

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 WILDS

Among all the people of the world, few spend as much time in the wilderness as barbarians. Consequently, the men and women who follow this calling are more likely than anyone else to come into contact with fey creatures. Some even journey in the Feywild itself, testing their strength against mighty fomorians and their survival skills against the deepest, darkest forests and swamps.

Warriors who walk the path of the wilds tend to be jovial and good-natured sorts who eschew the mindless fury of the berserker or the ritualistic traditions of the totem warrior in favor of a more organic aesthetic.

SERENE GRACE

When you choose this path a 3rd level, you learn to channel you rage into an otherworldly calmness. Taking the Dash or Hide actions on your turn counts as attacking a hostile creature for the purposes of sustaining your rage.

LANGUAGE OF FLOWERS

Also at 3rd level, you gain the ability to speak to both mundane plants and plant creatures as if you shared a language. Plants that aren't creatures can't speak to you, but can be persuaded to perform simple tasks, such as opening or closing flowers, moving branches or shedding leaves.

FEY TRICKERY

At 6th level, you learn some of the secret tricks of the fey folk. While you are activate your rage, you come under the influence of a *blur* spell that lasts for the duration of that rage. The effect ends early if it is dispelled or you take damage from any source.

UNEARTHLY CHARM

Starting at 10th level, you can use your action to seduce someone with your mysterious 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, regarding you as a trusted friend. On subsequent turns, you can use your action to extend the duration of this effect on the charmed creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

PHASE LEAP

When you reach 14th level, your connection to the Feywild enables you to blink from place to place. While you are raging, you can use all of your movement to teleport up to 30 feet to any unoccupied space you can see.

