

Archive of Forgotten Lore: Barbarian

This is Supplemental Material

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is a revision written by Odvaskar for that feature: The Path of the Berserker.

Path of the Berserker: Revised

For some barbarians, rage is a means to an end – that end being violence. The Path of the Berserker is a path of untrammled fury, slick blood. As you enter the berserker's frenzied rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

3rd-level Path of the Berserker Revised feature

Starting at 3rd level, you can go into a frenzy when you rage. If you do so you gain the following benefits for the duration of the rage:

- You gain a +1 to your AC.
- Your jumping distance is doubled.
- Your speed increases by 10 feet.
- You can make a single attack as a bonus action on each of your turns after this one.

When your rage ends, you suffer one level of exhaustion.

Furious Will

6th-level Path of the Berserker Revised feature

At 6th level, your fury makes your will unfaltering. You have advantage against being charmed and frightened. Additionally, you gain the following benefits when you rage or frenzy:

- **Iron Will.** While raging, you are immune to being charmed and frightened. If you

were charmed or frightened when you entered your rage, the effect ends.

- **Mindless Brute.** While in a frenzy, you deal an extra 1d6 damage when you hit with a melee weapon.

Battle Cry

10th-level Path of the Berserker Revised feature

When you reach 10th level, you learn to channel your rage into a bolstering battle cry. As a bonus action, any ally creature within 30 feet of you, that can hear you, can use its reaction to move up to half its speed and make one attack.

Additionally, it has advantage on attack rolls until the start of your next turn.

Frenzied Battle Cry. While in a frenzy, you let out all your unbridled rage with your Battle Cry. Any hostile creature within 30 feet of you, that can hear you, must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be frightened until the end of your next turn. On subsequent turns, you can extend the duration of this effect on a frightened creature until the end of your next turn by dealing damage to it.

Once you use this feature, you can't use it again until you finish a long rest.

Raging Constitution

14th-level Path of the Berserker Revised feature

Beginning at 14th level, your rage has fortified your body. While raging you have advantage against being poisoned and you have resistance to poison damage.

Endless Endurance. After you end a frenzy, you must make DC 15 constitution saving throw. On a successful save, you don't gain one level of exhaustion. The DC increases by 5 each time Frenzy before a long rest.