

PATH OF THE TIDEHEART

NEW BARBARIAN PATH

Barbarians are known far and wide as being some of the most relentless warriors in existence, entering terrifying rages that fuel their attacks and allow them to shrug off even the most staggering of blows. A barbarian's presence and capabilities depend largely on the source of their rage, such as from a sense of greater purpose, bloodlust, or deeper, spiritual connection. Regardless of where this fount of rage comes from, barbarians are always feared and respected for their brutal talents.

PATH OF THE TIDEHEART

Barbarians who walk the Path of the Tideheart are attuned to the primal forces of water, drawing strength from its unyielding power and ever-changing nature. These fierce warriors have unlocked the secrets of water's versatility, transforming them into mighty storms that can't be held at bay. Their rage ebbs and flows between power and agility, allowing them to tear through battlefields with unparalleled ease. Whether roaring like a wave or finding stillness beneath a waterfall, these barbarians are a primal force to be reckoned with who harness their inner calm before unleashing the tempest within.

CRASHING WAVE

Starting when you choose this path at 3rd level, you harness the simultaneous fluidity and strength of water. When you enter your rage, you can immediately move up to 20 feet without provoking opportunity attacks, provided that your speed isn't o.

In addition, while you're raging, if you move at least 20 feet straight toward a target and then hit it with a melee weapon attack on the same turn, that target takes an extra 1d6 damage of the weapon's type and is pushed up to 5 feet away from you. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level. You can deal this extra damage only once per turn.

GRACEFUL CURRENTS

Beginning at 6th level, your water-like rage allows you to move with a fluid grace. Whenever you hit a creature with a melee weapon attack while you're raging, you can immediately move up to 10 feet without provoking opportunity attacks, provided you have enough movement remaining.

You also gain a swimming speed equal to your walking speed, and if you're moved against your will, you can choose the direction in which you're moved as long as it's not toward the source of the effect.

TRANQUILITY

At 10th level, you can foster calm like a still pool. You have advantage on Wisdom saving throws.

In addition, you can use an action to cast the *calm emotions* spell on a creature that you're touching, without expending a spell slot. The save DC for this spell is equal to 8 + your proficiency bonus + your Constitution modifier. This version of the spell doesn't require concentration and can be cast even while raging; if you use your action to cast it, you don't need to take damage or make an attack in order to maintain your rage for the duration of the spell. You can use this feature 4 times, and you regain all expended uses of it when you finish a long rest.

TORRENTIAL FLOW

Starting at 14th level, your fluid movements are unmatched in their strength and momentum. Your speed increases by 10 feet, and you can move through another creature's space even if it's the same size as you. When you take the Attack action and make a separate weapon attack against two or more different targets, you can make one additional attack as part of the same action.

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