

PATH OF THE TOTEM WARRIOR, DRAGON TOTEM SPIRIT

The **dragon** is an optional totem spirit that can be chosen by barbarians who follow the Path of the Totem Warrior. Many who choose this option are from tribes that worship dragons, and who hold draconic might in high esteem. Surprisingly, dragons tend to shy away from creating too many half dragons with these primitive humans. Scholars believe that this is because dragons are aware of the pride and arrogance of those who share their blood, and when combined with human ambition and the tribes their lust for war, this could have dire consequences. This is also why many half dragons form communities for survival, despite how fast they reproduce, as they share the pride of their dragon ancestors but not their powerful bodies. Instead, these tribes create champions known as Totem Guardians. The Totem Guardians are made of the strongest members of the tribe, and are responsible for protecting their tribes and dragon masters. They are chosen either by dragonspeakers, as a result of dream visions, or directly by the dragons themselves.

SEREN TRIBES (EBERRON SETTING)

The Seren Tribes are the inhabitants of Seren Islands. There are about thirty tribes in all, and each tribe worships a different draconic patron. If their legends are to be believed, the Seren Tribes are the result of ancient covenants with these draconic patrons: usually to defend the lands of Argonnessen from the weak and unworthy.

TOTEM SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object, an amulet or similar adornment, that incorporates, scales, fur, feathers, claws, teeth, or bones of the creature. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Dragon. When raging, your body becomes covered in the scales of your totem dragon, granting you a +2 bonus to AC.

Special: If you have taken a dragon totem feature, choose a dragon from the *Monster Manual* (page 86) as your totem dragon. In addition, you can speak, read, and write Draconic.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem spirit of your choice. You can choose the same totem spirit you selected at 3rd level or a different one.

Dragon. You gain resistance to the damage type associated with your totem dragon. If you already have resistance to this damage type, then all damage you deal ignores resistance to the damage type associated with your totem dragon.

SPIRIT WALKER

At 10th level, if you have taken a dragon totem feature, you can seek out dragons with the *commune with nature* spell.

TOTEMIC ATTUNEMENT

At 14th level, you gain a magical benefit based on a totem spirit of your choice. You can choose the same totem spirit you selected previously or a different one.

Dragon. While you're raging, when you hit a creature with a melee attack you can create a burst of intense energy in a 10-foot-radius sphere around that creature as a bonus action. Each creature other than you in that area takes 3d6 damage, the type of which is determined by your totem dragon.

OPTIONAL: TOTEM GUARDIAN

Totem Guardians are Path of the Totem Warrior barbarians who can only choose the dragon as their totem spirit at the levels listed above. In exchange for choosing this limitation, at 3rd level you grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike. At 6th level, your claws count as being affected by the *magic fang* spell (page 66).

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