

Archive of Forgotten Lore:

Barbarian

This is Supplemental Material

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: Path of the Warlord.

Path of the Warlord

No battle or war is won alone. Any barbarian that follows the path of the warlord knows this rule. All warlords have honed their barbaric prowess in the crucible of war. Living by the sword and only feeling truly alive in the middle of conflict. Fighting alongside their fellow allies, they have learned many martial techniques and how to bolster their allies to achieve victory. Alongside a warlord in battle your will is unfaltering, your body unbreakable, and victory... guaranteed!

Martial Prowess

3rd-level Path of the Warlord feature

Starting when you choose this path at 3rd level, through the years you've spent in battle you have learn many martial techniques. You learn one Fighting Style from the fighter's Fighting Style list. You can't take the same fighting style option more than once. Additionally, you learn maneuvers that are fueled by fury dice.

Maneuvers. You learn two maneuvers of your choice from the Fighter Battle Master archetype. You can use only one maneuver per attack. You learn one additional maneuver of your choice at 6th, 10th, and 14th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Fury Dice. You have three fury dice, which are d6s. A fury dice is expended when you use it. You regain all your expended fury dice when you finish a short

or long rest. You gain another fury dice at 6th, 10th, and 14th level.

Saving throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver Save DC = your proficiency + your Strength modifier

Battle Inspiration

3rd-level Path of the Warlord feature

You've learned how to inspire your allies during battle. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. You give that creature one of your fury dice.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to a weapon damage roll it just made or when an attack roll is made against the creature, it can use its reaction to roll the Fury Die and add the number rolled to its AC against the attack. The creature can use this reaction after seeing the roll but before knowing whether it hits or misses.

Once the fury die is rolled it is expended.

Warlord's Fury

6th-level Path of the Warlord feature

Your rage allows you emanate an aura of pure fury that bolsters your allies. Whenever you're raging, you and a friendly ally that starts it within 10 feet of you gains a number of temporary hit points equal to your barbarian level. Additionally, whenever an ally within the aura makes a weapon attack and hits, the attack gains additional damage equal to your rage damage.

Improved Martial Prowess

6th-level Path of the Warlord feature

When you reach 6th level, you learn one additional maneuver of your choice, an additional fury dice, and your fury dice turn into d8s.

Furious Morale

10th-level Path of the Warlord feature

At 10th level, when your fury swells your will and that of your allies becomes unbreakable. You and any friendly allies that starts it turn within the aura of your Warlord's Fury becomes immune to being frightened and gains advantage on saving throws against being charmed until the start of its next turn.

Improved Martial Prowess

10th-level Path of the Warlord feature

When you reach 10th level, you learn one additional maneuver of your choice, an additional fury dice and your fury dice turn into d10s.

Master of War

14th-level Path of the Warlord feature

Your presence in battle can be felt throughout the conflict causing your allies to fight till the bitter end. Once per rage, when an ally starts its turn within the aura you can use your reaction to give it resistance to bludgeoning, piercing, and slashing damage until the end of their next turn. Additionally, The range of your Warlord's Fury aura increases to 20 feet.

Improved Martial Prowess

14th-level Path of the Warlord feature

When you reach 14th level, you learn one additional maneuver of your choice, an additional fury dice and your fury dice turn into d12s.