



# ALTERNATE BARBARIAN

## EXPANDED



**HOME BREW**

A Multitude of Additional Options for the Alternate Barbarian!  
Includes Nine New Primal Paths and Twenty Exploits



## ALTERNATE BARBARIAN EXPANDED

In 5e, the Barbarian, while mechanically balanced, can lack interesting decisions in combat. For some, this is okay, but for players that would enjoy a more tactical experience, the [Alternate Barbarian](#) strives to capture the fantasy of playing a Barbarian without reducing it to simplistic features. Included here are additional options for the Alternate Barbarian class:

**Advanced Savage Exploits.** The Exploits included here may be harder to learn, or require a specific master to teach. Advanced Exploits are more fantastical in nature, and are balanced based on spells that are available to casters in 5e.

**Barbaric Feats.** The feats included here allow all player characters to share the abilities of the Alternate Barbarian.

**Additional Primal Paths.** Included here are nine more Primal Paths for Barbarians to choose from at 3rd level.

## ADVANCED SAVAGE EXPLOITS

Below are additional Exploits available to Barbarians. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it when you meet the prerequisites.

Check with your DM before using the Exploits below.

### 1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by warriors with modest training and have no level prerequisite.

#### BREATHLESS CRITICAL

*Prerequisites: Strength of 11*

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to knock the air from your target's lungs. For 1 minute, that creature can speak only falteringly and its speed is halved.

The creature can make a Constitution saving throw at the end of each of its turns, ending this effect on a success.

#### LIGHTSTEP

*Prerequisites: Dexterity of 11*

When you make a Dexterity (Acrobatics) or a Dexterity (Stealth) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

#### SKILLED RIDER

*Prerequisites: Wisdom of 11*

When your trained mount makes an ability check, attack roll, or saving throw, or you make a Wisdom (Animal Handling) check to control it, you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.

#### SWEEPING STRIKE

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and force it to make a Dexterity saving throw. On a failure, it takes bludgeoning damage equal to one roll of your Exploit Die and falls prone. A creature more than one size larger than you has advantage on its saving throw.

### 2ND-DEGREE EXPLOITS

Exploits of the 2nd-degree represent the peak of martial skill and ability achievable by warriors without dedicated training. These can be learned by any Barbarian of 5th level or higher.

#### ADRENALINE RUSH

*Prerequisites: 5th level, Strength or Constitution of 13*

As a bonus action, you can expend an Exploit Die to increase your speed, if only temporarily. For the next minute, you can take the Dash action as a bonus action on each of your turns.

When this Exploit ends you must succeed on a DC 13 Constitution saving throw or suffer 1 level of exhaustion.





### GLANCING BLOW

*Prerequisites: 5th level*

When you make a melee weapon attack and miss, you can expend an Exploit Die to immediately repeat your attack against another target within the reach of your weapon.

### INTIMIDATING COMMAND

*Prerequisite: 5th level, Charisma of 13*

As a bonus action, you can expend an Exploit Die to shout a one-word command at one creature that can hear you within 30 feet. It must succeed on a Wisdom saving throw, or it is compelled to obey your command to the best of its ability on its next turn unless its actions would be directly harmful to it.

### PRIMAL SENSES

*Prerequisites: 5th level, Constitution or Wisdom of 13*

As an action, you can expend an Exploit Die to temporarily heighten your senses. For 10 minutes you gain a bonus to any Wisdom (Insight) Wisdom (Perception) or Wisdom (Survival) checks you make equal to one roll of your Exploit Die, so long as the checks rely on your sense of sight or smell.

You can also smell the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you, and identify the kind of poison, poisonous creature, or disease.

Your senses cannot detect anything behind full cover.

### RENDING STRIKE

*Prerequisites: 5th level, Strength of 13*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to rend its armor. It must succeed on a Dexterity saving throw or it takes additional damage equal to one roll of your Exploit Die and its Armor Class is reduced by 1 until the damage is repaired, or it finishes a long rest.

### RINGING CRITICAL

*Prerequisite: 5th level, Strength of 13*

When you score a critical hit on a creature with a weapon attack, you can expend one Exploit Die to daze your target. For 1 minute, that creature must roll a d4 and subtract the result from any attack roll and saving throw it makes.

The creature can make a Wisdom saving throw at the start of each of its turns, ending the effects of this Exploit on a successful save.

### WHIRLWIND STRIKE

*Prerequisites: 5th level, Strength or Dexterity of 13*

In place of an attack, you can expend an Exploit Die and force each target within reach of a melee weapon you are wielding to make a Dexterity saving throw. Targets take damage equal to a roll of your Exploit Die + your Strength or Dexterity modifier (your choice) on a failure, and half as much damage on a success.

### 3RD-DEGREE EXPLOITS

3rd-degree Exploits are feats of savagery, and can be learned by Barbarians of 9th level or higher. Each 3rd-degree Exploit you know can only be used once per short or long rest.

### BEWILDERING BLOW

*Prerequisites: 9th level, Strength or Dexterity of 15*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and strike in such a way as to send its mind reeling. The creature takes additional damage equal to two rolls of your Exploit Die, and for 1 minute it cannot take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn from the list below:

**d10**

**Behavior**

1	It uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. It does not take an action this turn.
2-5	It does not move or take actions this turn.
6-7	It uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature in its reach, it does nothing this turn.
8-9	It can act and move normally.
10	It lays prone on the ground and takes no further actions or movement this turn.

At the end of its turns, the creature can make a Wisdom saving throw. If it succeeds, this effect immediately ends.



## DISORIENTING BLOW

*Prerequisites: 9th level, Strength of 15*

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to strike with overwhelming force. The creature takes additional damage equal to two rolls of your Exploit Die and it suffers the effects below for 1 minute:

- Its speed is halved and it cannot take reactions.
- Its Armor Class is reduced by 2.
- It has disadvantage on Dexterity saving throws.
- On its turn it can only take an action or a bonus action.
- It cannot make more than one attack during its turn.

It can make a Wisdom saving throw at the end of each of its turns, ending these effects on a success.

This Exploit's effects do not stack with the *slow* spell.

## MYTHIC ATHLETICISM

*Prerequisites: 9th level, Strength or Constitution of 15*

As a bonus action, you can expend Exploit Dice (up to your proficiency bonus) to enter a heightened state of physical performance which you must concentrate on as if you were concentrating on a spell. You gain the benefits listed below:

- Whenever you make a Strength or Constitution check, you can treat a roll of 9 or lower on the d20 as a 10.
- Your walking speed increases by a number of feet equal to 5 times your Strength modifier (minimum of 5 feet).
- You count as one size larger for the purposes of carrying capacity and the size of creatures that you can grapple.
- Both your long and high jump distances double, even if that distance would exceed your remaining movement.

The effects last for 10 minutes for each Exploit Die spent as part of this Exploit, and end early if you are incapacitated.

## PACK TACTICS

*Prerequisites: 9th level, Wisdom of 15*

As a bonus action, you can expend one Exploit Die to signal your allies to fight as a pack. For 1 minute, creatures of your choice that can see or hear you within 30 feet have advantage on attack rolls, so long as another allied creature is within 5 feet of its target, and that ally is not incapacitated.

You must use a bonus action on each of the following turns to continue signaling your allies, though you do not expend an Exploit Die each time. If you do not signal, the effect ends.

## PRIMAL TERROR

*Prerequisite: 9th level*

As an action, you can expend one Exploit Die to attempt to drive a creature within 5 feet into a fit of primal fear, forcing it to make a Wisdom saving throw. On a failure, it loses the ability to distinguish friend from foe, regarding all creatures as enemies for the next minute. Each time it takes damage, it repeats the saving throw, ending this effect on a success.

Whenever the affected creature chooses another creature as a target of an attack or spell, it must choose its target at random from among the creatures it can see within range.

If a creature provokes an opportunity attack from the affected creature, it must make that attack if it is able to.

## SURVEY WILDERNESS

*Prerequisite: 9th level, Strength or Wisdom of 15*

You can expend an Exploit Die and spend 1 hour gathering information on up to 1 square mile of a wilderness that you currently occupy. At the end of the hour, you gain knowledge about three of the following as they relate to the area:

- Any settlements or camps with five or more occupants.
- Prominent natural formations, bodies of water, and ruins.
- Local plants, animals, weather, and ecosystems.
- Powerful (CR 1 or higher) creatures that reside within, or have passed through the area within the last 24 hours.

Once you use this Exploit to survey an area of wilderness you must finish a long rest before you can use it there again.

## 4TH-DEGREE EXPLOITS

Exploits of this degree can only be learned by Barbarians of 13th level or higher, and each 4th-degree Exploit that you know can only be used once per short or long rest.

### SUBJUGATE BEAST

*Prerequisite: 13th level*

As an action, you can expend one Exploit Die and attempt to intimidate one beast that can see or hear you within 30 feet, bending it to your will. The beast must succeed on a Wisdom saving throw or be considered charmed by you for 1 minute.

While it is charmed, you can use a bonus action to issue it a command, which it does its best to obey. You can specify a simple and general course of action. If it doesn't receive direction from you, it defends itself to the best of its ability.

Each time the beast takes damage, it repeats the saving throw, ending the effects of this Exploit on a success.

### SUNDERING STRIKE

*Prerequisite: 13th level, Strength of 17*

In place of an attack, you can expend an Exploit Die to strike a creation of magical force, such as a *prismatic wall*, *resilient sphere*, or *forcecage* with a melee weapon you are wielding. Any magical creations created with a spell slot of 3rd-level or lower are instantly destroyed by your strike.

If the magical creation was created with a spell of 4th-level or higher, make a Strength check. The DC equals 10 + the level of the spell slot used to create it. On a successful check, the magical creation is instantly destroyed by your strike.

## 5TH-DEGREE EXPLOITS

Exploits of the 5th degree can only be learned by Barbarians of 17th level or higher, and each 5th-degree Exploit you know can only be used once per short or long rest.

### BANISHING STRIKE

*Prerequisites: 17th level, Strength of 19*

When you hit a creature with a melee weapon attack, you can expend Exploit Dice (up to your proficiency bonus) to strike with legendary force and force it to make a Charisma saving throw. On a failure, it takes additional force damage equal to two rolls of your Exploit Die for each Exploit Die you spent, and half as much force damage on a successful save.

If this attack reduces the creature to 50 hit points or fewer, it is shunted to a harmless demiplane and is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.





## BARBARIC FEATS

The Feats here allow others to share the abilities of the Alternate Barbarian. If your game uses Feats, these can be selected in place of an Ability Score Improvement.

### ALTERNATE SAVAGE ATTACKER

*Updated Savage Attacker Feat*

Your savage battle instincts let you exploit even the smallest weakness. You gain the following benefits:

- Once per turn when you roll damage for a melee weapon attack, you can reroll the damage dice and use whichever total roll is higher.
- When you score a critical hit with a melee weapon attack you roll one additional weapon damage die.

### INTIMIDATING LEADER

*Prerequisite: proficiency in Intimidation*

You use fear and intimidation to rally those who follow you into battle. You gain the following benefits:

- You can increase your Strength, Constitution, or Charisma score by 1, up to a maximum of 20.
- When a creature, other than yourself, that can see or hear you within 30 feet fails a saving throw to resist being charmed or frightened, you can use a reaction to make a Charisma (Intimidation) check against the save DC of the effect that caused that creature to be charmed or frightened. On a successful check, the target is no longer charmed or frightened.

### OVERWHELMING STRENGTH

Your sheer physical might dwarfs that of nearly all other mortal creatures. You gain the following benefits:

- You increase your Strength score by 1.
- Whenever you make a Strength-based ability check you can treat a roll of 7 or lower on the d20 as an 8.
- You count as one size larger for the purposes of your carrying capacity, the weight that you can push, pull, lift, or drag, and for the size of creatures that you can attempt to grapple.

### SAVAGE TRAINING

You can draw upon the anger within your soul to perform Savage Exploits. You gain the following benefits:

- You learn two 1st-degree Savage Exploits of your choice from those available to the Alternate Barbarian. If an Exploit you use requires the target to make a saving throw to resist the effects, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- Each time you gain a level, you can replace one of the Exploits you know with a 1st-degree Savage Exploit of your choice.
- You gain two d4 Exploit Dice to fuel your Exploits. An Exploit Die is expended when you use it. You regain all of your expended Exploit Dice when you finish a short or long rest.
- If you already have, or gain any Exploit Dice from another source, you only gain one Exploit Die equal to your other Exploit Dice.



## ADDITIONAL PRIMAL PATHS

At 3rd level, a Fighter gains the Warrior Archetype feature. The following Archetypes are available to Fighters, along with those presented in the base Alternate Fighter class:

The Deep	The Mutant	The Titan
The Favored	The Packleader	The Warden
The Inferno	The Reaver	The Wyrmblood

### PATH OF THE DEEP

Encounters with the great and terrible things that dwell deep beneath the waves often irreparably shatter the minds of the weak-willed. However, some who survive these traumatic and otherworldly experiences awaken with an eldritch Rage that is rarely experienced on the material plane.

Those who walk the Path of the Deep are mortals who have survived an experience with the unexplained depths and gained extraordinary, and often unsettling, eldritch abilities.

#### DEEP EXPLOITS

*3rd-level Path of the Deep feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>crushing grip, cunning instinct</i>
5th	<i>immovable stance, rending strike</i>
9th	<i>primal terror</i>

#### GIFT OF THE DEPTHS

*3rd-level Path of the Deep feature*

You have been irreparably changed by your exposure to the mysterious depths. You gain a swimming speed equal to your walking speed and you can breathe both air and water.

#### OTHERWORLDLY GRASP

*3rd-level Path of the Deep feature*

Your eldritch power becomes apparent when you Rage. Whenever you Rage, you instantly manifest one additional appendage, the appearance of which reflects the nature of the being which infused you with otherworldly eldritch power. Your eldritch appendage lasts for the duration of your Rage, and can be attacked as part of you.

As a bonus action, you can use this appendage to force a target you can see within 15 feet to make a Strength saving throw against your Exploit save DC. On a failure, it is pulled up to 15 feet toward you. Any target larger than you has advantage on its Strength saving throw.

#### REALITY WARP

*6th-level Path of the Deep feature*

Your mind-altering experiences allow you to identify, and slip through, the cracks in reality. As an action, you can teleport, along with any equipment you are wearing or carrying, to an unoccupied space you can see within 30 feet. This does not provoke opportunity attacks. Immediately before, or after, you do so, you can make one attack as part of the same action.

When you reach 14th level in this class, you can use this feature as part of the bonus action you use to enter a Rage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all uses when you finish a long rest. When you have no uses left, you can expend an Exploit Die to use this feature again.

#### ELDRITCH TENDRILS

*10th-level Path of the Deep feature*

The strange eldritch power inside you allows your body to mutate further. When you Rage, you manifest two additional appendages which last until the end of your Rage.

As a bonus action, you can cause both of your appendages to use Otherworldly Grasp, or grapple a creature you can see within 15 feet. Each of your appendages can target the same, or different, creatures. If they target the same creature, the target has disadvantage on its saving throw (Otherworldly Grasp) or ability check (grapple). Each appendage can use the same, or a different feature as part of the same bonus action.

When you reach 14th level in this class, the range of your additional appendage abilities increases to 20 feet.

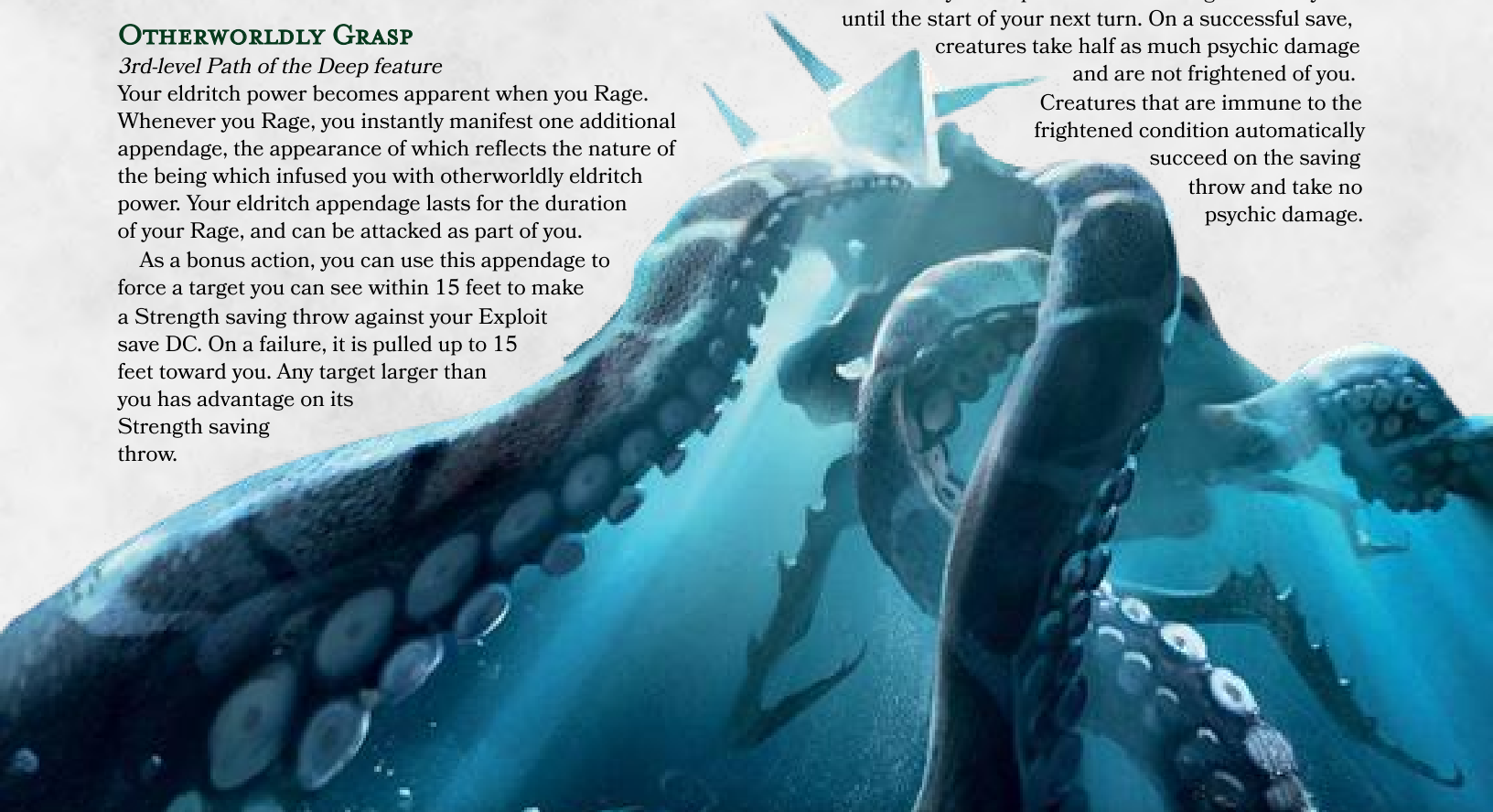
#### THE HORRORS BELOW

*14th-level Path of the Deep feature*

When you travel through the cracks in reality, you can reveal the eldritch horrors beyond this world. When you use Reality Warp, you can force creatures within 10 feet of the point you appear to make a Wisdom saving throw against your Exploit save DC. On a failure, creatures take psychic damage equal to two rolls of your Exploit die and are frightened of you until the start of your next turn. On a successful save,

creatures take half as much psychic damage and are not frightened of you.

Creatures that are immune to the frightened condition automatically succeed on the saving throw and take no psychic damage.





## PATH OF THE FAVORED

For most Barbarians, their Rage is drawn from their lust for battle or a desire for revenge, but for others, their Rage is a gift. Warriors who walk the Path of the Favored receive their Rage from an outside source. Some are blessed by Fate to be mighty warriors, others are the scions of gods or Archfey, and others may be the descendants of legendary adventurers.

Whatever the source of your supernatural blessing, you have a knack for finding success when others would surely fail, turning bitter enemies into stout allies, and overcoming obstacles that would seem impossible to all but you.

### FAVORED EXPLOITS

*3rd-level Path of the Favored feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>feat of strength, heroic fortitude</i>
5th	<i>adrenaline rush, thunderous blow</i>
9th	<i>mythic athleticism</i>

### FAVORED PRESENCE

*3rd-level Path of the Favored feature*

There is something about your physicality that makes others view you more favorably. When you meet a creature for the first time, its starting attitude is one level higher than normal. For example, a hostile creature would view you indifferently, or a creature that would view you indifferently may consider you friendly. This feature has no effect on those you travel with.

### TOUCHED BY FATE

*3rd-level Path of the Favored feature*

An outside force has blessed you to succeed, especially in battle. When you are Raging, you gain the following benefits:

- Whenever you roll a 1 on an Exploit Die, you can roll it again. You must keep the new roll, even if it's another 1.
- When you are hit by an attack, you can use your reaction to expend an Exploit Die, roll it, and add the result of the roll to your Armor Class against the triggering attack.
- When you miss with a Strength-based weapon attack, you can expend an Exploit Die, roll it, and add the result of your roll to your attack roll for that attack.

### GLORIOUS CAUSE

*6th-level Path of the Favored feature*

Your near-supernatural ability to succeed motivates all who follow you into battle. When you Rage, roll an Exploit Die. You, and a number of creatures of your choice within 30 feet, up to your Constitution modifier (minimum of 1 creature), gain temporary hit points equal to 1 + your Exploit Die roll.

### TIRELESS HERO

*6th-level Path of the Favored feature*

Whatever the source of your favor, it has empowered you to find success where others would fail. When you use *feat of strength*, you can roll a d4 and add it to your roll instead of expending an Exploit Die.

At 14th level in this class, this bonus becomes a d6.

### WONDROUS SUCCESS

*10th-level Path of the Favored feature*

You have learned to channel the supernatural power that guides your favored path through life. When you make an ability check, attack roll, or saving throw, you can choose to use your Barbarian level in place of the d20 roll. You can use this feature after you roll, but before you know if your ability check, attack roll, or saving throw succeeds or fails.

Once you use this feature, you must finish a short or long rest before you can use it again.

### STRENGTH OVERWHELMING

*14th-level Path of the Favored feature*

You have become something more than mortal, and are able to perform feats of supernatural strength that rival the great heroes of legend. You learn *strength of the colossus*, but it doesn't count against your total number of Exploits Known. When you use *strength of the colossus*, you calculate the base amount of weight you can push, drag, pull, or lift as if you had spent one additional Exploit Die (maximum of 6).

If you already know this Exploit, you learn another Exploit of your choice from those available to the Barbarian.



## PATH OF THE INFERNO

Across the lower planes, the eternal conflict between law and chaos rages. Devils against Demons, vying for control of the hells. Sometimes this conflict spills over into material plane and the corrupting influence of the Abyss infects the hearts of mortals. Sometimes cultists and worshipers of Archdemons seek the affliction of this overwhelming power.

No matter their origin, those who survive the corruption rise as soldiers of the Abyss, and become Inferno Warriors.

### INFERNAL EXPLOITS

*3rd-level Path of the Inferno feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

#### Barbarian Level Exploit

3rd	<i>commanding presence, menacing shout</i>
5th	<i>bloodthirsty critical, execute</i>
9th	<i>primal terror</i>

### ABYSSAL HIDE

*3rd-level Path of the Inferno feature*

The corruption of the Abyss overtakes you when you Rage, causing your physical features to become demonic. When you are Raging you gain the following benefits:

- As a bonus action, you can move up to your full speed toward a hostile creature that you can see.
- When a creature hits you with an opportunity attack you can reduce the damage by your Constitution modifier.

### HELLISH PRESENCE

*3rd-level Path of the Inferno feature*

When you adopt this Primal Path you learn to speak, read, and write Abyssal, the demonic language of the Abyss.

Moreover, whenever you use *commanding presence*, you can roll a d6 and use it instead of expending an Exploit Die.

### UNBRIDLED FURY

*6th-level Path of the Inferno feature*

The chaos of the Abyss enhances your Rage. The first time you make a Reckless attack on your turn while Raging, you gain temporary hit points equal to your Constitution modifier. These temporary hit points vanish when your Rage ends.

### CORRUPT RESILIENCE

*10th-level Path of the Inferno feature*

The sinister power of the Abyss has increased your physical resilience. You gain resistance to both fire and poison damage.

Also, when you are forced to make a saving throw to resist either the charmed or frightened condition, you gain a bonus to your roll equal to one roll of your Exploit Die.

### CHAOS OVERWHELMING

*14th-level Path of the Inferno feature*

You can draw out the full power of the Abyssal influence that fuels your Rage. When you Rage, you gain one of the abilities below for the duration of that Rage. As a bonus action while you are Raging, you can expend an Exploit Die to switch to your current feature to another feature.

**Accursed Reach.** Your limbs become unnaturally muscular and lengthen. Your walking speed increases by 10 feet, you can take the Dash action as a bonus action, and the reach of your melee weapon attacks and grapples increases by 5 feet.

**Defiled Hide.** Your skin becomes blighted and covered in coarse hair, boils, or oily scales. You gain immunity to all bludgeoning, piercing, and slashing damage from non-magical weapons. Any attacks made with silvered weapons ignores this special damage immunity.

**Hulking Form.** Your body bulges and grows in unnatural ways. You grow by one size category as if you had been the target of an *enlarge/reduce* spell. While enlarged in this way, you can add your Constitution modifier to Strength checks.

**Vile Flight.** You sprout leathery demonic wings from your back which burst through any clothing you are wearing. You gain a flying speed equal to your walking speed.





## PATH OF THE MUTANT

Barbarians that follow this Primal Path make use of alchemy and dark transmutation magic to mutate their physical form. The savage fury of their Rage triggers massive physiological changes thanks to reagents in their blood. These mutants are often on a quest to evolve their bodies into the ultimate form.

### MUTAGENIC EXPLOITS

*3rd-level Path of the Mutant feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>crushing grip, feat of strength</i>
5th	<i>adrenaline rush, whirlwind strike</i>
9th	<i>confounding critical</i>

### ABERRANT ALCHEMY

*3rd-level Path of the Mutant feature*

You have a deep knowledge of sinister side of alchemy. You gain proficiency in Nature and with alchemist's supplies.

This knowledge allows you to create mutagens which, when combined with your Rage, radically alter your body.

**Mutations Known.** You know three Mutations of your choice from the list at the end of this subclass description.

During a long rest, so long as you have access to your alchemist's supplies, you can spend 1 hour to replace one Mutation you know with another Mutation of your choice.

You learn two additional Mutations of your choice when you reach 6th level, 10th level, and a final two at 14th level.

**Manifest Mutations.** When you Rage, you manifest a number of Mutations equal to your Constitution modifier. These Mutations last until the end of your current Rage.

### ENDURING MUTATION

*6th-level Path of the Mutant feature*

Your advances in the dark alchemy of mutation have evolved. At the end of each long rest, choose one Mutation you know. You gain the benefits of that Mutation, even when not Raging, until the end of your next long rest.

However, when you Rage, this Mutation counts against the total number of Mutations you can manifest for that Rage.

### NOXIOUS STRIKE

*10th-level Path of the Mutant feature*

You can weaponize the toxins in your blood. When you hit a creature with a melee attack, you can expend an Exploit Die and force it to make a Constitution saving throw against your Exploit save DC. On a failed save, roll a d6, and the creature suffers the corresponding condition from the table below:

d6	Effect	d6	Effect
1	blinded	4	frightened
2	charmed	5	paralyzed
3	deafened	6	poisoned

This effect lasts for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on its saving throw is immune to the effect of this ability for the next 24 hours.

### RAPID MUTATION

*14th-level Path of the Mutant feature*

You have gained mastery over your body's mutability. While Raging, you can use a bonus action to end one Mutation and replace it with another Mutation that you know.

You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### MUTATIONS

Listed below are Mutations available to Barbarians of the Path of the Mutant. If a Mutation has prerequisites, like your Barbarian level, you can learn it at the same time you meet it.

#### ABERRANT SIGHT

You sprout unnatural eye stalks or manifest additional eyes. You gain darkvision out to a 60-foot radius. If you already have darkvision its range increases by 60 feet.

In addition, you have advantage on Wisdom (Perception) checks you make that rely on your sense of sight.

#### ALCHEMICAL RESISTANCE

Your experiments grant you resistance to the elements. When you manifest this Mutation choose acid, cold, fire, poison, or lightning, and you gain resistance to that damage.





### AQUATIC ADAPTATION

You sprout unnatural gills or your skin becomes permeable and amphibious. You gain a swimming speed equal to your walking speed, and you can breathe both air and water.

### DEVIANT GLIDE

You grow bat or fish-like skin flaps that you use to glide. When you fall and are not incapacitated, you can subtract up to 100 feet from your fall when calculating fall damage, and you can move horizontally 2 feet for every 1 foot you fall.

### ENHANCED MOVEMENT

Your legs grow unnaturally thick or powerful. Your walking speed increases by a number of feet equal to 5 times your Constitution modifier (minimum of 5 feet), and you add your Constitution modifier (minimum of +1) to the distance of any long jump or high jump you make.

### OOZING FORM

Your body becomes slimy and pliable. As a bonus action, you can automatically escape a grapple or nonmagical restraints. Also, your body, along with any equipment you are wearing or carrying, can squeeze through spaces as narrow as 1 inch.

### SYNTHETIC CARAPACE

Your skin hardens resembling that of a terrible insectoid or reptilian creature. You gain a bonus to your Armor Class equal to half your Constitution modifier (rounded down).

### UNNATURAL PHYSICALITY

Your muscles and veins engorge with toxic chemicals that grant you unnatural power and maneuverability. You gain a bonus to any Strength (Athletics) and Dexterity (Acrobatics) checks you make equal to one roll of your Exploit Die.

### CORROSIVE SECRETIONS

*Prerequisite: 6th-level Barbarian*

Your body can expel a corrosive acid at your enemies. When you are hit by an attack and the attacker is within 30 feet, you can use your reaction to deal acid damage to the attacker equal to one roll of your Exploit Die + your Constitution modifier.

### INOCULATED VIGOR

*Prerequisite: 6th-level Barbarian*

Your experiments have hardened your body against toxins. You gain resistance to both acid and poison damage, and you have advantage on saving throws you make to resist the poisoned condition.

### TOXIC VITALITY

*Prerequisite: 6th-level Barbarian*

Your body mends itself as you fight. At the start of your turns while Raging, you gain temporary hit points equal to your Constitution modifier (minimum of 1 temporary hit point).

### VISCOUS GRIP

*Prerequisite: 6th-level Barbarian*

Your hands and feet secrete a sticky substance. You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces without making an ability check.

### ACIDIC BILE

*Prerequisite: 10th-level Barbarian*

You can spew a corrosive substance forth from your mouth. You learn the *acid splash* cantrip, using Constitution as your spellcasting modifier. You can cast this cantrip while Raging, and when you do, it deals additional damage equal to your Constitution modifier (minimum of +1).

### GRAPPLING APPENDAGES

*Prerequisite: 10th-level Barbarian*

You grow two appendages alongside your arms that resemble tentacles. They are natural weapons, which deal bludgeoning damage equal to your Exploit Die on hit. If you hit a creature with a melee attack, you can attempt to grapple it with these appendages as a bonus action. These appendages are not dexterous enough to use weapons or specialized tools.

### PERVERTED FLIGHT

*Prerequisite: 14th-level Barbarian*

You sprout a pair of unnatural leathery or insectoid wings. You gain a flying speed equal to your walking speed.

### PATH OF THE PACKLEADER

Wild warriors all, Barbarians fight with a primal ferocity not seen in civilized soldiers. For some, this savage spirit calls out to the beasts of the wild, and a bond is forged. Known as Packleaders, these primal warriors fight side by side with a Savage Companion, hunting their foes in deadly tandem.

### BEAST WHISPERER

*3rd-level Path of the Packleader feature*

Your wild spirit grants you a special connection with wild beasts. You gain proficiency in Animal Handling, and when you make a Wisdom (Animal Handling) check related to wild animals, you gain a bonus to your roll equal to one



## PACKLEADER EXPLOITS

3rd-level Path of the Packleader feature

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

### Barbarian Level Exploit

3rd	<i>cunning instinct, trampling rush</i>
5th	<i>bloodthirsty critical, primal senses</i>
9th	<i>pack tactics</i>

## SAVAGE COMPANION

3rd-level Path of the Packleader feature

You have forged a primal bond with a wild beast known as a Savage Companion. You determine its appearance, but this choice has no effect on its game statistics. Common Savage Companions are wolves, boars, bears, wildcats, and hyenas. Your Companion is friendly to you and your allies, and obeys your commands. It uses the Savage Companion stat block, which uses your proficiency bonus (PB) in several places.

In combat, your Savage Companion acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action.

When you take the Attack action, you can command your Companion to take the Attack action in place of one attack. If you are incapacitated, your Companion acts on its own.

If your Companion is reduced to 0 hit points, it makes death saving throws like a player character would. If your Savage Companion dies, you can spend time during a long rest to seek out a worthy beast from the wild to serve as your Companion, so long as such a beast exists. Once you bond with such a beast, it uses the Savage Companion stat block.

## WILD FURY

6th-level Path of the Packleader feature

Your fury infects your Savage Companion. When you Rage, your Savage Companion also gains the benefits of Rage.

## LEADER OF THE PACK

10th-level Path of the Packleader feature

You and your Companion fight as one in battle. Both you and your Savage Companion have advantage on attack rolls against a creature if the other is within 5 feet of the target creature and they are not incapacitated.

## SAVAGE COMPANION

Medium Beast, Neutral

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + five times your Barbarian level

**Speed** 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

**Senses** passive Perception 12

**Languages** understands the languages you speak

**Hit Dice.** Your Companion has a total number of d8 Hit Dice equal to your Barbarian level. It also gains all the normal benefits of both short and long rests.

**Primal Bond.** You add your PB to any ability check or saving throw your Companion makes.

**Keen Senses.** Your Companion has advantage on any ability check that relies on sight, hearing, or smell.

## Actions

**Bite.** *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing damage. On hit, the target must succeed on a Strength saving throw against your Exploit save DC or be grappled. Your Companion can only grapple one target at a time.

**Maul.** *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB slashing damage.

## PRIMAL HOWL

14th-level Path of the Packleader feature

Your savage spirit rivals the greatest predators of the wild.

When you Rage, either you or your Savage Companion can let forth a primal howl, and force creatures of your choice that can hear it within 30 feet to make a Wisdom saving throw against your Exploit save DC. On a failed save, it is frightened of whoever howled for 1 minute.

A creature can repeat this saving throw at the start of each turn, ending the effect on a success. A target that succeeds on its saving throw is immune to the effects of this howl for the next 24 hours.



## PATH OF THE REAVER

While most Barbarians focus on overcoming their foes with raw power and brute force, those known as Reavers augment their impressive strength with martial technique and tactical maneuvers. These fearless warriors are often employed as advance forces, and their combat skill and resilience strikes fear into the heart of any who stand against them in battle.

### REAYER EXPLOITS

*3rd-level Path of the Reaver feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>aggressive sprint, lightstep</i>
5th	<i>adrenaline rush, savage rebuke</i>
9th	<i>mythic athleticism</i>

### REAYER SUPERIORITY

*3rd-level Path of the Reaver feature*

You have studied martial techniques to enhance your skill in battle. Your total number of Exploit Dice increases by 1, and you learn one additional Exploit of your choice which doesn't count against your total number of Exploits Known.

Moreover, when you learn a new Exploit, you can choose to learn a Savage Exploit from those available to this class, or a Martial Exploit from those available to the [Alternate Fighter](#).

If you choose to learn a Martial Exploit that has a certain Fighter level prerequisite, you can learn that Exploit if your Barbarian level meets the prerequisite level.

### SWIFT STRIDES

*3rd-level Path of the Reaver feature*

Rather than become blinded by Rage, you enter a heightened state of focus and move with purpose. When you are Raging, opportunity attacks against you are made at disadvantage.

### RESTORATIVE RAGE

*6th-level Path of the Reaver feature*

Your combat skills rivals heroes of renown. When you Rage, you gain one of the following benefits:

- You regain one of your expended Exploit Dice.
- You gain a number of temporary hit points equal to one roll of your Exploit Die.
- Your walking speed is doubled for your current turn.

### UNSTOPPABLE WARRIOR

*10th-level Path of the Reaver feature*

The chaos and danger of battle fuels your abilities. While Raging, you are under the effects of *freedom of movement*.

You also learn one additional Exploit of your choice which doesn't count against your total number of Exploits Known.

### STORM OF FLESH & STEEL

*14th-level Path of the Reaver feature*

You have reached the pinnacle of your training, and woe to those who stand against you. Once per turn when you use an Exploit while you are Raging, you can roll a d4 in place of expending one of your Exploit Dice.

## PATH OF THE TITAN

Some Barbarians draw their Rage from their ancestry. Those who walk the Path of the Titan fuel their Rage with the giant blood that flows in their veins. While some Titanic warriors are direct descendants of giants, some are unaware of their heritage until it manifests with their Rage. Unusually tall or strong for their race, mortals with giant blood in their veins are fairly obvious once you know the signs to look for.

### GIANT BLOODLINE

*3rd-level Path of the Titan feature*

Whether by magic or ancestry, you bear the power of giants. Choose the option below that best fits the type of giant whose power resides in you. This choice will affect features you gain later from this Path. You gain resistance to the damage type associated with that giant. This choice is permanent and can't be changed short of a *wish* spell or the magic of elder giants.

Giant	Element	Giant	Element
Lesser	Poison	Fire	Fire
Hill	Bludgeoning	Cloud	Thunder
Stone	Psychic	Storm	Lightning
Frost	Cold	—	—



### WHO ARE THE LESSER GIANTS?

A Lesser Giant is any giant that ranks below the Hill Giants in the Ordning. This includes Ettins, Ogres, Trolls, Formorians, Firbolgs, and all other giant-kin.



## TITANIC EXPLOITS

*3rd-level Path of the Titan feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

### Barbarian Level Exploit

3rd	<i>feat of strength, hurl</i>
5th	<i>greater hurl, shattering slam</i>
9th	<i>destructive slam</i>

## FURY OF THE TITANS

*3rd-level Path of the Titan feature*

The fury of your Rage draws out the ancient power of your bloodline. When you Rage, you gain the following benefits:

- If there is room, you can choose to grow by one size category for the duration of that Rage. For example, you grow from Medium to Large. Your physical size doubles in all dimensions, and your weight is multiplied by eight.
- Your Strength-based weapon attacks deal bonus damage depending on your current size: Medium (1d4), Large (1d6), Huge (1d12), and Gargantuan (2d12).
- You can use *hurl* without expending an Exploit Die.

## TITANIC VITALITY

*6th-level Path of the Titan feature*

Your Rage draws out an ever-increasing amount of resilience from the power that flows in your blood. When you Rage, you gain temporary hit points equal to your Barbarian level.

## AWAKENED BLOODLINE

*10th-level Path of the Titan feature*

The power dormant within your blood is apparent even when not drawn out by your Rage. You manifest more specific traits dependent upon your Giant Bloodline, as detailed below:

### LESSER GIANT

Your appearance becomes knotted and grotesque. When you make a Strength (Intimidation) or a Charisma (Intimidation) check, you gain a bonus to your roll equal to one roll of your Exploit Die. Moreover, your strange knotted flesh grants you a +1 bonus to your Armor Class while you are Raging.

### HILL GIANT

Your body has grown strangely resilient. You have advantage on Constitution saving throws, and when you take damage while Raging, you can use a reaction to reduce the damage you take by your Constitution modifier (minimum of 1).

### STONE GIANT

You have become especially observant and thoughtful. You gain proficiency in Insight, and when you make a Wisdom (Insight) check you gain a bonus to your roll equal to one roll of your Exploit Die. Moreover, when you are forced to make a Wisdom saving throw while Raging, you gain a bonus to your saving throw roll equal to one roll of your Exploit Die.

### FROST GIANT

You are ruthless in war. When you use an Exploit that deals damage, you can cause it to deal cold damage. Also, each time you hit a target with an attack while Raging, its speed is reduced by 10 feet until the start of your next turn.



### FIRE GIANT

You have begun to embody the cruelty of the fire giants. While you are wearing armor you can use your Constitution modifier, in place of Dexterity, to calculate your Armor Class. Also, when a creature hits you with a melee attack while you are Raging, you can use your reaction to deal fire damage to the attacker equal to one roll of your Exploit Die.

### CLOUD GIANT

You have become more whimsical and lighthearted. You gain resistance to falling damage, and while you are Raging, you can take the Dash or Disengage action as a bonus action.

### STORM GIANT

You have grown in pride and presence. You gain a swimming speed equal to your walking speed, and you can breathe both air and water. Also, while you are Raging, you can cause your thrown weapon attacks and both *hurl* and *greater hurl* to deal lightning damage in place of their normal damage.

## TITANIC WRATH

*14th-level Path of the Titan feature*

You can strike with the power of a true giant. When you take the Attack action while Raging, you can focus all your power into one strike. You make one attack for this action, even if you have a feature that lets you make more than one attack. On hit, it becomes a critical hit, regardless of your attack roll.

You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.





## PATH OF THE WARDEN

Hailing from the wild places of the world where the primal power of nature reigns supreme, Barbarians that follow the Path of the Warden are servants of the natural order. They use the raw power of their Rage to channel spirits found throughout the natural world. They often serve as the defenders of sacred groves, Druidic Circles, and other places of natural power.

### PRIMAL MAGIC

*3rd-level Path of the Warden feature*

When you adopt this Primal Path, you learn to cast powerful primal spells, much like a [Shaman](#) does:

**Cantrips.** You learn one cantrip of your choice from the Warden spell list. At 10th level in this class you learn one additional Warden cantrip of your choice.

**Spell Slots.** The Warden Spellcasting table shows how many spell slots you have, and the level of those spell slots. All of your spell slots from this feature are the same level. To cast one of the Warden spells you know of 1st-level or higher, you must expend a spell slot. You regain all of your expended spell slots each time you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and cast it as a 2nd-level spell.

**Spells Known of 1st-Level and Higher.** You learn two 1st-level spells of your choice from the Warden spell list. The Spells Known column of the Warden Spellcasting table shows when you learn more Warden spells of 1st-level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you gain a level, you can choose a Warden spell you know and replace it with another spell from the Warden spell list, which must be of a level for which you have spell slots.

**Spellcasting Ability.** As you draw your magic from your connection to primal spirits, Wisdom is your spellcasting ability for your Warden spells. You use Wisdom when a spell refers to your spellcasting ability, when setting the saving throw DC for a spell, or when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus  
+ your Wisdom modifier

**Spell attack modifier** = your proficiency bonus  
+ your Wisdom modifier

### WARDEN SPELLCASTING

Barb. Level	Spells Known	Spell Slots	Slot Level
3rd	2	1	1st
4th	2	2	1st
5th	3	2	1st
6th	3	2	1st
7th	4	2	2nd
8th	4	2	2nd
9th	5	2	2nd
10th	5	2	2nd
11th	5	2	2nd
12th	5	2	2nd
13th	6	2	3rd
14th	6	2	3rd
15th	6	2	3rd
16th	6	2	3rd
17th	7	2	3rd
18th	7	2	3rd
19th	7	2	4th
20th	7	2	4th





## PRIMAL RAGE

*3rd-level Path of the Warden feature*

You have learned to draw on primal magic, even in your Rage. You can cast Warden spells while you're Raging, but you have disadvantage on any Constitution saving throws you make to maintain concentration on your Warden spells.

Also, casting a Warden spell of 1st-level or higher allows your Rage to continue until the end of your next turn, even if you don't meet the other requirements to extend your Rage.

## GUARDIAN'S FURY

*6th-level Path of the Warden feature*

You can ruthlessly weave minor spells with weapon attacks. When you use your action to cast a Warden spell you can make a weapon attack as a bonus action on that turn.

Moreover, you can use Reckless Attack when you cast a Warden spell that requires a spell attack roll.

## WARD OF THE ANCIENTS

*10th-level Path of the Warden feature*

Your connection with the natural world shields you from magic. As a reaction when you would take damage from a spell, you can expend a Primal Magic spell slot to grant yourself resistance to all damage from the triggering spell.

## IMPROVED GUARDIAN'S FURY

*14th-level Path of the Warden feature*

Your Rage and connection with primal spirits have fused to become something that rivals the great destructive forces of nature. When you take the Attack action while Raging, you can cast a Warden spell in place of one of your attacks.

Finally, you no longer have disadvantage on Constitution saving throws you make to maintain your concentration on your Warden Spells while you are Raging.

## WARDEN SPELL LIST

Here's the list of spells you consult when you learn a Warden spell. They are organized by spell level, not by character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything\**, and *Tasha's Cauldron of Everything\*\**.

### CANTRIPS (0-LEVEL)

*control flames\**  
*create bonfire\**  
*druidcraft*  
*frostbite\**  
*guidance*  
*gust\**  
*magic stone\**  
*mold earth\**  
*primal savagery\**  
*shape water\**  
*shillelagh*  
*thorn whip*  
*thunderclap\**

### 1ST-LEVEL

*absorb elements\**  
*armor of agathys*  
*compelled duel*  
*cure wounds*  
*earth tremor\**  
*ensnaring strike*  
*entangle*  
*fog cloud*  
*hellish rebuke*  
*inflict wounds*  
*searing smite*  
*thunderous smite*  
*thunderwave*

### 2ND-LEVEL

*dust devil\**  
*earthbind\**  
*flame blade*  
*gust of wind*  
*magic weapon*  
*shatter*  
*spike growth*  
*warding wind\**

### 3RD-LEVEL

*elemental weapon*  
*plant growth*  
*sleet storm*  
*thunder step\**  
*tidal wave*  
*wall of sand\**  
*wall of water\**  
*wind wall*

### 4TH-LEVEL

*control water*  
*elemental bane*  
*fire shield*  
*grasping vine*  
*guardian of nature\**  
*ice storm*  
*staggering smite*  
*storm sphere\**



## PATH OF THE WYRMBLOOD

Not all who have their blood mingled with dragons manifest sorcerous power. Some instead find themselves imbued with an unquenchable spark of fury. These tyrannical warriors are known as Wyrmbloods, Barbarians fueled by draconic magic.

### WYRMBLOOD EXPLOITS

*3rd-level Path of the Wyrmblood feature*

You learn certain Exploits at the Barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

#### Barbarian Level Exploit

3rd	<i>commanding presence, ruthless strike</i>
5th	<i>intimidating command, primal senses</i>
9th	<i>roar of triumph</i>

### DRAGONIC ANCESTRY

*3rd-level Path of the Wyrmblood feature*

Whether by ritual, ancestry, or happenstance, your bloodline bears draconic power. Choose one of the Dragons below that best represents the dragon whose power resides within you. You gain resistance to your Dragon's associated Element.

You also learn to speak, read, and write Draconic.

Dragon	Element	Dragon	Element
Amethyst	Force	Gold	Fire
Black	Acid	Green	Poison
Blue	Lightning	Red	Fire
Brass	Fire	Sapphire	Thunder
Bronze	Lightning	Silver	Cold
Copper	Acid	Steel	Acid
Crystal	Radiant	Topaz	Necrotic
Emerald	Psychic	White	Cold

### DRAGONIC FURY

*3rd-level Path of the Wyrmblood feature*

The power of your draconic blood manifests itself in your fury. You gain the following benefits while you are Raging:

- You manifest draconic scales that grant you a +2 bonus to your Armor Class while using your Unarmored Defense.
- Your Rage damage bonus and your Savage Exploits deal your Element damage in place of their normal damage.
- Once per turn when you hit with a Strength-based weapon attack, you can roll two dice for your Rage damage bonus.

### TYRANNICAL RESILIENCE

*6th-level Path of the Wyrmblood feature*

Your blood protects you from magical effects. When you are forced to make an Intelligence, Wisdom, or Charisma saving throw against magic while Raging, you gain a bonus to your roll equal to one roll of your Exploit Die.

### BREATH OF THE DRAGON

*10th-level Path of the Wyrmblood feature*

The magic of your bloodline allows you to exhale great blasts of draconic energy. As an action, you can force creatures in an adjacent 30-foot cone to make a Dexterity saving throw against your Exploit save DC. Creatures take 8d6 damage of your Element damage type on a failed save, and half as much damage of your Element's type on a successful save.

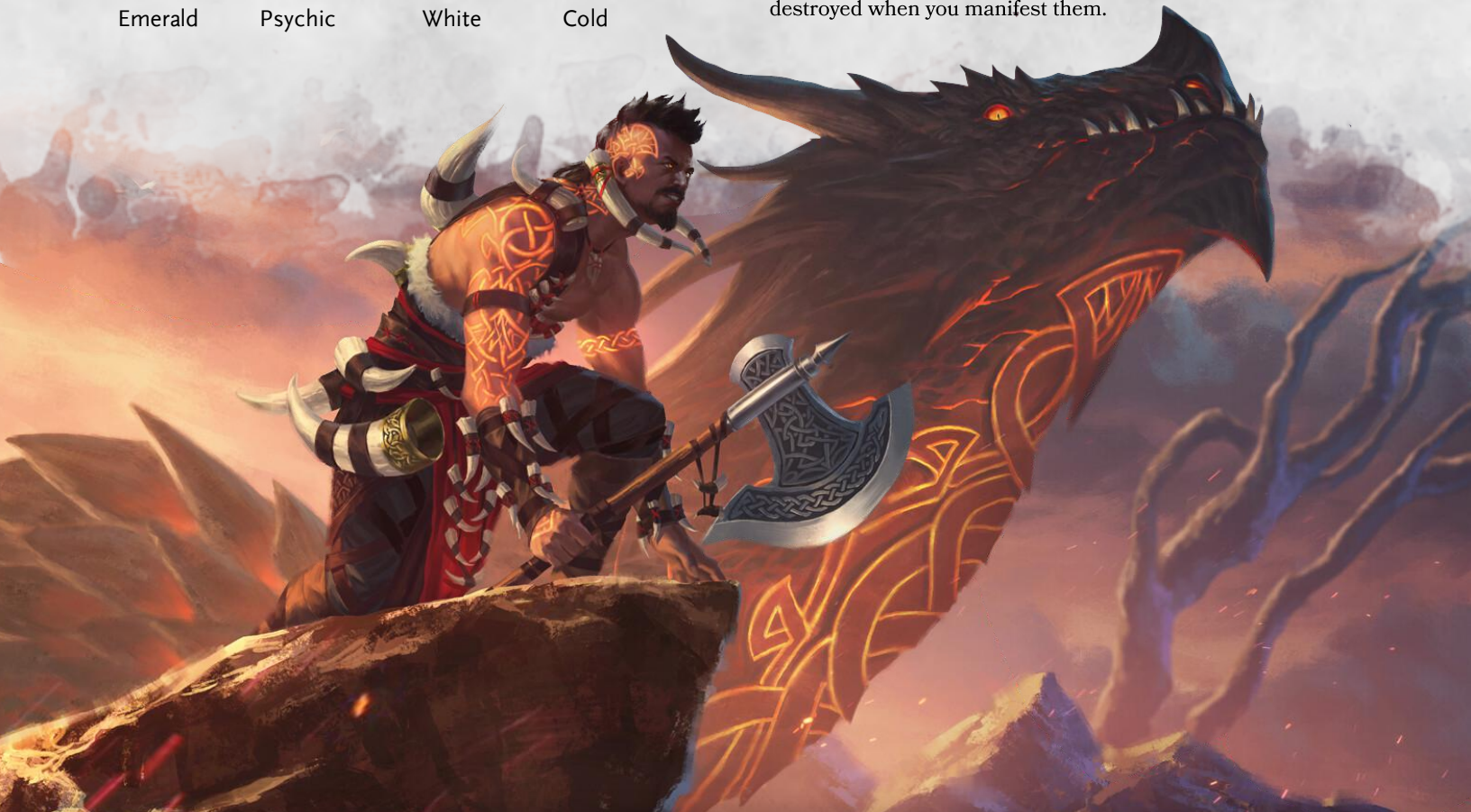
Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can expend a use of your Rage to use this feature again.

### DRAGONIC WINGS

*14th-level Path of the Wyrmblood feature*

You manifest the full power of your draconic bloodline. As a bonus action, you can manifest a pair of draconic wings. These wings grant you a flying speed equal to your walking speed, and last until you dismiss them as a bonus action.

Clothing that is not made to accommodate your wings is destroyed when you manifest them.







# ALT. BARBARIAN EXPANDED

A multitude of additional options for the Alternate Barbarian! Includes Twenty Exploits, Four Feats, and Nine new Primal Paths!

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