



## PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The following Path of Destruction is available to you when you making that choice.

### PATH OF DESTRUCTION

Some barbarians treat their rage as a separate aspect of their personality and try not to define themselves by their anger. But you? You fully embrace it. Anger is your life. Destruction is your purpose. And all obstacles—living or otherwise—must be destroyed.

In Omeria, barbarian worshipper of Yrena, the Goddess of Destruction, often follow this path, destroying anything and anyone that opposes them or their deity. Many such warriors roam Dreadfields and other regions within the Three Great Wastelands, often leaving a trail of victims in their wake.

#### RAGE MONSTER

*3rd-level Path of Destruction feature*

When you finish a short rest, you may regain one use of your rage. Once you use this feature, you can't use it again until you complete a long rest.

#### SIEGE WARRIOR

*3rd-level Path of Destruction feature*

While raging, you deal double damage to objects and structures.

#### FEARSOME BLOW

*6th-level Path of Destruction feature*

While you are raging and you reduce a creature's hit points by 5 or more with a melee weapon attack using Strength, you can use your bonus action to force the creature to make a Wisdom saving throw. The DC is equal to the amount of

damage that was taken. Targets immune to the frightened condition automatically pass their saving throws. On a failed saving throw, the target has disadvantage on attacks made against you until the end of its next turn. A target that succeeds on its saving throw or the effect ends for it is immune to the effects of this feature for 1 hour.

#### POWERFUL BLOW

*10-level Path of Destruction feature*

While you are raging and you reduce a creature's hit points by 5 or more with a melee weapon attack using Strength, you can use your bonus action to force the creature to make a Strength saving throw. The DC is equal to the amount of damage that was taken. Targets immune to the frightened condition automatically pass their saving throws. On a failed saving throw, the target takes an additional 2d6 damage of the same type and suffers one of the following effects (your choice):

- The target is knocked prone.
- The target is pushed back 10 feet.

#### AURA OF DESTRUCTION

*14th-level Path of Destruction feature*

Your rage is so infectious that it spreads to your allies. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). Until the rage ends, the chosen creatures can use the following benefit once before your rage ends: the target can make a melee weapon attack at advantage, and until the target uses this benefit, it has advantage on Strength ability checks and saving throws.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Ω