

Ancestral Guardian

Ancestral Protectors

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage of the target's attacks.

Spirit Shield

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and a creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

Consult the Spirits

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the *Augury* or *Clairvoyance* spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of *Clairvoyance* invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

Vengeful Ancestors

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage that your Spirit Shield prevents.

Battlerager

Restriction: Dwarves Only

Only dwarves can follow the Path of the Battlerager. The battlerager fills a particular niche in dwarven society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the *Forgotten Realms*. It might not apply to your DM's setting or your DM's version of the *Realms*.

Battlerager Armor

When you choose this path at 3rd level, you gain the ability to use spiked armor as a weapon.

While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the *Attack* action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

Reckless Abandon

Beginning at 6th level, when you use *Reckless Attack* while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends.

Battlerager Charge

Beginning at 10th level, you can take the *Dash* action as a bonus action while you are raging.

Spiked Retribution

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.

Berserker

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Storm Herald

Storm Aura

When you select this path at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover. Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose desert, sea, or tundra. Your aura's effect depends on that chosen environment, as detailed below. You can change your environment choice whenever you gain a level in this class.

If your aura's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Desert. When this effect is activated, all other creatures in your aura take 2 fire damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Sea. When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. 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.

Tundra. When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Storm Soul

At 6th level, the storm grants you benefits even when your aura isn't active. The benefits are based on the environment you chose for your Storm Aura.

Desert. You gain resistance to fire damage, and you don't suffer the effects of extreme heat, as described in the *Dungeon Master's Guide*.

Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Sea. You gain resistance to lightning damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.

Tundra. You gain resistance to cold damage, and you don't suffer the effects of extreme cold, as described in the *Dungeon Master's Guide*. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

Shielding Storm

At 10th level, you learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

Raging Storm

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Storm Aura.

Desert. Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to your Barbarian level.

Sea. When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a wave.

Tundra. Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn, as magical frost covers it.

Totem Warrior

Spirit Seeker

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *Beast Sense* and *Speak with Animals* spells, but only as rituals.

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 fur or feathers, claws, teeth, or bones of the totem animal. 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.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

Eagle. While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

Elk. While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.

Tiger. While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.

Wolf. While you're raging, your friends have advantage on melee attack rolls against any

creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

Aspect of the Beast

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

Bear. You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Eagle. You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Elk. Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated. The elk spirit helps you roam far and fast.

Tiger. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.

Wolf. You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

Spirit Walker

At 10th level, you can cast the *Commune with Nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

Totemic Attunement

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can

choose the same animal you selected previously or a different one.

Bear. While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Eagle. While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Elk. While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.

Tiger. While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.

Wolf. While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.

Zealot

Divine Fury

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your Barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods

At 3rd level, your soul is marked for endless battle. If a spell, such as Raise Dead, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

Fanatical Focus

Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

Zealous Presence

At 10th level, you learn to channel divine power to inspire zealotry in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Rage Beyond Death

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.