



HIS DOCUMENT COVERS THE SUBCLASSES OF ONE OF THE FIERCEST AND DURABLE CLASSES IN 5E DUNGEONS AND Dragons, the Barbarian. Brute strength and physical endurance are never traits to be scoffed at in a world rife with danger as Rhyonis is. Some adventurers lean into physical brutality and endurance to fight back and defend those they intend to care for.

The following Primal Paths are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Demonic Vessel*, *Draconic Fury*, *Sky Furor*, *Sluggernaut*, *Spatial Rifter*, and the *Tritarian Wave Crasher*.

DEMONIC VESSEL

By one way or another, the Demonic Vessel Barbarian has come to be inhabited by a demonic spirit that they house like a shell. This power dwells within them and struggles to break free and wreak havoc on the world. Whatever means they came to harbor this power, the demon inside stirs the Barbarian's rage like a vicious storm and will occasionally lash out to attack or, rarely, defend their host. The power within is extremely unpredictable, and Demonic Vessels are often sought out to be destroyed before they can do serious damage to the realm, or even be utilized as a weapon to wreak that destruction.

Vessels contain an unknowable evil that they aren't entirely in control of. There is a constant internal struggle that makes life wild and unpredictable for the Vessel and, in turn, the demon within. Some Vessels will inevitably give in to the demon entirely and allow them to take hold of their physical body as a tool for chaos, while others bear the brunt of the pain the demon inflicts and harnesses it as their greatest power. It isn't a question of whether the power will be used, or when, but if it will be utilized for good or if the Vessel will fall into the ecstatic surge of evil power the demon threatens to unleash on the world.

DEMONIC RAKE

Upon reaching 3rd level and choosing this Primal Path, you unleash the power of the demon that resides within you. While raging, you also gain resistance to cold, fire, and lightning damage and your fiendish nature endures the elements. Additionally, while raging, demonic spines sprout from your flesh and threaten to skewer your enemies. When you take the Attack action on your turn, you may use a Bonus Action to make an attack with these spines, using your Strength for attack and damage rolls with them. They are considered natural weapons with which you are proficient, and at level 3, they deal 1d6 piercing damage on a successful hit, increasing to 1d8 at 6th level, 1d10 at 10th level, and 1d12 and 14th level.

HORRIFYING VISAGE

Starting at 6th level, you may expend a rage as an action to exude a horrific aura that halts those who bear witness to you in their tracks. Enemies that can see you within 60 ft. must succeed on a Wisdom save or be frightened of you until the end of your next turn. Creatures frightened in this way are considered stunned for the duration. The DC for this effect is calculated by 8 + your Proficiency Bonus + your Constitution Modifier.

DEMONIC CALLING

Starting at 10th level, once per long rest, you are able to cast the Summon Lesser Demons spell. You may only use this feature while raging, and it continues your rage as if you attacked for the round you summoned the creatures.

GREAT DEMONIC CALLING

At 14th level, when you use Demonic Calling, you can choose to cast Summon Lesser Demons or Summon Greater Demon. Also, at the end of either spell's duration, you may expend Hit Dice to recover hit points as if taking a Short Rest as the demonic energy returns to your body.

DRACONIC FURY

While anger and rage are an innate part of all Sentient beings in Rhyonis, some have a deeper, more volatile calling that urges them forward. This ancient fury is something many of the most ancient creatures know all too well. These creatures, the dragons, use this wrath as a power source that drives them to great heights and devastation. Some are able to tap into this power and take control of it for themselves to great effect.

While not all who come to walk this path find it in the same ways, most of these Barbarians are chosen to walk it. Whether they stumble across a dragon's lair or the dragon finds and spares them, this wrathful warrior is blessed with the Life Essence of the dragon they come across. They are chosen to enact the anger of the dragon and most do so with delight.

DRAGON REFERENCE

These are the various types of dragons prominent in Rhyonis and any one of them are able to supply their essence, one way or another, for a Draconic Fury Barbarian to take on a fraction of their power. While dragon's behaviors are determined by their scale type, a dragon's nature and alignment is completely independent of any other quality it possesses. Any dragon may be considered Altruistic, Impartial, or Nihilistic, with the exceptions of the Wytch Stone Dragons which ALMOST always lean towards impartiality. There are also Mechanical and Prismatic Dragons which are created through particular circumstances and vary in alignment and ideology.

'STANDARD' DRAGONS

Scale Type	Energy Type
Aquarieds	Physical
Icyscale	Cold
Infernheart	Fire
Mechanical	Any
Necroserer	Necrotic
Prismatic	Radiant
Temporalon	Lightning or Thunder
Vinrites	Poison
Vitrihorn	Acid

WYTCH-STONE DRAGONS

Gem Type	Energy Type
Amber	Force/Acid
Amethyst	Force/Psychic
Diamond	Force/Physical
Emerald	Force/Poison
Ruby	Force/Fire
Sapphire	Force/Cold
Topaz	Force/Lightning

EMBODY THE DRAKE

Upon taking this Primal Path at level 3, you begin to exhibit features of the dragon's essence you've taken on. While raging, you gain resistance to your associated dragon's Energy Type. Additionally, once per turn, when hit a creature with a melee weapon attack, you can deal an additional amount of associated damage equal to your Constitution Modifier.

CHANNEL THE DRAGON

At level 6, when you take the Attack action, you can replace one weapon attack with a powerful breath in a 15 ft. cone. Creatures caught in the area must succeed a Dexterity saving throw (DC 8 + your Proficiency Bonus + your Constitution Modifier) or suffer 2d6 + (1d6 damage per Proficiency Bonus), or half as much on a success. You are able to perform this attack a number of times per long rest equal to your proficiency bonus but only once per turn.

FLIGHT OF THE WYRM

Starting at level 10, you always resist your dragon's energy type. Additionally, your rage allows you to take to the skies, granting you a flying speed equal to your walking speed and you gain immunity to your dragon's energy type while your rage persists.

WYRM'S WRATH

Once you reach level 14, you take on all the ferocity of the dragon when you rage. Upon entering your rage, you gain a number of temporary hit points equal to your Constitution Score. Additionally, while your rage persists, you are able to use Channel the Dragon without expending a daily use of it. Additionally, every attack you make now deals the additional elemental damage from Embodiment the Drake.

SKY FUROR

The Sky Furors of Yoz are frightening sights to behold. From up close most certainly, but even at a distance, the Sky Furor is a force to be reckoned with. Though the tradition has spread across all of Rhyonis once the Goliath folk of the island were brought to Arhan-Zoul by the Arhanian Explorers of the year 5000, no Sky Furor raised away from the Ozone Peaks of Yoz can hope to achieve the level of ferocity of the Yozian natives. With unparalleled might, their anger drives back even the heavens, forcing cloud and lightning to retreat from the wrath of their blows. These fierce warriors are even capable of channeling the Lightning energy from their rage to cast various spell like abilities, or, if they are extremely skilled, replicate themselves in an energy form known as a Spark Clone. Going one on one with a Barbarian is awful, but going one on one against a Sky Furor can quickly become two against one, which is a far less desirable situation.

Upon reaching 3rd level and choosing this Primal Path, your fury manifests as lightning that courses the length of your arms and weapons. Once on each of your turns, while raging, the first successful melee attack you make deals an additional 1d6 Lightning Damage. This damage increases to 2d6 at level 11, and if your Lightning Strikes on a critical hit, the target must also make a Constitution save (8+Constitution Modifier+Proficiency Bonus) or be stunned until the end of their next turn. Also while raging, you gain resistance to Lightning and Thunder Damage

SKY MAGIC

Starting at 6th level, the lightning that sparks from your limbs while raging becomes even more intense for you to bear, damaging your for an amount of Lightning Damage equal to your Proficiency bonus at the start of each turn your rage persists. Despite this, Lightning Damage is nothing to you after so much exposure to it, causing you little irritation in the middle of the fray. Lightning Damage is no longer enough to allow your rage to persist as per the rules for the Barbarian Rage ability. However, while raging, you can channel the anger wrought by the electricity to cast certain spell effects. You have a number of uses of Sky Magic per long rest equal to your Constitution modifier, which is also the casting modifier where applicable for the spells you cast. Each spell cast costs a single use of Sky Magic and you gain access to new spell effects as you progress in this class. When choosing a new spell, you may only have one option chosen per selection. As you reach higher levels, if you do not like an option, you may choose a lower level option for that selection. Note- While casting spells while raging is usually impossible, the Sky Furors are capable of doing so and follow the remaining rules for spell casting regarding concentration, the action economy and all spells are always cast at their lowest level.

SKY MAGIC

Barbarian Level	Spell options
6 Learn Absorb Elements (Lightning and Thunder Only)	Fly, Call Lightning
10 Learn Protection From Elements (Lightning and Thunder only)	Storm Sphere, Any Previous Option
14 Learn Warding Wind	Chain Lightning, Any Previous Option
18 Learn Invulnerability (Physical, Lightning, Thunder damage only)	Any Previous Option

LIGHTNING STRIKES TWICE

At 10th level, when you use your action to cast a Sky Magic spell, you may make a single melee attack as a bonus action. Additionally, your critical hits are capable of stripping a target of any defenses against lightning. If a target is immune to Lightning Damage and you critically strike them, they now only have resistance to Lightning Damage until the end of your next turn. If a target has resistance to Lightning Damage, they do not until the end of your next turn. If a target isn't resistant to Lightning Damage, they become vulnerable to it until the end of your next turn. If the target is naturally vulnerable to Lightning Damage, your critical hits deal an extra 1d6 Lightning Damage. A target under any level of this effect can make a Constitution save at the end of their turn to end this effect.

SPARK CLONE

At 14th level, your lightning can't be contained when you allow your rage to over take you. Taking a physical form as a Spark Clone, the Lightning you project from your limbs is able to move across the battlefield and act as if it were you. The Clone is automatically summoned as part of the bonus action used to rage, persists so long as your rage does, can be dismissed as a bonus action, and is immune to all damage. You may split your movement anyway you see fit between you and the clone. Also, if a creature is within 5ft of the Spark Clone, you may make an attack against the target as if you were in the Spark Clone's space. You may even use your reaction to make attacks of opportunity from the Spark Clone's space if a creature's movement would trigger a reaction from it. Lastly, at the end of your turn, while your Spark Clone and you are within 30ft. of each other, an electrical current tethers you together. All creatures within the line between you and your clone must make a Dexterity save or take 2d6+Constitution modifier+your Rage damage in Lightning damage, or half as much on a success. If a Spark Clone is further than your movement speed away from you at the end of your turn, it disappears until you expend another rage to summon a new one.

SLUGGERNAUT

Some Barbarians have gone through their entire lives knowing only pain to the point it becomes enjoyable. Regardless of where they come from, or how they found a love for combat, they thrive on taking a great deal of damage just to turn it back on their foes. These Barbarians, Sluggernauts, are masters of damage mitigation, taking lump after lump until only they remain standing. While it is a simple approach to combat and surviving life, it is practical and efficient as the Sluggernaut never tires of putting themselves out as the front line of defense.

Sluggernauts are known to be true juggernauts on the battlefield, capable of brushing off immense amounts of damage. It has been noted by those that fight alongside Sluggernauts that once they fly into a fray, getting them to stop is difficult and dangerous. Whatever violence propels a Sluggernaut forward also keeps them going long after sense would tell someone to stop. They fight with a zeal that could almost be seen as beautiful were it not so destructive. Sluggernauts have passion and drive that transforms them into a master of their craft.

SHRUG IT OFF

Upon reaching 3rd level and choosing this Primal Path, you are able to choose one of the following damage types to gain resistance to while raging: \textit{fire, cold, acid, thunder, lightning, poison, radiant, necrotic, force, or psychic}. Whenever you level up as a barbarian, you are able to change the chosen damage type for another. Additionally, whenever you take a damage type that you are resistant to while raging, you can reduce the damage by an amount equal to your Constitution Modifier. You may reduce this damage type, with no action required, a number of times per long rest equal to twice your Proficiency Bonus, but only once per source of damage.

DISH IT OUT

Starting at 6th level, you choose an additional damage type to resist while raging. Also, when you reduce damage with \textit{Shrug It Off}, the next time you deal damage with a melee weapon attack, you deal additional damage equal to the amount you reduced.

LAUGH IN THEIR FACE

At 10th level, you choose an additional damage type to resist while raging. After you reduce damage with \textit{Shrug It Off}, you gain advantage on your next melee weapon attack and double the damage dealt by \textit{Dish It Out}

NOT EVEN A SCRATCH

At 14th level, you choose an additional damage type to resist while raging. When you reduce damage with \textit{Shrug It Off}, the damage is now reduced by twice your Constitution Modifier.

SPATIAL RIFTER

Certain Barbarians are touched by the cosmic energy of Zardonarys, containing the untethered chaos of roving expanse within their very being. This energy can spill forth from them and their weapons when adrenaline surges and is capable of completely obliterating foes or tearing rifts in reality. Despite being able to unleash such powerful force into the world, these Barbarians are also known to tear themselves asunder as they attempt to harness this power. While they are deadly, they are dangerous to themselves and those around them and are a magical marvel that mages frequently covet coming across to study. That being said, they are incredibly rare and one such mage may be lucky enough to come across one Spatial Rifter in their entire lifetime.

A Spatial Rifter is an incredibly rare creature. Their might and force of personality is unparalleled across the universe and with a mere swipe, they can cleave realities in two. A being must be of some sort of cosmic import to be bestowed with the capabilities of a Spatial Rifter, none more prevalent than the Cosmic Children; souls of both celestial and fiendish heritage brought together to balance the realm after the War of Claiming. Few of these children, however, survived their upbringing, and those that did were quickly swept up by the Vampires of Theurgius for their entertainment, forced to fight in brutal arenas deep beneath the surface. "I once met a Spatial Rifter, she went by Anajya the Annihilator, her skin seemed to be made of stars and as she swung her axe in my direction, I felt the weight of the universe in its wake."

COSMIC CUT

Upon reaching 3rd level and choosing this Primal Path, on your turn when you use the Attack action while raging, you can use a Bonus Action to make another attack with a powerful trail of cosmic energy. This attack deals damage as normal for the weapon used, but is all force damage. You may use this feature a number of times per long rest equal to your Proficiency Bonus, and if the attack is successful, you take half of the amount of force damage dealt.

SPATIAL RIFT

Starting at 6th level, your Cosmic Cut leaves a tear in reality in its wake. It lasts until the end of your next turn and you may utilize it in a number of ways:

Assaulting Rift You can attack a creature a distance away from you equal to your movement speed, using your melee weapon, attacking with your weapon through the portal.

Spatial Step You can step through the portal and teleport to an unoccupied space a number of feet away equal to your movement speed, costing you no movement.

Transpositional Rift You may reach through the portal and switch places with an ally that is no more than a number of feet away equal to your movement speed and is your size or smaller.

TREADLESS TETHERS

Starting at 10th level, you may cast the Dimension Door spell a number of times per long rest equal to your Proficiency Bonus. Additionally, once per rage, you are able to cast the Misty Step spell, immediately allowing you to use a feature of Spatial Rift.

DARK MATTER SLASH

Your rage is cosmic and unchained, casting creatures through realities with your swipes. While you are raging at 14th level, as part of an attack you make on your turn, you force your target to make a Charisma saving throw ($DC = 8 + \text{your Proficiency Bonus} + \text{your Constitution Modifier}$). On a failure, the target is cast into an alternate dimension through a black hole, effectively dying immediately, leaving nothing behind. You may use this feature once per long rest and suffer half of your total hit points in damage upon doing so (this damage cannot be reduced in anyway).

TRITARIAN WAVE CRASHER

Often referred to as Ship-Breakers or Ice-Bergs, Tritarian Wave Crashers are highly trained warriors that fight with the rage of the ocean currents. They are elite defenders of Tritaria Major and are most often stationed close to the surface to deter any who would seek to bring harm or unrest to Tritaria. Many innocent sailors and explorers find themselves unlucky enough to cross the path of a group of Wave Crashers. None to do so have ever lived to tell the tale, but stories and reputation ensure that the Wave Crashers have rightfully earned the fear they invoke across the Continental Sea. Typically of Wataquan or Sea Elf descent, Wave Crashers are known to be quick to action. They invoke the fury of the oceans with each staggering blow and are able to demolish ships with their mighty strikes.

The violence imposed on the surface by the Wave Crashers is always done, first and foremost, for the people of Tritaria. They valiantly lay themselves before any who would come too close to their homeland. The remnants of attacks against sailors fall around Tritaria and scavengers collect the goods to be brought into the economical circle of trade within the oceanic continent. When such trade is initially circulated and new pieces of art or weapons are introduced to the Tritarian people, Wave Crashers are celebrated and regarded as true heroes. Though they are considered reckless and dangerous by the standards of the Coral Court, the denizens of Tritaria idolize them. In some circles, Wave Crashers have cult followings that parade around the submerged streets and bridges and byways of the remarkable land they fight to protect.

ICEBERG CLEAVE

Starting at level 3, as part of your training as a Wave Crasher, you have learned to slice through the durable glaciers and reinforced ships that roam your seas. As an action, you are able to cast the Green-Flame Blade cantrip, dealing cold damage and using your Constitution as the Spellcasting Ability. All damage dealt by this feature does double damage to structures as per the Siege Breaker feature. At level 9, if you are raging and you use your action to use this feature, you may immediately use it again as a bonus action.

OCEAN'S RAGE

Upon reaching level 6, your fury can push back even the most ferocious waves. You learn the Shape Water cantrip using your Constitution as the Spellcasting Ability, can breathe water as if it were air, and you can choose to walk on water's surface as if it was solid land. Additionally, if you expend a use of your rage, you are able to cast Water Breathing. Lastly, once per rage, you can also use an action to cast Tidal Wave. Immediately after you do so, you may use a bonus action to use Iceberg Cleave.

BRACE FOR IMPACT

At level 10, you are a pinnacle of defense and throw yourself against the waves to protect your companions. You gain resistance to cold damage and, once per short rest and upon activating your rage, all allies within 15 ft. of you gain temporary hit points equal to your Constitution score and resistance to physical and cold damage. These temporary hit points last until depleted or the target completes a short rest and the resistance portion of this feature persists so long as the temporary hit points do.

TSUNAMI

At level 14, you are the storm on the Continental Sea that tears the waves asunder. Once per long rest, while you are raging, you can use an action to cast Tsunami using your Constitution as the Spellcasting Ability.