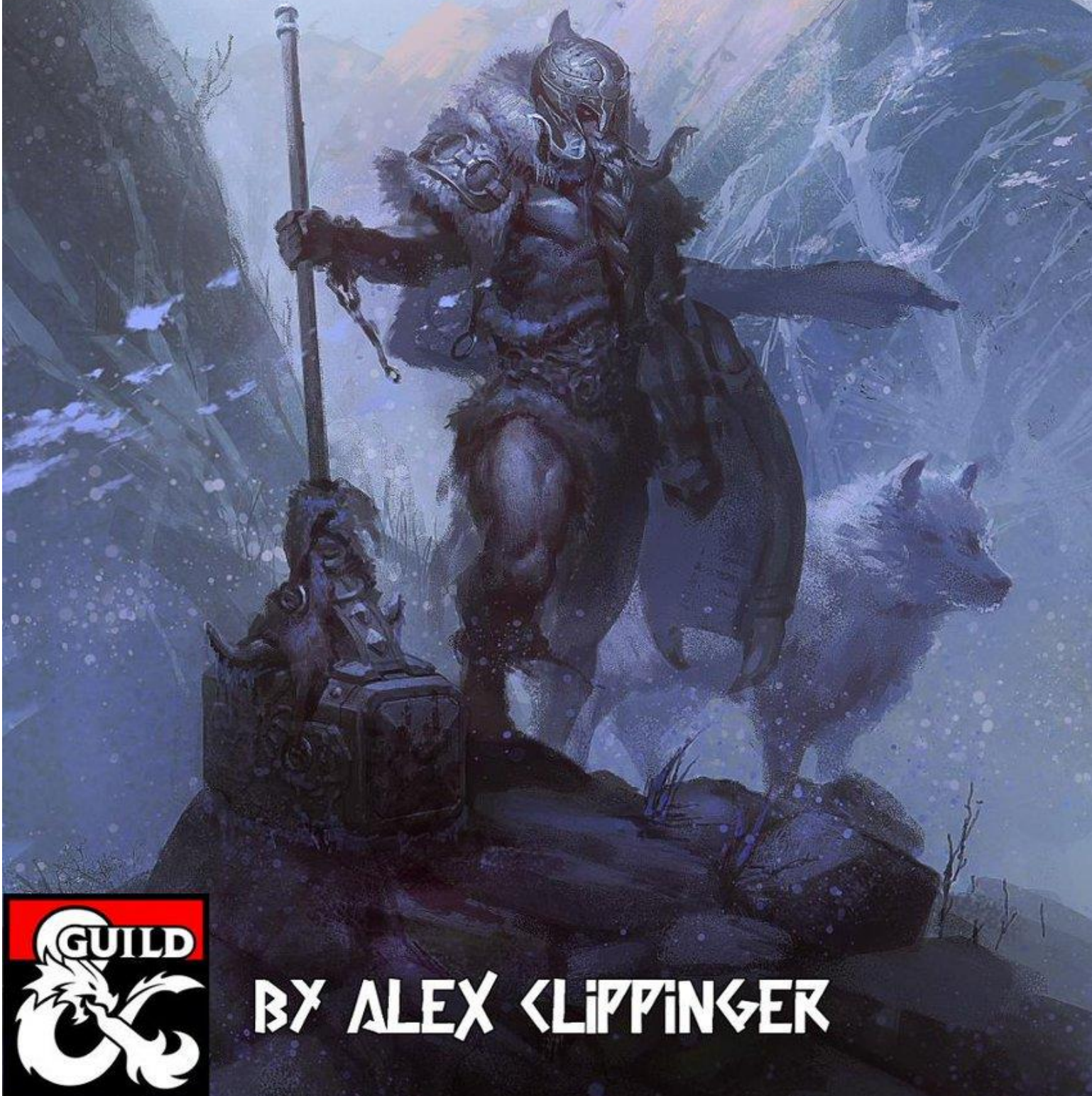


BOOK OF THE PATTA

A BARBARIAN SOURCEBOOK



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I. PLAYING A BARBARIAN

Despite All Your Rage

Classes have a 'type.' The noble paladin. The incorrigible rogue. The suave bard. The mercenary fighter.

The dumb, honest, angry barbarian.

Archetypal characters speak to us. They're accessible and safe for us, easy to understand. But over-reliance on tropes tends to flatten our ability to roleplay exciting and dynamic characters.

Within these pages you'll find barbarian paths old and new, with suggestions on each path's narrative flavor and deeper character goals. However, before discussing a specific path, consider the following points and reflect on how you can apply them to any barbarian character you bring to the table.

Barbarians can be intelligent.

There is nothing wrong with a dim half-orc swinging a greataxe around, but there is nothing wrong with a barbarian having a positive Intelligence modifier, either. Barbarians growing up in traditional 'outland' settings can explain a knowledge of nature and other subjects by oral tradition and even traditional learning. Older editions of D&D imposed direct penalties onto a barbarian's capacity for intelligence, even rendering them illiterate. Fifth Edition has relaxed these restrictions and opened the door for a greater variety of intelligent and intuitive barbarians.

They don't have to love battle.

No, seriously. Barbarians are obviously mechanically tilted towards combat, but you can roleplay the character and their rage however you would like. Like many comic book

stories featuring a certain green super-hero, the barbarian might be a reluctant combatant who is disgusted or even afraid of their own bloodlust when their rage takes over.

Not everyone comes from a clan.

Similar to the above point, the fact that barbarians reject many of the expectations of 'civilized society' doesn't mean they are relegated to a clan living on the outskirts of the wilderness. Someone living in a bustling metropolis can be just as socially isolated as



someone living in a hut in the forest. Many barbarians simply find themselves alone in a sea of other people, or living on the fringes of a society they otherwise actively inhabit.

They can be passionate and artistic.

Just because a barbarian is a loner doesn't mean they sit scowling at home all day long; people tend to crave self-expression and an outsider who eschews social contact will find another means of expressing themselves.



Barbarians are classical heroes.

And all that implies. Barbarians, by personality, are very much like some of the oldest mythological heroes, such as Heracles or Gilgamesh. While they performed great feats of strength and defeated dreadful foes, they had darker sides as well. Many of the oldest heroes are vain, arrogant, and quick to violence. In an ancient society that craved the imposition of control over a dangerous world, such overpowering strength was coveted. Through a

modern lens, the often-violent independence of such heroes seems incongruous with our understanding of society; such a comparison can help us understand what a barbarian can be to the society-at-large in a Dungeons & Dragons setting: respected, feared, envied, ostracized.

They embrace the supernatural.

Animal totems. Ancestral spirits. Elemental wrath. Anger alone propelling someone to perform superhuman feats of strength and endurance. Barbarian paths, like many subclasses, involve various sources of power in a number of themes. However, unlike most classes, the barbarian has very primal and rudimentary approaches to these themes. There is something simple and archetypal (in the traditional sense of the word) about the barbarian's connection to these forces.

Again, don't just think of the barbarian as a hero. Think of them as a mythological hero. Emphasize their personal struggle, triumph, and connection to a large and fantastic world. They are emotion writ large. They are used by 'civilized society' to defend against a dangerous world, because they themselves are dangerous. And while society will utilize that savagery when necessary, they will never embrace it.

II. PATH OF THE ANCESTRAL GUARDIAN

"Taris just stood there in the road, leanin' on his spear, givin' the whole battalion a smirk. The commander tells Taris, 'What of it, boy? You plan to hold this bridge all alone?'"

And Taris, he just picks up his spear from the ground, and a whole mass of ghostly figures appear around him, weapons bared. 'I'm not alone,' Taris tells 'em. 'I have my family with me.'"

-Tale of Taris Goldbrow, barbarian on the Path of the Ancestral Guardian

The Origin of Rage

When you sit down and think about it, the Path of the Ancestral Guardian is incredibly wholesome. At the very least, it is potentially one of the most positive: it directly emphasizes the social background of a barbarian's character in a way that no other subclass does. The barbarian isn't empowered by a general totemic animal spirit; they are actively protected and supported by their forbearers. The reason for this can be anything from ritualized faith to the barbarian being a special 'chosen one' capable of contacting the shades of those who have passed on.

d4 Path Origin

- 1 My family, house, or clan has always practiced ancestor worship. I am one of the first to have the ancestors answer my prayers, however.
- 2 I was sealed in my family crypts by an enemy and left to die. In that darkness, my ancestors spoke to me and helped me.
- 3 I never knew my ancestors. Each warrior and hero I summon with my power is a clue to my past.
- 4 I am one of the few survivors of my family, perhaps the only one. Summoning ancestors is the only way I can see their faces.

A More Potent Anger

The ancestral spirits that are summoned when you rage don't have to be faceless spectral forms. These are once-living people, some or all of which are directly related to you by blood. Here are some suggestions to make the path's features feel more dynamic:

Ancestral Protectors. The spirits summoned can and should have names and personalities. Work with your DM to create 2-4 named ancestral spirits that appear when you rage. The descriptions of these ancestral spirits can be as brief as:

- "Mulbrok, the Shieldarm. She held a pass alone against orcs for two days!"
- "Rommel the Ravager! His mighty blows shattered every weapon on the first swing!"
- "Chuck! My uncle!"

When you hit a creature with an attack and the effects of Ancestral Protectors is applied to it, one or more of your spirit guardians swarms the creature's space, doing anything from screaming battle cries in its face to making distracting expressions.

Spirit Shield. When you use your Spirit Shield, one of your spirits rushes over and interposes itself between the hostile creature and your ally. Just picture a dwarf ancestor with a tower shield swooping in with a cry of "Oh no you don't, laddie!"

Consult the Spirits. Your use of augury or the spirit-altered clairvoyance can prompt commentary from the ancestral spirit that



Dreams and Visions

The ancestral guardian barbarian finds themselves visited in dreams and visions by the spirits of their ancestors. As noted above, these can be individuals of whom the barbarian is a direct descendant, generally renowned heroes of the barbarian's clan, or both. These ancestral spirits can have a number of personality traits but their overall goal is to help their descendant with the wisdom of their own experiences. In some cases, certain ancestral spirits can possess direct knowledge of a particular location, person, creature, or group—though such information might be outdated.

answers the summons, creating a small back-and-forth conversation.

Vengeful Ancestors. The interposing spirit makes a retaliatory strike after blocking the damage. Angry one-liner recommended.

Beyond the Battlefield

The Ancestral Guardian in Society

The Path of the Ancestral Guardian is loosely based on the real-world concept of ancestral veneration, which has been practiced to some degree in almost every civilization in human history. It is common for 'ancestor spirits' to be lumped with animal totems as a 'primitive' or 'tribal' belief, but many modern real-world societies have long-standing and highly developed belief systems surrounding ancestor veneration. For a fantasy example, see the Undying Court in the world of Eberron, where elves honor both ancestor spirits and ancient, honorable undead.

III. PATH OF THE BATTLERAGER

"I can't say I thought it through beforehand. I just ran forward as the dragon lunged and dove straight into its mouth. As soon as it felt the spikes of my armor it froze. I grabbed onto its tongue with all my might and yelled 'Bite down now, you scaly bastard.'"

-Tordal Blocksplitter, barbarian on the Path of the Battlerager



The Origin of Rage

Battleragers are traditional combatants who embody a playstyle of getting up-close-and-personal with opponents. They share distinct similarities with the berserker, often attracting those who prefer straightforward martial features over preternatural abilities.

d4 Path Origin

- 1 I was always an outcast in the clan, quick to anger and fights. The battleragers took me under their wing.
- 2 I felt the guidance of a war-deity all my life, helping me feel invincible in the midst of battle.
- 3 I found my first set of spiked armor, and have worked years to train in its use.
- 4 An old berserker took me under their wing and trained me in the techniques of the battlerager.

Alternative Path Features

Adjusting Battlerager Armor

A battlerager's armor is a specialty item attached to the class, but you may elect to expand the barbarian's ability to procure their spiked armor through other means. Consider the following added text to the Battlerager Armor feature:

- You gain proficiency with your choice of smith's tools or leatherworker's tools. Over the course of a short rest, you can use your chosen tool to add spikes to a set of armor with which you are proficient, provided you have access to either the metal or bone necessary to do so. The armor is considered spiked armor for the purposes of your battlerager features.

With the above language, the barbarian can convert any armor into spiked armor—including heavy armor, if they later acquire that proficiency. Your game might adjust this feature to apply only to specific light and medium armor types.

A More Potent Anger

Like the Path of the Berserker, the battlerager has very straightforward features, due to its nature as a traditional crazed brawler. Most of its flavor comes from evocative narration of its blow-by-blow performance in battle, including visceral strikes using its spiked armor. As a player, think of ways to describe your unarmed strikes with your spiked armor or grappling with opponents. As a Dungeon Master, consider the reactions of creatures affected by such abilities.

Beyond the Battlefield

The Battlerager in Society

Though lacking much of the spiritual or totemic flavor of other barbarian paths, the battlerager holds a certain place in society that can be played to in social interactions.

In the Forgotten Realms setting, the battlerager is a dwarf-only concept because they fit a certain role in dwarven society. These fearless warriors believe the gods will honor or even resurrect them for their bravery and therefore have no fear of death. At the same time, they are outcasts even in their own clan because of their madness in battle and short tempers.

Most dwarves who encounter the battlerager are fearful of them; dwarf children are told to stay away from battleragers, that these warriors are something to be feared. Others, especially soldiers and priests, respect the battleragers for their battle prowess or their faith in the dwarvish deities.

Dreams and Visions

Without a totemic or direct supernatural source of power, omens are tricky for battleragers. However, consider playing up the social connection the battlerager has with broader dwarven (or other) culture. However intimidating dwarven clans might find a battlerager, they respect the important role the barbarian plays in the defense of their homes

and the defeat of their enemies. The protection of a clan, kingdom, or homeland can be a powerful motivator, even for a barbarian who is not often fully accepted by the residents there.



IV. PATH OF THE BATTLE SKALD

*"And with verse she brought them,
Blades like forests and blood 'pon it
Triumphantly played from tongue-tip
The dragon turtle smote at her feet."*

-Song of Hila Brittletooth, barbarian on the Path of the Battle Skald

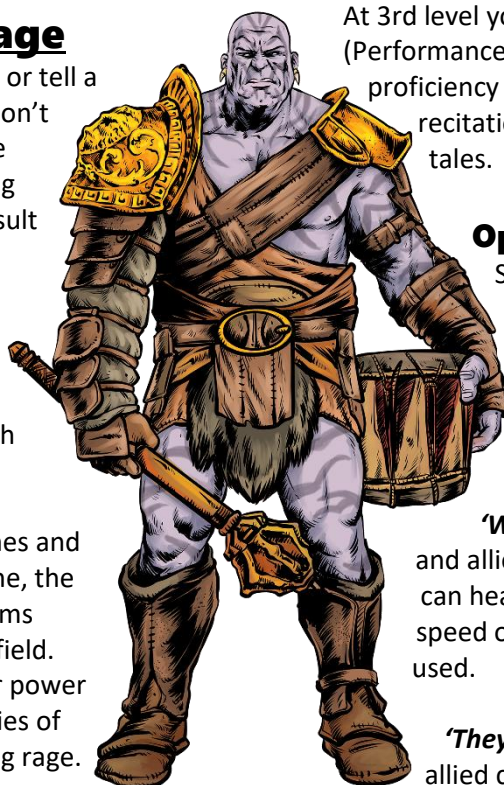
The Origin of Rage

Bards might pluck at strings or tell a good yarn, but barbarians don't often think of them as more than entertainers or drinking companions. Why lob an insult when you can lob a javelin? Anyone who tells you they both 'hurt' has clearly never been hit by a javelin.

Skalds are not bards. Though they might both tell stories, battle skalds channel their energy to manifest the scenes and heroes of old for a short time, the lines of their songs and poems coming to life on the battlefield. Their anger is focused, their power as much a result of the stories of their culture as from burning rage.

d4 Path Origin

- 1 When fighting for my life, I sang the songs of great heroes to control my fear, and was amazed when they came to defend me.
- 2 I studied heroes of old. Singing their true tales allows me to summon the echo of their deeds.
- 3 People think I call up the spirits of forgotten heroes and battles, but the truth is that none of the songs I sing are true.



- 4 A bard came to my village and tried to teach me magic as they know it. It didn't work quite the same way for me.

Path Features

Voice of the Skald

At 3rd level you gain proficiency with Charisma (Performance) checks. You add double your proficiency bonus to checks involving the recitation of poetry, myths, and other tales.

Opening Line

Starting at 3rd level, while you are raging, you can utter an opening verse to create an effect on the battlefield. Each time you rage, you can choose one of the following effects:

'With a shout they charged.' You and allied creatures within 30 feet that can hear you gain 10 feet to their walking speed on their first turn after this effect is used.

'They stood side by side.' You and allied creatures within 30 feet gain a +1 bonus to Armor Class when next to another friendly creature. This effect lasts for a number of rounds equal to your Charisma modifier (minimum 1).

'They let loose a volley.' You and allied creatures within 30 feet deal additional damage equal to your Rage Damage with all ranged or thrown weapon attacks made during their next turn.

The chosen effect ends early if your rage ends, or if you expend an additional use of rage to create a new effect.

A Hero of Tales

At 6th level, you learn to invoke the legends of heroes who stood alone. While you are raging, you can create one of the following effects on your turns. When you invoke one of these features, the effects of the previous one end immediately.

‘A forest of spears arose.’ As a bonus action you cause the terrain within 5 feet of you to burst forth with ghostly spears, becoming difficult terrain. Creatures who enter the area on their turn or who start their turn there take force damage equal to your Charisma modifier (minimum 1). The spears vanish at the beginning of your next turn.

‘They smote the enemy’s shield asunder.’ As a bonus action you target a hostile creature you can see within 30 feet of you. The target must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, a ghostly weapon strike reduces the target’s Armor Class by an amount equal to your Rage Damage as shown in the Rage Damage column of the Barbarian table. This reduction lasts until the beginning of your next turn.

‘None could challenge them.’ As a bonus action you utter a taunt to a creature within 30 feet of you that can hear you, forcing it to make a Charisma saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature must choose: either your attacks against it this turn have advantage, or its attacks against creatures other than you this turn are made with disadvantage.

Line Edits

At 10th level, you gain two of the following features of your choice.

- Your ‘with a shout they charged’ Opening Line speed bonus is increased to 20 feet.
- Your ‘they stood side by side’ Opening Line bonus to Armor Class is increased to +2.
- Your ‘they let loose a volley’ Opening Line bonus damage to ranged weapon attacks lasts an additional round.

Final Verse

At 14th level when you hit a creature with an attack, you can utter a final line designed to bring the creature’s story to an end, rendering it vulnerable to that attack’s damage. If the attack deals more than one kind of damage, you choose one damage type. Once you use this feature, you must finish a long rest before you can use it again.

A More Potent Anger

The battle skald’s abilities have visual elements to them, such as spears rising up from the ground. These features can be further accentuated in the following ways:

Opening Line. This can be accompanied by the ringing echo of battle-shouts or the clatter of locking shields; your ‘they let loose a volley’ line can be accompanied by the twang and hiss of many bowstrings, the weapons fired and thrown accompanied by ghostly arrows.

A Hero of Tales. The image of a mythical hero can appear when you use your Hero of Tales features, stepping into existence momentarily to rend enemies’ armor asunder or deliver a grim challenge alongside you.

Final Verse. As a player, consider excellent one-liners to apply to various situations as a line to decree a foe’s end (or at least grievous injury). Feel inspired to deliver and adapt these lines based on specific enemies and in-the-moment scenarios.

Beyond the Battlefield

The Battle Skald in Society

In a historical context, the skald is a poet who often crafted poetry in praise of particular heroes or places, which often happened to be the one who acted as their patron. Their 'songs' were usually spoken rather than sung, or rarely accompanied by light instrumentation.

The Path of the Battle Skald serves as a historian of the spoken word, honoring the mythos around great battles and heroes. Their remembrance of such history can grant them a place of honor in a noble's court or just as easily land them in hot water in a land with unfavorable views of the 'heroes' discussed.

Dreams and Visions

The dreams and omens that visit a battle skald can be as storied as the tales they tell. Heroes of legend or monsters of ancient tales might visit the barbarian in their visions, though they might be based on the battle skald's own interpretation of the characters. Like myths, these dreams can be direct or highly symbolic in explaining the challenges a battle skald faces.

V. PATH OF THE BERSERKER

"Darakku stood toe-to-toe with the whole damn orc troop, red-faced and screaming defiance. One of them caught him in the shoulder with their axe and he turned right around and cut 'em in half. I'm happy to have Darakku at my side in battle because I sure as Nine Hells don't want to be in his way."

-Phinean Longbow, companion to a barbarian on the Path of the Berserker

The Origin of Rage

The Path of the Berserker is the least directly supernatural barbarian subclass, though it's the closest to the historical understanding of the berserker archetype. The berserker most represents the gleeful combatant, the warrior who revels in violence for its own sake. This matches the historical accounts of berserkers as terrifying and seemingly out-of-control fighters.

d4 Path Origin

- 1 A great injustice was done to me. No pain could ever quench my rage.
- 2 My clan or house raised me to be a warrior, passing down the secrets of superhuman endurance and terrifying foes.
- 3 I never so much as held a weapon before my town was attacked, but when the blood began to flow in the streets, I learned how hot my anger burned.
- 4 My anger has always brought me trouble. Now as an adventurer I can finally unleash it in the proper direction.

Alternative Path Features

Adjusting Frenzy

If your game sees a maximum of 1-2 large combat encounters per adventuring day with plenty of opportunity to long rest between such events, the standard Frenzy feature is suitable. If your table sees 3-4 separate combat

encounters in a given adventuring day, and there's pressure to not use Frenzy in order to avoid levels of exhaustion, consider one or both of the following adjustments:

- All levels of exhaustion are suppressed while you are in a frenzied rage.
- Finishing a long rest reduces your exhaustion level by an amount equal to your Constitution modifier (minimum 1).

Consult with your Dungeon Master (or as a DM, with your players) before adopting either of these alternative rules and find a solution that works best for your game.

A More Potent Anger

Expressing unbridled rage can be done in a number of ways narratively. Consider the following options for visualizing the Path of the Berserker's features:

Rage. Going into a frenzied rage is represented by shaking, foaming at the mouth, or your eyes becoming clouded and unfocused as the rage takes hold.

Exiting a frenzied rage can be represented by shivering, shaking, profuse sweating, and other signs of the accompanying exhaustion.

Intimidating Presence. Intimidating Presence and Retaliation require narrative descriptions based on the situation in which they are used, especially the former. These can be used to make the situation feel more serious or lighthearted, depending on your approach.

Beyond the Battlefield

The Berserker in Society

More so than other barbarian paths, the berserker embodies the theme of a warrior who loses themselves in their rage completely. The berserker's loss of control is exemplified by the concept of 'frenzy' and the exhaustion they experience when the rage ends.

The Path of the Berserker is related to the historical concept of berserkers in a broad sense. The term 'berserker' is rooted in Old Norse and the fighters who wore special clothing so that allies knew to avoid them—these fighters, in their rage, might not distinguish friend from foe. The stories of 'berserkers' and terms like *furor Teutonicus* are generally used by a 'civilized' society to categorize the overwhelming and sometimes terrifying fury of these combatants.

For a fictional source of well-known inspiration for the berserker, look no further than the popular myth of Heracles (or Hercules). Though the enraged murder of his wife and children is a madness induced by the goddess Hera, the famous labors that follow are his atonement for the killings. A berserker barbarian's life of adventure might have been prompted by a similar scenario where their rage brought undesired consequences upon themselves.

Dreams and Visions

Berserkers experience profound visions related to their defining quality: the bloodlust of their rage. They often receive omens about future opponents or challenges or are plagued by nightmares of failure—either about future endeavors or a failure in their past.

The berserker's rage can also be turned against them in dreams where they find themselves battling insurmountable odds (representing self-doubt or a fear of failure) or realizing they have harmed their companions in a blind rage.

VI. PATH OF THE POSSESSED

"I remember the ghost entering my body, settling into my form like it was putting on a glove. I felt its anger, experienced the injustices it had known in life—and it felt my own fury in turn. I don't know if it planned this originally, but at that moment we saw each other plainly as kindred spirits. Two became one, so that we could both seek vengeance."

-Raulla Geisteye, dragonborn on the Path of the Possessed

The Origin of Rage

Many barbarians harness the power of spirits in combat, most often the reflection of ancestors or the manifestation of primal powers of nature. Others are inhabited directly by a wayward spirit, a ghost-like entity that has taken on a semi-symbiotic role with the host barbarian in exchange for a living vessel to feed from. In some cases, a whole host of spirits have taken up residence inside a single barbarian. The recipient of such a spirit is not always a willing one, but those who learn to live with this possession find themselves able to manifest spectral power.

d4 Path Origin

- 1 I encroached on an old crypt and was possessed by a powerful restless spirit.
- 2 I sought to commune with my ancestors. One of them now co-inhabits my body.
- 3 I prayed for the nature spirits to guide me. I'm not sure what answered, but it lives inside me now.
- 4 A cult used me in a ritual to return some leader or patron to life. It didn't work as expected.

Path Features

Spectral Rage

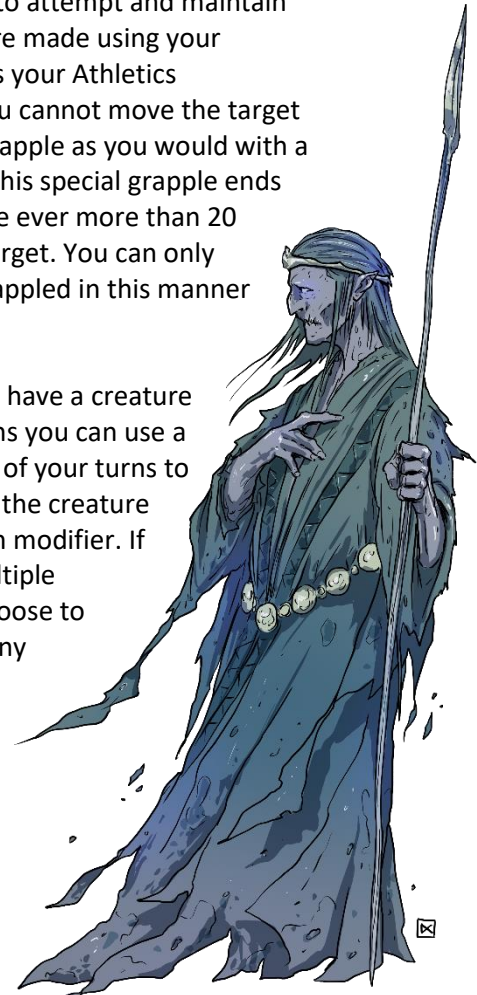
Beginning at 3rd level when you take this path, you gain resistance to force and psychic damage

while raging. In addition, while in a rage you can move through creatures as if they were difficult terrain. When you do so, the creature takes 1d4 force damage. This damage increases to 1d6 at 6th level and 1d8 at 10th level. This effect cannot occur more than once per creature per turn. If you end your turn inside a creature's space you are shunted to the nearest unoccupied space, taking 1d10 force damage for each 5 feet you traveled in this manner.

Holdergeist

Starting at 6th level you can attempt to grapple a creature at range. When you do so, you target a creature within 20 feet of you that you can see. All checks made to attempt and maintain this special grapple are made using your Wisdom modifier plus your Athletics proficiency, if any. You cannot move the target held by this special grapple as you would with a normal grapple, and this special grapple ends immediately if you are ever more than 20 feet away from the target. You can only have one creature grappled in this manner at a time.

In addition, while you have a creature grappled by any means you can use a bonus action on each of your turns to deal force damage to the creature equal to your Wisdom modifier. If you are grappling multiple creatures, you can choose to deal this damage to any number of them.



Ghostly Push

Starting at 10th level, when you go into a rage you can select up to 3 creatures you can see within 15 feet of you. The target creatures must make a Strength saving throw equal to 8 + your proficiency bonus + your Wisdom modifier or be knocked prone.



Specterstep

Beginning at 14th level, while you are raging you can become translucent and ghostly as a bonus action. Until the end of your turn passing through creatures isn't counted as difficult terrain, and all of your melee weapon attacks deal your choice of either force or psychic damage instead of their normal damage type.

A More Potent Anger

There are a number of ways to visually incorporate the Path of the Possessed into the barbarian's class features. As a Dungeon Master or as a player, consider some of the following ideas to narratively underline the Path of the Possessed.

Rage. When you rage, a ghostly cry seems to echo around you. Your eyes and your outline glows with a low, flickering, blue-white light.

General features. Your ghostly inhabitant(s) appear to pull you out of danger when you make a saving throw with advantage thanks to

your Danger Sense, strike alongside you when you roll additional damage dice with Brutal Critical, and so on.

Holdergeist. Your Holdergeist feature is represented as your ghostly inhabitant(s) grasping at the target creature.

Ghostly Push. Your ghostly push feature is represented by your ghostly inhabitant(s) bursting forth to drive your foes to the ground.

Beyond the Battlefield

The Possessed in Society

Barbarians on the Path of the Possessed are highly uncommon, and as a result they seek out answers from a number of different sources. Some adhere to faiths dealing with death, the undead, or the Fugue Planes; others are drawn to mediums, shamans, and other spiritualists as a means of understanding their powers. A rare few of the possessed approach their power from a highly academic perspective, delving into lore and ancient histories to learn the origin of their possessing spirit and what tethered them to the Material Plane. Whatever a possessed barbarian's chosen path, they often find themselves traversing the world in search of answers.

Dreams and Visions

The barbarian shares its physical form with one or more outside spirits, and there is room for them to manifest beyond the crisis of combat. The possessed's dreams might be their only means of speaking directly to their inhabiting spirit, or these visions could be flashes of memory from the ghost's former life. These dreams can offer insight into the spirit's personality or slowly unveil a mystery as to the origin of the barbarian's ghostly possessor.

VII. PATH OF THE RAGEBRINGER

"Kolger hefts his axe and he just screams, screams his throat raw with rage, like he doesn't even feel his wounds. And before I know it, I'm screaming too, and the man beside me. It was like we'd caught a fever from Kolger, a fever of rage."

-Yarmi Uluto, recounting his experience with a barbarian on the Path of the Ragebringer.

The Origin of Rage

Many find a barbarian's rage intimidating, even shocking. Others find the warrior's fury and tolerance for pain inspiring. A number of barbarians have observed this and have formed a new discipline, one that makes the barbarian's anger an effective motivator to their allies even as it terrifies their enemies. These fighters inspire their companions to feats of bravery and fortitude many would deem impossible.

d4 Path Origin

- 1 I served as a standard-bearer for a company of soldiers. No injury could silence my battle-cries or force that standard to fall.
- 2 In my first battle we were outnumbered three to one. I didn't become frightened. I became angry.
- 3 I rallied my village against an unjust ruler. My anger was infectious—really infectious.
- 4 My anger is supernatural; in the midst of a bar fight the whole tavern was suddenly overwhelmed by the spirit of my murderous rage. It was a massacre.

Path Features

Shared Hatred

Starting at 3rd level, while you are raging you can use a bonus action on each of your turns to target a creature other than yourself that you can see within 30 feet. Both you and the target gain temporary hit points equal to your Rage

Damage as shown in the Rage Damage column on the Barbarian table. If you have taken damage since your last turn, the number of temporary hit points is doubled.

A Shock of Rage

From 6th level onward, you can touch an allied creature within reach and expend a use of your rage as a bonus action. The target is freed of the frightened condition if it was affected by it, gains temporary hit points equal to your barbarian level for 1 minute, and can use its reaction to immediately make one melee weapon attack against a creature within reach. If you have used your Reckless Attack feature this turn, the ally's attack is made with advantage.

Bolstered Will

When you reach 10th level, you gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Charisma saving throws.

In addition, when you finish a short rest and have less than your maximum number of rages remaining, you regain one use.

Infectious Rage

At 14th level when you enter a rage, you can expend additional rage uses to grant your allies some of its benefits. Each ally you choose within 30 feet of you gains the damage resistances of your rage and the benefit of your Fast Movement ability, obeying its restrictions. In addition, each ally gains a pool of temporary hit points equal to half your barbarian level per rage expended. These temporary hit points last for 1 minute; the additional effects last a number of rounds equal to the 1 + the number of rage uses expended.

A More Potent Anger

Like the berserker, the ragebringer's visual and narrative beats are centered around an enraged martial prowess. Unlike the berserker, however, the ragebringer's features do not concern only themselves but excel at cooperating with fellow warriors. You can narrate this as either acts of inspiration or a supernatural ability to empower others. Consider some of the following suggestions:

Shared Hatred. Your rage manifests as a crimson light that glows dimly over your form when you rage, and which flares and flies to allies when they benefit from your Shared Hatred feature.

A Shock of Rage. The crimson light of your rage passes through your fingertips into the ally you touch. The red light glows over their form, quickening their pulse and causing them to shake with rage, if they elect to make an attack as a reaction.

Infectious Rage. The red light of your rage bursts out like a beacon and spreads to your allies, lingering with them for the duration of the effect.

Beyond the Battlefield

The Ragebringer in Society

Ragebringers have served in many armies, but they are rarely commanders in a traditional sense; instead, they are intimidating heroes who can rally their fellows against even the most overwhelming odds. Ragebringers are found leading mercenary companies and bands of brigands where the bloodied thrust of the melee is paramount.

Dreams and Visions

Barbarians on the Path of the Ragebringer often find themselves walking old battlefields in their dreams, replaying fights with long-dead comrades against long-dead foes. They often

repeat these dreams night after night until some veiled message is understood, or some past wrong is deemed righted.



VIII. PATH OF THE STORM HERALD

"Tamden's eyes begin to glow blue-white, and in the middle of the damn cave I swear the temperature drops ten degrees. The frost spreads from Tamden's feet to the hobgoblins, who stop laughing pretty soon after they realize they can see their own breath."

-Iron James, recounting his experience with a barbarian on the path of the storm herald.

The Origin of Rage

Like the totem warrior, the storm herald nurtures a connection to the natural world as a source of its power, though its focus is more elemental than bestial. Storm heralds might be raised in druidic circles as protectors of a remote region of the world, or have a connection to a powerful elemental planar entity.

d4 Path Origin

- 1 I was exiled into the wilderness with a great storm approaching. I walked out of it alive and unharmed, empowered but with no memory of what happened.
- 2 A magical disaster sent me into the elemental planes. The exposure to strange planar energies changed me.
- 3 A powerful elemental imbued me with special powers in exchange for a service I performed for them.
- 4 I was born with a natural connection to the elements—at least an emotional one.

A More Potent Anger

As the path of the storm herald barbarian gains levels, the elemental magic of their rage can start to transform their bodies and make them appear more ferocious in combat. Consider how you or your Dungeon Master can incorporate these visual quirks in combat:

Storm Aura. Consider the following narrative effects while you are raging.

Desert. When you inflict fire damage on creatures, a blast of desert sand strikes their bodies.

Sea. You crackle with electrical energy and there's a salt-spray scent on the air while you're raging.

Tundra. The icy spirits that protect you and your allies are represented by swirling snow.

Storm Soul. As you gain power, certain effects happen when you rage.

Desert. The ground beneath your feet becomes coated with desert sand when you rage. While you are raging, your body radiates a mirage-like ripple of heat.

Sea. There's a low storm-rumble in the air when you rage, and the ground beneath your feet is suddenly wet with seawater.

Tundra. The air temperature around you is considerably colder while you're raging, and your weapon's head or blade is rimmed with frost. When you exhale, a cloud of icy condensation rises from your mouth and nose.

Shielding Storm. Creatures who share your aura's resistances take on similar aspects as presented by your Storm Soul.

Desert. Allies also radiate waves of heat, though not as intensely.

Sea. Your allies leave wet saltwater footprints.

Tundra. Your allies exhale condensation as though in extreme cold.

Raging Storm. The expression of your elemental power is complete. You exhibit the following effects while raging:

Desert. Your body appears to be made of living sand. When you retaliate against an

attack, a blast of burning sand lashes out from your body to inflict the fire damage.

Sea. When you use your Raging Storm feature, a spectral wave follows the swing of your weapon and crashes into the creature. When you hit a creature with an attack, there's a spray of seawater.

Tundra. Your body becomes covered in frost, and your hair becomes thick and frozen. Your footsteps leave frozen impressions on the ground that quickly thaw.



Dreams and Visions

A barbarian on the path of the storm herald often dreams about remote natural environments, especially the type they're currently attuned to. These dreams might rarely contain other humanoids, but often emphasize isolation and an untamed natural world. In some instances, the barbarian dreams of 'civilized' settings that are overwhelmed by the power of nature: for example, they believe they're having a normal waking experience in an inland tavern when a sea-storm suddenly crashes through the doors and windows.

Beyond the Battlefield

The Storm Herald in Society

Like druids and rangers, storm heralds are likely concerned with protecting nature from the threats of extraplanar monstrosities and the encroachment of civilization. In the world of Eberron, a storm herald might be a member of the Gatekeepers, dedicated to stopping the daelkyr and other aberrant horrors. The storm herald might also be the envoy of a giant, dragon, or powerful primordial.

IX PATH OF THE TIMESHAPER

"People say I'm living in the past. I like to think of it as taking my time."

-Granelius Gimble, gnome barbarian on the Path of the Timeshaper.

The Origin of Rage

The timeshaper is one of the few barbarian paths that may be a result of circumstance rather than choice. They could be the victim of arcane experimentation or a planar catastrophe, a freak accident or the machinations of a mysterious entity.

d4 Path Origin

- 1 I went to a plane where time works differently. Its energies stayed with me.
- 2 An arcane experiment altered how I experience time and gave me odd powers.
- 3 A cult performed a ritual on me to give me "the blessing of the Sphinx."
- 4 I don't know how I got here, but I'm from so far in the past or future that this seems like a different world entirely.



Path Features

Afterimage

Starting at 3rd level you can leave time-delayed versions of yourself behind. While you are raging and move out of a space on your turn, you can leave a hazy afterimage behind. Until the start of your next turn, the space counts as occupied and the afterimage has your reach, though it isn't considered a creature or object. Creatures can move through the space as difficult terrain. If a hostile creature moves out of the afterimage's reach, you can use your reaction to cause the afterimage to make an opportunity attack, dealing force damage in place of the weapon's normal damage type.

Afterimages last for 1 minute. You can leave behind a maximum number of afterimages equal to your Wisdom modifier (minimum 1). When you exceed this maximum, the oldest afterimage vanishes.

Jarring Rewind

Starting at 6th level, when a spell or other effect that forces creatures in an area to make a saving throw would affect you but not one of your afterimages, you can use your reaction to relocate to one of the afterimages within 60 feet of you that isn't in the area of effect. When you do so, you take 1d4 force damage for every 10 feet travelled (minimum 1d4). The afterimage you teleported to then vanishes.

Force of Time

Starting at 10th level, your weapon attacks deal an additional 1d6 force damage and your afterimages's weapon attacks deal an additional 1d8 force damage. Additionally, when you take the Attack action on your turn, you can forego one of your own attacks to have an afterimage make a melee weapon attack against a creature

within its reach. The afterimage's attack is made with disadvantage, or as a normal attack roll if you used your Reckless Attack feature this turn.

Timelapse Strike

At 14th level, you can attack simultaneously with your afterimages as an action. You and each of your afterimages can make one melee weapon attack against a creature of your choice within each of their reaches. If you use your Reckless Attack, each of the afterimages's attacks are made with advantage. Once an afterimage has made its attack in this manner, it vanishes. You can use this ability once per rage.

A More Potent Anger

The timeshaper's features can be described in ways that highlight its unusual themes. Consider some of the following ideas to narratively enhance the timeshaper:

Afterimage. Your afterimages can be static figures or dynamic ones. Their appearance might be vague humanoid shapes or color-faded copies of yourself. The afterimages might be immobile or flicker in place, even going through the motions of your movement at a near-standstill speed. When afterimages expire, you can narrate them rapidly 'catching up' to your present position in time. To help keep track of your afterimages on a grid, consider using d6 dice as placeholders for your afterimages and to keep track of your oldest one in case it's replaced.

Jarring Rewind. You can narrate your character being thrown backward out of an area of effect and into their afterimage. Because your character takes force damage as a result, the transition to the afterimage can be a violent and painful affair.

Force of Time and Timelapse Strike. The additional force damage behind your attacks causes them to leave stuttered, momentary

afterimages of the weapon as it swings through the air.

Beyond the Battlefield

The Timeshaper in Society

Barbarians on the Path of the Timeshaper are often the fascination of arcane researchers the world over, or have an interest in the mysteries of the arcane themselves. Based on the nature of their abilities, they might be from another era entirely, a person out of time. This can be a unique way to portray the barbarian as the archetypical 'outsider.'

Dreams and Visions

The timeshaper experiences dreams and waking visions of time—the past, present, and future. They might spend a night in an ancient ruin and dream of a time when it was still a bustling metropolis, or see the veiled image of far-off future enemies.

X PATH OF THE TOTEM WARRIOR

"Tell me. You ever been beaten to death by a girl armed with nothing but antlers?"

-Yara the Herdrunner, barbarian on the Path of the Totem Warrior.

The Origin of Rage

The Path of the Totem Warrior displays a supernatural connection to nature spirits—specifically archetypal animal spirits that imbue the warrior with their attributes of speed, strength, agility, and senses. Harnessing the power of one or more spirits allows the totem warrior to perform superhuman feats.

d4 Path Origin

- 1 I was in danger when animal spirits came to my defense, allowing me to perform great feats. Now I seek to understand them.
- 2 I was subjected to a druidic ritual that connected me to totemic spirits.
- 3 I committed a great wrong against nature. I am both blessed and cursed with this power and am instructed to repay my debt.
- 4 I came across an injured animal helped it. The animal was a powerful fey that rewarded my kindness with great power.

Path Features

The following path features offer an alternative to the bear totem's unbeatable damage resistances and two new totemic spirit options: the mole and the shark.

Totem Spirit

Bear (Alternative). While raging you have resistance to all damage except force, necrotic, psychic, and radiant damage.

Mole. You can hold your breath for up to 15 minutes at a time. In addition, your successful attacks against nonmagical objects are considered critical hits.

Shark. You gain a swimming speed equal to your walking speed. In addition, while raging you gain resistance to cold damage.

Design Note: Bear Totem is often a go-to choice for many barbarians because of its incredible defensive ability, which is reinforced by a rarity of psychic damage sources. To reign in the totem's power level, this alternative keeps the archetype's wide array of 'elemental' damage resistances but leaves them thematically vulnerable to damage types associated with arcane and divine magics.

Aspect of the Beast

Mole. You gain a burrowing speed equal to half your walking speed.

Shark. You can breathe both air and water and suffer no ill effects from being deep underwater.

Totemic Attunement

Mole. You gain tremorsense to a range of 30 feet.

Shark. You gain blindsense to a range of 60 feet against any creature that is below its hit point maximum. Undead and Constructs are immune to this sense.

A More Potent Anger

The Player's Handbook notes that the barbarian takes on certain physical attributes or characteristics reminiscent of their totemic spirit animals. Here are some examples for each totemic spirit.

Bear

- Your hair is thick and shaggy, and you may have considerable body hair.
- You run with a rolling, lumbering gait.



- You sleep curled up with big, grumbling snores.
- You are a curious climber and are notorious for searching for food.

Eagle

- You have a particular appetite for fish, and find yourself carefully watching streams and lakes.
- Your eyes take on a piercing yellow or amber color.
- Your nose becomes more beak-like.
- You rarely move your eyes to look at something, instead turning and swiveling your head to focus your gaze.

Elk

- You have a tendency to stomp and paw at the ground when working up your anger.
- You always feel safer surrounded by people in general.
- Your hair and body hair take on a gray-white color.
- Your nostrils become larger, and you have a tendency to snort.

Mole

- Your nose twitches and wiggles when you are excited.
- You dislike bright light; your eyes take on a heavily lidded appearance, and you tend to squint in daylight.
- Your hands broaden and your fingernails grow thicker and longer than before.
- You tend to hunch and shuffle when you walk around. Your feet are flatter and broader.

Shark

- Your irises take on a glossy black appearance.
- Your skin becomes more white or gray and has a rough, sandpaper-like feel.
- You seem to have far too many teeth, and some of them far too pointy.
- You are particularly aware of the smell of blood and the pained cries of injured foes.

Tiger

- Your hair becomes a mixture of black and vibrant orange, or black and white.
- Your legs become more powerful and your leaps are more like pounces.
- Your tongue becomes longer and rougher.
- You particularly enjoy lounging in the sun.

Wolf

- You find yourself anxious and irritable when you are unsure if your adventuring companions are safe.
- The hair on the back of your head raises when you are angry, like when a wolf's hackles rise.
- Your eyes are an intense shade of yellow, brown, gray, or green.
- Your shouts and cries take on the sound of resonant howls.

Beyond the Battlefield

The Totem Warrior in Society

Due to their attunement to animal spirits, barbarians on the Path of the Totem Warrior are fond of nature and animals—but not always of other humanoids. Though they get along more easily with rangers, druids, and other lovers of nature, the animal traits that totem warriors take on tends to put them at odds with ‘civilized’ society by making them seem more fearsome and feral.

Dreams and Visions

A totemic spirit can be used in dreams and visions to portray certain themes, emotions, and personality traits. Some suggested uses for totemic spirits are as follows:

Bear. A bear is perhaps the best totemic symbol for sheer power and strength of a physical nature. The associated traits of strength, a commanding presence through physicality, toughness, and size are all obvious ways to use

the bear in dreams and visions. More than this, though, the bear's toughness represents spiritual strength and a defense of the natural world.

Eagle. Eagles and other birds of prey are thought of for their fierce natures and keen vision, which can refer to worldly perception. Beyond the mundane, eagles are associated with prophecy and important messages. The flight of an eagle can be used to represent freedom or escape.

Elk. Elk are known for their strength, but not in the same way as a bear. Their strength is shared with the herd, representing social relationships and coordination toward common defense over aggression. Elk can also represent endurance, both against predators (aggressors) and the environment (an ongoing situation).

Mole. Moles are functionally blind, but see the world through other heightened senses. As a result, moles can be used to represent sensing and feeling, and by extension they can symbolize intuition. As burrowing creatures, they represent curiosity and discovery and the literal or figurative unearthing of lost things, be it places, objects, or even memories. In a dream or vision, a barbarian might be asked to overcome the discomfort of a claustrophobic tunnel to follow this animal spirit to new knowledge or personal reward.

Shark. Gliding through the ocean waters, sharks don't have the same sense of open ferocity as other predator totem spirits. Instead they often represent implacability. In dreams and visions, a shark can be used to represent reserved patience and calculated action, encouraging a barbarian to pursue their goal carefully and not allow themselves to be ruled by emotion.

Tiger. The tiger shares much of the survivalist themes of the elk and predator themes of the wolf, but differs in that the tiger is a more solitary animal. This makes the tiger's

symbolism in dreams and visions more oriented towards one's personal journey and not necessarily the group's. They are also known for their speed, quickness to action, and individual superiority.

Wolf. As pack animals, wolves are often associated with ferocity, intelligence, and the hunt. The act of hunting, including fighting and tracking prey, are common symbols. Wolves are seen as clever and wise animals, though with an aggressive intensity in comparison to a mole or similar animal. Their pack can be used to symbolize comrades-in-arms, especially close family or adventuring companions.



XI. PATH OF THE UNBOUND

"I saw the warrior stand against the neogi and give a mighty shout. Suddenly it was like waking from a dream; our minds felt clear for the first time in years. We looked at the neogi taskmasters, and then the shovels and pickaxes in our own hands. Without a word, we joined the strange warrior who had freed us, and charged."

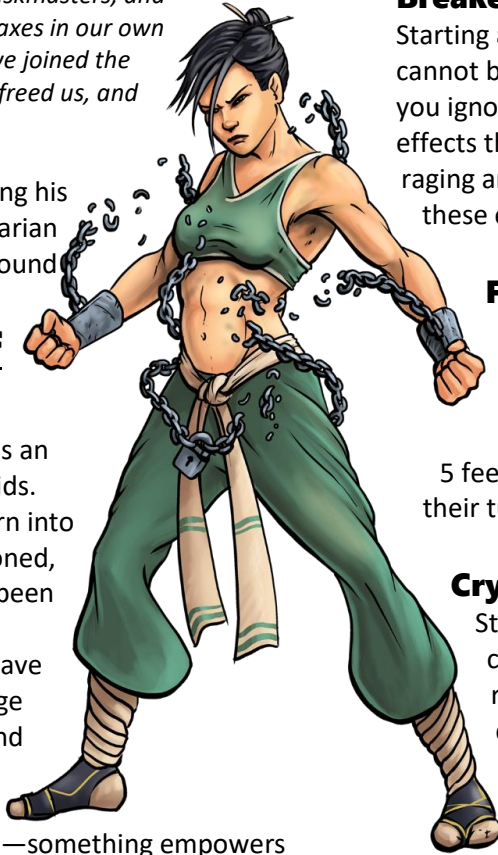
-Xemis Harbo, recounting his experience with a barbarian on the Path of the Unbound

The Origin of Rage

A life lived in bondage is an injustice to all humanoids. Whether they were born into slavery or were imprisoned, these barbarians have been cruelly shunted to the fringes of society and have had to harness their rage to survive. Now they find that unleashing that anger goes beyond simple martial prowess—something empowers them to lash out with the fury of all the captives who came before them.

d4 Path Origin

- 1 I was taken prisoner by heartless creatures. I escaped and now hunt my former captors.
- 2 I cured an injustice by freeing those wrongfully imprisoned and was rewarded by some unknown power for my actions.
- 3 I led an uprising against slavers and carry the resolve of my companions within me.
- 4 I once held the whip, to my shame. I rejected my old life and was empowered to free those I'd wronged and more.



Path Features

Breaker of Bonds

Starting at 3rd level, while you are raging you cannot be grappled, restrained, or stunned, and you ignore nonmagical difficult terrain and effects that reduce your speed. If you are not raging and become grappled or restrained, these effects end as soon as you enter a rage.

Flight of Foot

Beginning at 6th level, the benefit of your Fast Movement feature increases to 20 feet. In addition, while you are raging allies who start their turn within 5 feet of you gain 5 feet of movement on their turn.

Cry for Freedom

Starting at 10th level, as an action you can attempt to aid your allies with a rallying cry. Each creature of your choice within 60 feet that can hear you can immediately reroll a saving throw against being blinded, charmed, frightened, incapacitated, paralyzed, restrained, or stunned. For each creature that succeeds on its saving throw against one of these effects, you gain temporary hit points equal to half your barbarian level, applied simultaneously. Once you use this feature, you can't do so again until you finish a short or long rest.

Wrath of the Unbound

From 14th level onward, the first time you hit a creature with a weapon attack on each of your turns, you can force it to make a Dexterity saving throw or become restrained until the start of your next turn. The DC of this saving throw is 8 + your proficiency bonus + your Strength modifier. A restrained creature can attempt to free itself as an action on its turn.

A More Potent Anger

The unbound channel a particular kind of societal rage, a generalized struggle. As such, their abilities can manifest visually in a number of ways.

Rage. While raging you might manifest supernatural elements, such as broken shackles on your wrists or chains-turned-knuckle-wraps on your hands.

Flight of Foot. Your increased speed blurs your feet as you all but soar across the battlefield. Allies have a similar appearance when they benefit from the speed of your aura.

Cry for Freedom. Your shout is not your own, but a multitude of voices making their voices heard against bondage. The illusory manifestations of your rage glow more intensely with each ally who succeeds on a saving throw prompted by your shout.

Beyond the Battlefield

The Unbound in Society

The Path of the Unbound centers on the freedom of others and turning the chains of the oppressor against them. Some are vocal proponents of justice, actively seeking to ensure that all people have the help necessary to break free of bondage. Others are reserved, constantly looking over their shoulder in fear that their power will bring unwanted attention to themselves and loved ones.

Dreams and Visions

Whatever the 'source' of an unbound barbarian's power, they are often visited by dreams and visions that guide them towards places and people that need their help. These barbarians are drawn to places where people chafe under their bonds and cry out for freedom; no matter where they wander, something leads them to the oppressed in need of aid.

XII. PATH OF THE VENGEFUL

"She big bad! The more holes we poke, the more big bad she was! My cousin poked with a spear and she kicked him over the wall!"

-Recorded account of Snukku the kobold on their encounter with a barbarian on the Path of the Vengeful (rough translation)

The Origin of Rage

Barbarians are known for their ability to take considerable amounts of physical punishment, and for their fury in combat. It is only sensible that a discipline of warriors has learned to fully harness the connection between the two—embracing their pain as a means of heightening and honing their anger.

d4 Path Origin

- 1 I was trained by monks to channel pain into progress. I just do it a bit more loudly.
- 2 In the midst of battle I was badly injured and had to harness my anger to survive it.
- 3 I'm terrified when I fight, but my will to survive only grows with each wound.
- 4 A refusal to accept failure is what drives me even when I'm on my last legs.



Path Features

Pained Rage

Starting at 3rd level, your weapon attacks deal an additional 1d4 damage when attacking a creature that has damaged you since the end of your last turn. This extra damage increases to 1d6 at 6th level and 1d8 at 10th level.

Complete Recklessness

Starting at 6th level you can leave yourself more open to attack than normal to fuel a future strike. When you use your Reckless Attack feature while raging, you can choose to lose the damage resistances granted by your rage until the start of your next turn. Your bonus Rage Damage is doubled for attacks made during this time.

Injured Fervor

Beginning at 10th level, your walking speed increases by 5 feet when you are below your hit point maximum. If you are below half your hit point maximum, your speed is instead increased by 10 feet.

Bloodied Champion

At 14th level, your wounds fully heighten your focus in combat. When you make a saving throw and aren't already affected by this feature, you can add your Rage Damage bonus to the saving throw result, or double this amount if you are below half your hit point maximum. You can do so after the saving throw is made but before you know if it succeeds or fails. When you use this feature, you do not add your Rage Damage to your attacks until after the end of your next turn.

A More Potent Anger

The Path of the Vengeful can be narrated very similarly to the Path of the Berserker or the Path of the Battlerager. At face value there's nothing externally supernatural about this warrior's ability to withstand punishment; instead they represent the pinnacle of sheer will and determination and can be narratively tailored to suit the player's vision of how the barbarian reacts to combat.

As a combat encounter progresses, the barbarian can be seen as 'working themselves up' with each strike they take. They can even openly challenge and invite strikes from enemies with an air of arrogance or defiance.

Beyond the Battlefield

The Vengeful in Society

The vengeful find few friends in society, even among their battle companions. Some barbarians on the Path of the Vengeful are arrogant, some self-destructive. Many have reasons why they wantonly disregard their own safety in combat, and not all of them are good. Still, it's possible for such barbarians to be driven by noble purpose, such as family ties or to spread the renown of their people.

Dreams and Visions

The vengeful dream of challenges worthy of their ability to push beyond pain, and sometimes receive visions of approaching challengers in direct and metaphorical terms. Nightmares of failure—and worse, helplessness—plague those who privately fear that their bravado will not grant them victory.



XIII. PATH OF THE ZEALOT

"I don't speak ill of my fellows in the god's service. Just that I trust Him to use all manner of tools in His great work...even blunt instruments."

-Bishop Lamius Koord, discussing a barbarian on the Path of the Zealot.

The Origin of Rage

Anger is not always an unfettered, base emotion. It can be justified, even righteous. Those that follow the Path of the Zealot have tapped into a power beyond their mortal selves and utilize it in service of the deity that bestowed it upon them.

d4 Path Origin

- 1 A deity raised me from death for some greater purpose. I'm on borrowed time.
- 2 I was being trained as a paladin but was kicked out due to my emotion-driven power.
- 3 I grew up in a church whose deity preaches the acceptance of pain. Am I favored?
- 4 I don't know what deity has empowered me, and my great quest is to discover who it is.

A More Potent Anger

The zealot is, above all, a warrior of the divine. However unlike a paladin the Path of the Zealot's connection to the divine is raw, like comparing tempered steel with unrefined ore. Here are some suggestions for visually manifesting the zealot's holy rage.

Divine Fury. Your body glows with glowing radiance or becomes surrounded by clinging shadows when you rage, based on whether your chosen damage type is radiant or necrotic. When you deal this extra damage to a creature, the light or shadows lash out to strike your target.

Warrior of the Gods. When magic is used to return you to life, the looming image of your patron divine being appears beside your corpse and helps draw you back to the world of the living.

Fanatical Focus. If your rerolled saving throw is successful, your body surges with energy in a manner depending on the type of saving throw. For example, your eyes might sear with glowing light when you reroll the saving throw, or the glowing image of a divine figure might appear to pull you out of harm or fortify your defenses.

Zealous Presence. Your voice echoes and resounds when making the battle-cry granted by your Zealous Presence feature. The allies who benefit from this feature glow with divine light (or darkness) while they benefit from it.

Rage Beyond Death. Your eyes and veins glow with the light associated with your divine zeal while you fight at 0 hit points.

Beyond the Battlefield

The Zealot in Society

The Path of the Zealot suggests a connection to a deity, and the barbarian might have ties to a church. It's just as likely that the church might see the zealot as an inconvenience, a heretic, or a dangerous follower to be controlled.

Dreams and Visions

The zealot is visited by the image of their deity or an appropriate emissary. Their power has a price; there is a grand vision that the barbarian is a part of, but cannot see clearly. Their dreams are the way their deity gives them goals and allows them to glimpse some small part of this holy plan.



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