

SUBCLASS

PRIMAL PATH

PATH OF LEAST RESISTANCE

For many barbarians, battle is chaotic—an untamed frenzy of bloodshed that they unleash upon their foes. For those who adhere to the Path of Least Resistance, it is calculated, deliberate, and systematic.

Your rage grants you supreme insight into the most precise path to neutralizing your quarry, as well as the unrivaled determination to execute your goals. Nothing stands in the way of your fervor.

UNERRING ASSAULT

Starting at 3rd level, as part of your bonus action when you enter a rage, and as a bonus action on each of your turns while raging, you can move up to half your speed toward a hostile creature you can see. This movement ignores difficult terrain. Alternatively, you can spend this movement moving around a hostile creature that is adjacent to you, staying within 5 feet of it.

If you moved at least 10 feet as part of this bonus action, and then immediately make a melee weapon attack against that creature as part of the Attack action, your blow is exceptionally effective. On a hit, the attack deals an extra 1d6 damage of the same type dealt by the weapon. The damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

UNBRIDLED FURY

Beginning at 6th level, you can't be restrained while raging. If you are restrained when you enter your rage, the condition immediately ends.

In addition, while you are grappled by a creature, you can spend an amount of movement equal to half your speed to automatically escape the grapple.

SPIRITUAL EXPEDITION

When you reach 10th level, you gain the ability to enter a trance-like meditation as you metaphysically plot the best path to a destination. When you do so, you cast the find the path spell, without using a spell slot or material components. When you use this version of find the path, it has a casting time of 1 hour and a maximum range of 100 miles. In addition, its duration doesn't require your concentration and instead lasts until the end of your next long rest or until you die.

During the casting of this spell, you are blinded and deafened to your own surroundings. At the completion of your meditation, your group gains the following benefits for the duration, so long as you do not willingly deviate from the path and you maintain at least a normal pace while traveling:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.

In addition, your resolute determination to reach your destination grants you a heightened ability to overcome obstacles and skirmishes on the way.

Once you have been traveling toward your destination for an hour or more, you gain the following benefits in combat:

- You ignore difficult terrain.
- Being frightened doesn't prevent you from willingly moving closer to the source of your fear.
- Spells and other magical effects, such as dissonant whispers or fear, cannot force you to move using your movement, actions, or reactions.

Once you reach your destination, all benefits of this feature end after 10 minutes.

UNWAVERING FOCUS

Beginning at 14th level, when you hit a creature with a melee weapon attack while raging, you can designate it as your primal focus. This effect lasts until your rage ends or until you use this feature again.

Once on each of your turns when you miss that creature with a melee weapon attack, you can make another melee weapon attack against it as part of the same action. In addition, you have advantage on opportunity attacks made against the creature.