

Archive of Forgotten Lore:

Barbarian

This is Supplemental Material

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: The Path of the Tides.

Path of the Tides

For some barbarians, their rage is like a crashing wave. The Path of the Tides is a path that mimics the flow of water. From crushing waves, and rushing currents to calm streams and lakes, you channel all your emotions from the from the plane of water. Many of these barbarian are called watershapers, wavecutters, or riptides. Those the have seen these barbarians in battle say that these warriors looked like they surfed their way through the battlefield.

Way of Water

3rd-level Path of the Tides feature

Starting at 3rd level, through your time spent in currents and depths you have made a mystical connection with elemental water. You gain the following benefits.

- **Aquatic Warrior.** You gain a swim speed equal to your walking speed and you can breathe underwater.
- **Watershaper.** You know the *Ray of Frost* cantrip. You can cast the *Create or Destroy Water* spell a number of times equal to your proficiency bonus and you regain all expended uses when you finish a long rest.

Constitution is your spellcasting ability for spells you gain from this subclass and these spells ignore the spellcasting restriction from raging.

Wrathful Tsunami

3rd-level Path of the Tides feature

When you enter your rage you send out a wave of ethereal magic water. Hostile creatures of your choice that you can see within 15 feet of you are forced to make a Strength saving throw. On a failed save, the target takes your barbarian level + your Constitution modifier magical bludgeoning damage and is pushed 10 feet toward or away from you. On a successful save, the creature takes half as much damage and is not pushed.

Tidal Flow

6th-level Path of the Tides feature

At 6th level, your connection to water becomes a flowing stream and it allows you to temporarily conjure water to mimic the movement of the tides. As a bonus action you can take the Dash or Disengage action. With the connection increasing you can manipulate water to a greater extent. You can cast the *Water Breathing* and *Water Walk* spells once per long rest.

Wavecutter

10th-level Path of the Tides feature

At 10th level, you control over water is unmatched. You can cast the *Control Water* once per long rest and while standing in water your reach with melee weapons increases by 5 feet or 10 feet if you are underwater.

Tempestuous Riptide

14th-level Path of the Tides feature

As an action, you can conjure a whirlpool of water around you and propel yourself forward without provoking attacks of opportunity. Each creature in a 10-foot-wide, 30-foot-long line that originates from you must make a Strength saving throw as you and the water rushes forward like a furious wave. A creature takes 4d12 magical bludgeoning damage and is knocked prone on a failed saving throw, or half as much damage and is not knocked prone on a success. You can use this feature once per rage.