Path of Stone

NEW BARBARIAN PATH

Barbarians are known far and wide as being some of the most relentless warriors in existence, entering terrifying rages that fuel their attacks and allow them to shrug off even the most staggering of blows. A barbarian's presence and capabilities depend largely on the source of their rage, such as from a sense of greater purpose, bloodlust, or deeper, spiritual connection. Regardless of where this fount of rage comes from, barbarians are always feared and respected for their brutal talents.

PATH OF STONE

Barbarians that tread the Path of Stone contain the fury of a tectonic force: slow to stir, but impossible to stop once begun. Stones crack beneath their feet, as they step with the weight of mountains, and their strikes carry the crushing might of an earthquake. These barbarians may draw their power from a primordial and earthen bond, or simply feel the deep, buried rage of the world itself. With every swing these warriors make, they remind their foes that nothing stands forever against the movements of the earth.

ARMOR OF EARTH

Starting when you choose this path at 3rd level, your skin becomes hard as stone. You gain a +1 bonus to AC while not wearing any armor. When you reach 14th level in this class, this bonus increases to +2.

BLUNT FORCE

Also at 3rd level, whenever you use your Reckless Attack while raging and hit with a melee attack using a weapon or an unarmed strike for the first time on that turn, you deal an extra 1d6 bludgeoning damage to the target. This damage increases when you reach certain levels in this class: 6th level (1d8), 10th level (1d10), and 14th level (1d12). This bludgeoning damage is doubled if the target is a structure.

STEP OF STONE

By 6th level, difficult terrain composed of earth or stone doesn't cost you extra movement. While you're raging, you also gain tremorsense out to a range of 15 feet.

GEOMANCY

By 10th level, you can call upon the earth to heed your command in the following two ways:

Move Earth. You can use an action to cast the *move earth* spell; your speed is reduced to 0 for the spell's duration, and when the spell ends, any unfinished changes to the earth revert to normal. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Wall of Stone. As a bonus action on each of your turns, you can magically create a rectangular wall of rock that's perpendicular to the ground. The wall originates from the ground at your feet in a line; it can be no larger than 10 feet long, 10 feet tall, and 6 inches thick. The wall has 20 hit points, AC 10, and is immune to poison and psychic damage. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (it chooses which side). A wall remains until the end of your next turn, until it's reduced to 0 hit points, or until you create another one.

TREMOR STRIKE

Starting at 14th level, whenever you take the Attack action while raging, you can forgo one of your attacks to strike the ground at your feet to emit a powerful tremor. Each other creature on the ground within 10 feet of you must make a Strength saving throw (save DC equals 8 + your Strength modifier + your proficiency bonus). A creature that fails the save is knocked prone and takes bludgeoning damage equal to 1d12 + your Strength modifier + your Rage Damage bonus.

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