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# Path of Primordials

Barbarian Subclass

Art: AI







## Path of Ancient Forces

At 3rd level, you adopt the Path of Primordials, choose one primordial element: Fire, Water, Earth, or Air. Your choice grants you features at 3rd, 6th, 10th, and 14th level. Each time you gain a new barbarian subclass feature, you can choose to shift your connection and embrace a different elemental force from your original selection.

## Elemental Rage

At 3rd level, when you enter a rage, you can manifest the power of your chosen primordial element:

- **Fire.** Flames erupt around you. Any creature that ends its turn within 5 feet of you takes fire damage equal to half your barbarian level.
- **Water.** You gain a swim speed equal to your walking speed, and you can breathe underwater.
- **Earth.** While raging, any bludgeoning, piercing, and slashing damage you take from nonmagical attacks is reduced by 2.
- **Air.** Protective gusts of wind encircle you. Ranged weapon attacks targeting you have disadvantage.



## Elemental Surge

At 6th level, once during each of your turns while raging, when you hit a creature with a melee weapon attack, you can cause the attack to deal extra damage of your chosen element type. The extra damage is equal to your proficiency bonus.

- **Fire.** The attack deals extra fire damage.
- **Water.** The attack deals extra cold damage.
- **Earth.** The attack deals extra bludgeoning damage.
- **Air.** The attack deals extra lightning damage.

## Primordial Presence

At 10th level, Your connection to the primordial elements allows you to manifest their powers even outside of your rage:

- **Fire.** You gain resistance to fire damage.
- **Water.** You can cast the water walk spell without expending a spell slot.
- **Earth.** You gain a burrow speed equal to half your walking speed.
- **Air.** You can cast the levitate spell on yourself without expending a spell slot.



## Primordial Fury

At 14th level, when you rage, the elemental force within you erupts in overwhelming power:

- **Fire.** Your Elemental Rage fire damage increases to your barbarian level.
- **Water.** While raging, any creature that hits you with a melee attack takes cold damage equal to your Constitution modifier.
- **Earth.** When a creature hits you with a melee attack, the ground around you can erupt. The attacker must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be knocked prone.
- **Air.** Your reflexes and agility are heightened, allowing you to attack three times, instead of twice, whenever you take the Attack action on your turn.