

Archive of Forgotten Lore:

Barbarian

This is Supplemental Material

Primal Path

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

Path of the Dragon

Barbarians that walk the Path of the Dragon draw their rage from a draconic essence within their soul. Many of these barbarians have a draconic ancestor or have had some draconic magic infused to their body. Some take this path after killing a dragon and drink or bath in its blood, while others could be granted some draconic essence from a dragon.

Draconic Essence

3rd-level Path of the Dragon feature

Choose one dragon type to determine the nature of the draconic essence within you. The damage type associated with each dragon is used by features you gain later.

Dragon Type

Dragon	Damage Type
Amethyst	Force
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Cooper	Acid
Crystal	Radiant
Deep	Psychic
Emerald	Psychic
Gold	Fire
Green	Poison
Moonstone	Radiant

Red	Fire
Sapphire	Thunder
Shadow	Necrotic
Silver	Cold
Topaz	Necrotic
Turtle	Fire
White	Cold

Additionally, parts of your body change to resemble physical traits of the dragon type you chose. You grow dragon scales, horns, a tail, or dragon eyes. When you aren't wearing armor, your AC is equal to 13 plus your Constitution modifier.

Dragon Fear

3rd-level Path of the Dragon feature

Starting at 3rd level, your rage unleashes a terrifying draconic roar. When you enter a rage each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution). On a failed save, the creature is frightened of you for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Dragon Heart

6th-level Path of the Dragon feature

At 6th level, your heart becomes infused with the elemental power. You gain resistance to the damage type of your ancestor. Additionally, as an action you can unleash a 15 ft. cone or a 5 by 30ft line breath weapon. Each creature in the area of the cone or line must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or take 2d12 + your Constitution modifier of damage. The damage type is determined by your dragon ancestor.

You can use the breath weapon a number of times
Constitution modifier, regaining all expended
uses of finishing a long rest.

Draconic Eyes

10th-level Path of the Dragon feature

When you reach 10th level, your eyes are able to see through illusions, like a dragon. You gain blindsight of 10ft and when you're raging the blindsight increases to 30ft.

Dragon-born

14th-level Path of the Dragon feature

Beginning at 14th level, your physical appearance becomes even more draconic, and some may even call you half dragon due the dragon wings that have grown from your back. While not wearing armor you gain a flying speed of 60ft.