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Barbarian Primal Path of the Rune Carver

The Path of the Rune Carver allows barbarians to tap into the ancient and mystical powers of runic magic, a practice often shrouded in secrecy and reverence. These barbarians learn to inscribe archaic runes onto their weapons and armor, each symbol carrying a potent spell locked within. These inscriptions lie dormant until the Runecarver enters a state of rage; it is then that the runes come to life, glowing with ethereal fire and unleashing their enchanted abilities.

Rune Carving

3rd-level Path of the Rune Carver feature

When you take this Path, you gain the ability to imbue magic into a weapon, armor, or shield. At the end of a long rest, you can touch one nonmagical object which is a suit of armor, shield, or a simple or martial weapon. Until the

end of your next long rest or until you die, glowing runes appear on the item—the object becomes a magic item, granting a +1 bonus to AC if it's armor or a shield or a +1 bonus to attack and damage rolls if it's a weapon. This bonus increases to +2 at 10th level and +3 at 14th-level.

Rune Magic

3rd-level Path of the Rune Carver feature

When you enter a rage and are wearing armor or using a shield or weapon onto which you've carved runes using your Rune Carver feature, you can choose one of the following magical effects in addition to the benefits already provided by the Rune Carver feature. These effects last for the duration of your rage. Once you choose an effect using this feature, you can't use this feature again until you enter another rage.

Heimdallr's Rune. When a creature you can see within 30 feet of you hits you or an ally within 10 feet of you with an attack, you can use your reaction to create a shimmering, semi-translucent barrier of magical force that appears and protects you or the target. Until the start of your next turn, the protected creature has a +3 bonus to AC, including against the triggering attack, and gains resistance to force damage.

Nidhogg's Rune. At the start of each of your turns, choose a number of creatures equal to your proficiency bonus that you can see within 10 feet of you. Whenever a target makes an attack roll or a saving throw before your rage ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. The effect ends for a target if you use this feature to choose a different target or if the target moves more than 10 feet away from you.

Sleipnir's Rune. You can take the Dash action as a bonus action until your rage ends.

Thor's Rune. When a creature within 5 feet of you damages with a melee weapon attack, you can use your reaction to rebuke the target—the target takes 1d10 lightning damage.

Tyr's Rune. At the start of each of your turns, choose one creature that you can see

within 30 feet of you to make a Wisdom saving throw. The DC for the saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is drawn to you, compelled by your ferocity. For the duration of your rage, the creature has disadvantage on attack rolls against creatures other than you and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, the effect doesn't restrict the target's movement for that turn. The effect ends early if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, if you end your turn more than 30 feet away from the target, or if you choose a different creature to come under the effect of this feature.

The Norn's Weave

6th-level Path of the Rune Carver feature

You can spend one or more Hit Dice at the end of your rage, up to your maximum number of Hit Dice, which is equal to your level. For each Hit Die spent in this way, roll

the die and add your Constitution modifier to it—you regain hit points equal to the total. You regain some spent Hit Dice upon finishing a long rest, as explained below.

Frigg's Rune

10th-level Path of the Rune Carver feature

When you use Rune Magic at the start of your rage, you may choose Frigg's Rune. Once per turn, when you hit a creature with a melee weapon attack, you can force the target to make a Wisdom saving throw, with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the target becomes paralyzed for the duration of your rage. The target can repeat its saving throw at the end of each of its turns, ending the effect on a success.

The All-Father's Blessing

14th-level Path of the Rune Carver feature

Odin, the All-father, smiles upon you, granting you wisdom and might. You gain proficiency on Wisdom saving throws. Additionally, whenever you enter a rage, you may choose two Rune Magic effects.



Ranger Conclave—Fenrir’s Legacy

Rangers who follow this path form a mystical bond with a wolf companion, imbuing it with the ferocious spirit of Fenrir himself. During battle, the wolf gains icy or shadowy abilities reflective of the cold and dark realms of Norse cosmology. As the ranger advances in skill and power, so too does their wolf companion.

Fenrir’s Avatar

3rd-level Fenrir’s Legacy feature

You magically summon an avatar of Fenrir, a ferocious wolf spirit. The beast is friendly to you and your companions and obeys your commands. The beast uses the Fenrir’s Avatar stat block. In combat, the avatar acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action

on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the avatar to take the Attack action. If you are incapacitated, the avatar can take any action of its choice, not just Dodge.

If the avatar has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The avatar returns to life after 1 minute with all its hit points restored.

The avatar vanishes if you die.

Fenrir’s Whisper

3rd-level Fenrir’s Legacy feature

You learn the secret language of the wolves. You learn to speak Winter Wolf. Additionally, through howls and growls, you can communicate simple ideas with wolves, dire wolves, and other wolf-like creatures that have an Intelligence score of 3 or less.

Superior Discipline

7th-level Fenrir’s Legacy feature

On any of your turns, when the avatar doesn’t attack, you can use a bonus action to command the avatar to take the Dash, Disengage, Dodge, Help, or Hide action.

Fenrir’s Fury

7th-level Fenrir’s Legacy feature

When you command the avatar to take the Attack action, the avatar can make two attacks.

Fenrir’s Spirit

15th-level Fenrir’s Legacy Feature

When you cast a spell targeting yourself, you can also affect Fenrir’s avatar with the spell if the avatar is within 30 feet of you.

Fenrir's Avatar

Medium celestial

Armor Class 13 + your proficiency bonus
(natural armor)

Hit Points 5 + five times your ranger
level (the avatar has a number of Hit
Dice [d8s] equal to your ranger level)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Damage Immunities cold

Senses darkvision 60 ft., passive
Perception 12

Languages understands the languages
you speak

Challenge —

Proficiency Bonus (PB) equals your
bonus

Special Traits

Keen Hearing and Smell. The avatar
has advantage on Wisdom (Perception)
checks that rely on hearing or smell.

Pack Tactics. The avatar has advantage
on an attack roll against a creature if
at least one of the avatar's allies is within 5
ft. of the creature and the ally isn't
incapacitated.

Primal Bond. You can add your
proficiency bonus to any ability check or
saving throw that the avatar makes.

Actions

Bite. *Melee Weapon Attack:* your spell
attack modifier to hit, reach 5 ft., one
target. *Hit:* 1d8 + 2 + PB piercing
damage. If the target is a creature, it must
succeed on a Strength saving throw
against your spell save DC, or be knocked
prone.

**Cold Breath (Recharges After a Short
or Long Rest).** The avatar breathes cold
air in a 15-foot cone. Each creature in the
area must make a Constitution saving
throw against your spell save DC. A
creature takes 1d8 + 2 + PB cold damage
on a failed saving throw or half as much
damage on a successful one. The damage
increases by 1d8 (2d8 + 2 + PB) when
you reach level 11 in this class.