



PRIMAL PATHS



HOMEBREW

Five new Primal Paths for the Barbarian Class
in the World's Greatest Roleplaying Game

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PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: Path of the Brute, Path of the Depths, Path of the Juggernaut, Path of the Lycan, and Path of the Mutant.

PATH OF THE BRUTE

While most barbarians hail from the wild places of the world, you found your rage in the underbelly of civilization. Your abilities and resilience come from a combination of grit, street smarts, and determination. Whether you were a prize fighter, an enforcer for a thieves' guild, or just someone who is always looking for a scrap, you have an uncanny ability to stay on your feet when other would falter.

Brawlers like you have existed as long as cities and been around, and despite differences in social class, culture, and creed, you all have one thing in common, you prefer to settle your problems with your fists.

PATH OF THE BRUTE FEATURES

Barbarian Level	Feature
3rd	Unarmed and Dangerous, The Wrong Crowd
6th	Concussive Blows, Rage-Empowered Strikes
10th	Iron Grip
14th	Brutish Determination

UNARMED AND DANGEROUS

The time you have spent in the underbelly of civilization has honed your fists into deadly weapons. When you adopt this Primal Path at 3rd level, your unarmed strikes deal 1d4 bludgeoning damage on hit. If you have two free hands, the d4 becomes a d6. While you are raging, your unarmed strikes gain the following additional properties:

- Once per turn, when you attack with an unarmed strike using the Attack action, you can make one additional unarmed strike as part of the same action.
- When you hit with an unarmed strike, you can attempt to grapple the target if you have a free hand.

THE WRONG CROWD

You are most at home when drinking, gambling, or engaging in other types of tasteless hedonism. Starting at 3rd level, if you spend at least one night carousing in a city or town, you have advantage on any ability check you make that is related to gathering contacts and information, or navigating that city.

CONCUSSIVE BLOWS

Starting at 6th level, your punches send your foes reeling. When you hit with an unarmed strike, you can force that creature to make a Constitution saving throw. The save DC is equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, it is stunned until the start of your next turn.

You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.



RAGE

EMPOWERED STRIKES

Beginning at 6th level, while you are raging, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

IRON GRIP

Once you have a hold of something it is nearly impossible for it to escape. Starting at 10th level, you can grapple creatures of any size. If the creature is more than one size larger than you currently are it can move as normal, but you move with it as long as there is an unoccupied space adjacent to the creature for you to move to. When you are grappling a creature one size larger than you currently are, or smaller, you can drag them up to your full movement speed.

In addition, the damage from Unarmed and Dangerous becomes 1d6, or 1d8 if you have two free hands.

BRUTISH DETERMINATION

Upon reaching 14th level, your toughness allows you to shrug off assaults that would devastate others. Whenever you are forced to make a saving throw, you can roll 1d6 and add the result to your saving throw total. This bonus also applies to death saving throws. If you roll above a 20 on a death saving throw with this bonus it has the same effect as rolling a natural 20, and you regain consciousness with 1 hit point.

Additionally, while you are raging, you gain temporary hit points equal to 5 + your Constitution modifier (minimum of 5 hit points) at the beginning of each of your turns.





PATH OF THE DEPTHS

Encounters with the terrors and unspeakable things that dwell in the deep oceans of the world can break the minds of the weak willed. However, some who experience this trauma use it to fuel a rage that is rarely seen above the waves.

Those who walk this path have survived such an encounter with the unexplained depths and gained extraordinary, and unsettling, abilities from the experience. Armed with the strange power of the deep they wreak havoc on their foes.

PATH OF THE DEPTHS FEATURES

Barbarian Level Feature

3rd	Dredge Line, Gift of the Drowned Ones
6th	Eldritch Dive
10th	Manifestations of the Deep
14th	Depth Charge

DREDGE LINE

When you adopt this Primal Path at 3rd level, you manifest an extra appendage when you enter your rage. You choose the appearance of this appendage depending on the source of your power. It could appear as an eldritch tentacle, a watery pseudopod, preternatural jaws, or spectral chains.

As a bonus action, you can use this appendage to strike at one creature of your choice that you can see within 15 feet and force them to make a Strength saving throw. The DC is equal to 8 + your proficiency bonus + your Strength modifier. On a failed save they are pulled up to 10 feet in a straight line towards you. Creatures more than one size category larger than you have advantage on this saving throw.

GIFT OF THE DROWNED ONES

Your body is changed by your experiences in the deep. Starting at 3rd level you gain a swim speed equal to your movement speed and you can breathe both air and water.

ELDRITCH DIVE

Beginning at 6th level, your mind-altering experiences allow you to slip through the cracks in reality. As an action, you magically teleport, along with any equipment you are wearing or carrying, up to 30 feet to an unoccupied space you can see. Before or after teleporting, you can make one attack, as part of the same action. When you use this feature to teleport you do not provoke opportunity attacks.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

MANIFESTATIONS OF THE DEEP

Starting at 10th level, your body is further changed by your experience in the unexplored depths. At the end of each long rest, you gain one of the following adaptations of your choice, the benefits of which last until the end of your next long rest.

Echolocation. You gain the ability to cast *true seeing*, targeting only yourself, without expending a spell slot or material components. Once you cast this spell you must complete a short or long rest before you can cast it again.

Grasping Appendages. When you enter your rage you now manifest an additional magical appendage. When you use your Dredge Line feature, you can target two different creatures with your appendages.

Inscrutable Mind. Your experiences in the depths have left you resistant to all but the strongest mind-bending effects. You are immune to the charmed and frightened conditions.

DEPTH CHARGE

Upon reaching 14th level, when you use your Eldritch Dive ability, you can choose to reappear with a wave of tidal force. When you reappear all creatures within 10 feet of you must make a Strength saving throw. The DC is equal to 8 + your proficiency bonus + your Strength modifier. Creatures take 3d6 force damage and are knocked prone on a failed save, and they take half damage and do not fall prone on a success.





PATH OF THE JUGGERNAUT

For some barbarians their rage goes deeper than their emotions and draws from their very soul. Some who tap into their rage from these depths find something dormant within them, the blood of giants. Those whose ancestry is mingled with giants may be unaware of the power that flows in their veins. Unusually tall or strong for their race, those of giant blood are fairly obvious once you know what to look for.

You are one such descendant of a giant. As someone who follows the Path of the Juggernaut, you seek to embrace the power of your ancestors that lies deep within your soul. Only pure rage can unlock these long dormant powers.

PATH OF THE JUGGERNAUT FEATURES

Barbarian Level	Feature
3rd	Gigantic Heritage
6th	Titanic Vitality
10th	Giant Blood
14th	Wrath of the Juggernaut

GIGANTIC HERITAGE

Upon adopting this Primal Path at 3rd level, your rage allows you to tap into the giant blood that lies dormant in your veins. When you rage, you can choose to grow one size category - from Medium to Large, for example. Your size doubles in all dimensions, and your weight is multiplied by eight.

While enlarged your weapon attacks deal bonus bludgeoning damage depending on your current size; 1d6 for Large, 1d12 for Huge, and 2d12 for Gargantuan.

TITANIC VITALITY

Your rage draws on an increasing amount of power from your giant heritage. Starting at 6th level, when you enter your rage you gain temporary hit points equal to your barbarian level.

GIGANT BLOOD

You manifest the traits of your ancestor. At 10th level, you choose the type of giant that best reflects your heritage. You gain the abilities detailed for that type of giant. Once you make this choice it cannot be changed.

Lesser Giant. The blood of an ogre, troll, or another lesser giant flows in you. Your grotesque appearance gives you advantage on Charisma (Intimidation) checks, and while you are raging you gain a +1 bonus to your Armor Class.

Hill Giant. The blood of a stalwart hill giant flows in you. You have advantage on saving throws to resist being grappled or moved against your will. When you take damage while raging, you can use your reaction to reduce the damage by an amount equal to your Constitution modifier (minimum of 1).

Stone Giant. The blood of a thoughtful stone giant flows in you. You gain proficiency in the Insight skill and one type of artisan's tools of your choice. While you are raging, you can add your proficiency bonus to Wisdom saving throws.

Frost Giant. The blood of a savage frost giant flows in you. You are resistant to cold damage. Once per turn while you are raging, when you hit a creature with a weapon attack, their speed is reduced by 10 feet until the start of your next turn.

Fire Giant. The blood of a cruel fire giant flows in you. You are resistant to fire damage. While raging, when a creature you can see hits you with a melee weapon attack, you can use your reaction to deal 1d6 fire damage to the attacker.

Cloud Giant. The blood of an aloof cloud giant flows in you. You reduce any falling damage you take by an amount equal to your barbarian level, and while raging you can take the Dash or Disengage action as a bonus action on your turn.

Storm Giant. The blood of a mighty storm giant flows in you. You gain a swimming speed equal to your movement speed, and you can breathe both air and water. While raging you are resistant to lightning and thunder damage.

WRATH OF THE JUGGERNAUT

Upon reaching 14th level, you strike with the ferocity of a full-blooded giant. When you take the Attack action while raging you can focus all your power into one devastating strike. You only make one attack for this action, even if you have a class feature that lets you make more than one attack. If the attack hits, it becomes a critical hit, regardless of your attack roll.

You can use this ability a number of times equal to your Constitution modifier (minimum of once) and regain all expended uses when you finish a long rest.



PATH OF THE LYCAN

Lycanthropy is an ancient and horrible curse that changes the afflicted into mindless beasts with insatiable hunger for flesh. However, there are some warriors who purposefully contract this dreaded affliction. Willing to give themselves over to the curse so they may use its power to rid the world of other lycanthropes. These bestial warriors often gain their powers from an aging mentor, who seeks an apprentice to take up their mantle in the war against lycanthropy.

Barbarians who walk the Path of Lycan use the fury of their rage to control the dreaded curse, and avoiding the normal cycle of uncontrolled and wild transformation.

PATH OF THE LYCAN FEATURES

Barbarian Level	Feature
3rd	Keen Senses, Hybrid Form
6th	Animal Form
10th	Lycan Form
14th	Howl of Primal Fury

KEEN SENSES

When you adopt this primal path at 3rd level, the curse of lycanthropy makes you more bestial in nature. You have advantage on any Wisdom (Perception) checks you make that rely on your sense of hearing or smell.

HYBRID FORM

The ferocity of your rage allows you to control the curse within your blood. Starting at 3rd level, when you rage, you partially transform into your lycanthropic form, granting you the following benefits for the duration of your rage:

- Your hide grows coarse and thick. You gain a bonus to your Armor Class equal to half your proficiency bonus.
- Your fingers and teeth elongate into savage claws and fangs that count as simple weapons for you, and use your Strength modifier for attack and damage rolls. Attacking with either deals 1d6 slashing damage on hit.
- As a bonus action, you can move up to your full movement speed towards a hostile creature that you can see.

ANIMAL FORM

You have gained a greater measure of control over your curse. Upon reaching 6th level, as an action on your turn, you can expend a use of your rage to transform into your animal form, much like a druid does with their Wild Shape ability.

Choose a beast of CR 1 or lower that best represents the animal your lycanthropy is based on (Common animal forms include boars, brown bears, dire wolves, tigers and rats). Once you choose your animal form, you cannot change the type of beast you transform into with this feature.

When you transform into your animal form, you follow the rules of the Wild Shape feature from the druid class, which can be found in Chapter 3 of the *Player's Handbook*.

Your Animal form lasts for 1 hour. You then revert to your normal form unless you expend another use of your rage. You revert to your normal form at any time if you use an action to transform back, fall unconscious, drop to 0 hit points, or die.

In addition, your Hybrid Form attacks count as magical for the sake of overcoming resistance and immunity.



LYCAN FORM

You have fully dominated the curse that runs within your blood, allowing you to unleash the full potential of your power. Starting at 10th level, when you rage, you can expend an additional use of your rage to take on your Lycan form. While in this empowered form you gain all the benefits of your Hybrid Form, plus the additional benefits below:

- You can become Large in size if you were not already.
- The reach of your melee attacks increases by 5 feet.
- The damage of your bite and claw attacks becomes 1d8.
- If you hit the same creature with two bite or claw attacks in the same turn, you can use your bonus action to make a third bite or claw attack against that creature.
- At the start of each of your turns, you regain hit points equal to your Constitution modifier (minimum of 1) if you have no more than half of your hit points left.

HOWL OF PRIMAL FURY

Your mastery over your curse has reached its apex. Beginning at 14th level, while you are raging you can use your action and expend an additional use of your rage to let forth a bloodcurdling howl. Creatures of your choice within 30 feet, that can hear you, must make a Wisdom saving throw. The save DC is equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, creatures are frightened for one minute. A creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on this saving throw is immune to this feature for 24 hours.

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many risk/reward and hit point sacrificing mechanics that are hard to manage. The Path of the Lycan is my attempt to preserve the themes of the Blood Hunter's Order of the Lycan while staying in line with the design philosophy of *Dungeons & Dragons* 5e.



PATH OF THE MUTANT

Through the study of alchemy and dark transmutation magic some reclusive warriors have discovered a way to chemically alter their form. When combined, powerful alchemical reagents and the pure unbridled energy of rage trigger massive physiological changes in these warriors. Barbarians who follow the Path of the Mutant are on a constant quest to evolve their physical form into the ultimate killing machine.

PATH OF THE MUTANT FEATURES

Barbarian Level Feature

3rd	Aberrant Alchemy, Manifest Forms
6th	Enduring Mutation, Toxic Vigor
10th	Noxious Strike
14th	Rapid Mutation

ABERRANT ALCHEMY

Your time studying the dark side of alchemy has paid off. When you adopt this Primal Path at 3rd level, you gain proficiency with alchemist's supplies and in the Nature skill.

In addition, you learn three mutations of your choice from the list at the end of this subclass description. At the end of a long rest, as long as you have access to your alchemist's supplies, you can switch one mutation you know for another mutation of your choice for which you meet the prerequisites.

MANIFEST FORMS

The wild energy of your rage triggers an alchemical reaction within your blood. Starting at 3rd level, when you enter your rage, you manifest a number of mutations of your choice equal to your proficiency bonus. These mutations last until the end of your current rage.

ENDURING MUTATION

Upon reaching 6th level, your advances in the dark alchemy of mutation have evolved. At the end of a long rest, you choose one mutation you know. Until the end of your next long rest, you always have that mutation manifested, even when not raging. When you rage, this mutation counts against the number of mutations you can manifest.

In addition, you learn two more mutations of your choice from the list at the end of this subclass description.

TOXIC VIGOR

The toxic elixirs and poisonous concoctions you have consumed to further your research has granted your body additional resistances. Starting at 6th level, you are resistant to acid and poison damage, and you have advantage on saving throws to resist the poisoned condition.

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many risk/reward and base stat reducing mechanics that are hard to manage. The Path of the Mutant is my attempt to preserve the themes of the Blood Hunter's Order of the Mutant while staying in line with the design philosophy of *Dungeons & Dragons* 5e.



NOXIOUS STRIKE

Beginning at 10th level, you can weaponize the chemicals in your body to poison others. While you are raging, when you hit a creature with a melee attack, you can force it to make a Constitution saving throw. The save DC is equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, roll a d6, and the target immediately suffers the corresponding condition from the table below:

d6	Effect	d6	Effect
1	blinded	4	frightened
2	charmed	5	paralyzed
3	deafened	6	poisoned

The effect lasts for 1 minute. The creature can attempt this saving throw again at the end of each turn, ending the effect on a success. If its saving throw is successful it is immune to the effects of your Noxious Strike for the next 24 hours.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, you learn one more mutation from the list at the end of this subclass description.

RAPID MUTATION

Upon reaching 14th level you have gained mastery over your body and its mutability and you can change your form at will. While raging, you can use a bonus action to end one of your mutations, replacing it with another mutation that you know.

You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, you learn one more mutations from the list at the end of this subclass description.





MUTATIONS

Listed here are the mutations available to the Path of the Mutant. If an mutations has prerequisites, like your barbarian level, you can learn it at the same time that you meet them.

ABERRANT SIGHT

You sprout unnatural eye stalks or manifest additional eyes. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. If you already have darkvision its range increases by 60 feet.

In addition, you have advantage on Wisdom (Perception) checks that rely on your sense of sight.

ALCHEMICAL RESISTANCE

Your experiments grant you resistance to the elements. When you manifest this mutation choose acid, cold, fire, poison, or lightning, and you gain resistance to that type of damage.

AQUATIC ADAPTATION

You sprout unnatural gills or you skin becomes permeable and amphibious. You gain a swimming speed equal to your movement speed, and you can breathe both air and water.

BIZARRE STEP

Your leg muscles become engorged and you move with unnatural speed. Your movement speed increases by 10 feet.

DEVIANT GLIDE

You grow ray-like fins that you use to glide. When you fall and are not incapacitated, you can subtract up to 100 feet from your fall when calculating fall damage, and you can move horizontally 2 feet for every 1 foot you fall.

Oozing Form

Your body becomes slimy and pliable. As a bonus action, you can automatically escape a grapple or nonmagical restraints. In addition, your body, along with any equipment you have equipped, can squeeze through spaces as narrow as 1 inch.

SYNTHETIC CARAPACE

Your skin hardens resembling that of an hulking insectoid or terrible reptilian creature. Your Armor Class is equal to 10 + your Constitution modifier + your proficiency bonus

CORROSIVE SECRETIONS

Prerequisite: 6th level barbarian

Your body secretes a corrosive acid that burns your foes. As a reaction, when you are hit with an attack and the attacker is within 30 feet, you can deal acid damage to the attacker equal to 1d6 + your Constitution modifier (minimum of 1).

TOXIC VITALITY

Prerequisite: 6th level barbarian

Your body mends its wounds as you fight. At the beginning of each of your turns while raging, you gain temporary hit points equal to your Constitution modifier (minimum of 1).

VISCOUS GRIP

Prerequisite: 6th level barbarian

Your hands and feet secrete a sticky substance. You gain a climbing speed equal to your movement speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACIDIC BILE

Prerequisite: 10th level barbarian

Your innards produce a corrosive substance which you can spew forth from your mouth. You learn the *acid splash* cantrip, and Constitution is your spellcasting modifier for it. You can cast this cantrip even while you are raging. While raging, this cantrip deals additional damage equal to your Constitution modifier (minimum of 1).

GRAPPLING APPENDAGES

Prerequisite: 10th level barbarian

You grow two appendages alongside your arms that resemble tentacles or large pincers. They count as natural weapons, which deal 1d6 bludgeoning damage on hit. Immediately after hitting a creature, you can attempt to grapple them as a bonus action. These appendages are not dexterous enough to use weapons, tools, or other specialized equipment.

PERVERTED FLIGHT

Prerequisite: 14th level barbarian

You sprout a pair of unnatural leathery or insectoid wings. You gain a flying speed equal to your movement speed.





PRIMAL PATHS

Embrace the unchecked fury of your rage with five new primal paths for the barbarian class.

Path of the Brute

Path of the Depths

Path of the Juggernaut

Path of the Lycan

Path of the Mutant

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Created by [/u/laserllama](#)

Artist Credits:

Covers - [D. Alexander Gregory - Primal Hunter](#)

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