

# Archive of Forgotten Lore:

## Barbarian

This is Supplemental Material

### Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: Path of the Apotheon.

### Path of the Apotheon

Legends of great heroes are written about their deeds, their strength, their challenges, and their glory. Many warriors throughout the ages have fought tooth and nail to become legends and write their names in the stars but must fail. This is your path, but you have been chosen by the gods. Chosen to be tested by your courage, strength, willpower, and resilience. Chosen, if not tied down by failure, to ascend into the heavens as not just a legend or myth, but as a demigod.

### Divine Constitution

*3rd-level Path of the Apotheon feature*

The gods have enhanced your body with divine magic, making you the pinnacle of health. You are immune to diseases and whenever you roll hit dice you always gain the maximum value. In addition, when you finish a short rest, you can decrease your level of exhaustion by 1.

### Pantheonic Blessing

*3rd-level Path of the Apotheon feature*

The gods have you given you small blessings that you can call upon during battle. You gain the benefits of one of these blessing when you enter a rage:

**Blessing of Strength.** For the duration of your rage, you can use a bonus to try to shove a creature within 5 feet of you and your unarmed strikes deal 1d6 + your strength modifier.

**Blessing of Swiftess.** For the duration of your rage, you gain a +1 bonus to your AC, and you can use a bonus action to dash.

**Blessing of Vitality.** When you enter your rage, you, and each allied creature within 10 feet of you gains temporary hit points equal to your barbarian level + your Constitution modifier.

**Blessing of Focus.** For the duration of your rage, you have advantage on saving throws against being Charmed and Frightened.

**Blessing of Cunning.** For the duration of your rage, you gain a Fighting Style from the fighter's Fighting Style list. You can't take the same fighting style option more than once.

**Blessing of Dread.** For the duration of your rage, whenever you reduce a creature to 0 hit points, you can choose another creature within 30 feet of you that can see or hear you. That creature must make a wisdom saving throw against a Strength (Intimidation) check that you roll. On a failed save the target is frightened of you till the end of your next turn.

### Olympic Athlete

*6th-level Path of the Apotheon feature*

At 6th level, your time spent training and doing feats of strength and athleticism have made you into an unmatched athlete. You the following benefits:

- **Fathomless Swimmer.** You gain a swimming speed equal to your walking speed.
- **Dauntless Climber.** You gain a climbing speed equal to your walking speed.
- **Apex Vaulter.** Your jumping distance is doubled.

## Celestial Vestige

*10th-level Path of the Apotheon feature*

At 10th level, you are bequeathed celestial power to aid you on your hero's journey. As an action, you can activate one of the following vestiges that is active for 1 hour.

**Physique of Titans.** You are under the effects of an *Enlarge* spell without requiring concentration. This effect ignores the spell casting restrictions from your rage.

**Wings of the Heavens.** You gain a flying speed equal to your walking speed.

**Divine Vessel.** You are under the effects of a *Protection from Evil and Good* spell without requiring concentration. This effect ignores the spell casting restrictions from your rage.

Once you use this feature you can't use it again until you finish a long rest.

## Hyperion Ascension

*14th-level Path of the Apotheon feature*

Through your trials and tribulations you have written your name into legend, and with the title comes the power of a legend. Whenever you enter a rage, you become incredibly resilient and you're able to call upon the destructive powers of the gods. For the duration of your rage you gain the following benefits:

- **Empyrean Resilience.** You have resistance to all damage.
- **Wrath of the Gods.** As an action, you can make a ranged weapon attack using your constitution with a range of 100 ft. On a hit the target takes 5d6 damage of one of the following types: acid, fire, force, lightning, radiant, or thunder.