

# 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: The Path of the Jöttnar.

### Path of the Jöttnar

Most barbarians that follow that path of the Jöttnar are warriors that seek to gain size and strength of giants. Many of them go on a journey to find a giant that might teach them how to tattoo magic runes on their skin and harness the power of ancient giant magic to enhance their prowess and might. While others find the tattooing techniques and tools by exploring ancient giant ruins or by being a descendant of a giant. The tattoos themselves spread across your body as you gain strength and defeat stronger foes. Barbarians of this path are called Jötkin, Titans, and the greatest among them are called Dragonslayers.

### Rune of Giants

*3rd-level Path of the Jöttnar feature*

Starting at 3rd level, the first runes tattooed on your body give you the knowledge of giants. You learn to speak, read, and write Giant.

Additionally, the runes allow you to grow in size when you rage. While raging your size becomes one size larger if there is enough room for you to do so, along with anything you are wearing.

Additionally, you gain an extra die of damage with your melee weapons based on your barbarian level while raging.

### Jöttnar bonus damage

Barbarian Level	Bonus Damage
3rd	1d4
6th	1d6
10th	1d8
14th	1d10

### Runic Pattern

*6th-level Path of the Jöttnar feature*

At 6th level, you choose a pattern that the runes will follow as they spread across your body. Each runic pattern gives you different powers based on the giant type. Once you choose a pattern it will determine the 10th level feature of this subclass. Once runic pattern has been chosen it can't be removed or replaced. Additionally, the chosen tattoo pattern gives you some physical characteristics of that giant type.

**Hill Runes.** Your frame becomes bulky, and you become more rotund. You gain resistance to poison damage, and you have advantage on saving throws against being poisoned. While raging, you have advantage on Constitution saving throws.

**Stone Runes.** Your skin gains the color and texture of stone and your hair if any falls off. You gain the ability to hurl 5 lb. rocks at your enemies. The rocks are an improvised ranged weapon you are proficient with and have a range of 30/60 feet. If you hit a creature the rock deals 1d8 plus your Strength modifier. Additionally, you gain proficiency on wisdom saving throws.

**Frost Runes.** Your skin and hair become icy blue. You gain resistance to cold damage. When you enter a rage, ice clings to your tattoos. you gain temporary hit points equal to your Constitution modifier plus your barbarian level.

**Fire Runes.** Your skin becomes ash gray, and your hair takes on a fiery red hue. You gain resistance to fire damage, and you gain a Fighting Style from the fighter's Fighting Style list. You can't take the same fighting style option more than once.

**Cloud Runes.** Your skin becomes pale and your hair if any becomes wispy clouds. Your jumping distance is tripled, and you gain a falling speed of 60 per round, take no falling damage, and can land on your feet.

**Storm Runes.** Your skin and hair become gray, and your eyes have a small spark of lightning in them. You gain resistance to lightning damage. Additionally, you gain a swim speed equal to your walking speed and you can breathe water and air.

## Mark of Titans

*10th-level Path of the Jötunn feature*

Beginning at 10th level, the runes tattooed on your body spread even further granting you greater giant powers.

**Hill Runes: Furious eater.** You can use a bonus action while raging to eat 5 lb. of food and gain temporary hit points equal to your Constitution modifier plus your barbarian level. Using this feature extends your rage for one round and you can use this ability once per rage.

**Stone Runes: Stoic Hurler.** If you hit a large or smaller creature with a rock you threw, it must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

**Frost Runes: Reaver's Strength.** While raging, if you Reckless Attack your melee weapon attacks score a critical hit on a roll 19 or 20 on the d20.

**Fire Runes: Legacy of War.** You gain proficiency with heavy armor and can rage while wearing heavy armor.

**Cloud Runes: Gift from the skies.** Once per rage, you can cast the *Fog Cloud* at 1st level and *Misty Step* spells without needing components and using Constitution as the spell casting ability. This feature ignores the spellcasting rage restriction.

**Storm Runes: Lightning Call.** While raging, you can use your action to hurl a magical lightning bolt at a point you can see within 100 feet. Each creature within 10 feet of that point must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier), taking (4d8) lightning damage on a failed save, or half as much damage on a successful one.

## Jötunn Rage

*14th-level Path of the Jötunn feature*

When you reach 14th level, the magic tattoos that cover your body allow you to temporarily call upon the true strength of all giants. As a bonus action, you can expend 2 uses of rages to go into a Jötunn rage. While raging your size becomes huge if there is enough room for you to do so, along with anything you are wearing. Additionally, you gain an extra weapon damage die and the reach of your melee weapon attacks increases by 5 feet.