

BARBARIAN PATH OF THE CRAB

"You tried to break my mind, to shatter my body, to crush my spirit..."

"W-what are you!?"

"I am the rock that the water breaks upon, I am the zenith of biological design, I am your beginning and your end."

"No! Stay back!"

"I. Am. CRAB!"

PATH OF THE CRAB

Barbarians who choose to follow the Path of the Crab are a strange bunch indeed. You are not guided by a crab spirit, you are not controlled by the crab brotherhood, you have simply taken the best aspects of the crab, by force, and applied them to yourself. Your sheer determination to replicate the raw beauty that is the crab continues to change your body to more closely resemble their perfection. Eventually, like all things, you will return to the apex of creation, the crab. Until then, your chitinous will is all you need to keep fighting the battles in the bucket that is this world.

CRAB WALK

When you choose this path at 3rd level, your body has already changed dramatically. You can breathe underwater, gain a swim speed equal to your movement speed, and can walk along the ground while underwater. If raging and walking along the ground underwater, you can use the Dash action as a bonus action on your turn. You must move sideways to do this but otherwise your movement is unaffected.

GROWING SHELL

At 6th level, your skin (or equivalent) has begun to harden and grows incredibly strong while in danger. While raging, you have +1 to your Armor Class while wearing no armor. This increases to +2 at 10th level and again to +3 at 14th level.



ENVIRONMENTAL ADAPTATIONS

At 10th level, you have become so resilient that the world around you poses little danger. You take half damage from all, non-magical, environmental effects and traps. You can hold your breath for 5 times the normal amount of time. You gain blindsight up to 15 feet. While raging, you are immune to slashing damage.

CLAW GRIP

At 14th level, your muscles have compounded in strength underneath your shell. You can now wield weapons with the heavy and two-handed property with one hand and can use the two-handed damage dice with weapons with the versatile property, while wielding them in one hand. You can add your ability modifier to the damage of weapons from your off-hand. In addition, you gain +2 to your damage rolls while raging.

CRAB CRUSHER

Weapon (warhammer), rare (requires attunement)

You gain +1 to attack and damage rolls made with this magic weapon. The hammer itself is alive and will occasionally cast old magic when it strikes a foe. On a critical hit, roll a d8 on the table to determine the spell it used. It cannot cast more than one spell per turn of its attuned creature and must finish a long rest before it can cast the same spell again. Its Spell Save DC is 16 and its Spell attack modifier is +5. If the spell requires concentration, the hammer holds it until it casts another spell, or the wielder rolls a 1 on an attack roll.

d8	Spell
1	<i>Chill Touch</i> against the target it just hit, (2d8) necrotic damage.
2	<i>Shatter</i> at 2 nd level.
3	<i>Heat Metal</i> at 2 nd level against some metal on the target it just hit.
4	<i>Cure Wounds</i> at 3 rd level, targeting the hammer's wielder.
5	<i>Invisibility</i> at 2 nd level targeting the hammer's wielder.
6	<i>Haste</i> at 3 rd level on the hammer's wielder.
7	<i>Shield</i> at 1 st level on the hammer's wielder.
8	<i>Hold Person</i> at 2 nd level against the target it just hit.

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