

NEW PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The following Path of the Monster Slayer option is available to you when you make that choice.

PATH OF THE MONSTER SLAYER

The titans have once more risen from their slumber. You've been tasked by your tribe or ancestors to test your mettle against these powers lest the world succumb to their destructive natures. You have only your fury and the assistance of your companions to support you.

MONSTER WRANGLER

3rd-level Path of the Monster Slayer feature

While raging, you can use your bonus action on each of your turns to grapple a creature. When you grapple a creature using this feature, you may grapple creatures that are two size categories larger than you or bigger. So long as a creature remains grappled by you, the creature takes bludgeoning damage equal to $1d6 +$ your Strength modifier $+$ your rage damage bonus at the start of each of your turns.

LEGENDARY RESILIENCE

6th-level Path of the Monster Slayer feature

Instead of dodging out of the way of certain area effects, such as a red dragon's fiery breath or the effects of an *ice storm* spell, you may power your way through it. While raging, when you are subjected to a spell or effect that allows you to make a Dexterity saving throw to avoid taking damage, you may make a Constitution saving throw instead. When you do, if a successful saving throw would allow you to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

COLOSSUS SLAYER

10th-level Path of the Monster Slayer feature

While raging, when you hit a creature that is one size category larger than you or bigger with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the damage dealt.

FEARSOME ALLIES

14th-level Path of the Monster Slayer feature

When you enter a rage, you can choose a number of other willing creatures you can see within 15 feet of you equal to your Constitution modifier (minimum one creature). Until the rage ends, you and each chosen creature gains $+3$ bonus to all of their saving throws so long as the creatures remain within 15 feet of you. This bonus increases by $+1$ ($+4$) when you reach 16th level.



NEW MAGIC ITEM: CLAGOR THE VINDICTIVE

Weapon (greataxe), artifact (requires attunement)

Torn from the maw of some forgotten titan-spawn, Clagor the Vindictive is the greatest greataxe ever forged in all of Omeria. Originally, this axe was wielded by the danaavrakti shaman Gel-zuutz. When Gel-zuutz was slain by the Black Three during the Transmutation Wars, the weapon fell into the possession of Aspaethan Fire Hounds. Then, for some time, the weapon vanished from the face of Omeria. Recently, it reappeared once more in the far north. Now, the Rasgaxian Blood Queen Bolla Jorundottir wields *Clagor*.

Magic Weapon. *Clagor the Vindictive* is a magic weapon that grants a $+3$ bonus to attack and damage rolls made with it. The axe also functions as *boots of the winterlands*.

Random Properties. The axe has the following randomly determined properties.

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Fury of Gel-zuutz. If you have the Reckless or Reckless Attack trait, you are attuned to the axe, and you make an attack with advantage, you score a critical hit on a d20 roll of 18-20. This feature does not stack with any other feature or ability that improves your critical hit range such as the champion fighter's Improved Critical feature.

Titan's Bane. If you hit a Large or larger creature with the axe, you can force that creature to make a DC 17 Constitution saving throw. On a failed saving throw, the weapon deals an additional 45 (10d8) damage to the creature. Once you use this benefit, you can't use it again until the next sunrise.

Destroying the Axe. A titan or danaavrakt may destroy the axe by making a successful DC 25 Strength check. Once the axe breaks, it cannot be reformed.