

Path of Fathoms

Those who live in the ocean rarely survive encounters with those abominations that lurk in the deepest abyss. The barbarian who walks this path has survived such a foe and has gleaned extraordinary abilities from the experience. Some search out this power willingly, rare are the ones that come back, and none remain unchanged.

Grasping Line

Starting when you choose this path at 3rd level, you manifest an extra weapon when you enter your rage. This weapon can appear as a giant anchor, a sharp harpoon, or something else based on your history (perhaps even a kraken's tentacle). It does not require a free hand to wield, as it is considered attached to your forearm (or other part of your body of your choice).

As a bonus action, you can use this weapon to strike at one creature of your choice of size Huge or smaller that you can see within 15 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be pulled up to 15 feet in a straight line towards you and be grappled. You cannot use your Grasping Line while you are grappling a creature with it.

Starting at 10th level you can target Gargantuan creatures and the range of the Grasping Line increases to 20 feet.

Tidal Charge

Beginning at 6th level, you can charge forward as a wave of destruction. As an action you magically transform along with any equipment you are wearing or carrying into a wave, and move up to 60 feet in a straight line in any direction. Any creature in your path must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone. Moving in this way does not trigger attacks of opportunity.

If you are grappling a creature with your Grasping Line, they are moved with you and take 2d4 bludgeoning damage each time you pass through a creature, if this movement ends early due to an obstacle they take 1d4 bludgeoning damage for each 10 feet traveled.

Once you've used this ability a number of times equal to your Strength modifier you can't use it again until you finish a short or long rest.

RESTRICTION: RACES WITH A SWIM SPEED ONLY

Only creatures with a swim speed can follow the Path of Fathoms. The inherent power of the subclass requires a particular affinity with waters of the deep to function.

Your GM can lift this restriction to better suit the campaign. It might not apply to your GM's setting, discuss with them to determine what is best for your campaign.



Echolocation

At 10th level your senses sharpen and allow you to hear what others can't, giving you the ability to use echolocation. You have blindsight out to 20 feet as long as you can hear. If you are fully submerged underwater the range increases to 40 feet.

Devastating Wave

At 14th level, you can manifest new powers from the deep. Select one of the below powers, during a long rest you may replace your chosen power with a new option from this list:

Devastating Charge. When you use your Tidal Charge ability, your power shakes the ocean. When you charge forward, each creature in your path that fails their saving throw now takes 4d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

Double Rigging. While raging, you now manifest an additional copy of your Grasping Line weapon. When you use your Grasping Line ability you can target two different creatures within range.