

PATH OF THE EARTHEN PROTECTOR

Transform into the Land Itself

The Path of the Earthen Protector is meant for those who feel a calling to the natural world, and a need to protect it. Whether this is from a spirit asking for your aid, a nature deity reaching out to you, or your personal convictions to protect nature, you have sworn to protect it.

Barbarians who follow this path often find themselves alongside druidic clans or roaming nomads outside the bounds of urban society.

LEVEL 3: MOTHER'S TONGUE

You can communicate with nonmagical plants, and are able to understand simple, one-word answers from them. Communication in this fashion is conveyed silently by an emotional connection and subtle movements, rather than a traditional spoken language or telepathy.

LEVEL 3: NATURE'S WRATH

The power of your Rage is fueled by the world around you. When you enter your Rage, consult with your GM to determine what habitat you are currently in from the list detailed at the end of this subclass description. Your Rage gains different effects based on the habitat.

Alternatively, instead of the Rage benefit associated with the habitat you are currently in, you can roll a d12 and take the associated Rage benefit.

LEVEL 6: WOODLAND PROTECTION

Nature binds itself to your very skin. You can use a Magic action to cast *Barkskin* a number of times equal to your Proficiency Bonus without expending a spell slot or requiring Concentration.

LEVEL 10: NATURE'S AGGRESSION

Nature comes to your aid when you need it most. While your Rage is active, you gain the following benefits.

Earthen Protection. You gain 1d6 Temporary Hit Points at the start of each of your turns, and you gain Temporary Hit Points equal to your Barbarian level when you enter your Rage.

Stoic Mind. You have Advantage on Wisdom saving throws.

Grounded. While you are on the ground, the ground within 15 feet of you is Difficult Terrain for hostile creatures.

LEVEL 14: STRENGTH OF PLANT AND EARTH

Your attunement with nature has resulted in physical enhancements to your body. You gain the following benefits.

Earthen Strength. The amount you can push, drag, and lift doubles as well as your carrying capacity.

Tree Carry. You can carry Medium or smaller creatures without reducing your Speed.

Nature's Fortitude. You gain Resistance to Poison damage. You also gain Resistance to Cold, Fire, or Lightning damage.

Plant Strike. Once per turn, when you deal your Rage Damage, you can deal an additional 1d12 Force damage.

Siege Monster. You have Advantage on attack rolls against objects, structures, and vehicles.

EARTHEN PROTECTOR
BARBARIAN



**D12 HABITAT****RAGE**

1 **Arctic**
(Winter's Bite)

You gain Resistance to Cold damage. When deal your Rage Damage to a creature, its Speed is reduced by 10 feet until the end of its next turn. A creature can have their Speed reduced in this way no more than once per turn.

2 **Coastal**
(Tidal Force)

Your melee weapon attacks and Unarmed Strikes reach an additional 5 feet on your turn. When you hit a creature with a melee weapon attack on your turn, Large or smaller creatures are pushed or pulled 5 feet toward or away from you.

3 **Desert**
(Silica Reprisal)

You gain Resistance to Fire damage. When you are hit with a melee attack by a creature within 5 feet of you, the target takes Fire damage equal to your Rage damage.

4 **Forest**
(Woodland Protector)

You summon a **Twig Blight**. The blight is summoned with a number of Temporary Hit Points equal to twice your Barbarian level and can make a number of attacks equal to the number of attacks you can make with your Attack action. The blight also adds your Proficiency Bonus to its attack and damage rolls. The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal or telepathic commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger. The blight disappears when your Rage ends.

5 **Grassland**
(Nature's Bounty)

You gain a number of Temporary Hit Points equal to ten times your Rage damage bonus. These Temporary Hit Points are in addition to any Temporary Hit Points you already have and last until they are depleted or you end your Rage.

6 **Hill**
(Stoic Might)

You cannot be moved against your will or have the Prone condition unless you allow it.

7 **Mountain**
(Stone Power)

Once per turn, when you deal your Rage Damage, you can add your Rage Damage a second time. As well, when you are on the ground, you can reroll 1's and 2's on your damage dice, but must use the new roll.

8 **Swamp**
(Swamp Strike)

You gain a Swim Speed equal to your Speed and ignore nonmagical Difficult Terrain. As a Bonus Action on each of your turns, you can summon spectral swamp beasts to rake across your enemies. Make a melee spell attack against a creature within 15 feet of you using your Constitution modifier for the spell attack roll. That creature takes Fire damage equal to 1d6 plus your Rage Damage. This damage increases to 2d6 at Barbarian level 10, and 3d6 at Barbarian level 15.

9 **Underdark**
(Undermountain Eyes)

You gain Blindsight out to a range of 15 feet and can Hide as a Bonus Action. If you already have Blindsight from another source, this range is increased by 15 feet. At Barbarian level 14, if you are in Dim Light or Darkness, you can use your Bonus Action to gain the Invisible condition until you make an attack or deal damage.

10 **Underwater**
(Maelstrom)

You are able to breathe underwater and gain a Swim Speed equal to twice your Speed. You can choose a number of creatures equal to your Proficiency Bonus within 30 feet of you and grant them these benefit for 10 minutes.

11 **Urban**
(Construction Destruction)

You deal double damage to objects and structures. Additionally, when you attack a Construct or Humanoid, you deal an additional 1d6 Force Damage.

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Choose any Rage option on this table.

