

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Fantasy Realms**  
**Barbarians**

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# Barbarians

## 1st Level

### Hit Dice

A Barbarian gains 1d12 HP/Level. Max hit points at first level.

### Proficiencies

Your mentor has taught you to fight in and maintain different types of armor. You gain proficiency in light armor, medium armor, shields.

Sparring with your mentor has given trained you in the weapons of war. You gain proficiency in simple and martial weapons.

Punishing marches through cold nights and stormy weather has toughened you. You gain proficiency in saving throws involving Strength and Constitution.

Days spent in the wilderness hunting and protecting the tribe have taught you several skills. You gain proficiency in two of the following skills; Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

### Unarmored Defense

The brutal sun and winter winds have toughened your body making you less likely to suffer trivial injuries. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

### Unbridled Rage

Your study of the great predators like the wolf, and bear has taught you how to reach into yourself and channel the beast within. You may Rage certain number of times between long rests based on your level. See the table below for the number of times per day. You can start or stop a rage as a bonus action.

A rage lasts for 1 minute or 10 melee rounds. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can end your rage on your turn as a bonus action.

While in a rage, you have advantage on Strength checks and Strength saving throws.

While in a rage, when you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

While in a rage, you have resistance to bludgeoning, piercing, and slashing damage.

## 2<sup>nd</sup> Level

### Reckless Attack

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

### Danger Sense

Hours spent hunting has caused you to gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

## 3<sup>rd</sup> Level

### Primal Path

You have developed insights into the nature of your rage which allows you to choose a primal path. You gain your first primal path feature.

## 4<sup>th</sup> Level

### Ability Score Improvement

Hunting and fighting the foes of your tribe has allowed you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 5<sup>th</sup> Level

### Extra Attack

Having survived numerous hunts and battles, you gain an extra attack to use with your Attack action.

### Fast Movement

You have studied how animals like the deer, and cheetah move. Your speed increases by 10 feet while you aren't wearing heavy armor.

## 6<sup>th</sup> Level

### Primal Path

Your victories had led to more insight about the rage that inspires you. You gain your second primal path feature.

## **7<sup>th</sup> Level**

### **Feral Instinct**

Your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

## **8<sup>th</sup> Level**

### **Ability Score Improvement**

You have emerged victorious from numerous battles. This has allowed you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **9<sup>th</sup> Level**

### **Chieftain**

Your fame allows you to establish a clan hall and attract a band of fellow barbarians who will fight alongside you.

### **Brutal Critical**

Tapping into your rage, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

## **10<sup>th</sup> Level**

### **Primal Path**

Your connection to your Rage deepens and you gain your third primal path feature.

## **11<sup>th</sup> Level**

### **Relentless Rage**

Your relentless rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10

## **12<sup>th</sup> Level**

### **Ability Score Improvement**

Success in leading your tribe's hunts and battles has allowed you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **13<sup>th</sup> Level**

#### **Brutal Critical**

You can roll two additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

### **14<sup>th</sup> Level**

#### **Primal Path**

The connection to your inner Rage is complete. You gain your fourth primal path feature.

### **15<sup>th</sup> Level**

#### **Persistent Rage**

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

### **16<sup>th</sup> Level**

#### **Ability Score Improvement**

Continued victories has allowed you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **17<sup>th</sup> Level**

#### **Brutal Critical**

You can roll three additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

### **18<sup>th</sup> Level**

#### **Indomitable Might**

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

### **19<sup>th</sup> Level**

#### **Ability Score Improvement**

You have overcome legends and this has allowed you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **20<sup>th</sup> Level**

#### **Primal Champion**

You now embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

## Barbarians

Level	Class Features	Rages	Rage Damage
1	Rage, Unarmored Defense	2	+1
2	Reckless Attack, Danger Sense	2	+1
3	Primal Path	2	+1
4	Ability Score Improvement	2	+1
5	Extra Attack, Fast Movement	3	+1
6	Primal Path feature	3	+2
7	Feral Instinct	3	+2
8	Ability Score Improvement	3	+2
9	Brutal Critical (1 die), Chieftain	4	+2
10	Primal Path feature	4	+2
11	Relentless Rage	4	+3
12	Ability Score Improvement	4	+3
13	Brutal Critical (2 dice)	5	+3
14	Primal Path feature	5	+3
15	Persistent Rage	5	+3
16	Ability Score Improvement	5	+4
17	Brutal Critical (3 dice)	6	+4
18	Indomitable Might	6	+4
19	Ability Score Improvement	6	+4
20	Primal Champion	Unlimited	+4

# Primal Paths

## Path of the Berserker

Berserkers are those infused with the divine power of the god Mantriv and sent against the monsters inhabiting the Majestic Realms. Berserkers must follow the code of Mantriv. A Berserker violating this code will lose all their primal path abilities and be stricken with the Mark of Lokar, Mantriv's evil brother. Any marked ex-Berserker in the presence of an Berserker will likely be attacked. If a Berserker chooses to rage (see below) at the marked ex-Berserker it will not count towards the per day total. The Mark of Loki can be removed by a Cleric casting Remove Curse. A lawful Cleric is likely to refuse the request.

### 3<sup>rd</sup> Level

#### Frenzied Attack

Mantriv's divine insight has taught you how to channel the beast within to launch frenzied attacks. You can make an extra melee attack as a bonus action while in a Rage. If this is used you suffer one level of exhaustion condition after the end of the Rage.

#### Hunter of Monsters

Mantriv's guidance has allowed you become a tracker without peer and to live in the wilderness. You can gain expertise with the survival skill. Add double your proficiency bonus to ability checks you make using the survival skill.

### 6<sup>th</sup> Level

#### Frenzied Mindlessness

Mantriv's divine aura that surrounds you, makes you immune to being frightened or charmed while in a Rage.

### 10<sup>th</sup> Level

#### Violent Display

You can now extend the divine aura of Mantriv out to 30 feet. When you create a display of violence, you can extend Mantriv's divine aura out to 30 feet and make all creatures within frightened. All creatures within this radius need to make a Wisdom saving throw versus a DC of 8 + proficiency bonus + charisma modifier. This lasts until the end of your next turn. You can opt to continue the display of violence on subsequent rounds. This will cause any creature who failed their save to remain frightened. Any creature that makes their saving throw will not be affected by further displays of violence for one day.

### 14<sup>th</sup> Level

#### Quick Reflexes

The power of Mantriv has intertwined with your vim to the point where your reflexes has quickened. You can use a reaction to attack any creature that damages you within five feet.

## ***20<sup>th</sup> Level***

### **Champion of Mantriv (in place of Primal Champion)**

You are now a champion of the thunder god himself, Mantriv. You gain +4 to strength and +4 to dexterity and can boost them to a maximum of 24.

## **Path of the Horse Lord**

The central plains of the Majestic Realms are the domain of the horselords, fierce mounted nomads feared by the surrounding kingdoms.

## ***3<sup>rd</sup> Level***

### **Born to the Saddle**

You gain advantage when attacking unmounted creatures while mounted. It only costs you 5 of movement for you to mount a creature. In addition, you gain advantage on ability checks with medicine to stabilize your mount if it goes down in combat.

## ***6<sup>th</sup> Level***

### **One with the Horse**

Beginning at 6th level, any attacks on your mount hits you instead. As a bonus action you can have the mount execute an attack action. Or if you moved more than half of your move prior to attacking, you can as a bonus action lean into a lance or spear and double the number of dice being rolled for damage.

## ***10<sup>th</sup> Level***

### **Superior Rider**

Beginning at 10th level, you can take a bonus action to make a single melee weapon attack while mounted. Your mount also gain an extra 10 feet of movement.

## ***14<sup>th</sup> Level***

### **Supreme Rider**

Starting at 14th level, your relentless rage feature also effects your mount. While mounted, opportunity attacks are at a disadvantage.



## **Path of the Falcon**

The desert sun is merciless and shifting sands leave little margin for error. The desert tribes have to be tough to survive this harsh environment along with those who follow the Path of the Falcon to defend family and clan.

### **3<sup>rd</sup> Level**

#### **Falcon Strike**

You learn how to use two weapons effectively. You are no longer bound by the requirement that both weapons must be light in order to use Two-Weapon Fighting. However, the weapons must be not be heavy, or two-handed. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one. Your Rage damage applies to finesse weapons when using dexterity.

#### **Child of the Desert**

You can use double your proficiency modifier when making ability checks involving the Survival skill in the desert or arid environments.

### **6<sup>th</sup> Level**

#### **Master of the Blades**

You mastered the whirling desert fighting style to the point where you can add in your ability modifier to your off-hand weapon attack for damage. If you choose to dual-wield scimitars, you can add +1 damage to both weapons.

### **10<sup>th</sup> level**

#### **Shifting Sands**

Your two-weapon fighting technique has progressed to the point where can use your weapons to raise a *Wind Wall* 15 feet in diameter centered on you. This takes an action and can be done a number of times equal to your dexterity bonus between long rests.

### **14<sup>th</sup> Level**

#### **Falcon Flight**

You hone your bladework and command of the shifting sands to soar into the air like the namesake of your path. While you wield two weapons, as a bonus action, your movement speed is now considered to be flying speed.

## Path of the Anchorite

Anchorites are humans infused with the divine power of the storm god Talos and sent against the monsters inhabiting the Majestic Fantasy Realms. Talos grant Anchorites the authority to kill monsters by any means necessary. Those who do not aid an Anchorite are aiding the monsters.

An Anchorite shirking their duties or display cowardice will lose all their primal path abilities and be stricken with the Mark of Night Hag, the mother of monster. Any marked ex-Anchorite in the presence of another Anchorite will likely be attacked. If a Anchorite chooses to rage at the marked ex-Anchorite it will not count towards the per day total. The Mark of the Night Hag can be removed by a Cleric casting Remove Curse. The Mark can be removed by Talos after the ex-Anchorite has proven their worth and bravery once more by facing monsters alone and without help.

### 3<sup>rd</sup> Level

#### Thunderous Strike

Talos aids in channeling your inner beast into your attack unleashing a wave of thunderous force. When you successfully strike with a melee attack, you can use a bonus action to unleash a *thunderwave* with its origin point the target of the attack. Each creature in a 15-foot radius originating from you must make a Constitution saving throw. The DC is equal to 8 + your proficiency bonus + your Strength bonus.

On a failed save the creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful all affected creature take half damage and not pushed. Any unsecured objects that weigh less than 500 pounds and are within the 15 foot radius are also pushed away 10 feet. The thunderous boom can be heard up to 300 feet away.

You can do this once between short rests. This increases at higher levels as you continue to develop your understanding of the Path of the Storm.

## 6<sup>th</sup> Level

### Talos' Favor

Talos' favored animal is the boar. The Storm Lord, has given you the divine insight to transform yourself into a boar using Wild Shape. You can do this a number of time equal to your half of you level (rounded down) between long rests.

### Wrath of the Storm

As you win battle after battle against the monsters of the world, Talos grants you divine insight to unleash the wrath of the storm. As an action, you can create a *Lightning Bolt* to strike down your enemies. A stroke of lightning 100 foot long and 5 feet wide blasts out of you in the direction you choose. Each creature within the area of the bolt must make a Dexterity saving throw. The DC is equal to 8 + your proficiency bonus + your Strength bonus. On a failed save the creature suffer 8d6 damage, half if the save is made. You can do this once per long rest. This increases at higher level as you continue to serve the Storm Lord well.

### Thunderous Strike

You can now do a thunderous strike this twice between short rests. This increases at higher levels as you continue to develop your understanding of the Path of the Storm.

## 10<sup>th</sup> Level

### Avatar of Talos

Your understanding of Talos' divine will is now nearly complete. You can assume the form of one of the boars that are part of the Storm Lord's court. You can assume the shape of a Giant Boar when using Wild Shape.

### Thunderous Strike

You can now do a thunderous strike three times between short rests. This increases at higher levels as you continue to develop your understanding of the Path of the Storm.

## **14<sup>th</sup> Level**

### **Master of the Storm**

You have mastered the divine insight Talos granted and now control the power of a thunderstorm. Once per long rest you can cast *chain lightning*.

A bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

### **Thunderous Strike**

You can now do a thunderous strike four times between short rests as your understanding of the Storm's will is complete.

### **Wrath of the Storm**

You can use Wrath of the Storm twice per long rest as you mastered all the divine insight that Talos the Storm Lord has given you.

## **20<sup>th</sup> Level**

### **Champion of Talos (use in place of Primal Champion)**

You are now a champion of the storm god himself, Talos. You gain +4 to strength and +4 to dexterity and can boost them to a maximum of 24.

## Wild Shape (Boar)

When those who follow the Path of the Storm reach 6<sup>th</sup> level, their connection with the divine essence of Talos allows them to assume the form of a boar. The following are how the specifics of the transformation work

- As an action, you can magically assume the shape of a boar you have seen before. At 10<sup>th</sup> level the shape of a giant boar can be assumed.
- You can stay in boar form for a number of hours equal to half your barbarian level (rounded down). At end of this time you revert back to your natural form. Prior to this you can revert back to your natural form by using your bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
- Your game statistics are replaced by the statistics of the boar or giant boar, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- You assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You can however use any of the abilities that are granted by the Path of the Storm like Thunderous Strike, Wrath of the Storm, and Master of the Storm.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Boar (Medium Beast)
AC 11 (natural); HP 11 (2d8+2)
Move 40 ft. CL: ¼ (50 xp)
Senses: Passive Perception: 9
Languages: ---;
Attributes
Str: 13(+1), Dex: 11 (+0), Con: 12 (+1), Int: 2 (-4), Wis 9 (-1), Cha: 5 (-3)
Attacks
<b>Tusk:</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.
Special
<b>Charge.</b> If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.
<b>Relentless (Recharges after a Short or Long Rest):</b> If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Boar, Giant (Large Beast)
AC 12 (natural); HP 42 (5d10+15)
Move 40 ft. CL: 2 (450 xp)
Senses: Passive Perception: 8
Languages: ---;
Attributes
Str: 17(+3), Dex: 10 (+0), Con: 16 (+3), Int: 2 (-4), Wis 7 (-2), Cha: 5 (-3)
Attacks
<b>Tusk:</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing damage.
Special
<b>Charge.</b> If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
<b>Relentless (Recharges after a Short or Long Rest):</b> If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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