

The Barbarian Major

# Barbarian School

*“What I like is that you can get your Con bonus to Armor Class when y’ain’t got any armor on. Makes it so much easier to intercept the ball when I ain’t gotta worry about shoulder pads limiting my reach.”*

--Krusk, junior Half-Orc Barbarian

(*Player’s Handbook* (2014))

The Wulfgar School of Barbarianism is the most in-depth program for Barbarian students ever developed. Turn getting pissed off into a polished skill. A fierce, *brutal* skill that leaves bloody pulps in your wake. No rage is too primal, no ire too intense. If you’re having a bad day, it’s an even worse day for your foes. Which makes it a pretty good day, but don’t dwell on that too much or you might cheer up, and that’s no good for anyone. Except the people you’re about to kill. If Krusk ain’t happy, ain’t nobody happy.

In large part, being a Barbarian is primal. It’s something inside you; or rather, it’s something outside town. You’re born a Barbarian, you don’t become a Barbarian. Unless you have a diploma in Barbarian. Then let somebody argue with your Barbaricocity. Show ‘em your PhD, and don’t let on you never learned to read it.

The bulk of your Barbarian courses will be taught on the Green Campus in the center of the Sigil Prep campus.

## FRESHMAN YEAR

In addition to basic weapons combat and skill training, Freshmen Barbarians will be required to take the following courses:

**Anger Management, Applied** (BAR 101): Regardless of what you might think, this course requires you to Manage your Anger in a productive way. By angrily hitting people with your axe. Students must bring weapons to class; no axes will be supplied.

**Unarmored Defense Lab** (BAR 103): Combat lab which involves hitting you in the chest until it’s actually better than a good suit of padded leather.

**Reckless Attack** (BAR 125)

**Danger Sense** (BAR 164): Professor hits you on the side of the head at random intervals until you see it coming.

Meanwhile, they are absolutely forbidden from taking Remedial Reading, and are highly discouraged from any maths above Number Recognition and Counting (1 to 20).

By midterms, students must have selected a career path, which must be approved and signed off on by your faculty advisor or a tenured professor in the Barbarian department.

## SOPHOMORE YEAR

Sophomore students must take the following courses:

**Extra Attacking** (BAR 300)

**Physical Education- Running** (BAR 312)

**Feral Instinct** (BAR 408): Your midterm consists of a sequence of cinematic jump scares. If you flinch, you have to retake the course.

**Brutal Critical (level 1)** (BAR 501)

### JUNIOR YEAR

Junior year barbarian students must take the following courses:

**Anger Management, Relentless** (BAR 601)

**Brutal Critical (Level 2)** (BAR 702)

**Anger Management, Persistent** (BAR 801): Must complete BAR 500 before you can enroll in this course.

### SENIOR YEAR

To graduate, Senior year barbarian students must complete the following:

**Brutal Critical (level 3)** (BAR 900)

**Indomitable Might lab** (BAR 905): Weight training, basically.

**Anger Management, Primal** (BAR 990)

When all requirements are met, Barbarian graduates receive the Bachelor of Barbarism degree, which qualifies them for... pretty much nothing, as Barbarian tribes don't give a crap about your college education, dufus.

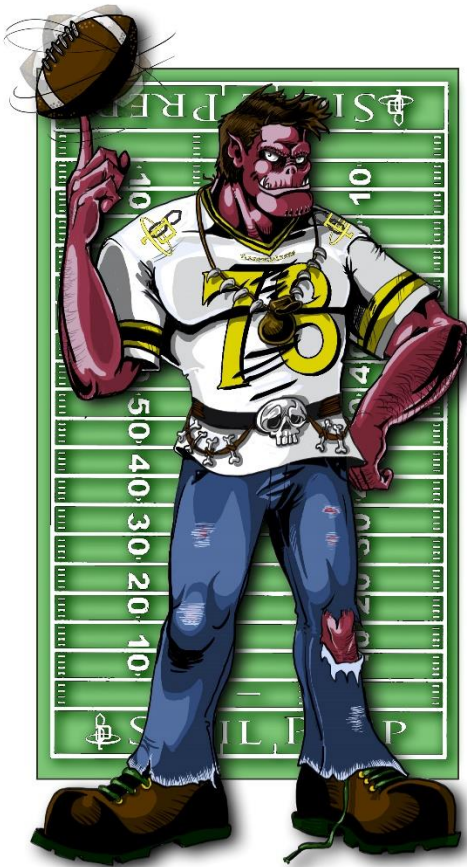
### Krusk

(Half-Orc Barbarian, junior)

Krusk is a star player on the Sigil Prep football team, with statistics that would be the envy of any player in the PCAA. He's big, and he's strong, but he's only dumb when Regdar is talking about him. In fact, Krusk is an Engineering major, and looks toward going into the design and sale of siege engines when he graduates, taking over his father's siege weapon sales and development business.

Krusk's friendship with Regdar is perplexing, considering Regdar's frequent "dumb orc" jokes, but they're inseparable bros. Although they often get into "playful" fist fights. Which frequently end up doing considerable property damage.

*(Krusk is based on a portrait character from the Player's Handbook (2000; 2003); property of WotC)*



# Career Paths For Barbarians

Barbarian students are required to select a career path during Freshman year that shapes the direction of their Barbaric education. The following programs are offered:

## Path of the Ancestral Guardian

(*Unearthed Arcana: Barbarian Primal Paths* (online download, 2016); *Unearthed Arcana: Revised Subclasses* (2017))

Although most Barbarians want to channel anger, you can also gain power from the reverence of your ancestors. Honestly, what sounds better to you: “I will crush you in my mighty rage” or “I will defeat you because I love my grampa?”

This program requires the following courses:

- Contacting your Ancestral Protectors** (PAG 201)
- Spirit Shielding** (PAG 306)
- Consultation of Spirits** (PAG 510)
- Discovering the Vengefulness of Ancestors** (PAG 706)

## Path of the Battlerager

(*Sword Coast Adventurer's Guide* (2015))

Available only to Dwarf students, this program is similar to the Path of the Berserker, in that it teaches you the value of anger. But this is Dwarf anger. Ten flagons of ale and a mutton sandwich anger. “I’ve got an axe and you’re blocking my view” anger. Spiked armor is mandatory. You know, in case your opponents weren’t scared enough already.

This program requires the following to your major requirements:

- Use and Proficiency in Spiked Armor** (BRG 210)
- Reckless Abandon** (BRG 316)
- Charging for Battleragers** (BRG 515)
- Spiked Retribution** (BRG 720)- This is not retribution with alcohol sneakily added to it. Although it could be.

## Path of the Berserker

(*Player's Handbook* (2014))

Lest anyone think you’re just a little temperamental, this program helps you become a *lot* temperamental. Don’t just hit people. Hit ‘em again! If that skull ain’t cracked, you didn’t hit it right. Come on, buddy! He just said your Mom was an orc. So what if she was! Make him take it back!

The Path of the Berserker career adds the following to your Major requirements:

**Frenzy Studies and Practice** (BRS 224)  
**Anger Management, Mindless** (BRS 333)  
**Applied Intimidation** (BRS 510)  
**Advanced Retaliation** (BAR 710)

## PATH OF THE STORM HERALD

*(Unearthed Arcana: Barbarian Primal Paths (online download, 2016))*

Have you ever been so mad you caused a small, localized hurricane? Yeah... wait, you have? Damn. Maybe this program has some merit...

Okay then. Add the following to your major requirements:

**Storm of Fury** (STH 205)  
**Storm Soul** (STH 316)- You will quickly learn the difference between having a storm in your soul, and indigestion.  
**Shield of the Storm** (STH 514)  
**Raging Storm** (STH 711)

## PATH OF THE TOTEM WARRIOR

*(Player's Handbook (2014), Sword Coast Adventurer's Guide (2015))*

Bears and eagles and wolves are just a sampling of the animal spirits you can draw strength from. There's, like, two more. The bear's strength, the wolf's ferocity, the eagle's speed are all tools in your quest for beating people up. Notice you don't get nobility from none of 'em.

The Path of the Totem career adds the following to your Major requirements:

**Spirit Seeking, theory and application** (TTW 214)  
**Totem Spirit Adoption and Incorporation** (TTW 225): A choice of totem animal must be selected and approved by the professor  
**Aspect of the Beast** (TTW 310): A choice of totem animal must be selected and approved by the professor.  
**Spirit Walker** (TTW 505)  
**Totemic Attunement** (TTW 770): A choice of totem animal must be selected and approved by the professor

## PATH OF THE ZEALOT

*(Unearthed Arcana: Barbarian Primal Paths (online download, 2016))*

Follow the gods of anger, the lords of ire, the patrons of fury! Channel their might into your own! Until they piss you off, those assholes! Then you'll show them!

This program requires the following courses:

**Divine Fury** (PZE 211)

**Becoming a Warrior of the Gods** (PZE 216)

**Zealous Focus** (PZE 307)

**Zealous Presence** (PZE 511)

**Raging Beyond Death** (PZE 716)- The lab portion of this course is repeatedly fatal. Make sure your medical plan is up to date.

# Path of the Division 1 Wrestler

One would think the Path of the Division 1 Wrestler, as a Barbarian path, would only be useful during one's academic career. But Coach Gareebo says "nonsense, we always need good wrestlers." Coach is sort of unclear on how linear thinking works.

Regardless, Barbarians who seek to join the Wrestling team are encouraged to enroll in this program. It combines training from several historical styles of wrestling, creating the best grappling program ever... defined on this page.

## **CHAIRS**

When you enter this path at 3<sup>rd</sup> level, for reasons that cannot be explained, you will always be able to find a folding chair conveniently nearby. You may wield folding chairs as a club, and are proficient with them. If you attack with a folding chair when you have advantage, your opponent must make a CON save (DC 8 + your STR bonus) or be stunned for the remainder of this round.

## **GRECO-ROMAN SHAMELESSNESS**

At 6<sup>th</sup> level, you lose all sense of shame, and it makes you a better wrestler. You gain proficiency in grappling if you didn't already have it. Further, whenever you are naked and attempt to grapple or escape a grapple, you add both your DEX and STR modifier, regardless of whether you are attempting an Athletics or Acrobatics check.

## **WHIRLWIND PILEDRIVER**

When you reach 10<sup>th</sup> level, you gain this special maneuver. When you make a successful grapple attempt, you may leap into the air, spin around a few times in defiance of gravity and the laws of motion, and bring your opponent down headfirst onto the mat/floor/ground. Your opponent suffers 2d10 bludgeoning damage, plus your STR bonus, plus your opponent's STR bonus (if positive). The grapple is ended immediately.

After using this ability, you must complete a short rest before you can do it again.

## **RAGDOLL PHYSICS**

Starting at 14<sup>th</sup> level, when you are raging, if you have an opponent grappled, you may use your attack action to slam him bodily and violently into various surfaces, doing damage to your opponent (and anything you hit with him) as if he were a greatclub (1d8 bludgeoning damage; your opponent is a two-handed weapon). You may use the Extra Attack feature while doing this.

Your opponent still has the opportunity to escape each turn.

# Barbarian Faculty

## Wulfgar [Department Head]

(Human Barbarian, Professor of Physical Prowess, Endurance, Surviving Hardship)

Seven feet of pure muscle, Professor Wulfgar often astonishes even the hardest barbarian student with his immense strength, although he is best known as Drizzt do'Urden's "sidekick" (*"Never mind that I was supposed to be the main character, and the elf was my sidekick, no let's forget all about that."*)

He has been pushed to and well past the breaking point in his adventuring career, having been a slave, imprisoned by a demon, and recovered from life-debilitating alcoholism, so there isn't much that professorship can do to him that's any worse. He believes, optimistically.

*(Wulfgar is a major character in the Forgotten Realms campaign setting; property of WotC)*

## Obould Many-Arrows [tenured]

(Orc Barbarian, Professor of Tribal Chieftainism, Valor among Savagery)

Of all the orcs on staff, Professor Many-Arrows is the most civilized. He actually takes his paychecks to the bank. Many consider him a groundbreaking leader in diplomacy between humans and orcs, but many orcs consider him a sell-out. Often, the door to his office has been vandalized by orcs or racist humans. Usually with really bad spelling. As if they'd even *have* the opportunity for this sort of education without Obould's work.

*(Obould Many-Arrows is a major character from the Forgotten Realms campaign setting; property of WotC)*



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