

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); *Xanathar’s Guide to Everything* (2017))

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 are required to take Applied Anger Management, which, regardless of what you might think, 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. In addition, you’ll have Unarmored Defense Lab, which involves hitting you in the chest until it’s actually better than a good suit of padded leather. In addition, in your basic Danger Sense training, the Professor hits you on the side of the head at random intervals until you see it coming.



Meanwhile, you 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

In your second year, combat training continues, along with Physical Education- Running, and a Feral Instinct course, for which your midterm consists of a sequence of cinematic jump scares. If you flinch, you have to retake the course.

JUNIOR YEAR

Junior year students must continue into Relentless Anger Management and Persistent Anger Management. Between that and your Brutal Critical class, it's going to be increasingly harder to find sparring partners for your homework training.

SENIOR YEAR

Your most intensive barbarian course, Primal Anger Management, must be completed before graduation, as well as "Indomitable Might Lab", which, for everybody else is called Weight Training.

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, doofus.

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), *Xanathar's Guide to Everything* (2017))

Although most Barbarians want to channel anger, you can also gain power from the reverence of your ancestors. I mean, if that's what you're into. Honestly, though, what sounds better to you: "I will crush you in my mighty rage" or "I will defeat you because I love my grampa?"

If you agree with the latter, you'll be taking courses in Contacting Your Ancestral Protectors, along with Consultation of Spirits. You'll conclude this training with Vengefulness of Your Ancestors, which actually sounds pretty badass. We apologize, grampa.

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 mandatory Use and Proficiency in Spiked Armor training (we weren't kidding.) Seriously, your master level course is "Spiked Retribution", which doesn't mean "retribution with alcohol sneakily added to it." Although most dwarves are pretty drunk when they do it, so...

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 program requires quite a bit more Anger Management than just the standard Barbarian major. And Frenzy Management. And an Advanced Retaliation Practicum. Even when you're happy, you'll be sweating and red-faced. Expect your friends to be terrified of you.

PATH OF THE STORM HERALD

(Unearthed Arcana: Barbarian Primal Paths (online download, 2016), Xanathar's Guide to Everything (2017))

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

Your anger runs hot and cold. And wet, I guess, as you choose between whether your temper causes a desert storm, an arctic storm, or a sea storm. You will quickly learn the difference between having a storm in your soul, and indigestion. Maybe. It's possible your indigestion could cause somebody else to have heat stroke.

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 groundwork of this course is The Theory and Application of Spirit Seeking, followed by Totem Spirit Adoption and Incorporation, during which you must select a totem animal and have it approved by your professor. You'll end your training with the Totemic Attunement Master Class, by which hopefully your totem animal will have quit humping your professor's leg.

PATH OF THE ZEALOT

(Unearthed Arcana: Barbarian Primal Paths (online download, 2016), Xanathar's Guide to Everything (2017))

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!

A variety of programs are offered in cooperation with the Divine Magic department, including Divine Fury and Fanatical Focus 307. Completing the course requires Raging Beyond Death (BRB 716), the lab portion of which is repeatedly fatal. Make sure your medical plan is up to date.

New Primal Path:

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 (the era when everybody believed it was real, the era when nobody believed it was real but pretended they did, and to a lesser extent, the era when it was more about contract negotiations and cameos by celebrities), creating the best grappling program ever defined on this page.

WRESTLING EXPERT

When you enter this path at 3rd level, you have advantage on your first grappling check each round, including to initiate a grapple, to hold it, or to break someone else's hold.

CHAIRS

Also at 3rd 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 proficiency bonus + your STR bonus) or be stunned until the end of their next turn.

HEEL OR FACE

At 6th level, choose if you are a Heel or a Face. (*Wait, isn't this supposed to be college wrestling? Quiet you*). If you are a Heel, when you score a critical hit with bludgeoning damage, you do an extra 1d6 of bludgeoning damage. If you are a Face, you may spend a hit die to regain hit points as a bonus action. You may only spend one hit die in this manner per combat. You may switch whether you are a Face or a Heel at the end of a long rest.

MASTER OF SMACK TALK

At 10th level, you have mastered the ability of non-subtle insults and yelling with copious spittle. As an action, you can smack talk an opponent. The opponent must be able to speak (or understand) a language, even if it isn't the one you're speaking. (Nonverbal creatures don't get the inflections). If the target fails a saving throw (DC 8 + your proficiency bonus + your Charisma bonus), it must attack you exclusively until either you or it is unconscious, dead, or incapacitated. Its first attack has disadvantage.

You may continue to smack talk (as an action) during this combat to continue to give it disadvantage, if you wish. You may also smack talk another creature while the first is attacking you, but this does not end the first creature's attack.

FINISHING MOVE

If your opponent is bloodied... wait, that isn't a 5e thing...

FINISHING MOVE (CURRENT EDITION)

At 14th level, you may select a stunned opponent no more than one size category larger than you whom you have personally damaged during the current combat. As an action, you may make a grapple attack against that opponent and perform a dramatic slam, varying from grabbing him by the face and slamming him into the ground, or grabbing him and leaping high in the air, bringing him down head first as you land atop him. The opponent suffers 4d12 + your strength bonus damage.

Once you have used this ability, you must complete a short or long rest to do it again.

New Primal Path:

PATH OF THE LAZY FK**

The life of a barbarian is full of hardship and backbreaking work: hunting and building crude shelters and constantly working to survive. But there's always that one lazy mother-lover in every group of hard workers that makes everyone angry. But he's so good at sucking up to the boss... that is, the chieftain, that he just keeps getting away with it.

Prick.

FIVE WEEK RULE

Beginning at 3rd level, you can eat that stuff you leave around because you never take the trash out. Stale pizza crusts, cheese doodle crumbs on your sheets, that half a sandwich behind the bed, it's all still good. You can pick around the mold. You cannot get the poisoned condition from eating foodstuffs that have gone bad from natural processes, and in fact can subsist on it. You can still be poisoned from food that is deliberately poisoned by someone else.

FINE, LET ME GET MY AXE

Starting at 3rd level, your laziness helps you build up frustration. During combat, if you take no actions during a round, you can add +3d4 damage to your weapon attacks the following round. You can use this ability only when you aren't raging, but you may begin a rage the round after you took no actions.

LAZY BUT LUCKY

Beginning at 6th level, you gain an additional ability score, Dumb Luck. Your Dumb Luck score is equal to 10 plus 1d6. Whenever you get an ability score raise, you can use it to raise your Dumb Luck score. You always add your proficiency bonus to Dumb Luck rolls.

This ability is used for various of your Path of the Lazy F**k abilities. You may also choose to make a saving throw in lieu of another ability; you must choose to do so before any roles are made. You may do this a number of times equal to your Dumb Luck bonus, but cannot use it again until you have taken a short or long rest. Knowing you, probably a long one.

CARRYIN' STUFF SUCKS

Beginning at 6th level, so long as your encumbrance is less than 2 times your Strength score, you often find useful mundane items that you might need, no matter how unlikely that item might be in the location you

are currently in. *“Dang, too bad I didn’t bring my rubber mallet. Oh, hey, here’s one.” “Wait, in... why is that in an aboleth pool?”* Name the item you want and make a Dumb Luck check.

For items of limited usefulness (dinner forks, corkscrews, a bottle of brandy), the DC is 10. For items of general adventuring use (most things on the Equipment page), the DC is 13. For weapons, the DC is 18. You cannot use this ability to find armor, larger-than-handheld items (possibly excluding a bed, if you’re tired), or magic items of any sort.

SCORE!

Beginning at 10th level, once treasure any is divided (probably with you getting the short shrift because you didn’t pull your share), make a Dumb Luck check. If you roll higher than 20, something in your share of the treasure is more valuable than originally believed. A mundane item might be a common magic item, or a low value gem might be a well-cut diamond with some muck on it, or a silver coin might be a rare collectible. In any case, the value of your share does not increase by more than 100 gp.

KEEP IT DOWN, WILL YA!?

Beginning at 10th level, whenever your long rest is interrupted, you automatically rage, even if you had no uses of rage left. It does not require a bonus action to enter your rage.

YEAH, ME AND MY GUYS DID THAT

At 14th level and thereafter, if your party is being recognized by a mayor, king, patron or other authority figure for some deed they accomplished, make a Dumb Luck roll. If you roll 20 or higher, said authority figure gives you a recognition above and beyond the rest of your party, such as a title, a celebration named after you, or an honorarium of political (but not monetary) significance such as a medal or key to the city. If you roll above 25, you might receive a blessing or charm, monetary reward (1000 gp or thereabouts), or uncommon magic item.

If you made less than 3 d20 rolls of any sort during the event your party is being honored for, double your proficiency bonus when you make your Dumb Luck roll.

New Primal Path:

PATH OF THE NUMBSKULL

Face it, you’ll always be a sidekick. Make sure you find a smart guy to hang out with, and repeat what he says a lot. (Smart guy: *“This is a robbery”* You: *“Yeah, this is a robbery!”* Smart guy: *“Shaddup, Gorthus!”* You: *“Yeah, shaddup, me!”*) The plus side of this, is if you’ve found a good smart guy, you won’t have to worry about thinking, and you still get a cut of the loot.

I mean, you could go it alone. There are plenty of jobs for a temperamental numbskull, like... um... you could... Nope. Find a smart guy.

BIG. LIKE REALLY BIG

I mean, you were already big before 3rd level, but starting then, you’ve put on so much muscle mass, you count as a size category larger. If you were Medium, you are treated as a Large creature for all purposes

except how many squares you occupy. You get a +2 bonus to Strength, and your Strength and Constitution maximums increase by 2.

You have the Toughness feat for free.

DUMB. LIKE REALLY DUMB

Meanwhile, also at 3rd, you lose 1 point each to Intelligence, Wisdom and Charisma, and your maximums to all those stats are reduced by 2.

IRON JAW

You're so used to being hit by your smart friend ("*Shut up, moron*"), that by 6th level, you are immune to damage from unarmed strikes. Yes, even by monks. Suck it, monks.

IRON GRIP

Also at 6th level, your grip is like steel. When you are grappling another creature, you add your strength bonus twice when rolling against attempts to break the grapple.

BARELY ANY BRAIN TO DAMAGE

Beginning at 10th level, you have resistance to Psychic Damage. In addition, you are immune to the stunned condition.

RAGDOLL PHYSICS

Starting at 14th 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 and you have proficiency with him). You may use the Extra Attack feature while doing this.

Your opponent still has the opportunity to escape each turn.