



BARBARIAN

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This optional path for D&D5 was created for the world of Elassar and is inspired by He'Man and from Masters of the Universe. If you're the DM read before allowing it in your game.

MOUNTED BARBARIAN

This is an alternative barbarian path. Mounted barbarians fight in fast cavalry groups, and each mounted barbarian is trained to fight effectively with their steed whether mounted or on foot. You can choose to be a mounted barbarian from level 1 and have your steed from the start but select another path at level 3. The consequences of this is detailed below.

AVAILABLE STEEDS

The steeds listed below are available in the world of Elassar but ultimately it's up to each DM what is allowed.

The steeds with an asterisk next to it (*) are too big to enter most buildings made for medium sized creatures. A "M" next to it means it is magical and an "A" means it is Artificial. This is important in regards to what it eats, how it heals, and other needs. Some have races in paranthesis behind them, and that means that steed is only available to them. These steeds are all from the Monster Manual and your DM may have more options available from other sources.

MOUNTS FOR MOUNTED BARBARIANS

Allosaurie	Giant Elk*
Animated Object A	Golem A
Ankheg (dvärg, gnome)	Gorgon M
Basilisk M	Hell Hound M (tieflings)
Blink Dog (good halflings and gnomes)	Horse
Blood Bear (halflings and gnomes)	Lion
Brown Bear	Nightmare M (tieflings)
Chimera M (half orc)	Owl Bear
Death Dog M (evil halflings and gnomes)	Phase Spider M
Dire Wolf	Polar Bear
Displacer Beast (tieflings)	Rhino
Elephant*	Sabre Toothed Tiger
Elk	Tiger
Giant Boar	Winter Wolf
Giant Crab (halflings and gnomes)	Worg

The animal raises it's level (hit dice) when you do. They roll for additional hit points using their hit dice as described in the Monster Manual when you take a new level in this path. If you choose another path the animal get 1 hit point (plus it's Constitution bonus) and if you choose a non Barbarian level it gains no hit points or hit dice. The animal understands simple commands and sentences such as protect a certain individual, group, or area, run and get help, hunt game animals, track a scent and similar. They are loyal to you and will fight to their death unless ordered to run.

Unless otherwise stated in the Monster Manual, normal, dire and giant animals can be healed in the same way as any normal humanoid, while magical beings can only be healed by magic and artificial creatures need materials and time to be repaired.

Any animal of a mounted barbarian, regardless of it being flesh and bone, magical or artificial is considered to have a soul.

TWO ARE ONE

From level 3 forward, when you have chosen this path specifically as your barbarian path, when you and your animal fight together you both have advantage on all rolls to hit and saving throws. You never get disadvantage when attempting actions when riding your steed.

LIFE LINK

At level 6, you and your animal has a bond that lets you use your hit points as a shared pool.

MIND LINK

At level 10, you and your animal may share emotions and senses and you can give the animal complex commands as long as it can physically perform the actions required. Sharing emotions allow you to know what the other feel, both on a surface and deeper level. For example, while separated you feel that your animal is cautious but confident. Sharing sense means you may hear, taste, see, smell and feel what the other is sensing at the moment. For example you may look through your mounts eyes at night if it has darkvision and you don't to better understand your surroundings. Taking actions on the others senses gives a disadvantage if you are not mounted.

SOUL LINK

At level 14 you can effectively resurrect one another through a full days (24 hours) meditation as long as one of you are alive. At the end of the meditation you both have 1 hit point. After this you and your animal can be healed the normal way for your type.

CHANGES TO THE COMMON BARBARIAN CLASS FEATURES FOR MOUNTED BARBARIANS

You and your animal can both utilize the barbarian rage, if the other has been wounded first. (Any wound counts, physical, attribute damage and so on.) For this to function you must be in visual or hearing range (or level 10 and higher in this path).

If mounted, your animal gains the Fast Movement feature at level 5.

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