



## BARBARIAN PATH

### PATH OF THE BLOODLINE

The Path of the Bloodline is rarely chosen - most barbarians who walk this path were always destined to. Magic pulses in their blood, due to a mighty ancestor or some other quirk of heritage. In a different individual, this might manifest as sorcerous powers - but a Bloodline barbarian instead learns to access it through their primal rage.

Bloodline barbarians may come from any background, though something about their lineage is often worthy of note. Similarly, they may come from any alignment - their ancestors' character has no bearing on how they choose to use their power.

### PATH OF THE BLOODLINE FEATURES

Barbarian Level	Feature
3rd	Sorcerous Bloodline, Blood Rage, Shield of Sorcery
6th	Inherited Defenses
10th	Arcane Assault
14th	Bloodline Transformation

### SORCEROUS BLOODLINE

When you adopt this path at 3rd level, your magical inheritance begins to express itself. Select one bloodline from the list at the end of this document.

Additionally, you gain proficiency in the Arcana skill, and you learn the spell *detect magic*, with Charisma as your spellcasting ability. You can cast it a number of times per day equal to your proficiency modifier, regaining all uses after a long rest.

### BLOOD RAGE

Also at 3rd level, your rage enables you to unleash your bloodline's power. As you gain levels, you learn the spells associated with your bloodline, as shown on the bloodline's spells table. You can only cast them while you are raging, and casting any of your bloodline spells counts as dealing damage for purposes of maintaining your rage. You may maintain concentration on your bloodline spells while raging.

You may cast one spell of each spell level (1st-5th), regaining all casts after completing a long rest.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your bloodline spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bloodline spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

### SHIELD OF SORCERY

Also at 3rd level, while you are raging, you can add your Charisma modifier to your armor class in place of your Dexterity or Constitution modifier (your choice) when you use your Unarmored Defense.

## INHERITED DEFENSES

At 6th level, your bloodline gives you tremendous resilience. When you begin raging, you gain temporary hit points equal to your Charisma modifier + half your barbarian level. Additionally, while you are raging, you gain resistance to the damage type specified by your Sorcerous Bloodline.

## ARCANE ASSAULT

At 10th level, you gain greater mastery of your bloodline's power. When you cast a bloodline spell, you may make one weapon attack as a bonus action.

Additionally, when you cast your bloodline spells, you may add half your Strength or Dexterity modifier (your choice) to your spell save DC and spell attack modifier.

## BLOODLINE TRANSFORMATION

At 14th level, your inborn power finds full expression in your rage. While you are raging, you gain the following additional benefits:

- Your weapon attacks deal 1d6 bonus damage of the type specified by your Sorcerous Bloodline.
- When you cast one of your bloodline spells, you gain a 60-foot flying speed until the end of your turn.
- When you target an enemy with one of your bloodline spells, you gain advantage on attacks against that enemy until the end of your next turn.

## PATH OF THE BLOODLINE QUIRKS

The following are some optional quirks for a player of this archetype to choose from.

### d4 Quirk

- 1 Your eyes glow with sorcerous fire when you rage.
- 2 You were born with mystical tattoos, which glow when you cast spells.
- 3 According to family stories, you look exactly like one particular ancestor.  
You have a bad habit of attempting to cast a spell while
- 4 not raging. This fails, makes you *completely furious*, and then you rage.

# SORCEROUS BLOODLINE OPTIONS

## SORCEROUS ORIGINS

As an alternative to the list below, select the origin spell list from any sorcerer subclass which has one, and work with your DM to choose an appropriate damage type.

When spells listed below are marked with a \* or <sup>K</sup>, they are included in the spells appendix.

## DRAGONIC BLOODLINE

For a draconic bloodline, select one color out of the chromatic and metallic dragon types. Your bloodline damage type is the associated damage type of that color dragon.

## BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown below. For spells that deal elemental damage, they instead deal the damage type associated with your dragon color.

Barbarian Level	Spell Level	Spells
3rd	1st	<i>cause fear, burning hands</i>
3rd	2nd	<i>dragon's breath, scorching ray</i>
5th	3rd	<i>fear, fireball</i>
7th	4th	<i>elemental bane, wall of fire</i>
9th	5th	<i>summon dragon, dominate person</i>

## DIVINE BLOODLINE

Your bloodline damage type is radiant.

## BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown below.

Barbarian Level	Spell Level	Spells
3rd	1st	<i>bless, protection from good and evil</i>
3rd	2nd	<i>lesser restoration, calm emotions</i>
5th	3rd	<i>revivify, dispel magic</i>
7th	4th	<i>guardian of faith, expulsion*</i>
9th	5th	<i>dispel evil and good, holy fire*</i>

## SHADOWED BLOODLINE

Your bloodline damage type is necrotic.

### BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown below.

Barbarian Level	Spell Level	Spells
3rd	1st	<i>cause fear, inflict wounds</i>
3rd	2nd	<i>blindness/deafness, darkness</i>
5th	3rd	<i>bestow curse, summon shadowspawn</i>
7th	4th	<i>blight, shadow of moil</i>
9th	5th	<i>enervation, negative energy flood</i>

## STORM BLOODLINE

Your bloodline damage type is lightning.

### BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown below.

Barbarian Level	Spell Level	Spells
3rd	1st	<i>fog cloud, thunderwave</i>
3rd	2nd	<i>crackle<sup>K</sup>, shatter</i>
5th	3rd	<i>call lightning, lightning bolt</i>
7th	4th	<i>echoing lance<sup>K</sup>, storm sphere</i>
9th	5th	<i>control winds, sky burst<sup>K</sup></i>

## WILD MAGIC BLOODLINE

Your bloodline damage type is force.

### BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown below.

Barbarian Level	Spell Level	Spells
3rd	1st	<i>grease, chaos bolt</i>
3rd	2nd	<i>levitate, mirror image</i>
5th	3rd	<i>mutate<sup>K</sup>, blink</i>
7th	4th	<i>polymorph, confusion</i>
9th	5th	<i>far step, contact other plane</i>

## APPENDIX: SPELLS

### CRACKLE

*2nd-level evocation*

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

### ECHOING LANCE

*4th-level evocation*

**Classes:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, they take 3d8 thunder damage and become stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends, on failure, they take an additional 1d8 thunder from the echoes within their mind.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

## EXPULSION

4th-level abjuration

- **Classes:** Cleric, Paladin, Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (an item the target abhors)
- **Duration:** Concentration, up to 1 minute
- **Replaces:** *Banishment*

You brandish a repellent item at a creature you can see within range and attempt to expel them from this plane. The target must make a Charisma saving throw. On a failure, they are partly wrenched off their current plane. For the duration, they become incapacitated and gain resistance to all damage.

The target makes another Charisma save at the end of each of their turns, ending the spell on a success. Creatures on their home plane continue making saves for the duration. Extraplanar creatures failing their second Charisma save disappear from their current plane entirely. Extraplanar creatures failing the third Charisma save are banished back to their home plane and stop attempting saving throws. If you maintain concentration for the full duration, this banishment becomes permanent.

A target that returns reappears in the space it left or in the nearest unoccupied space if that space is occupied.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## HOLY FIRE

5th-level necromancy

- **Classes:** Cleric
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a pinch of ash from burnt incense)
- **Duration:** Instantaneous
- **Replaces:** *Flame Strike*

A column of holy fire roars down from the heavens to smite your foes, striking all creatures within a 40-foot high, 10-foot radius cylinder. When you cast this spell, choose if it deals radiant damage, fire damage, or both. All creatures within the cylinder must make a Dexterity saving throw. A creature takes 8d8 damage of the chosen type (4d8 of each type if both were selected) on a failed save, or half as much on a success.

Targets gain no benefit from cover for this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 (or 1d8 of each type) for each two slot levels above 5th.

## MUTATE

3rd-level transmutation

- **Classes:** Druid, Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (something from an extinct animal)
- **Duration:** Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

## SKY BURST

5th-level evocation

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of a chosen point must make a Dexterity saving throw. A creature takes 4d12 + 4 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

## SUMMON DRAGON

5th-level conjuration

**Classes:** Wizard, Sorcerer

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a dragon statuette worth at least 500 gp)

**Duration:** Concentration, up to 1 hour

You call forth a magical dragon spirit. It manifests in an unoccupied space that you can see within range. It takes the form of the dragon spirit stat block. When you cast the spell choose a color from the table below. The creature resembles a dragon of that color, which determines certain traits in its stat block based on its color as per the Dragon Table below where listed in traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. If obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

## DRAGON TABLE

Dragon	Elemental Damage	Breath Weapon Area
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	5 by 60 ft. line (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

## DRAGON SPIRIT

Large dragon, unaligned

**Armor Class** 12 + the level of the spell (natural armor)

**Hit Points** 50 + 10 for each spell level above 5th

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

**Damage Immunities** The dragon's elemental type.

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 13

**Languages** Draconic, understands the languages you speak

**Challenge** —

## Actions

**Multiattack.** The dragon makes a number of attacks equal to half this spell's level (rounded down). It can only attack with its bite or tail once per turn.

**Bite.** Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d6 + 3 + the spell's level piercing damage + 1d6 of the dragon's elemental damage.

**Claw.** Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level slashing damage.

**Tail.** Melee weapon attack: your spell attack modifier, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spells' level bludgeoning damage.

**Breath Weapon (1/Day).** The dragon exhales elemental power in its breath weapon area from the dragon table. Each creature in that area must make a Dexterity saving throw with a DC equal to your spell save DC, taking 8d6 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

# CHANGE LOG

## V0.5

- Cut Blood Rage down to 5 casts per day instead of 10
- Buffed Inherited Defenses

## V0.4

- Tiny buff to Shield of Sorcery
- Swapped *banishment* for *expulsion*

## V0.3

- Swapped *raise dead* for *holy fire*
- Added *summon dragon* to spells appendix

## V0.2

- Swapped *secret chest* for *elemental bane*
- Swapped *hex* for *inflict wounds*

## V0.1

- Rough Draft

## CREDITS & REFERENCES:

- Path of the Bloodline created by somanyrobots
- Bloodline spell lists inspired by KibblesTasty's [Sorcerer Origin Spells Extended](#)
- **Spells**
  - Expulsion and Holy Fire by Omega Ankh and somanyrobots
  - Crackle, Echoing Lance, Mutate, Sky Burst, and Summon Dragon by KibblesTasty
- **Art:** All art © Wizards of the Coast LLC
  - Rivaz of the Claw, by Joshua Raphael
- **Background Image Stains:** [/u/flamableconcrete](#), <https://watercolors.giantsoup.com/>

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