TAKE A WALK ON THE WILD SIDE . . .

PLAYTEST:
THE BARBARIAN

A D&D INSIDER EXCLUSIVE!

Enjoy this free playtest version of the barbarian, a new class scheduled to appear in the Player's Handbook™ 2 in 2009. This article represents the kind of content you can expect as a D&D Insider subscriber*. This and future playtest articles give you exclusive access to game rules and character options that won’t see print for months. And as a D&D Insider subscriber, your feedback will shape the final versions that appear in our books!

The barbarian class is still being developed, so please send us your feedback. If you have comments on the article, send them to dndinsider@wizards.com with the subject line “Barbarian Playtest Feedback.” The more specific your comments, the better! We’ll also be keeping an eye on the Dragon message board forum as well, so let us know what you think.

* We are currently in free trial mode, and you can check out D&D Insider content as a free action. The free trial period ends this month (exact date to be announced).
"MY STRENGTH is the fury of the wild."

**Class Traits**

**Role:** Striker. You use powerful two-handed weapons to deal serious damage to your enemies. Your physical power and daunting presence can cause foes to cower before you, and you can temporarily increase your abilities by harnessing great bursts of terrifying rage. Depending on your choice of class features and powers, you lean toward either defender or leader as a secondary role.

**Power Source:** Primal. You are a primal champion, a warrior devoted to the natural world and an embodiment of your tribe's fierce traditions.

**Key Abilities:** Strength, Constitution, Charisma

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee

**Bonus to Defense:** +2 Fortitude

**Hit Points at 1st Level:** 15 + Constitution score

**Hit Points per Level Gained:** 6

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** From the class skills list below, choose three trained skills at 1st level.

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

**Class Features:** Feral Might, Rage, Rampage
Barbarians are savage warriors who deal out powerful blows from their mighty weapons. They charge from foe to foe and seldom feel the pain of an enemy’s strike. For barbarians’ foes, the moments of greatest terror come when barbarians call upon primal forces to lend power to their raging spirits. These rages, although temporary, give a barbarian incredible powers, a combination of skill, willpower, and a legacy of ancient tribal rituals.

As a barbarian, you possess a link to powerful nature spirits and other primal forces bound to the warriors of your tribe by the songs and totems of your legacy. These spirits lend great power to your rages, transforming you into a devastating force on the battlefield while you wield them. As you increase in power, these rages transcend mortal limitations, manifesting directly as waves of elemental power or gifting you with supernatural recuperative powers.

When the heat of battle is upon you, how will you respond? With a sudden charge that fells with one mighty swing of your weapon, or with a prolonged rage that leaves destroyed foes in your wake?

**BARBARIAN OVERVIEW**

**Characteristics:** You combine powerful melee attacks with an excellent ability to absorb damage. You gain tremendous bursts of power through mighty rages.

**Religion:** Most barbarians revere the primal spirits of the natural world rather than calling on the gods of the Astral Sea. Some barbarians don’t see conflict between the gods and the primal spirits and therefore honor deities of nature or warfare in addition to the primal spirits. These barbarians often revere Kord, Melora, Avandra, or the Raven Queen. Evil or chaotic evil barbarians turn to Gruumsh or, more rarely, Bane or Zehir.

**Races:** Goliaths are ideal rageblood barbarians. Dragonborn make excellent thaneborn barbarians. Half-orcs are often barbarians but don’t favor either of the two types. Dwarf and shifter barbarians tend to be rageblood barbarians, while halfling and half-elf barbarians choose the thaneborn path.

**Barbarian Class Features**

Barbarians have unusually high hit points for their role, making them more durable than other strikers. In addition, barbarians have three class features.

**Feral Might**

Barbarians connect with the natural world in a variety of ways. Some barbarians grow so hardened to physical punishment that they find it easier to simply absorb, rather than avoid, attacks. Others are living examples of the power of one’s will to shape one’s fate.

This preview presents the Rageblood Vigor option, which provides bonuses to certain barbarian powers, as detailed in those powers.

**Rageblood Vigor:** You gain the swift charge power. In addition, whenever you reduce an enemy to 0 hit points, you gain temporary hit points equal to your Constitution modifier. The number of temporary hit points equals 5 + your Constitution modifier at 11th level and 10 + your Constitution modifier at 21st level.

**Rage**

Your daily attack powers are known as rages, and they allow you to unleash powerful bursts of emotion, willpower, and primal energy. Each rage starts with a powerful attack and then grants an ongoing benefit until the rage ends.

**WHAT’S A PLAYTEST ARTICLE**

This article, presenting the barbarian, is the first in a new semi-regular feature in *Dragon*. Every few months, we’re going to give you a sneak peek at content scheduled for release in a print product sometime in the coming year or so. That means this content is not finished. That’s right, you’re looking at something that’s still being worked on by our designers, developers, and editors.

In this case, we’re presenting the barbarian, which is scheduled for release in 2009 in *Player’s Handbook 2*. This article presents a single build for the barbarian, from 1st to 30th level. That means that not only is this content liable to change between now and when you see the class in print, but you’re only seeing a portion of the class’s eventual suite of powers. Everything you see here is still eminently playable, so feel free to create your first barbarian character and start playing.

Because this class isn’t done, though, we’re also asking for your feedback. If you have comments on the barbarian, feel free to send them to dndinsider@wizards.com. Include the subject line “Barbarian Playtest Feedback” in the subject line, and be specific! If your comments are of the “I just don’t like it” or “I think it’s great” nature, that won’t help us make this class the best it can be. The more specific you are in the nature of your comments, the better. So dig deep and tap that inner game designer!
Rage
✦ **Duration:** Your rage lasts until you enter a new rage, until you drop to 0 hit points or fewer, or until the end of the encounter.
✦ **Rage Strike:** While raging, you gain access to the power *rage strike*, which allows you to channel one of your unused rages into a devastating attack.
✦ **At-Will Attack Powers Enhanced:** Your barbarian at-will attack powers gain additional benefits while you are raging. The benefits are detailed in those powers’ descriptions.

Rampage
Once per round, when you score a critical hit with a barbarian attack power, you can immediately make a melee basic attack as a free action. You do not have to attack the same target that you critically hit.

Creating a Barbarian
You can choose any barbarian powers you like for your character, though many barbarians favor one of two different builds: the rageblood barbarian and the thaneborn barbarian. All barbarians rely on Strength. Barbarians also benefit from a high Constitution or Charisma, depending on which expression of the class they favor. This preview presents the rageblood barbarian.

Rageblood Barbarian
You can withstand great deals of physical punishment, especially when in the throes of rage. At higher levels, your powers, particularly your rages, visibly manifest the spirits sacred to your tribe. Strength should be your highest ability score, since you use it for your attacks, but make Constitution a close second. Charisma might be your third-best score, especially if you want to use some powers designed for the thaneborn barbarian build. Choose the Rageblood Vigor form of Feral Might. Rageblood barbarians lean toward defender as a secondary role.

**Suggested Feat:** Weapon Focus
**Suggested Skills:** Athletics, Endurance, Perception
**Suggested At-Will Powers:** howling strike,
recuperating strike
**Suggested Encounter Power:** avalanche strike
**Suggested Daily Power:** bloodhunt rage

Barbarian Powers
Your powers are evocations of primal strength. At lower levels, your powers rely partly on martial skill and personal presence, but even at the start of your career, the primal spirits of the world infuse your body with vigor. At higher levels, the primal spirits flow more freely through you and your weapons, creating effects that are more obviously supernatural.
Class Features
All barbarians know rage strike, usable only during a rage.

Rage Strike  
Barbarian Feature  
You channel your primal rage into a devastating attack.

At-Will  
Primal, Weapon

Standard Action  
Melee weapon

Requirement: You must be raging and have at least one unused rage power.

Target: One creature

Effect: Before the attack, you expend an unused rage power.

Attack: Strength vs. AC

Hit: You deal damage based on the level of the rage power you expended:
- 1st level: $3 + \text{Strength modifier}$
- 5th level: $4 + \text{Strength modifier}$
- 9th level: $5 + \text{Strength modifier}$
- 15th level: $6 + \text{Strength modifier}$
- 19th level: $7 + \text{Strength modifier}$
- 25th level: $8 + \text{Strength modifier}$
- 29th level: $9 + \text{Strength modifier}$

Miss: Half damage.

Your Rageblood Vigor class feature grants you the swift charge power.

Swift Charge  
Barbarian Feature  
As your foe falls, you rush toward your next victim.

Encounter  
Primal

Free Action  
Personal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Level 1 At-Will Evocations

Howling Strike  
Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

At-Will  
Primal, Weapon

Standard Action  
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $1 + 1d6 + \text{Strength modifier}$ damage.

Increase damage to $2 + 2d6 + \text{Strength modifier}$ at 11th level and to $3 + 3d6 + \text{Strength modifier}$ at 21st level.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you do not provoke opportunity attacks for moving during the charge.

Pressing Strike  
Barbarian Attack 1

You push lesser foes from your path, moving through the lines of battle at will.

At-Will  
Primal, Weapon

Standard Action  
Melee weapon

Target: One creature

Effect: Before the attack, you shift 2 squares. You can move through an enemy’s space during the shift, but you can’t end there.

Attack: Strength vs. AC

Hit: $1 + \text{Strength modifier}$ damage, and you push the target 1 square. If you are raging, the attack deals $1d6$ extra damage. Increase damage to $2 + \text{Strength modifier}$ at 21st level.

Recuperating Strike  
Barbarian Attack 1

Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.

At-Will  
Primal, Weapon

Standard Action  
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $1 + \text{Strength modifier}$ damage, and you gain temporary hit points equal to your Constitution modifier. If you are raging, you instead gain temporary hit points equal to $5 + \text{your Constitution modifier}$.

Increase damage to $2 + 1d6 + \text{Strength modifier}$ at 11th level and to $2 + 2d6 + \text{Strength modifier}$ at 21st level.

Level 1 Encounter Evocations

Avalanche Strike  
Barbarian Attack 1

You drop your guard and put all your strength into a devastating overhead swing.

Encounter  
Primal, Weapon

Standard Action  
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $1 + \text{Strength modifier}$ damage.

Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier.

Effect: Until the start of your next turn, any attacker gains a $+4$ bonus to attack rolls against you.

Great Cleave  
Barbarian Attack 1

The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.

Encounter  
Primal, Weapon

Standard Action  
Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: $1 + \text{Strength modifier}$ damage + 1 damage for each enemy adjacent to you.

Level 1 Daily Evocations

Bloodhunt Rage  
Barbarian Attack 1

Your rage surges up from the depths of your pain to bring pain to the wounded.

Daily  
Primal, Rage, Weapon

Standard Action  
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $3 + \text{Strength modifier}$ damage.

Miss: Half damage.

Effect: You manifest the rage of the bloodhunt. Until the rage ends, you gain a bonus to melee damage rolls equal to your Constitution modifier if either you or your target is bloodied.
Swift Panther Rage
You slash your foe with fury as the spirit of the swift panther grants you its speed and agility.

**Daily + Primal, Rage, Weapon**
**Standard Action**  Melee weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier.
**Rageblood Vigor:** Each enemy adjacent to you, bloodied or not, takes damage equal to your Constitution modifier.

Level 2 Utility Evocations

Great Leap
With a surge of strength and will, you leap a great distance without a running start.

**Encounter + Primal**
**Move Action**  Personal
**Prerequisite:** You must be trained in Athletics.
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

Primal Vitality
Drawing strength from the ground beneath your feet, you push away the pain of minor wounds.

**Daily + Primal**
**Minor Action**  Personal
**Effect:** You gain temporary hit points equal to one-half your level + your Constitution modifier. If you are raging, you instead gain temporary hit points equal to one-half your level + twice your Constitution modifier.

Level 3 Encounter Evocations

Blade Sweep
Though the fury of your attack is directed at a single foe, no nearby enemy is spared your wrath.

**Encounter + Primal, Weapon**
**Standard Action**  Melee weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier.
**Rageblood Vigor:** Each enemy adjacent to you, bloodied or not, takes damage equal to your Constitution modifier.

Level 5 Daily Evocations

Frost Wolf Rage
Like the great spirit wolf whose breath is the cold north wind, you are wreathed in frost, chilling those who try to harm you.

**Daily + Cold, Primal, Rage, Weapon**
**Standard Action**  Melee weapon
**Target:** One creature
**Effect:** Before the attack, the target can make a melee basic attack against you as a free action. If it makes that attack, your attack deals 1[W] extra cold damage.
**Attack:** Strength vs. AC
**Hit:** 3[W] + Strength modifier cold damage.
**Miss:** Half damage.

Thunder Hawk Rage
Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.

**Daily + Primal, Rage, Thunder, Weapon**
**Standard Action**  Melee weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 2[W] + Strength modifier thunder damage, and the target is dazed (save ends).
**Miss:** Half damage.

Hammer Fall
You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.

**Encounter + Primal, Weapon**
**Standard Action**  Melee weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.
### Level 6 Utility Evocations

**Inexorable Shift**  
Barbarian Utility 6  
You pound across the battlefield, leaving no opening as you move and drawing strength from the numbers arrayed against you.  
*Daily*  
*Minor Action*  
*Personal*  
**Effect:** You shift a number of squares equal to your Constitution modifier. You then gain temporary hit points equal to \(1d10 + 1\) for each enemy within 2 squares of you.

**Instinctive Charge**  
Barbarian Utility 6  
Instinctively aware of danger, you are poised to fight as soon as the battle begins.  
*Daily*  
*No Action*  
*Personal*  
**Trigger:** You roll initiative at the beginning of an encounter  
**Effect:** You gain a +5 power bonus to your initiative. You also gain a +2 power bonus to your first attack roll during the encounter.

### Level 7 Encounter Evocations

**Great Shout**  
Barbarian Attack 7  
You slam your weapon into a foe then give voice to the rage of your ancestors, cowing those who dare to stand against you.  
*Encounter*  
*Primal, Weapon*  
**Standard Action**  
*Melee weapon*  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** \(2[W] + \) Strength modifier damage, and each enemy within 5 squares of you takes a -2 penalty to attack rolls until the end of your next turn.

### Level 9 Daily Evocations

**Oak Hammer Rage**  
Barbarian Attack 9  
The ancient spirit of the oak knocks your foe to the ground. As you rage, you knock foe after foe down to the earth, then strike them with the earth’s fury.  
*Daily*  
*Primal, Rage, Weapon*  
**Standard Action**  
*Melee weapon*  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** \(3[W] + \) Strength modifier damage, and you knock the target prone.  
**Miss:** Half damage.  
**Effect:** You manifest the rage of the oak hammer. Until the rage ends, whenever you hit a target with a melee attack, you knock that target prone. If that target is already prone, the attack instead deals extra damage equal to your Constitution modifier.

**Stone Bear Rage**  
Barbarian Attack 9  
The spirit of the stone bear that hunts at the mountains’ roots courses through you, and its fury blunts the pain of your wounds.  
*Daily*  
*Primal, Rage, Weapon*  
**Standard Action**  
*Melee weapon*  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** \(3[W] + \) Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You manifest the rage of the stone bear. Until the rage ends, you gain resistance to all damage equal to \(3 + \) your Constitution modifier.

### Level 10 Utility Evocations

**Mountain Roots**  
Barbarian Utility 10  
You sink your spirit into the earth to stand your ground.  
*Daily*  
*Primal, Stance*  
**Immediate Interrupt**  
*Personal*  
**Trigger:** You are pulled, pushed, or slid  
**Effect:** You negate the forced movement. Until the stance ends, you can negate forced movement against you.
When the frenzy of battle seizes you, you ignore pain and even keep fighting while others would fall, raging like an unconquerable whirlwind of destruction.

**Level 13 Encounter Evocations**

**Blade Whirlwind** Barbarian Attack 13
Driven by strength and will, your weapon sweeps in a mighty arc that cuts every foe around you and drives them back from your fury.

**Encounter + Primal, Weapon**
**Standard Action** Close burst 1
**Target:** Each enemy in burst you can see
**Attack:** Strength vs. AC
**Hit:** 2\[W\] + Strength modifier damage.
**Rageblood Vigor:** You push the target 1 square.

**Crack the Skull** Barbarian Attack 13
You slam your weapon against the skull of your foe, leaving it disoriented.

**Encounter + Primal, Weapon**
**Standard Action** Melee weapon
**Target:** One creature
**Attack:** Strength vs. Fortitude
**Hit:** 3\[W\] + Strength modifier damage, and the target is dazed until the end of your next turn.

**Level 15 Daily Evocations**

**Flameheart Rage** Barbarian Attack 15
The spirit of the red dragon imbues your attack with fiery wrath, scorching your foe. As you rage, the fire of the dragon’s heart latches out at those that strike you.

**Daily + Fire, Primal, Rage, Weapon**
**Standard Action** Close burst 1
**Targets:** Each enemy in burst
**Attack:** Strength vs. AC
**Hit:** 2\[W\] + Strength modifier fire damage, and ongoing 5 fire damage (save ends).
**Miss:** Half damage.
**Effect:** You manifest the rage of the red dragon. Until the rage ends, any creature that hits you with a melee attack takes fire damage equal to 5 + your Constitution modifier.

**Level 16 Utility Evocations**

**Great Stomp** Barbarian Utility 16
As you slam your foot into the ground, primal energy pours through you, buckling the ground beneath you with its power.

**Daily + Primal**
**Minor Action** Close burst 5
**Effect:** Each square in the burst becomes difficult terrain until the end of your next turn.

**Spur the Cycle** Barbarian Utility 16
Just as in the natural world, death leads to new life: killing your foe spurs you to further action.

**Daily + Primal**
**Free Action** Personal
**Trigger:** You reduce an enemy to 0 hit points during your turn
**Effect:** You take a standard action.

**Level 17 Encounter Evocations**

**Shoulder Slam** Barbarian Attack 17
You lower your shoulder into your foes, driving them across the ground.

**Encounter + Primal, Weapon**
**Standard Action** Melee weapon
**Primary Target:** One creature
**Primary Attack:** Strength vs. Fortitude
**Hit:** 2\[W\] + Strength modifier damage, and you push the target 1 square. You then shift 1 square and make a secondary attack.
**Secondary Target:** One creature other than the primary target
**Secondary Attack:** Strength vs. AC
**Hit:** 1\[W\] + Strength modifier damage.
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a bonus to the primary attack roll equal to your Constitution modifier.

**Thunderfury Rage** Barbarian Attack 15
Charging at your foe and knocking it to the ground, you call on the spirit of the thunderfury boar to grant you health and strength in your rage.

**Daily + Healing, Primal, Rage, Weapon**
**Standard Action** Melee weapon
**Target:** One creature
**Attack:** Strength vs. AC
**Hit:** 3\[W\] + Strength modifier damage, and you knock the target prone.
**Miss:** Half damage.
**Effect:** You manifest the rage of the thunderfury boar. Until charging, whenever an enemy adjacent to you attacks you, you can make a melee basic attack against that enemy as an immediate reaction.
**Level 19 Daily Evocations**

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<th>Prerequisite</th>
<th>Description</th>
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<tbody>
<tr>
<td>Vigorous Strike</td>
<td>Barbarian Attack 17</td>
<td>You strike your foe with a mighty assault that bolsters you against attacks.</td>
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<tr>
<td>Storm Drake Rage</td>
<td>Barbarian Attack 19</td>
<td>Lightning cascades around you and flows into your enemy.</td>
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<tr>
<td>Winter Phoenix Rage</td>
<td>Barbarian Attack 19</td>
<td>Your blow erupts in grasping frost as the spirit of the winter phoenix enters you.</td>
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**Level 22 Utility Evocations**

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<th>Name</th>
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<tr>
<td>Primal Instinct</td>
<td>Barbarian Utility 22</td>
<td>You close your eyes and strike guided more by your instincts than by your senses.</td>
</tr>
<tr>
<td>Untouched</td>
<td>Barbarian Utility 22</td>
<td>Primal energy from the earth and the air courses through you, cleansing you from the dire effects of battle.</td>
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**Level 23 Encounter Evocations**

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<th>Prerequisite</th>
<th>Description</th>
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<tr>
<td>Crater Fall</td>
<td>Barbarian Attack 23</td>
<td>You dip your weapon in a great underhand arc and then drive it up into your opponent, sending it flying back through the air.</td>
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**Level 25 Daily Evocations**

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<tr>
<td>Stone Tempest Rage</td>
<td>Barbarian Attack 25</td>
<td>Like the mighty storms that shake the earth, your attack crashes into your foe and brings it to the ground. As you rage, your fury turns your attacks into devastating wounds.</td>
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**Equipment Table**

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<td>Playtest: Barbarian</td>
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</table>
Level 27 Encounter Evocations

**Blood Frenzy** 
Barbarian Attack 27

The blood of your foes fills you with a thirst for more violence.

- **Encounter + Primal, Weapon**
- **Standard Action** Melee weapon
- **Target:** One creature
- **Attack:** Strength vs. AC. You gain a +2 bonus to the attack roll if the target is bloodied.
- **Hit:** 5[W] + Strength modifier damage, and you gain a +2 bonus to attack rolls until the end of your next turn.
- **Rageblood Vigor:** The bonus to attack rolls is equal to your Constitution modifier.

**Hurricane of Blades** 
Barbarian Attack 27

You become a tempest of steel, ripping through your foes in a horrific display of carnage.

- **Encounter + Primal, Weapon**
- **Standard Action** Melee weapon
- **Target:** One or more creatures
- **Attack:** Strength vs. AC, six attacks
- **Hit:** 1[W] + Strength modifier damage per attack.

Level 29 Daily Evocations

**Rage of the Primal Beast** 
Barbarian Attack 29

The Primal Beast awakens within you, and your attack leaves your foe bleeding. As you rage, you feed on the presence of your foes; overwhelming numbers only make you stronger.

- **Daily + Primal, Rage, Weapon**
- **Standard Action** Melee weapon
- **Target:** One creature
- **Attack:** Strength vs. AC
- **Hit:** 5[W] + Strength modifier damage, and ongoing 10 damage (save ends).
- **Miss:** Half damage.
- **Effect:** You manifest the rage of the Primal Beast. Until the rage ends, you are insubstantial while you are bloodied.

**Winter Ghost Rage** 
Barbarian Attack 29

The touch of your weapon is the wintry chill of death. As you rage, the spirit of winter fills you, causing you to become a ghost to your foes as you near death.

- **Daily + Cold, Primal, Rage, Weapon**
- **Standard Action** Melee weapon
- **Target:** One creature
- **Attack:** Strength vs. AC
- **Hit:** 6[W] + Strength modifier cold damage, and ongoing 10 cold damage (save ends).
- **Miss:** Half damage.
- **Effect:** You manifest the rage of the winter ghost. Until the rage ends, you are insubstantial while you are bloodied.

Paragon Path

**Frenzied Berserker**

“Caution? Discretion? No! Valor is to face your foe in battle and then stand over the broken corpse.”

**Prerequisite:** Barbarian

The devastation of the thunderstorm rages in your soul, wild and untamed. You thrill in the chaos of battle, your rage unquenched and uncontrollable. Battle, for you, is not a means to an end; it is an end in itself. The thrill of combat draws you on, and wounds only drive you to greater frenzy.

Caught in the frenzy of your rage, you must attack—calculated maneuvers and intricate strategies are diversions. You attack with sweeping blows that cleave through your enemies or lock single foes in deadly exchanges that can only end in the death of one or the other of you. When the frenzy of battle seizes you, you ignore pain and even keep fighting while others would fall, raging like an unconquerable whirlwind of destruction.

Frenzied Berserker Path Features

- **Frenzied Blood (11th level):** If you spend an action point to make a melee attack and that attack misses, you deal half of that attack’s damage on the miss.

- **Warpath (11th level):** Whenever you hit with a melee attack while raging, the attack deals 2 extra damage. In addition, whenever you start your turn adjacent to one or more enemies while raging and are able to take actions, you must either make a melee or a close attack against one of those enemies during your turn or be stunned until the end of your next turn.

- **Unfeeling Rage (16th level):** You gain resist 5 to all damage while you are bloodied and raging.

Frenzied Berserker Evocations

- **Persistent Frenzy**
  - **Frenzied Berserker Attack 11**
  
  Caught up in the madness of your rage, you swing your weapon again and again.

- **Deathless Frenzy**
  - **Frenzied Berserker Utility 12**
  
  For a time, rage can stave off even death.
Final Confrontation

Frenzied Berserker Attack 20

Your rage spills over to your foe, locking the two of you in a lethal duel.

Daily ✦ Primal, Weapon

Standard Action Melee

Target: One creature

Effect: Before the attack, if the target is marked, that condition ends on it. It can then make a melee basic attack against you as a free action.

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Miss: Half damage.

Effect: After the attack, you can allow the target to make a melee basic attack against you as a free action. If the target makes that attack, you can make a melee basic attack against it as a free action. You can repeat this effect until the target chooses not to make the attack.

About the Authors

Rob Heinsoo led the design of the 4th Edition D&D® Roleplaying Game, and currently serves as a Senior Designer for Wizards of the Coast Roleplaying R&D. His 4th Edition design credits include Martial Power™ and the Forgotten Realms® Player’s Guide. His other game designs include Three-Dragon Ante and Inn Fighting.

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Jesse Decker began D&D in the third grade with the fabled ‘red box’ basic game. Today he’s DM #3 in a 3-group campaign that includes 15 unique players spread over the three groups.

Robert J. Schwalb works as a freelance designer for Wizards of the Coast; his recent credits include Martial Power™, Draconomicon, and the Forgotten Realms Player’s Guide. Robert lives in Tennessee with his incredibly patient wife Stacee and his pride of fiendish werecats, but is happiest when chained to his desk, toiling for his dark masters in Seattle.