

ARCANE EMPORIUM, VOL. X

WELCOME TO THIS MONTH'S EDITION OF Arcane Emporium, a monthly publication presented by Dungeon Master's Workshop. Arcane Emporium is a catalogue of homebrew rules, weapons, spells, monsters, and much more. Our mission is to provide the best content for Dungeons & Dragons, and

roleplaying in general.

This month we are happy to present three articles for your enjoyment, including two new Primal Paths for barbarians!

The Path of the Juggernaut is our feature article this month. It is an option for those who wish to become reapers of death on the killing field. A juggernaut is a fearsome opponent wielding the deadliest weapons to maximum effect.

The Path of the Skinchanger goes beyond wielding weapons; they become the weapon. A skinchanger can assume a bestial shape when they rage, something that is sure to send your enemies running in fear!

Finally, our third article revises the Lingering Injuries variant presented in the *Dungeon Master's Guide*, re-tooling it to fit the expectations of most players and also expanding it to include injuries based on damage types.

Our feature article this month is provided for free. The remainder of the volume is exclusively available to Dungeon Master's Workshop's generous patrons, who helped to bring you this content. To become a patron—and to get full access to the complete volume—head over to [our Patreon](#). Even just \$1 a month gets you access to every Arcane Emporium and also helps us to continue bringing you quality content.

As well, don't forget to check out our sponsor, **Wyrnwood**. Wyrnwood offers many high-quality gaming accessories, ranging from dice vaults to card deck boxes, and they now have game master screens available for pre-order. If you see anything you like, you can use the coupon code 'DMW' to get free domestic shipping on your purchase.

Dungeon Master's Workshop is also accepting submissions for new content from the community. If you wish to become a contributor, either to this periodical or to the main website, reach out to us at dungeonmastersworkshop@gmail.com.

TABLE OF CONTENTS

Primal Path: Juggernaut	2
Primal Path: Skinchanger	3
Lingering Injuries, Revised	4

CREDITS

This volume was made possible by our dedicated readers and patrons, as well as the sponsorship of Wyrnwood. The following art has been used in this volume:

- "Bretonia" by Rado Javor
- "Barbarian" by Valeriy Vegera
- "Injuries", artist unknown

PRIMAL PATHS

The following are Primal Path options available to barbarians in addition to those in the *Player's Handbook*.

PATH OF THE JUGGERNAUT

Juggernauts are implacable warriors who channel their Rage into a variety of combat abilities. In battle, they are veritable avatars of war who wade through the fray like reapers in a grim field. Wielding weapons few mortal men can carry, they are the hammers of their tribes.

PRIMAL RESILIENCE

Starting when you choose this path at 3rd level, while raging you have resistance to all damage except psychic damage.



WARLORD

Beginning at 6th level, you may add your Constitution modifier to your Armour Class when you are wearing light armour.

Additionally, whenever you enter a rage, you gain temporary hit points equal to your barbarian level. You lose these temporary hit points when your rage ends.

BULL RUSH

Starting at 10th level, as a bonus action you can attempt to move through the square of a Large or smaller creature. The creature occupying that square must succeed a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. On a successful save, you cannot pass through that creature's square, and lose the 5 feet of movement you would have used to do so.

PRIMAL MIGHT

Beginning at 14th level, when you roll damage for a melee weapon attack with a weapon that has the two-handed property and you roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage.

Form of the Juggernaut

The Path of the Juggernaut involves bringing one great heavy weapon—your battle-axe—into play. This brings to the fore abilities to increase the force of attacks in battle. Mastering your battle-axe requires the strength and skills of a hammer as well as the strength of will to control the most brutal war you will use in the battlefield.

Mastering to control the battle-axe is not just a matter of brute strength. The battle-axe is a tool of war, and the Juggernaut's strength is not just in the arm, but in the will to control the most brutal war you will use in the battlefield.

Heavy Weapon

Starting when you choose this path at 3rd level, you gain the ability to magically transform one of your arms into a temporary heavy weapon. When you rage, you can become one of those forms, or a natural shape of your natural and heavy forms. While transformed, you gain the extra attack as if you were a Heavy Weapon.

When you choose this path at 3rd level, you gain the ability to magically transform one of your arms into a temporary heavy weapon. When you rage, you can become one of those forms, or a natural shape of your natural and heavy forms. While transformed, you gain the extra attack as if you were a Heavy Weapon. The damage you deal with these natural weapons is calculated as the Heavy Weapon damage table below. Your other statistics, such as Strength, Dexterity, and Constitution, are the same as your base.

Natural Attack Damage

Attack Type	Size	Damage
Fire Totem	Medium	1d10 piercing
Clay Totem	Medium	1d10 piercing
Stone	Medium	1d10 bludgeoning
Fire Totem	Large	1d10 piercing
Clay Totem	Large	1d10 piercing
Stone	Large	1d10 bludgeoning
Fire Totem	Large	1d10 piercing
Clay Totem	Large	1d10 piercing
Stone	Large	1d10 bludgeoning

As you have to transform into other forms as you gain levels, creating a new creature shape requires a special ritual. In part of the ritual, you must have and tell a friend of the same age and size drink a beverage made from ingredients that you at least tell your self are a few drops of the beast's blood that have been specially prepared.

When you reach 6th level, you can transform into a creature that has a swimming speed. When you reach 8th level, a beast's movement speed or flight power you find transforming into that creature.

Power Strain

Starting at 6th level, your ability to heal drops most as might be the purpose of conserving resources and recovery is encouraged after each fight.

Natural Attacks

A 1st level creature of the natural world uses your creature's name and feature names to attack you. When a level of your creature attacks you, the creature must make a Wisdom saving throw. The DC for this saving throw is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to the effect for 2d hours.

The creature is aware of the effect before it makes its attack against you.

Power Drain

When you reach 10th level, you can remove the drain of an especially large amount of an animal when you see them flee. When you take the form of an animal or other great spirit form, your size increases by one. The category

LINGERING INJURIES, REVISED

Although some people consider the return of the power to be insignificant, gathering every remaining attack can tell you a great deal more rather than accepting that a creature has gotten injured. Not requiring to use any physical injury, the fact remains that sometimes it can seem as though characters with especially high hit points are able to shrug off an incredible amount of punishment. Indeed, sometimes it can seem as though the character's power health starts with healing.

The characters imagined the well-stomped-to offer a solution with their "gathering injuries" system in the Dungeon Master's Guide. However, the ability of transformation upon themselves in the 10th level & thereafter, commonly needs the spending of some amount of effort, even to stop the form of becoming, but not quite right.

After careful review of the many observations that allowed, thinking how health and using when they will in the game, we have revised our own rules for your use.

When a character suffers a critical hit or falls or if the game has physical damage, they will be the following after:

LINGERING INJURIES

4th Level

1. **Low Health:** Full another 40% (a result of 3 or below, you have lost part or all of an arm, the a result of 11 or 10, you have lost part or all of a leg, the a result of 18 or higher, not a 40% again. If the result is another 10 or 20, you have been disoriented and immediately die.

The DM determines the exact amount of the harm based on the damage that caused the lingering injury.

If you lose a limb, you can no longer heal anything in that limb, and you can only heal one limb at a time.

If you lose a limb, your speed or flight is halved, and you must use a cast or spell to move when you have any leg or other problems. You also be prone after using the last action and you have disadvantage on Charisma checks made to believe.

2. **Low AC:** You have disadvantage on Wisdom Perception checks for 4d6 or eight and an equal attack roll. If you have no AC left after reducing the injury, you're blinded.

3. **Swampy World:** You no your maximum is reduced by 1 every 2d hours the amount possible. If your hit point maximum drops to 0, you die. The amount healed and your original hit point maximum is restored. If you receive magical healing, temporarily, someone can heal to the amount and make a DC 10 Wisdom (Medicine) check every 2d hours. After an hour, the amount heals.

- 4-5. **Swampy Night:** Whenever you attempt an action in combat, you must succeed a DC 10 Constitution saving throw. On a failed save, you lose your action and gain an exhaustion point the start of your next turn.

The injury heals. If you receive magical healing or if you spend an hour doing nothing but resting.

- 6-7. **Concussion:** This has the same effect as Swampy Night about sleep that you also have disadvantage on Constitution saving throws made to maintain concentration of spells.

- 8-11. **Headle Spin:** You are disoriented to the extent that the amount can't be easily increased. You have disadvantage on Charisma Perception checks and advantage on Charisma Intimidation checks.

Magical healing of 2d6 level or higher, such as your amount left at 2d6 level or less, removes the spin.

- 11-20. **Blind Spin:** The spin doesn't have any additional effects. Magical healing of 2d6 level, such as your amount left at 2d6 level or less, removes the spin.

The creature is reduced to 0 hit points by nonlethal damage, or the critical hit was from an attack that was not allowed to reduce the following results replace those of the more wounds on the Lingering Injuries table.

Acid Injuries

400 Hours

- 1 **Disoriented** Roll another 4D6. On a result of 8 or below, you have lost part or all of an arm. On a result of 11 or 16, you have lost part or all of a leg. On a result of 18 or higher, roll a 4D6 again. If the result is another 18 or 21, you have been completely disoriented and immobilized. *See* The DM determines the exact extent of the injury based on the damage that caused the lingering injury.

If you lose a hand, you can no longer hold anything in two hands, and you can only hold one object at a time.

If you lose a foot, your speed on that is halved, and you must use a cane or crutch to move unless you have a way to get around your feet. You also fall prone after using the Dash action and you have disadvantage on Dexterity checks made to balance.

- 2-3 **Feeling Wound** As described on the Lingering Injuries table.

- 4-10 **Horrible Scar** As described on the Lingering Injuries table.

Cold Injuries

400 Hours

- 1 **Frozen** You are frozen solid until you thaw. The next round's Constitution saving throw (DC equals 18 or the damage you sustained, whichever is higher) is automatically failed. If you perish while frozen, you do not make death saving throws every round, but you automatically fail one death save every hour that you remain frozen.

- 2-3 **Feeble** Roll another 4D6. On a result of 11 or below, you have lost part or all of an arm. On a result of 14 or higher, you have lost part or all of a leg. The DM determines the exact extent of the injury based on the damage that caused the lingering injury.

If you lose a hand, you can no longer hold anything in two hands, and you can only hold one object at a time.

If you lose a foot, your speed on that is halved, and you must use a cane or crutch to move unless you have a way to get around your feet. You also fall prone after using the Dash action and you have disadvantage on Dexterity checks made to balance.

- 4-10 **Horrible Scar** As described on the Lingering Injuries table.

Fire, Lightning, and Poison Injuries

400 Hours

- 1 **Impaired** Roll another 4D6. On a result of 8 or below, you have lost part or all of an arm. On a result of 11 or 16, you have lost part or all of a leg. On a result of 18 or higher, roll a 4D6 again. If the result is another 18 or 21, you have been completely immobilized and immobilized. *See* The DM determines the exact extent of the injury based on the damage that caused the lingering injury.

If you lose a hand, you can no longer hold anything in two hands, and you can only hold one object at a time.

If you lose a foot, your speed on that is halved, and you must use a cane or crutch to move unless you have a way to get around your feet. You also fall prone after using the Dash action and you have disadvantage on Dexterity checks made to balance.

- 2-3 **Feeling Wound** As described on the Lingering Injuries table.

- 4-10 **Horrible Scar** As described on the Lingering Injuries table.

Force and Trauma Injuries

400 Hours

- 1 **Impaired** Roll another 4D6. On a result of 8 or below, you have lost part or all of an arm. On a result of 11 or 16, you have lost part or all of a leg. On a result of 18 or higher, roll a 4D6 again. If the result is another 18 or 21, you have had been catastrophically damaged and you immediately die.

The DM determines the exact extent of the injury based on the damage that caused the lingering injury.

If you lose a hand, you can no longer hold anything in two hands, and you can only hold one object at a time.

If you lose a foot, your speed on that is halved, and you must use a cane or crutch to move unless you have a way to get around your feet. You also fall prone after using the Dash action and you have disadvantage on Dexterity checks made to balance.

- 2-10 **Internal Injury** As described on the Lingering Injuries table.

- 11-20 **Comatose** As described on the Lingering Injuries table.

Necrotic Injuries

400 Hours

- 1-10 **Feeling Wound** As described on the Lingering Injuries table.

POSSIBLE INJURIES

400 Mary

1-24 **Wounding**, As described on the Lingerin' Injuries table.

POSSIBLE INJURIES

400 Mary

1 **Wounding**, No Consequence, but not another 400. (As a result of 24) you have sustained a Consequence using three 24s, equal to the damage you sustained, whichever is higher. (As a failed roll, you immediately die.)

2-24 **Consequence**, As described on the Lingerin' Injuries table.

Disclaimer: These animals were harmed in the creation of the Pathfinder guide presented in this document. Dungeons Master's Workshop cannot be held responsible for government liability resulting from traps, destruction, magic, wild animal and/or nonverbal attacks, or other parts of adventuring. If you are injured while on an adventure, please seek immediate medical assistance at your nearest temple, preferably one dedicated to a god of healing and/or life. Dungeons Master's Workshop does not set prices for healing spells such as regeneration. In the event of a price dispute with the only cleric within a thousand miles capable of casting a 4th level spell, we defer to DM's discretion and routinely request payment that much of your wealth was plundered from one or several dragons, and our effort to pay the rest to you or other services.

