



BARBARIAN: PATH OF THE RISING SUN (5e)

Sun worship is prevalent in many cultures, and Barbarians of the Path of the Rising Sun almost always come from one of these cultures. Some of these Barbarians believe that the sun is the greatest source of power in the multiverse and hope to harness its power for themselves. Nobler Barbarians who follow this path might instead argue that the sun is the ultimate source of good in the world, and that through virtuous deeds they may be granted a small sliver of its power to hold back evil.

Path of the Rising Sun Features

Barbarian Level	Feature
3rd	Beacon of the Brightest Star, Touch of Sunlight
6th	Sun's Blessings
10th	Solar Flare
14th	Blaze of Glory

LEVEL 3: BEACON OF THE BRIGHTEST STAR

When you enter a Rage, you can emit **Bright Light** in a 20-foot radius that originates from you and **Dim Light** 20



feet beyond that. This aura ends when your Rage ends. You can also activate it or deactivate it on subsequent turns as a Bonus Action.

Once per turn when you hit a creature within the bright light created by your Rage with an attack, you can force that creature to succeed on a Constitution saving throw or be **Blinded** until the end of your next turn.

The DC for this saving throw is equal to 8 + your Constitution modifier and Proficiency Bonus. The effect ends early if your Rage ends, if your aura is deactivated, or if the creature starts its turn more than 20 feet away from you.

LEVEL 3: TOUCH OF SUNLIGHT

You know the *Light* cantrip. Constitution is your spellcasting ability for this spell.



LEVEL 6: SUN'S BLESSINGS

You gain the following benefits:

Eyes of the Dawn. You can see normally in darkness, including the darkness created by the *Darkness* spell, to a distance of 100 feet.

Sunlight Strikes. When you hit a creature with a weapon attack while your Rage is active, you can choose to deal Radiant damage instead of the attack's normal damage type.

LEVEL 10: SOLAR FLARE

When a creature within 20 feet of you succeeds on an attack roll or saving throw while your Rage is active, you can take a Reaction to subtract 1d6 from the roll. If this changes the roll from a

success to a failure, the creature takes Radiant damage equal to the number rolled on the d6 + your Rage Damage bonus.

You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a **Long Rest**.

LEVEL 14: BLAZE OF GLORY

Your attacks and effects that deal Radiant damage ignore Resistance to radiant damage. Additionally, at the start of each of your turns while your Rage is active, you can deal radiant damage to each creature of your choice within 20 feet of you equal to 1d6 + your Rage Damage bonus.

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