

PATH OF THE DESTROYER

BARBARIANS WHO FOLLOW THE PATH OF THE Destroyer are ready to wreck anything, including themselves. Doors, walls, chains, wagons, cliffs, and other people are all just different things to be smashed.

WRECKING BALL

Starting at 3rd level, you can throw your body into objects and structures with ruinous force.

As a bonus action, you may make one unarmed Strength-based melee attack against a nonmagical unattended object or structure. You may use this bonus action before, during, or after your movement.

After seeing the attack roll, you may take bludgeoning damage and add the amount taken to the attack roll. If the attack hits, after seeing the damage roll, you may take additional bludgeoning damage and add the amount taken to the damage roll.

The total damage you choose to take from this feature as part of one attack cannot exceed your hit point maximum. This damage is reduced by resistance as normal, including from raging. The attack is resolved before this damage causes you to fall unconscious or die.



The target must be no larger than Large, or you must target a Large or smaller section of it. If this attack reduces a discrete object to 0 hit points, it is destroyed. If it reduces a section of a larger object or structure to 0 hit points, you create a breach no larger than Large. If used to tunnel through solid material, a single attack can create no more than 5 feet of passage.

Magical objects, magical barriers, and magically reinforced structures are unaffected unless the DM decides otherwise.

CATAPULT OF FURY

Starting at 6th level, you can throw objects, allies, and helpless enemies. When you use this ability, replace all attacks you would normally make as part of the Attack action with a single *hurl* attack.

A hurl attack is a ranged attack action using Strength. You are proficient with this attack, but it is not a weapon for the purposes of feats or features. Its range is 30/90 feet. If you are raging, add your Rage Damage bonus to damage dealt by a hurl attack.

Hurling Objects. Choose a nonmagical unattended object within your reach, no larger than Large, and hurl it at a target. On a hit, the target takes bludgeoning damage based on the object's size:



Object Size	Damage
Small	1d8 + Strength modifier
Medium	2d8 + Strength modifier
Large	3d8 + Strength modifier
Huge (level 14+)	4d8 + Strength modifier

Hurling Creatures. You may choose a creature grappled by you and prone, and hurl it up to 30 feet. If you hurl it at a creature or object, make an attack against the target. On a hit, both the thrown creature and the target take the damage based on the thrown creature's size. On a miss, the thrown creature takes the damage and lands prone in an unoccupied space adjacent to the target.

Hurling Allies. Choose a willing creature within your reach and hurl it up to 30 feet to an unoccupied space you can see. The creature takes bludgeoning damage based on its size, as with a hurled creature. If it lands on a surface that can support it, it lands on its feet. A willing creature can instead choose to be hurled as a creature projectile, using the rules for Hurling Creatures.

FEATURE QUICK GUIDE

- **Lv 3** Wrecking Ball: Smash through walls as a bonus action for an HP cost
- **Lv 6** Catapult of Fury: Throw big objects, grappled & prone opponents, or friends for damage
- **Lv 10** Meat Maul: Attack one opponent with a second grappled opponent
- **Lv 14** Titans Grip: Grapple huge opponents
- **Also Lv 14** Ballistic Leap: Jump up to 90 feet as a bonus action for an HP cost

MEAT MAUL

Starting at **10th level**, while raging, you can use a creature grappled by you — living or dead — as a melee weapon.

When you take the Attack action, you may make each of your attacks with a meat maul attack, using the grappled creature against another creature or object within your reach. Make a melee weapon attack using Strength. You are proficient with this attack, but it is not a weapon for the purposes of feats or features.

If the grappled creature is *Medium or larger*, you must use your entire Attack action (both attacks) to swing it. A Small creature is light enough to whip around: each of your attacks can be a separate meat maul, and you can grapple and swing in the same turn.



On a hit, both the target and the grappled creature take bludgeoning damage based on the grappled creature's size, as indicated in Catapult of Fury (so, plus your Strength modifier), and you add your Rage Damage bonus. The grappled creature is also knocked prone.

A meat maul counts as a magical attack against either creature — the one you strike or the one you have grappled — whenever the *other* of the two has resistance or immunity to bludgeoning, piercing, or slashing damage from nonmagical attacks. *It takes a monster to hurt a monster: a demon is not a magic sword, but swung into another demon, both feel it.*

A dead creature can still be used with this feature until the grapple ends or the body is destroyed.

TITAN'S GRIP

Starting at **14th level**, you may grapple, carry, and drag opponents or objects as if you were size Large. You may also throw objects and creatures of size Huge with Catapult of Fury.

BALLISTIC LEAP

Starting at **14th level**, as a bonus action, you can leap up to 90 feet in a straight line to a space, surface, object, or creature you can see. After this leap, your speed becomes 0 until the end of the turn.

When the leap ends, you take bludgeoning damage equal to 1d20 plus the falling damage you would take for falling a distance equal to the distance leapt. This damage is reduced by resistance as normal.

If you end the leap on a surface that can support you, you land standing. If you end the leap within reach of a creature or object, you may grab onto it with a DC 12 Strength (Athletics) check. If you grab a flying creature this way, you move with it until it lands, or it wins a contested Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics) to shake you off. If you are shaken off while aloft, you fall.



DESIGNER'S NOTES & DM GUIDANCE



HIS SUBCLASS INDULGES THE FANTASY OF AN overpowering, immensely strong brute. It draws heavy inspiration from the Incredible Hulk, and leans somewhat into the comic-book style of higher-level play.

It works best for DMs who enjoy physical rulings and environmental play. It asks the DM to adjudicate objects, sections of walls, bodies, carts, ledges, hazards, and improvised violence. If your combats mostly happen in empty rooms, this subclass will feel flat. It is also a better fit for the more heroic and fantastical style of play — if you're trying to maintain gritty realism, or a tone of seriousness or dread, this subclass probably doesn't belong at your table.

OVERALL BALANCE

The subclass will not out-damage optimized builds in ordinary melee. Its stronger abilities are gated by the three resources a Barbarian has to trade: **action economy** (primarily the requirement to grapple), **hit points** (the blood price), and **rage**. It is intended to make up for the barbarian's lack of utility, range, and mobility. It does not meaningfully change the DPR calculations, and the primary challenge it presents to a DM who includes it is that adventure design will need to regularly think of walls and objects as part of the structure. Destroyers are designed to work very tightly with the Rules as Written for Breaking Objects, Grappling, and Shoving.

WRECKING BALL

A Barbarian using Wrecking Ball pays in hit points to get through a barrier. To keep that cost reasonable, it was measured against the *fraction of HP* a barbarian spends versus the *fraction of spell slots* a caster would burn for the same effect. In general the caster is the better wall-remover — but the barbarian becomes viable. The feature is designed to scale naturally through the levels and across the raging / not-raiding divide, so it stays a fun option at every tier. And it is deliberately a *bonus action*, so a player can Kool-Aid-Man straight through a wall and immediately move in and attack. If that isn't a surprise, I don't know what is.

Also note that the Wrecking Ball feature can be used on non-barrier objects. A Destroyer Barbarian can easily burst out of ropes or chains that they have been bound in for an HP price, making them very hard to imprison. Similarly they can easily smash their way into chests, or destroy or disable some traps once they have been found. DM's should plan accordingly.

BARRIER ASSUMPTIONS

Barrier	AC	HP	Damage Threshold	Comparable Spell
Reinforced wooden door	15	27	5	Knock
Stone dungeon wall section	17	75	15	Stone Shape / Passwall
Castle wall breach point	17	200	25	Disintegrate

WRECKING BALL MATH

Each cell shows **HP spent raging / not raging** (and that as a percentage of max HP)

Level	Max HP	Reinforced Door	Stone Wall	Castle Wall
4	45	11/24 (24%/53%)	35/73 (78%/162%)	97/198 (216%/440%)
8	85	9 / 22 (11%/26%)	34/71 (40%/84%)	97/196 (114%/231%)
12	125	9 / 22 (7%/18%)	34/70 (27%/56%)	96/195 (77%/156%)
16	181	8 / 22 (4%/12%)	34/70 (18%/39%)	95/195 (52%/108%)
20	285	7 / 19 (2%/7%)	31/67 (11%/24%)	94/192 (33%/67%)

CASTER SPELL SLOT USAGE FOR COMPARISON

To help orient below is a chart of what percentage of level adjusted spell slots a wizard needs to expend to achieve a similar effect.

Level	Reinforced Door (knock)	Stone Wall vs Stone Shape / Passwall	Castle Wall vs Disintegrate
4	20%	no spell yet	no spell yet
8	7%	Stone shape 15%	no spell yet
12	4%	9%/11%	13%
16	3%	6% /8%	10%
20	2%	4% /6%	7%

CATAPULT OF FURY

This feature opens a few spots for abuse that need watching, mostly resolved by making it expensive in action economy. Simply hurling objects at range is no balance issue — throwing a Large object compares to throwing two javelins (DPR ~19); the Huge objects unlocked at 14th give a slightly better ranged option. Hurling *creatures* deals reasonable damage because it lands *twice*, but that's paid for by a full round of grapple-and-shove, leaving it in javelin territory anyway.

The dangerous bit is the **forced movement**: 30 feet can easily drop a high-HP monster into a lava pit or through most of a *spike growth*. That still costs two full rounds of player action and is conditional or needs careful teamwork. It's a potential event, not a chronic problem. Hurling *allies* can drastically improve party mobility (getting everyone over the wall), but it leaves the barbarian still needing to find their own way past the obstacle and forces everyone who uses it to pay a tithe in HP.

MEAT MAUL

Grabbing one opponent and smacking another with them is very emotionally satisfying. Against a single target its DPR is strictly worse than a greatsword. When you get to damage two opponents, the DPR amortized over needing to grapple is at most about 12 higher than vanilla greatsword attacks, and only with the situational requirement of multiple targets within reach and your kobold-club not having died yet. It is also not effective for focused fire on a single target.

There is an intentionally designed *combo*: a successful meat maul knocks the grappled target prone, which sets it up to be thrown on the next turn. The rules for using resistant creatures as magic weapons let the tactic stay viable at higher levels of play, and also give barbarians a creative solution when they don't have access to a magical weapon. Note that the whole feature is gated behind using rage.

TITAN'S GRIP

This is introduced later to let the earlier abilities scale. It fits more readily with the “super-powered” themes of tier-4 play, where grabbing a dragon by the tail and smacking it into a giant seems epic rather than silly. It unlocks a slight bump in ranged damage (throwing Huge objects) and another slight bump in damage for Meat Maul.

BALLISTIC LEAP

This feature is meant to let the barbarian engage flying enemies and grant some mobility while staying thematically consistent. The cost in HP is intended to keep it from overshadowing the monk's maneuverability — even when raging it runs to about 15% of HP, which adds up quickly.

The rules for clinging to flying opponents specifically let the barbarian cling to a gargantuan dragon and attack it as it flies away. The “grabbing” onto flying creatures is specifically *not* grappling. For Huge and smaller monsters grapple can be initiated as normal once grabbing them. It's worth remembering the Rules as Written of grappling: a flying creature that is grappled immediately has its speed reduced to zero and falls out of the sky, landing prone. That deals falling damage to both the barbarian and the creature — and sets the barbarian up to throw or meat-maul it on the next turn.

