



## STONEFIRE RAGER

“The earth’s rage abides deep below. When roused, it bucks and heaves, leaving nowhere to run or hide.”

**Prerequisite:** Barbarian

Many barbarians fight with the viciousness of a wild animal. Others draw strength from the violence of storms or the destructiveness of fire. You prefer a more steady source: the might of earth and stone. Although the earth endures in stillness, entire cities are destroyed when its anger is incited. You have studied the power of the earth and learned to incorporate it into your barbarian evocations. You combine the raging fury of magma with the patience of stone.

Stonefire ragers are common among dwarves and goliaths. They scale the greatest peaks of the world to commune with mountain spirits. Here and there, small monasteries stand atop mountains where stonefire ragers gather. At first glance, the warrior monks of these places seem to be simple ascetics. Woe to the villain that dares disturb their meditations.

WARREN MAHY

## STONEFIRE RAGER PATH FEATURES

**Calm Before the Flame (11th level):** When you spend an action point to make an attack, each target you hit takes extra fire damage equal to your Constitution modifier and is knocked prone.

**Resilience of Stone (11th level):** When an enemy scores a critical hit against you, you can roll a d20. On a 10 or higher, that attack becomes a normal hit instead of a critical hit.

**Fire’s Wrath (16th level):** While you are bloodied, you gain resist 10 fire and a +2 bonus to damage rolls.

NEW PARAGON PATHS



## STONEFIRE RAGER EVOCATIONS

### Pyroclastic Tide Stonefire Rager Attack 11

*You swing your weapon mightily, channeling a primal fire that washes over your enemies.*

**Encounter** ♦ **Fire, Primal, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 3[W] + Strength modifier damage, and each enemy within 2 squares of you takes fire damage equal to your Strength modifier.

### Serenity of Stone Stonefire Rager Utility 12

*You skin becomes hard as stone, allowing you to shrug off even the most potent attacks.*

**Daily** ♦ **Primal**  
**Minor Action** Personal  
**Requirement:** You must not be raging.  
**Effect:** You gain resist 10 to all damage until you use a rage power or until the end of the encounter.

### Volcanic Rage Stonefire Rager Attack 20

*Your weapon is sheathed in flame as you strike. Your wrath boils over, radiating from your molten skin and scorching nearby foes.*

**Daily** ♦ **Fire, Primal, Rage, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier fire damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the volcano. Until the rage ends, as the first action of each of your turns, you can deal 5 + your Constitution modifier fire damage to each enemy within 3 squares of you as a free action. In addition, if an adjacent enemy hits you, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

