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Radiation Damage  
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In the world of Toril, and the planes beyond, there's many materials, such as the iron in the rock, the dirt beneath your feet, and the oxygen in the air. So, with this being said, is it safe to assume that uranium and thorium are part of the deep landscape as well? Uranium is a powerful resource, so it could be harnessed for the deep web that is magic, or simply used to hit something just a tad bit harder.

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Cantrips  
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Cellular Ray: deal 2d4 radiation damage in a 10 feet long 10° cone. This increases by 1d4, 5 feet, and 5° at levels 5, 10, 15, and 20.

Miniscule Burst: deal 1d6 radiation damage in a 5 foot radius, which increases by 3 feet and 1d6 at levels 5, 10, 15, and 20.

Rapid Decay: channel radiation in your hand to touch a creature, breaking down their cells as their skin sloughs off their flesh. This deals 1d10 radiation damage (melee range), which does an additional 1d10 at levels 5, 10, 15, 20.

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Spells: Level 1  
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Radiating Beam:

Shoot a fast mote of radioactive whatever-the-hells, at a creature you deem deserving. This does 3d6 radiation damage, and has a range of 60 feet. The damage increases by 1d6 per level spell slot you use (so 4d6 using a level 2 slot, and so on)

Radioactive Rune:

Place a rune with a 1 foot radius at the targeted area, so long as it's on ground. It is invisible to enemies, unless they succeed a DC 15 perception check, or they're able to see invisible creatures due to a spell or feature. The spellcaster can see this rune always. This rune lasts for 10 rounds, and does 2d12 radiation damage when stepped on by ANY creature that isn't the spellcaster. Only one rune can be active at a time, and increases by 1d12 per level spell slot you use.

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Spells: Level 2:  
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Cellular Splicing:

Take 1d8 radiation damage (which bypasses immunity and resistance) to heal 2 creatures in 30 feet by the same amount.

Lesser Fusion:

Force two creatures in 5 feet of each other to have their cells screaming to be binded, which causes them to be unable to move more than 10 feet away from each other. If one binded enemy falls, and the drop is more than 10 feet, then the other creature must make a strength check of a DC equal to the falling creature's strength. A strongman falling while tied to you would be pretty hard to resist, as opposed to a mouse.

<<<Further Spells TBD>>>

Now, to go along with the radiation stuff I was doing earlier, I had an idea of another barbarian subclass. Don't worry, I'll try to make other subclasses for other classes. I might try my hand at monk, and sorcerer.

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#### Path of the Crucible: Barbarian Subclass

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At level 3, you harness the infinite power of uranium, and your body becomes an instrument, with radiation as the muse. You gain the following passives:

When you rage, you cause a tempest of radioactive material to swirl around you, with you as the eye of the storm. Enemies within 10 feet take 1d8 radiation damage at the start of their turn, and allies are protected by warm radiation, gaining a +1 to Armor Class.

You can cause the storm to surge as a bonus action, and target one enemy within 20 feet. The enemy takes 2d4 radiation damage, and is afflicted by Radiation Sickness if they fail a DC 12 constitution check. Radiation Sickness gives an enemy halved movement speed, and has disadvantage on strength, dexterity, and constitution saving throws.

At level 6, the storm of radiation becomes more unstable, causing you, your allies, and enemies in the storm to be helped or hindered by the radiation. This happens only once per rage, and all effects disappear at the end of the rage.

You gain the following effects:

Raging Radiation:

You can add your strength modifier to intimidation checks, and you have advantage on saving throws for constitution checks.

Crucible Unleashed:

Each ally within 20 feet rolls a 1d6, which determines the helpful effect given to them by the tempest.

1: Gain +1 Armor Class regardless of distance to the barbarian, as the radiation lingers on your being.

2: Gain +10 feet movement speed and dash can be used as a bonus action for 3 turns, as the radiation temporarily rearranges your leg muscles to boost speed.

3: The radiating heat causes you to heal 1d4 every turn.

4: The radiation harms your cells a tad bit, and you spasm when you perform a melee attack. This causes you to use bonus action melee attacks (off-hand attacks, pommel strikes, etc.) for free, but only once per bonus action you have.

5: The radiation increases your body temperature, causing you to deal an additional 2 fire damage with attack rolls.

6: The radiation creeps into your scleras, and you see just a bit better. You gain a +2 bonus to attack rolls.

Impeding Core:

Each enemy within 20 feet rolls a 1d4, which determines the effect that debilitates them.

1: The radiation bites at their skin, and causes them to lose 1 Armor Class.

2: The heat is too much, and it gets to them. They take 1d4 fire damage every turn, bypassing resistance.

3: The radioactive material of the storm clings to the enemy's feet, breaking down muscles that should not be doing so. They lose 10 feet of movement, and if they don't move during their turn, they take 1d4 radiation damage.

4: The enemy has radiation clinging to their eyes, and the pain is unbearably irritating. They lose 2 to their attack rolls.

At level 10, you channel your body into a source of beaming radiation. You gain the following features:

Nuclear Reap:

You can use an action and bonus action to charge your body. You can't rage during this time, and you gain one stack of Nuclear Overcharge each turn you do this. For each turn you charge, your next rage unleashes the stored energy in the next storm. For each stack of Nuclear Overcharge, the storm that your rage creates explodes for 2d12 radiation damage in a 30 feet radius. Enemies are afflicted with Ravaging Decay, losing half of their movement speed, and only being able to use either their action or bonus action in a turn.

At level 14, your radiating storm is far from a small weather indifference, but is now a tempest, reaching the heavens, and spewing radiation to all who are foolish enough to run towards the tempest. You gain the feature:

Tornado of the Crucible:

Your storm increases by 5 feet in radius, and it increases further by 3 feet every turn you're in rage. Enemies in the storm have their movement speed quartered, and allies have a +2 to attack rolls and Armor Class.

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Way of the Wastes: Monk Subclass

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You meditated in ponds polluted by surfaced uranium for...whatever reason. You learned to absorb it into your ki, because isn't uranium just another part of Mother Earth? And isn't radiation a tool to be used?

At level 3, your flurry of blows doesn't attack twice. Instead, you do one punch with a bonus action that punches once, then explodes for your unarmed damage (converted to half radiation damage, half bludgeoning damage) in a 3 feet radius of the target.

You gain the following ability:

Rushing Core:

You charge towards an enemy, using up 1 ki point and 10 feet of movement. You deal twice your martial die in damage, and can only do this once per turn. If you have Extra Attack, you can make an unarmed attack afterwards.

At level 6, your meditation has made you accustomed to the ways of radiation.

You gain the following effects:

Stalwart Soul:

You gain resistance to radiation damage

Booming Core:

Your flurry of blows now increases its radius to 6 feet. You can also trigger this effect when using Rushing Core to explode twice, as a reaction instead, and costing 2 ki.

Radiated Inquisition:

You add your wisdom modifier to investigation and insight checks.

At level 11, you learn to channel your entire being into making sure that something in front of you that's moving, really, REALLY, shouldn't be. Alas, this comes at the risk of your energy fizzling out, and you left with the power within yourself decayed.

You gain the following feature:

Unstable Core:

As an action, you can use up all your ki to charge an incredibly powerful unarmed attack. For each ki used, with no limit, you deal an additional 1d10 radiation damage on a successful attack. If you hit, you gain your ki back. If you miss, you lose your ki and the bonus of the action.

At level 17, your body becomes a temple. A shrine to the chalice of life bestowed by you by your time exposed to radiation. You walk the earth leaving your mark for a while after.

You gain the following features:

Toxic Trail:

When you attack, you shed a layer of radioactive material, that's so unbelievably toxic, your enemies can't fathom the danger their cells are in. Enemies must make a DC check equal to 15 +/- your wisdom modifier, or they become afflicted with 3 effects simultaneously, and must make a DC check equal to the initial check to shake off one of the effects each turn. Here are the effects:

Radioactive Rattles:

Take 2d12 radiation damage each turn, and have a 1d4 rolled for every 5 feet moved. If the 1d4 rolls a 1, you fall prone immediately.

Decaying Brain:

You have Disadvantage on intelligence saving throws, and a 1d6 is rolled every time you try to attack. If the 1d6 rolls a 1, you are immediately stunned until your next turn.

Maddening Pain:

You take 1 radiation damage every turn. Every time you take this specific source of damage, a 1d8 is rolled. If you roll a 1, you go mad for 2 turns, attacking everyone around you. If you roll a 8, you calm yourself and the effect is ended.