

PATH OF THE DEMON

The Path of the Demon is tantamount to a descent into madness, a furious darkness within that calls for one thing only: the death of its foes. Its origin can be hereditary, perhaps a tiefling whose blood runs strong, a dalliance between an ancestor and a demon, or sometimes intentional, via a ritual or sacrifice for power. Barbarians of this path often struggle to sate the beast inside, and during their rages that part of them rises to the surface with disturbing results. Rending claws, whipping tentacles, razor tipped horns; a demon in name and form.

PATH OF THE DEMON FEATURES

Barbarian Level	Feature
3rd	Abyssal Alteration
6th	Echo of the Void, It Stares Back
10th	Bloodlust
14th	Maximum Violence

ABYSSAL ALTERATION

Starting when you choose this path at 3rd level, your demonic corruption manifests as a physical tool of destruction. While raging, you grow a natural weapon you can use to make melee attacks with, with which you are proficient. When you hit with this weapon, the target takes an amount of damage equal to $1d10 + \text{your Strength modifier}$, of a type decided by the choice made below. You gain additional benefits based on your weapon of choice. Whenever you enter your rage, choose one of the following:

Pulverize. You grow a heavy tentacle, enlarge your limbs, or develop some other similar blunt adaptation. Your natural weapon deals bludgeoning damage, and when you hit a creature with it you can use your bonus action to attempt to shove them. Creatures shoved away from you in this way are pushed twice the normal distance.

Skewer. You grow a pair of wicked horns, have your jaws transform into a monstrous maw, or develop some other similar puncturing adaptation. Your natural weapon deals piercing damage, and when you hit a creature with it you can use your bonus action to attempt to grapple them. While you are grappling a creature in this way, you cannot use your natural weapon against another target, and the creature takes an amount of piercing damage equal to your Strength modifier whenever they make an attempt to break the grapple.

Rend. You grow a bladed tail, extend your nails in to jagged claws, or develop some other similar cutting adaptation. Your natural weapon deals slashing damage, and when you hit a creature with it you can use your bonus action to attempt to wound them. The creature must succeed on a Constitution saving throw (DC equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$) or take additional damage equal to your Strength modifier and have their speed reduced by 10 feet until the end of their next turn.

ECHO OF THE VOID

Beginning at 6th level, you can release the roaring sound of the abyss as a ruinous force. When you enter your rage, you can unleash a 30 foot cone of discordant noise powerful enough to shatter earth and bone.

ART CREDIT

Art is [Emissary of Darkness\(adv\)- Legend of the Cryptids](#) by James Zapata.

Each creature within that area must make a Constitution saving throw (DC equal to $8 + \text{your Proficiency bonus} + \text{your Strength modifier}$). On a failed save, a creature takes $3d6$ thunder damage and is pushed 15 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured Objects that are completely within the area of effect are automatically pushed 15 feet away from you by this effect, and you emit an otherworldly scream audible out to 300 feet.

IT STARES BACK

Also at 6th level, you gain an understanding of the hateful tongue of demons. You learn to speak, read, and write abyssal.

Additionally, your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BLOODLUST

Beginning at 10th level, you are aware of the location of any creature within 30 feet of you that doesn't have all of its hit points. This feature has no effect on undead or constructs.

MAXIMUM VIOLENCE

Starting at 14th level, when you use your Reckless Attack feature while raging and make at least two attacks against the same target, you can make one additional attack against it using your natural weapon. If this attack kills the target, any creature friendly to it that is within 15 feet of it and sees its death must succeed on a Wisdom saving throw (DC equal to $8 + \text{your Proficiency bonus} + \text{your Strength modifier}$) or be frightened of you for 1 minute. A creature frightened by this effect makes another Wisdom saving throw at the end of each of its turn. On a successful save, it is no longer frightened.

Once you use this feature, you can't use it again until you finish a short or long rest.