

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE CURSEWROUGHT

You have been riddled with curses, whose magics have seeped into your very being. Whether this corruption came from a vindictive cabal of witches, or as a result of your trespassing on forsaken grounds, you cannot escape the arcane darkness that dwells within you.

Barbarians who follow the Path of the Cursewrought are outcasts, seeking either redemption and purification, or revenge. Through their fury, they have learned to transform their curses into weapons, spreading them like a pestilence to their enemies, and crushing all those who stand in their way.



RAGECURSE

Starting at 3rd level, whenever you hit a creature with a melee weapon attack while you're raging, you can use your bonus action to attempt to inflict a curse on the target. The target must make a Wisdom saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus) or be cursed until your rage ends. This curse applies one of the following effects of your choice:

- The target's AC is reduced by 2.
- The target has disadvantage on Dexterity checks and Dexterity saving throws.
- The target can't regain hit points and has disadvantage on death saving throws.

A creature can only be affected by one of your curses at a time.

Starting at 10th level, a creature cursed by you also takes twice the amount of additional Rage Damage when you hit it with a melee weapon attack.

AEGIS BLACK

By 6th level, you possess a profound bulwark against darkness. You have resistance to necrotic damage, and have advantage on saving throws against necromancy spells and effects that would curse or possess you.

FURYBANE

Starting at 10th level, whenever you enter a rage, you can cast the spell bane (DC equals 8 + your Constitution modifier + your proficiency bonus) without using an action or spell slot. You can concentrate on this spell even while you're raging.

SPITEFUL CURSE

At 14th level, whenever a creature hits you with a melee weapon attack, you can use your reaction to attempt to curse that creature with your Ragecurse. If the attacker fails its saving throw, it also takes 2d8 necrotic damage.