

Fiendish Codex: Barbarian

This is Supplemental Material

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: The Path of the Abyss.

Path of the Abyss

Barbarians that walk the Path of the Abyss draw their rage from the chaotic abyssal essence infused with their souls. The essence has changed your physical form and surges in power when you rage.

As a path of the abyss, you decide how you were infused with abyssal essence. Consult the Abyssal Origins table for a possible origin of your power.

Abyssal Origins

1d6 Origin

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| 1 | You died during a battle against demons. Your corpse was reanimated by the demon ichor on the battlefield. |
| 2 | You were part of a dark ritual by a demonic cult. |
| 3 | You came face to face with a powerful demon. The experience shattered your mind driving insane for an unknown time. When you regained sanity don't know what you did during the time you were insane, but you have abyssal powers. |
| 4 | You were teleported to a layer of the abyss for a long time, the evil's influence has morphed you into half fiend creature. |
| 5 | You are the offspring of a demon, and your abyssal heritage is starting to surface. |
| 6 | A terrible spellcaster cursed you. The curse caused a demon and you to inhabit the same body. |

Abyssal Resilience

3rd-level Path of the Abyss feature

The abyssal essence in your body causes the physical and mental traits of demons to emerge. At 3rd level, your hit point maximum increases by 3 and increases by 1 whenever you gain a level in this class. You have some minor demonic physical features (horns, fur, fangs, or scales). Additionally, you can speak, read, and write abyssal.

Demonic Incarnation

3rd-level Path of the Abyss feature

The abyss within you surges with your anger causing you to take on a demonic form. You gain the following benefits while you are raging:

- Your body becomes covered in thick fur, scales, and horns. You gain a +2 to your AC while using Unarmored Defense.
- Horns, spikes, fangs, and claws grow from your body. You can make a natural attack as a bonus action using your strength that deals 1d6 + your Strength modifier bludgeoning, piercing, or slashing damage.

Abyssalmorph

6th-level Path of the Abyss feature

At 6th level, the layers of the abyss filled with ooze, water, and bestial creatures has influenced your physical form. You can cast the Alter Self spell, without using a spell slot or material components. This spell ignores the spell restrictions while raging. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Elemental Chaos

10th-level Path of the Abyss feature

At 10th level, a spark of elemental chaos awakens in the abyssal essence. When you enter your rage, you choose an element from this list cold, fire, or lightning. while raging you gain the following benefit:

- You have resistance to your chosen element.
- Your body surges with your chosen element. At the start of each of your turns, each creature of your choice within 5 feet of you takes damage equal to your Constitution modifier of the chosen element type, and whenever you hit a creature with a melee attack it takes an extra damage equal to your Constitution modifier of the chosen element.

Gaze of the Abyss

14th-level Path of the Abyss feature

Beginning at 14th level, you can tap into the maddening chaos of the abyss. You are immune to madness caused by abyssal powers. When you enter your rage, your eyes become windows into the infinite abyss. A creature of your choice that can see you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or suffer short-term madness until the start of your next turn. You roll on the Short-term Madness table to determine the nature of the madness. Until your rage ends, you can use this effect again on each of your turns as a bonus action