



PATH OF THE INFERNAL

BARBARIAN: PATH OF THE INFERNAL

Barbarians are known far and wide as being some of the most relentless warriors in existence, entering terrifying rages that fuel their attacks and allow them to shrug off even the most staggering of blows. A barbarian's presence and capabilities depend largely on the source of their rage, such as from a sense of greater purpose, bloodlust, or deeper, spiritual connection. Regardless of where this fount of rage comes from, barbarians are always feared and respected for their brutal talents.

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You have found the conduit for your rage in something scarier than anything you'd find on the Material Plane. Your inner fury burns from the hells themselves, manifesting itself as a series of fiendish transformations and flames whenever you enter a rage. The origin of this power may be the result of a near-death experience that showed you the the Lower Planes, or perhaps it comes from a soul-binding contract made with a powerful devil. Some tieflings may find that this power has resided within themselves all along as a result of their infernal heritage. Regardless of your reason for having these abilities, one thing is certain: hell hath no fury quite like you.

HELLFIRE CLAW

Starting when you choose this path at 3rd level, one of your hands transforms into a large, fiery claw whenever you enter your rage. The claw remains for the duration of your rage. If you're wielding a weapon with the clawed hand, its flames harmlessly spread to the weapon it's holding and wreath it in magical flames. The first target you hit with this fiery weapon on each of your turns takes an extra 1d6 fire damage.

If you don't deal this fire damage with a weapon attack on your turn, you can use a bonus action to make an unarmed strike with the claw, provided it's empty. On a hit, the target takes the normal damage from your unarmed strike, which can be either bludgeoning or slashing damage (your choice), plus an extra 1d6 fire damage.

The claw's fire damage increases when you reach certain levels in this class, increasing to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.

HELLBORN

At 3rd level, you learn to speak, read, and write either Abyssal or Infernal (your choice). In addition, you can add your Strength modifier to any Charisma (Intimidation) or Charisma (Persuasion) check you make when interacting with fiends.

When you reach 10th level in this class, you can add your Strength modifier to any Charisma (Intimidation) check you make when interacting with any creature, instead of only fiends.

INFERNAL WARRIOR

By 6th level, the infernal fire within you burns hot even while you're not raging. You gain resistance to fire damage.

In addition, when you use the Attack action to grapple a creature while you're raging, the target takes your Hellfire Claw's fire damage if your grapple check succeeds, and again at the end of each of that creature's turns while it remains grappled.

PLANAR CONSPIRATOR

At 10th level, you can make minor deals with an interested archfiend or similar power to peer into the minds of other creatures and exploit their fears. You can use an action to spend 2 Hit Dice, without regaining any hit points, to cast the *detect thoughts* spell. The DC for this spell is equal to 8 + your proficiency bonus + your Constitution modifier.

INCINERATING WRATH

Starting at 14th level, when you take damage from a creature that you can see within 60 feet of you while you're raging, you can use your reaction to release a punishing flame from your claw toward them, duplicating the effect of the *hellish rebuke* spell (3rd-level version, DC 8 + your proficiency bonus + your Constitution modifier). You can use this ability twice per rage.



HATRED, THE WRATHFUL EDGE

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Weapon (greataxe), artifact (requires attunement by a creature the axe deems worthy)

This black iron axe was forged in the scorching fires of the Magmarath Caldera and has been the decisive end for countless mortal souls. Used as the mark of a Tribunal in the caldera's city, the weapon is an embodiment of anger and spite, and has been enchanted with blood magic that bubbles to the surface each time it's used to end a life. Glimmering veins of lava flicker from its dark metal surface, and roiling, volcanic sparks trail behind it in its wake when swung.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d6 fire or lightning damage (your choice) to any target it hits. When you reduce a living creature to 0 hit points using this weapon, you gain a number of temporary hit points equal to the fire or lightning damage dealt as part of the attack.

Explosive Rage. If you're a barbarian, the first time you enter a rage after finishing a short or long rest, up to 6 creatures of your choice within 10 feet of you take 4d6 fire or lightning damage (your choice). In addition, while raging, any creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire or lightning damage (your choice).

Fiendish Mind. You can speak, read, and write Abyssal and Infernal while attuned to this weapon.

Random Properties. *Hatred, the Wrathful Edge* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Volcanic Immunity. You are immune to fire damage while attuned to this weapon. In addition, you can stand on and walk across molten rock as if it were solid ground.

Sentience. *Hatred, the Wrathful Edge* is a sentient chaotic evil weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Abyssal, Common and Infernal.

Personality. The weapon enjoys the sensation of anger. It sees all conflict eventually reaching the same violent conclusion, and encourages its wielder to seek out such hasty and bloody resolutions.

Destroying the Axe. The only way to destroy the axe is to dispel the malevolent spirit within it over time from the Upper Planes. Casting *dispel evil and good* on the weapon every day for 5 years while on an Upper Plane causes the wrathful spirit within it to eventually succumb and perish. When the spirit leaves the axe, it loses all of its properties except for its bonus to attack and damage rolls, but becomes no harder to destroy than a normal magic weapon.