

Path of the Demon

Level 3:

Hellish Blood - The Barbarian can select a damage type for your class abilities at the end of a long rest: Fire, Cold, or Lightning damage.

Demonic Resistance - While raging you gain resistance to Fire, Cold, and Lightning damage, and immunity to Poison.

Avernal Castigation - When you are hit by a melee attack, the attacker takes a d4 in Hellish Blood damage.

In addition, when you take damage while you are Raging you can use a reaction to deal an extra d4 damage to the attacker.

The damage dice for this increases to a d6 at level 6, a d8 at level 10, and a d10 at level 14.

Level 6: Demonic Outburst - All attacks deal an additional d6 Hellish Blood damage. This increases to a d8 at level 10, and a d10 at level 14.

Level 10 Infernal Whip - You summon a whip made of your Hellish Blood damage type as a bonus action.

On a failed save Infernal Whip deals 4d6 Hellish Blood damage and pulls the target of Infernal Whip into an unoccupied square within 5 feet of you. Infernal Whip has a 30 foot range.

Infernal Whip can be used an amount of times equal to your Proficiency Bonus. These recharge on a long rest.

Level 14: Stygian Cowling - When activated, the Barbarian gains one size category, an additional 5 feet of reach, and a fly speed equal to their walk speed.

Upon entering Stygian Cowling, the Barbarian does 4d10 Hellish Blood damage and at the start of each of the Barbarian's turns 1d10 Hellish Blood damage to any number of targets within the Barbarian's Melee range. Any time you use your rebuke reaction, all targets within the Barbarian's Melee range take damage.

In addition you gain an additional Damage Dice while using Demonic Outburst.

This lasts until the rage ends, and cannot be used again until the Barbarian has finished a long rest.