

Path of the Eldritch

Barbarian's rage is the source for all of their abilities, their intense bloodlust causes creatures to falter and back down from facing them, but sometimes, when a Barbarian faces a creature too otherworldly, they fall at the mention of their name. Sometimes, although rare, these powerful creatures offer their strength to the Barbarian, making a deal of sorts, but instead of souls and first borns, these creatures wish for the Barbarian to cause chaos in their name. The Barbarian in turn gets powers never before seen in the world, as now they become conduits for the creature's power.

Otherworldly Patron

Starting at 3rd level, your strength catches the eyes or eye of a creature of boundless power, choose one of the options below, this choice will augment some of the subclass features starting at 6th level:

The Archey: A fey creature known for their cunning and tricks

The Celestial: A creature hailing from the upper plane known for their radiant light and defence of the necrotic energies

The Fathomless: An ocean creature that lurks in the depths, known for their water based attacks and abilities

The Fiend: An archdevil or archdemon known for their deals and firepower

The Genie: An elemental creature known for their wish granting and bottles

The Great Old One: A creature not bound by the laws of space, existing in the fabric of reality, known for its psychic prowess and thralls.

The Hexblade: A sentient weapon or creature from the plane of shadows known for curses and specters

The Undead: A deathless and timeless creature known for their frightfulness and unforgivingness.

The Undying: A immortal creature with death in a chokehold, known for the knowledge and understanding of the world.

Pact Magic

Beginning at 3rd level, your Patron grants you magic beyond the mystic arts. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 of the *Player's Handbook* for the warlock spell list.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Path of the Eldritch Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell **witch bolt**, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. At 3rd level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Path of the Eldritch Spellcasting table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 13th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Strength is your spellcasting ability for your warlock spells, so you use your Strength whenever a spell refers to your spellcasting ability. In addition, you use your Strength modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Raging and Spellcasting. You can only cast and concentrate on your warlock spells while raging. While raging, you can use your weapons as your spellcasting focus for these spells.

Path of the Eldritch Spellcasting

BARBARIAN LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS	SLOT LEVEL
3rd	2	2	1	1st
4th	2	2	1	1st

5th	2	3	1	1st
6th	2	3	2	1st
7th	2	4	2	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	3	5	2	2nd
11th	3	6	2	2nd
12th	3	6	2	2nd
13th	3	7	2	3rd
14th	3	7	2	3rd

15th	3	8	2	3rd
16th	3	8	2	3rd
17th	3	9	2	3rd
18th	3	9	2	3rd
19th	3	10	2	4th
20th	3	11	2	4th

Eldritch Vitality

Starting at 3rd level, you can use your Patron's power to alter your own. When you hit a creature with a successful melee weapon or melee spell attack, you can spend a Rage charge to gain a number of d8s of Temporary Hit Points equal to your Rage Damage Bonus.

In addition, your Unarmored Defence is now equal to 10 + your Charisma modifier + your Constitution modifier

Rageful Servitude

Starting at 6th level, your Patron gifts you with even more power. You gain the following benefits depending on your selected patron, as seen below.

The Archfey: You learn the *Faerie Fire* spell, which does not count towards your number of spells known. When you cast a warlock spell while raging, you can move up to half your walking speed without provoking opportunity attacks.

The Celestial: You learn the *Guiding Bolt* spell, which does not count towards your number of spells known. While raging, you become resistant to radiant and necrotic damage.

The Fathomless: You learn the *Thunderwave* spell, which does not count towards your number of spells known. While raging your melee weapons gain the Reach weapon property if they lack it and you gain a swim speed equal to your walking speed.

The Fiend: You learn the *Burning Hands* spell, which does not count towards your number of spells known. When you cast a warlock spell or make a melee weapon attack while raging, you can change the damage type to fire.

The Genie: You learn the *Detect Evil and Good* spell, which does not count towards your number of spells known. While raging, your legs become vapour, granting you a 10ft fly speed.

The Great Old One: You learn the *Tasha's Hideous Laughter* spell, which does not count towards your number of spells known. While raging, you no longer need Somatic or Verbal components for your warlock spells

The Hexblade: You learn the *Hex* spell, which does not count towards your number of spells known. While raging, you gain a +1 to your AC.

The Undead: You learn the *Bane* spell, which does not count towards your number of spells known. While raging you are immune to the frightened and charmed conditions

The Undying: You learn the *False Life* spell, which does not count towards your number of spells known. While raging, When you are healed, you can choose to be healed as if you rolled the maximum value on the dice used.

Primal Entity

Starting at 10th level, your patron is able to consume your rage to help you in your times of need.. Once per Long rest. as a reaction when you fail a saving throw. You can spend a rage charge to reroll the saving throw and add your Strength modifier to the result.

Gifts of the Otherworldly

Starting at 14th level, you're able to call upon your patron's full power, using it as if it was your own. Once per long rest, you can call upon your patron, depending on the

selected patron, a different effect will occur, as seen below:

The Archfey: As an action, all creatures within 30 ft of you must make a CHA saving throw against your Spell Save DC, on a fail, a creature is banished to the Feywilds, as if *Banishment* was cast on them. This can be done once per long rest.

The Celestial: As an action, all allies (including yourself) within 60 feet of you regain 4d10 hit points and gain resistance to radiant and necrotic damage for one minute. This can be done once per long rest.

The Fathomless: As a bonus action or as a part of Rage activation, your Patron grants you a personal 10ft storm that envelops you for one minute. While this storm is up, all ranged attacks targeting you are made with disadvantage and you have immunity to cold damage. If a creature starts or ends their turn within this storm, you can force them to make a Strength saving throw against your Spell Save DC, on a fail the creature is pushed 10ft back. This can be done twice per long rest.

The Fiend: as an action, you call upon the hells themselves to consume you for one minute. You gain immunity to fire damage and have a 20ft aura of hellflame around you. When you deal damage to a creature that's within this aura with a melee weapon or melee spell attack, they take extra fire damage equal to your Spell Save DC. This can be done once per long rest.

The Genie: As an action, you can cast any spell of a level you know that has a casting time of one action without spending a pact magic slot. This can be done once per long rest.

The Great Old One: When you reduce a creature to zero HP, you gain temp HP equal to your Barbarian level.

The Hexblade: When you hit a creature with a melee weapon, you can summon a spectral version of your weapon to crash down and impale the creature you attacked as a bonus action. The target must make a CON saving throw against your Spell Save DC, on a fail the creature's movement is reduced to zero and all attacks have advantage when targeting this creature. You must hold concentration on this effect (as if you're holding concentration on a spell), otherwise it lasts one minute. This can be done once per long rest.

The Undead: As an action, anybody within a 30 ft cone is cornered by their worst fears within their minds. All creatures within this cone are frightened of you and spend their movement to move away from you, when they are 60 ft away from you, they snap to their senses, losing the frightened condition. This can be done once per long rest.

The Undying: You become immune to necrotic damage and you no longer need to eat, sleep, drink or breath. In addition, as an action, you can choose a number of creatures equal to your Strength modifier within a 60ft radius that you can see explode in deathly energy, dealing 2d10 necrotic damage to everybody within 10ft of the target. This can be done twice per short rest.