

Eldritch Grimoire: 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 Abomination.

Path of the Abomination

Barbarians that walk the Path of the Abomination are miss understood drifters, loners, and outcasts shunned by society due to their appearance. Many of them are poor souls that did not ask for the mutations, disfigurement, and hunger that afflicts them. Many commoners are quick to call them monsters and raise their pitchfork or torch against them causing them to fight in self-defense. This viscous cycle of being labeled a monster and being forced to take lives causes these barbarians to search for a cure or truly became what world calls them... abominations.

As a barbarian of this path you decide how you became an abomination. Consult the Abomination Origins table for a possible origin.

Abomination Origins

1d6 Origin

- 1 You were experimented on by a mad wizard and which resulted in you becoming a chimera like creature
- 2 You were once a flesh golem but somehow you are sentient and alive.
- 3 You were blasted by all the eye rays of a beholder at once. The chaotic energies morphed your body.
- 4 A Slaad egg never incubated in you. Instead, the egg fused with your body.
- 5 Your body is the host of a strange creature from an eldritch realm. It sometimes take control over you.
- 6 A teleportation spell went horribly wrong, and you were combined with the other creatures teleporting with you.

Your body bears the deformity of your mutations. Consult the Abomination Deformity table for a possible physical attribute of your mutations.

Abomination Deformity

1d6 Deformity

- 1 You have scales, fur, horns, and other animal features.
- 2 Your skin is transparent.
- 3 Your skin is tight and being held together by stitches.
- 4 Your facial features constantly change. You're not sure what you'll look like tomorrow.
- 5 You have extra eyes, mouths, or both growing on your body.
- 6 You have abnormal body proportions.

Corrosive Bile

3rd-level Path of the Abomination feature

The mutations to your body have made your stomach produce highly corrosive acid. As an action, you can spit a mote of acid at a creature or object within 60 feet of you. Make a ranged attack using your Constitution against the target. On a hit, the target takes 2d4 acid damage and half the number of d4s (rounded down) acid damage at the end of its next turn unless it uses an action to wipe the acid off.

Additionally, you can use a bonus action to coat your weapon or a piece of ammunition with acid. The next creature you hit with the coated weapon or ammunition takes 2d4 acid damage. You can use this feature a number of times equal to 1 + your Constitution modifier. You regain all expended uses after finishing a long rest.

The acid damage from both these abilities increases by 1d4 when you reach 5th, 11th, and 17th level on this class.

Unspeakable Horror

3rd-level Path of the Abomination feature

Beginning at 3rd level, whenever you rage your anger unleashes your true indescribable form. Your body grows more muscle, bones, horns, mouths, claws, eyes, or any other horrific physical features of your choice. When you enter a rage each creature within 10 feet of you that can see or hear you must make a Wisdom saving throw. The DC equals 8 + your proficiency bonus + your Constitution. On a failure, the creature can't take reactions until the end of its next turn and rolls a 1d4 to determine what it does during its next turn. On a 1 or 2, the creature does nothing but stare at your disturbing form. On a 3, the creature takes no action or bonus action and uses all of its movement to run away from you in horror. On a 4, the creature attacks in a panic making a melee attack against a randomly determined creature within its reach or does nothing if can't make an attack.

Ravenous Mutations

6th-level Path of the Abomination feature

At 6th level, your mutations grow and strengthen causing your hunger to grow as well. When you enter your rage, you grow two extra limbs. You can use these limbs to take an additional object interaction each round and hold objects. These limbs can't be used to perform an attack, use a shield, or perform the somatic components of a spell.

In addition, if you have any severed body members (fingers, legs, tails, etc.) and you consume a large amount of flesh they are fully restored after an hour.

Hyperactive Digestion

10th-level Path of the Abomination feature

Your hunger is never ending. Your body evolves for consumption causing your digestive acid to become incredibly corrosive allowing you to digest wood

and metals. Any attack that deals acid damage from any feature of this subclass also partly dissolved nonmagical armor worn by the target. The armor takes a permanent -1 penalty to the AC if offers and is destroyed if the penalty reduced its AC to 10. Additionally while raging, your body secretes digestive acid. A creature that touches or hits you with a melee weapon while within 5 feet takes acid damage equal to your rage damage. After dealing the damage, any nonmagical weapon made of metal, or wood takes a permanent and cumulative -1 to damage rolls. If the penalty drops to -5, the weapon is destroyed.

Flesh Assimilation

14th-level Path of the Abomination feature

While you are raging, when you drop a creature made of flesh, of a small or medium size to 0 hit points you can use your reaction to fully consume a creature's corpse and assimilate it your own flesh. When you assimilate a corpse you get the following benefits:

Increased Mass. You gain temporary hit points equal to your barbarian level.

Vitriolic Regurgitation. The corpse is instantly digested causing you are stomach to become full of acid. As an action, you can regurgitate this acid in a 30-foot cone. Each creature in the cone's area must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Constitution). On a failed save, a creature takes 10d4 acid damage and another 5d4 damage at the end of its next turn. A successful save, a creature takes only half the initial damage.

Replica. As an action you can polymorph into a small or medium humanoid you have assimilated or back to your normal form. Your statistics, other than your size remain the same in each form. Any equipment you are wearing or carrying isn't transformed. You can use this any number of times and you revert back to your normal form when you die.

You can use this feature once per short rest.