



BARBARIAN: PATH OF THE DEMONBOUND

"I've seen the animalistic rage that barbarians take into battle. But this... this was something... different..."

THE DEMONBOUND

The demonbound can channel their inner demons to use their power, fueling their battle prowess and wreaking havoc. The culmination of childhood traumas become funneled into a razor focus that binds their pain into a soul-chilling rage.

The practitioners of this path learn to harness their pain and inner darkness into rituals that summon demons from the Abyss and bind their essence. As the demonbound barbarian grows in strength, the more powerful the demon they can bind to themselves.

DEMONBOUND FEATURES

level	feature
3	Demonic Traits, Demonic Fury
6	Grim Visage, Dark Compact
10	Piercing the Veil
14	Soul of the Demon

DEMONIC TRAITS

When you choose this path at 3rd level, you can speak Abyssal and gain immunity to the frightened condition. Your regular contact with your inner demons hardens you against things that would terrify others.

DEMONIC FURY

At 3rd level, when you adopt this path, you choose a lesser demon to summon and infuse yourself with. You must make a vessel to store the demon's essence, such as a weapon or amulet. You may also take on some of the physical characteristics of your inner demon. For example, your skin may become scaly, your eyes lose all whites to become completely black, or spines may grow at the knees, wrists, and elbows.

Dretch: While you are raging and aren't wearing any armor, you exude a sulfurous stench, and enemies within 5 feet of you gain disadvantage on melee attack rolls against you. Your inner dretch's stench throws off their aim.

Quasit: While raging, you gain the ability to frighten one target of your choice that can see you, once per rage. You must choose a target within 20 feet of you, and it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success.

GRIM VISAGE

Starting at 6th level, your inner demon's presence can be felt, instilling a sense of unease and deep fear in anyone who is in your presence. You gain advantage on intimidation checks and resistance to the charmed condition.

DARK COMPACT

At 6th level you summon a more powerful demon to bind its essence to yours. This is in addition to the lesser demon previously chosen.

Glabrezu: While you are raging, one arm morphs into a shadow pincer that has the following attributes: *Melee Weapon Attack (Strength):* reach 10 ft., one target. Hit: 2d10 + Strength Modifier bludgeoning damage. If the target is a Small or smaller creature, it is grappled (escape DC 15).

Vrock: While raging, you can emit a demonic screech, once per long rest. Each creature within 20 feet of you that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.

Hezrou: While raging, you can emit a noxious cloud that causes all creatures within 10 feet of you to make a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to your cloud for 24 hours.

PIERCING THE VEIL

At 10th level you gain the ability to cast the *Speak with Dead* spell as a ritual. You can use this ability once per long rest.

SOUL OF THE DEMON

At 14th level, you summon a major demon to bind to yourself in addition to the demons already bound to you. While raging, you may choose to take on certain temporary physical aspects of the demon chosen.

Marilith: While raging, you can choose to grow a pair of shadow arms that can wield one-handed melee weapons. You can take one reaction every round of combat to Parry: You add 5 to your AC against one melee attack that would hit you. You must see the attacker and be wielding a melee weapon.

Balor: While raging, you gain resistance to fire damage, and whenever a creature within 5 feet of you hits you with a melee attack, shadowy flames shoot from your body, and the attacker takes 2d8 fire damage.

Nalfeshnee: When you first enter your rage, your demonic presence bursts forth. Each creature within 15 feet of you that can see you must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature immune to the frightened condition gains advantage on the saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your presence for the next 24 hours.

