

## PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

### PATH OF THE RAGE MAGE

Few things are more terrifying than being in the path of a rage mage. Those who follow this path unlock something deep within them, a well of arcane power fueled from the depths of their fury. When a rage mage unleashes his rage, he channels his brute strength into primal eldritch might and uses it to devastate his foes in a hail of fire, blades, and blood.

#### SPELL RAGE

Beginning at third level, you can cast spells while in a rage, as long as the spell's casting time is no more than 1 action, the spell does not require concentration, and you are wearing no armor. Your rage damage applies only to damage from spells cast in a rage. If a spell cast damages more than one target, you may only apply extra rage damage to one of the targets. In addition, casting spells during rage counts as attacking for the purposes of ending rage. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

**Spell Slots.** The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must be in a rage and expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots.

**Spells Known of 1st-Level and Higher.** You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and necromancy spells on the wizard spell list. The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or necromancy spell of your choice, and must be of a level for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your wizard spells. You use your Wisdom

whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

#### SPELL FURY

Beginning at 6th level, weapons and magic are equally an extension of your rage. When you attack recklessly, you can choose not to take advantage on your attack and attack only once with your attack action to cast a spell as a bonus action. This spell must use a spell slot of the lowest level you have available.

#### ARCANE INTUITION

By 10th level, you have become intuitively aware of all magic auras. After you have been in the presence of a magic aura for 1 minute, you can sense its presence, though you cannot discern its origin or the school of magic to which it belongs.

#### ELDRITCH STORM

Starting at 14th level, you can expel the might of your rage all at once to unleash a devastating storm of eldritch magic. When you end your rage early as an action, all creatures within 15 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d6 force damage for each round you've spent in rage, or half as much on a successful one. After you use this ability, you cannot use it again until you complete a short or long rest.

