



PATH OF DEVIL METAMORPHOSIS



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A new primal path for barbarians to prove themselves worthy of ruling over devils
for the world's greatest roleplaying game

BARBARIAN

PRIMAL PATH

PATH OF DEVIL METAMORPHOSIS

In the deepest levels of Hell, these barbarians have been subjected to the harshest and most brutal training. As their reward, their bodies were infused with the infernal power of an archdevil. Only the strongest of them survived that hellish alchemy, and those that did, now walk this infernal path at the service of their archdevil.

When in rage, the barbarian could now metamorph into a large devil with fearsome claws and blade like wings. Their very presence on the battlefield drains life around them and replenishes their constitution for ever more battle, more demon blood, and more souls to gather for their devil overlords.

PATH OF METAMORPHOSIS FEATURES

Barbarian

Level	Feature
3rd	Devil Metamorphosis
6th	Diabolic Aura
10th	Big Devil Energy
14th	Hellish Healer
20th	Devil General

DEVIL METAMORPHOSIS

Starting when you choose this path at 3rd level, as an option at the start of your rage, you can use your reaction to morph into a terrifying devil and gain the following additional benefits to your rage:

- You grow devilish wings and gain a flying speed equal to your walking speed.
- You grow to size large, gain +2 to your AC while not flying, and gain a +1 to your Attack and Damage rolls for each size a target is smaller than you.
- Your unarmed strikes combine your horns and claws, and are considered as magical simple melee weapons for the purposes of overcoming resistance and immunity to nonmagical attacks and damage, and also benefit from your Rage Damage and Brutal Critical features.
- When you hit with an unarmed strike, you deal 1d20 + your Strength modifier slashing damage.
- Your Intimidation skill has advantage against humanoids and you cannot be frightened, charmed, or put to sleep by magical means.
- You have resistance to fire and cold damage.
- Your Devil Metamorphosis ends when your rage ends, and you suffer 2 levels of exhaustion.

DIABOLIC AURA

Starting at 6th level, as your bonus action, you can gain an aura that extends 5 feet from your center in all directions and lasts until the start of your next turn. Your Diabolic Aura drains the souls and blood of your attackers to restore your health.

After being attacked by a target anywhere in contact or within your aura, your melee attacks on that target thereafter returns half the damage you inflict on them as temporary hit points to you. If they leave the extent of your aura, the effect no longer applies.

If you are at full health when making the attack, you gain temporary hit points until the start of your next turn, at which point they then disappear. If you take damage before your next turn starts, those temporary hit points will be subtracted first.

BIG DEVIL ENERGY

Starting at 10th level, your Diabolic Aura extends to 10 feet and inflicts 1d4 fire damage onto enemies within the sphere of your aura per turn. While your allies are in your aura, instead of taking fire damage, they are healed for 1d4 hit points per turn while in your aura.

Lastly, when your Devil Metamorphosis ends, you suffer 1 level of exhaustion, instead of 2.

HELLISH HEALER

Starting at 14th level, finishing a short rest reduces your exhaustion level by 1 and your Diabolic Aura inflicts 1d8 fire damages unto enemies while healing your allies for 1d8 hit points per turn.

DEVIL GENERAL

Starting at 20th level, opting out of the Primal Champion feature, your Archdevil promotes you to Devil General.

When dealing with denizens of the Nine Hells, or those with fiend ancestry. You have advantage on all rolls and attacks on fiends if their Creature Rating (CR) is 10 or lower.

Additionally, devils with a CR of 10 or lower will bow to your power and take orders from you while in the Nine Hells. Devils CR 11 through 15 will avoid conflict, and devils with a CR 16 through 20 will consider you an equal or their competition. Devils with a CR 21 and higher see you as inferior or as a tool for them to further their fiendish plans.