

Daemonomicon: 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 Hellion.

Path of the Hellion

Barbarians that walk the Path of the Hellion are mortal that signed an infernal contract or were tricked into fighting in the front lines of the Blood War. The Blood War is an unrelenting war fought between the evil forces of order and chaos. Unless devils fighting to establish their tyranny through the multiverse fight against the endless hordes of chaotic abyss spawned demons, and if any side were to win the multiverse would end as it is known. A barbarian of this path would have perished long ago if it wasn't for the hellfire engine that has replaced their heart. These hardened warriors have witnessed the true horrors that are the lower planes and have lived to tell the tale.

Hellion's Heart

3rd-level Path of the Hellion feature

The hellfire that fuels your mechanical heart allows you conjure and control magical flames from hell. when you cast a hellion spell it requires no vocal components or other components.

Spell Slots. The Hellion Slots table shows how many spell slots you have to cast spells of 1st through 4th level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spells when you finish a long rest.

Spells Known of 1st-level and higher.

The Hellion Spells Known table shows the spells you know of 1st level or higher. You learn all spells of a specific level when you gain a spell slot of the same level. For example, when you gain a 2nd level spell slot you know all 2nd level spells on the Hellion Spells Known table.

Spellcasting Ability. Constitution is your spellcasting ability for you, since the magic is drawn from your mechanical heart. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier.

Spell Attack Modifier = your proficiency bonus + your Constitution modifier.

These spells are cast from your heart not your mind therefore they are an exception to your spellcasting restriction when you are raging.

Hellion Slots

Barbarian Level	1st	2nd	3rd	4th
3rd	2			
4th	3			
5th	3			
6th	3			
7th	4	2		
8th	4	2		
9th	4	2		
10th	4	3		
11th	4	3		
12th	4	3		
13th	4	3	2	
14th	4	3	2	
15th	4	3	2	
16th	4	3	3	
17th	4	3	3	
18th	4	3	3	
19th	4	3	3	1
20th	4	3	3	1

Hellion Spells Known

Spell Level	Spells
Cantrip	<i>Produce Flame</i>
1st	<i>Burning Hands, Hellish Rebuke</i>
2nd	<i>Flame Blade, Flaming Sphere, Heat Metal, Scorching ray</i>
3rd	<i>Fireball</i>
4th	<i>Fire Shield, Wall of Fire</i>

Infernal Fury

3rd-level Path of the Hellion feature

The heat and flames from hellfire within your heart surges as your anger rises until you rage, at which point it the hellish flames envelope your entire body. While you are raging you gain the following benefits:

Fireproof. You gain resistance to fire damage.

Flaming Strike. Your melee weapon attacks deal an extra 1d4 fire damage. The damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Heated Body. Any creature that touches or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Constitution modifier.

Illumination. You shed bright light in a 30-foot radius and dim light in an additional 30 feet.

Mechanical Heart

6th-level Path of the Hellion feature

At 6th level, the hellfire in the heart has infused with your body enough to strengthen it and allow you to upgrade it. These upgrade however, require a blacksmith that can work infernal metal. Each upgrade requires a special ingredient that is consumed when the blacksmith creates an upgrade which takes an hour. You can have a number of upgrades installed on your heart equal to your Proficiency bonus and the blacksmith needs an hour to install or remove an upgrade.

Blood-Oil Pan

(Ingredient: imp's blood)

The imp's blood is mixed with engine oil to allow you to vanish like the devil from which the blood came from. The *Invisibility* spell is added to your spell list.

Fiendish Air Filter

(Ingredient: bearded devil's beard tendril)

Your body becomes highly resistant poisons. You gain advantage on saving throws against being poisoned and resistance to poison damage.

Fiendish Engine Block

(Ingredient: barbed devil's hide)

Magic has harder time affecting you. Once per short rest you can gain advantage on a saving throw against a spell and another magical effect.

Hellfire Valves

(Ingredient: pair of devil eyes)

The hellfire is funneled to your eyes which gives you darkvision of 120 feet and you can see through magical darkness.

Hell Forged Timing Belt

(Ingredient: devil's heart)

Your hearts beat is synced to the hells, and the hells welcome you as if you were a devil. You are immune to the corruption of demon ichor and any corrupting regional effects of the hells.

Infernal Crankcase

(Ingredient: devil's heart)

Your body becomes naturally resistant fire. You gain resistance to fire damage.

Legioner's Cylinder Head

(Ingredient: bearded devil's brain)

Your will is unbreakable. You gain advantage on saving throws against being frightened.

Self-Repairing Drivetrain

(Ingredient: lemure's flesh)

Your flesh heals quickly when wounded. When you roll a Hit Die when resting, you can roll it twice and use the highest roll.

Infernal War Engine

10th-level Path of the Hellion feature

At 10th level, the infernal metal of your heart has been tempered enough by hellfire to be able to receive major upgrades. Each one of these major upgrades takes up two upgrade spots instead of one and take twice as long to make, install, and remove.

Bone Engine Block

(Ingredient: bones of a bone devil)

Magic has an incredible hard time affecting you. You can gain advantage on a saving throw against spells and other magical effects.

Darkness Fuel Injectors

(Ingredient: heart of a shadow demon)

The shadow demon ichor is used as fuel for your engine, allowing it to channel negative energy. You can add the following spell list to your spells known.

Spell Level	Spells
Cantrip	<i>Chill Touch</i>
1st	<i>Inflict Wounds</i>
2nd	<i>Darkness, Pass Without Trace</i>
3rd	<i>Vampiric Touch</i>
4th	<i>Blight</i>

Demonic Alternator

(Ingredient: heart of a glabrezu)

This upgrade connects your heart to the abyss, a connection that you can exploit. You can understand and speak Abyssal and you're immune to any corrupting regional effects of the Abyss. Additionally, you have advantage on attacks made against demons.

Stygian Engine Coolant

(Ingredient: heart of an ice devil)

The ice devil's essence is used as coolant to temporarily cool your heart allowing it to conjure elemental ice. You can add the following spell list to your spells known.

Spell Level	Spells
Cantrip	<i>Ray of Frost</i>
1st	<i>Ice Knife</i>
2nd	<i>Hold Person</i>
3rd	<i>Sleet Storm</i>
4th	<i>Ice Storm</i>

Infernal Iron Exhaust

(Ingredient: none)

Your heart can vent magical smoke that you can control. You can add the following spell list to your spells known.

Spell Level	Spells
Cantrip	<i>Minor Illusion</i>
1st	<i>Fog Cloud, Silent Image</i>
2nd	<i>Misty Step</i>
3rd	<i>Gaseous Form, Stinking Cloud</i>
4th	<i>Hallucinatory Terrain</i>

Incinerating Ignition System

(Ingredient: Horned devil's heart)

Your engine is now on overdrive. You can add Constitution modifier the fire damage of your spells deal and when you roll damage for a spell or attack that deals fire damage, you can treat any 1 on a damage die as a 2.

Spark Plugs of Malice

(Ingredient: heart of a pit fiend)

Your mechanical heart is directly connected to the magic that created all devils. You gain immunity to fire and poison damage, being poisoned, and any corrupting regional effects of the hells.

Soul Fuel

14th-level Path of the Hellion feature

Beginning at 14th level, you have full control over the hellfire within your heart which allows you to trap souls. Twice per long rest, when you kill a creature with a soul you can use your reaction to turn its soul into a soul coin.

Soul Coins

You can find soul coins throughout the planes and use them to make your flames into hellfire. As an action on your turn, you can consume the trapped soul's rage and despair to fuel your heart. For the next hour when you use a soul coin, all fire damage you deal with spells or features from this subclass ignore a target's resistances and immunities to fire damage. Once you use a soul coin the trapped soul is destroyed forever.