



BARBARIAN - PATH OF THE INFERNO



A barbarian subclass for 5e tabletop games
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PATH OF THE INFERNO

When a barbarian rages, they feel a fire that burns within their core, transforming them into primal combatants. However, some barbarians manifest that rage into a physical inferno, engulfing their form in a blaze of fury.

FLAMEBEARER

Starting at 3rd level, you light yourself ablaze while you rage. For the duration of your rage, you gain the following.

- You shed bright light in a 20-foot radius and dim light in an additional 20 ft.
- Your rage damage deals fire damage.
- Resistance to fire damage.
- Any creature you grapple or is grappling you is dealt fire damage equal to your rage damage at the start of the creature's round.
- Once per turn, instead of dealing bonus rage damage, when you successfully hit a creature with a melee attack, you may deal additional fire damage based on your level in this class, as shown on the Flamebearer Bonus Damage table.

FLAMEBEARER BONUS DAMAGE TABLE

Barbarian - Path of the Inferno Level	Additional Fire Damage
3rd	1d6
6th	2d6
10th	3d6
14th	4d6



EMBODIMENT OF FLAME

Starting at 6th level, you gain resistance to fire damage outside of your rage. Whenever you rage, and for the duration of your rage, you gain immunity to fire damage.

RAGING INFERNO

Starting at 10th level, you release your primal rage into an explosion of flame. As a bonus action, if you are raging, you can cast fireball as a 3rd level spell as if it was targeted directly on yourself (DC equal to 8 + your proficiency bonus + your Constitution modifier).

Once you use this feature, you can't use it again until you finish a long rest.

FIERY BACKLASH

Starting at 14th level, while you're raging, whenever you take damage from a creature that is within 5 feet of you, you can use your reaction to deal 2d6 fire damage against the creature.



OPTIONAL CLASS FEATURES

An Inferno Barbarian can make their power over flame even more deadly than it already is by endangering their very being.

As with all optional content, you should consult with your Gamemaster to see if this variation is allowed.

UNSTABLE FLAMEBEARER

Starting at 3rd level, you may choose to push the limits of your fiery rage, where you are not only a danger to your foes, but also yourself. When you rage, you must determine if you will use the class feature Flamebearer or Unstable Flamebearer. For the duration of your rage, you gain the following while using the Unstable Flamebearer class feature.

- At the end of your round, you take fire damage equal to your rage damage. This cannot be reduced in any way.
- You shed bright light in a 30-foot radius and dim light in an additional 30 ft.
- Your rage damage deals fire damage.
- Resistance to fire damage.
- Any creature you grapple or is grappling you is dealt fire damage equal to double your rage damage at the start of the creature's round.
- Once per turn, instead of dealing bonus rage damage, when you successfully hit a creature with a melee attack, you may deal additional fire damage based on your level in this class, as shown on the Unstable Flamebearer Bonus Damage table. You are also dealt fire damage equal to half of the additional fire damage dealt. The damage dealt to yourself cannot be reduced in any way.

UNSTABLE FLAMEBEARER BONUS DAMAGE TABLE

Barbarian - Path of the Inferno Level	Additional Fire Damage
3rd	2d6
6th	4d6
10th	6d6
14th	8d6

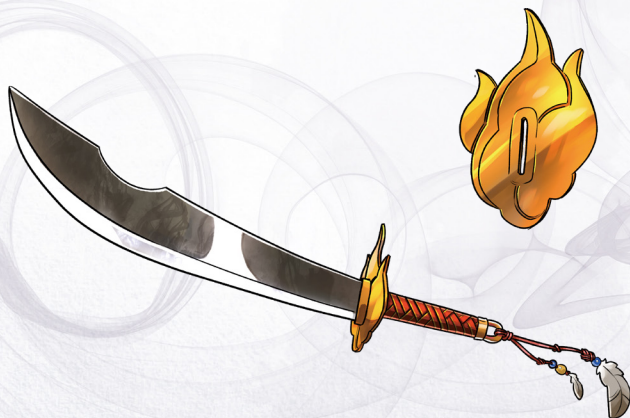
UNSTABLE RAGING INFERNO

Starting at 10th level, you release your primal rage into an explosion of flame. As a bonus action, if you are raging and using the Unstable Flamebearer class feature, you can cast fireball at 5th level as if it was targeted directly on yourself (DC equal to 8 + your proficiency bonus + your Constitution modifier). You also deal 2d6 Fire damage to yourself. The damage dealt to yourself cannot be reduced in any way.

Once you use this feature, you can't use it again until you finish a long rest.

UNSTABLE FIERY BACKLASH

Starting at 14th level, while you're raging whenever you take damage from a creature that is within 5 feet of you, you can use your reaction to deal 4d6 fire damage against the creature. You are also dealt fire damage equal to half of the damage you inflicted. The damage dealt to yourself cannot be reduced in any way.





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