



PRIMAL PATH

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 CONSECRATED

There are fanatics and zealots in every sect, but in the religions and cults of the war gods, these fanatics channel the terrible power of their gods into their rage. Wielding weapons forged from divine power, the seemingly unkillable Consecrated barbarians are a fearsome breed, slaying fiends and other unholy abominations for the glory of their gods. Nothing gives the Consecrated more pleasure than the chance to unleash their inner rage in the form of a righteous crusade.

SHARDS OF DIVINE WRATH

Beginning at 3rd level, when you rage, your eyes flare with divine fury and you can call forth a weapon brilliant light or sinister darkness, tempered in divine wrath. When you begin your rage, you can summon a shard of divine wrath to your hand, either shaped as a weapon you are proficient with or wreathing a weapon you are holding in divine energy. This weapon deals radiant damage (if you are good or neutral aligned) or necrotic damage (if you are evil aligned), instead of its normal damage type. You cannot be disarmed of this weapon.

When you deal damage to a fiend using a shard of divine wrath, double your rage bonus damage.

Additionally, while you are wielding a shard of divine wrath, you gain resistance to necrotic damage (if you are good or neutral aligned) or radiant damage (if you are evil

RELENTLESS SOUL

Starting at 6th level, your soul is marked to bring glory to the gods through relentless and righteous combat. If a spell would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you.

Additionally, when a hostile creature reduces you to 0 hit points, that creature takes radiant damage equal to your level.

BAPTISM BY BLOOD

Starting at 10th level, you can channel the power of your deity to prolong your allies' ability to fight. As a bonus action on your turn, you can expend one of your hit dice. Three friendly creatures of your choice within 60 feet of you that you can see regain hit points equal to $1d12 +$ their Constitution modifier. You cannot target yourself with this feature.

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

DIVINE CHAMPION

Starting at 14th level, when you rage, you can choose to invoke the protection of your deity. Your deity blesses you with a special casting of the *spirit guardians* spell (save DC equals $8 +$ your proficiency bonus $+ your Strength$ modifier). This special casting takes place during the same bonus action you use to rage, and is cast as if using a 3rd-level spell slot. It lasts until your rage ends, and does not require your concentration.

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