

BARBARIAN: PATH OF THE RUNE-SCARRED

Certain barbarians have been scarred by the magics that underly the world – coming too close and finding themselves forever changed. Their emotions are heightened, and they find themselves tied to the magic they have come into contact with.

The rune-scarred often seek knowledge with sorcerers, wizards, and bards to understand their new abilities and the scars they bear. Others may instead search for answers themselves by exploring the secrets of the world.

Runic Strikes

Beginning when you choose this path at 3rd level, the runic markings that scar your body activate and allow you to channel their magic. While you rage, once per turn when you hit with a melee weapon attack, you may choose to have it deal an additional 1d6 damage. The damage type is acid, cold, fire, lightning, or thunder; you may choose the type of damage whenever you gain a level in this class. The additional damage increases as you gain levels in this class. Roll 2d6 at 5th level, 3d6 at 10th level, 4d6 at 15th level, and 5d6 at 20th level.

Additionally, you gain the ability to cast the spell *detect magic*, but only as a ritual as described in chapter 10 of the PHB, “Spellcasting”.

Arcane Overload

Starting at 6th level, you can overload the magic coursing through you when you rage. As an action while you are raging, you may cast one of the spells presented in the table below as a 3rd-level spell. Constitution is your spellcasting ability for this spell. When you use this ability, your rage ends immediately after you cast the spell and you suffer one level of exhaustion.

At 6th level you have two options for your overload spell. You gain new options as you gain levels in this class. Additionally, as you gain levels in this class, the spell slot level that you cast with increases as shown in the table below.

Arcane Overload Spells

Barbarian Level	Slot Level	Spells
6 th	3 rd	<i>fireball</i> , <i>lightning bolt</i>
8 th	4 th	<i>vitriolic sphere</i> *
10 th	5 th	<i>cone of cold</i>
12 th	6 th	<i>chain lightning</i>
14 th	7 th	<i>fire storm</i>

* Appears in Xanathar’s Guide to Everything

Mystic Defenses

At 10th level, your experiences with magic have toughened you to its effects. You have advantage on all saving throws made against spells, as well as resistance to the damage of spells while you are raging.

Arcane Perseverance

Beginning at 14th level, you can draw on the arcane power you hold more than once while you rage. Whenever you use your Arcane Overload feature, you may choose to continue your rage. If you do so, you take 5d12 necrotic damage. Each time you use this feature again during the same rage, the necrotic damage increases by 2d12. This damage ignores resistance and immunity.

When your rage ends, you suffer levels of exhaustion equal to the number of times you used your Arcane Overload feature.