

PATH OF THE LIVER EATER

AN OUTLANDISH COMMISSION



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Some barbarians are raised in secluded tribes that believe in harvesting and consuming the essences of their fallen foes to imbue themselves with their enemies' courage, strength, or power. Oral tradition teaches that these essences are stored in the heart or liver, encouraging the tribes' fiercest warriors to hunt down mighty foes and devour their vital organs, all in order to better protect their people. Liver Eaters access this harvested power through their rage, undergoing horrifying transformations as their bodies take on the consumed creatures' properties.

ESSENCE EATER

Starting when you choose this path at 3rd level, you can conduct a ritual immediately following combat to harvest the essence of a hostile creature that died within the last minute and isn't an undead or construct. In this ritual, you honor the fallen creature, praising its strength and power, and then cut it open to consume a vital component, bathing yourself in its viscera. In most creatures, this component is the heart or liver, but in creatures without such organs, like oozes, it is usually the creature's most central or core piece. The ritual takes 1 minute to complete, after which you gain an essence of that creature's type. You must remain within 5 feet of the corpse for the duration of the ritual.

You can store a number of essences up to your Constitution modifier (minimum 1). If you would harvest an essence beyond this number, you must choose one of your stored essences to discard.

When you enter a rage, you can choose to expend one of your stored essences. If you do, you gain the following benefits associated with that essence's creature type for the duration of this rage. If such a benefit requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Aberration. Small tentacles sprout from your head, and octopus suckers appear on your arms and legs, making you more attuned to psionic resonance. You gain resistance to psychic damage, and you know the location of each creature within 30 feet of you that has Intelligence 4 or greater. Additionally, when you take the Attack action, you can replace one of your attacks with a psionic blast against a creature whose location you can detect with this ability. The target must make an Intelligence saving throw, taking 2d8 psychic damage on a failed save, or half as much on a successful one. The damage increases when you reach certain levels in this class, increasing to 3d8 at 10th level, 4d8 at 15th level, and 5d8 at 20th level. Using this psionic blast counts as making an attack for the purpose of maintaining your rage. When this rage ends, the suckers and tentacles dissolve into slime and fall off.

Beast. You grow fur, scales, or feathers, and your features contort and transform, becoming more bestial. Each of your movement speeds increases by 15 feet, and you gain a number of temporary hit points equal to twice your barbarian level. You lose any of the remaining temporary hit points when this rage ends, and you shed any fur, scales, and feathers grown this way as your features return to normal.

Celestial. You glow with divine radiance, shedding bright light in a 10-foot radius and dim light for 10 feet beyond that. When you enter this rage and at the start of each of your turns, each hostile creature within the bright light takes radiant damage equal to half your barbarian level. When this rage ends, the light fades out.

Dragon. Choose acid, cold, fire, lightning, or poison damage. Dragon scales of a color associated with that damage type - silver or white for cold damage, for example - grow over your skin, granting you resistance to damage of the chosen type. Once during this rage, you can use your action to breathe destructive energy in a 15-foot cone. Each creature in the cone must make a Dexterity or Constitution saving throw (your choice each time you use this ability), taking 3d6 damage of the chosen type on a failed save, or half as much on a successful one. The damage increases when you reach certain levels in this class, increasing to 4d6 at 5th level, 5d6 at 10th level, 6d6 at 15th level, and 7d6 at 20th level. The size of the cone also increases when you reach certain levels in this class, increasing to 30 feet at 10th level and 60 feet at 20th level. Using this breath weapon counts as making an attack for the purpose of maintaining your rage. When this rage ends, the scales slough off and disappear.

Elemental. Your body becomes imbued with the elemental forces of air, earth, fire, and water. You no longer need to breathe, you gain a swimming speed equal to your walking speed, and you ignore difficult terrain. You can also move across any liquid surface - such as water, mud, snow, quicksand, or lava - as if it were harmless solid ground, and you can choose to ignore any damage you might take from moving across or through the liquid. Whenever a creature hits you with a melee weapon attack or casts a spell on you with a range of Touch, it takes fire damage equal to half your barbarian level. When this rage ends, you vomit steaming mud.

Fey. Your skin and hair take on strange colors, such as blues, greens, and purples. You have advantage on saving throws against magical effects and resistance to damage from spells. When this rage ends, your pigmentation returns to normal.



Fiend. You grow horns, your eyes glow red, and your skin becomes a deep crimson or charcoal color. When you enter this rage, you vomit up the fiendish organ you devoured as part of your essence-harvesting ritual into the nearest unoccupied space, where it rapidly mutates into a fiend of your choice with a CR no greater than one quarter of your barbarian level. Unless you use your bonus action to issue it a verbal command, the fiend acts according to its alignment, attacking the nearest creature it can see, other than you. When this rage ends or the fiend is reduced to 0 hit points, the fiend withers back into its original organ form and immediately begins to rot, and your features return to normal.

Giant. Your size doubles in all dimensions, and your weight is multiplied by eight, increasing your size by one category - from Medium to Large, for example. If there isn't enough room, you attain the maximum possible size in the space available. Your weapons and equipment grow to match your new size; weapons enlarged this way deal an extra 1d4 damage and deal double damage to objects and structures. When this rage ends, you and any affected weapons and equipment return to their normal size.

Humanoid. Your mental and physical acuity is increased. When you enter this rage, or as a bonus action on each of your turns, you can take the Dash, Disengage, Help, or Search action.

Monstrosity. You grow an additional appendage - a tentacle, tail, or arm - that you can use as a natural weapon. You are proficient with this natural weapon, which is a melee weapon that deals 1d6 bludgeoning, piercing, or slashing damage (your choice when you enter this rage). When you take the Attack action on your turn, you can make an attack with this natural weapon as a bonus action. Additionally, using this appendage, you can interact with an additional object during each of your turns. When this rage ends, the appendage shrivels and desiccates until it breaks off. Once you reach 6th level in this class, this natural weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Ooze. Your form becomes fluid, able to expand, contract, and stretch like slime. You can occupy the same space as another creature and move through passages as small as 1 inch in diameter without squeezing, and any critical hit against you becomes a normal hit. When this rage ends, your body contorts back into its normal form and returns to its normal rigidity.

Plant. Vines sprout from your body, bearing colorful, blooming flowers. You gain resistance to poison damage and immunity to the poisoned condition. Additionally, whenever you take damage, you can use your reaction to release a cloud of harmful spores in a 10-foot radius around you. Each creature of your choice in the radius must succeed on a Constitution saving throw or become poisoned until the end of its next turn. When this rage ends, the flowers and vines wither and collapse into dust.

SKINWALKER

Beginning at 6th level, you can use an essence you have absorbed to attune yourself to creatures of that essence's type. As an action, you can expend one of your stored essences to imbue yourself with this attunement for 10 minutes. For the duration, you count as being the expended essence's creature type in addition to being a humanoid, and whenever you make a Charisma check when interacting with creatures of that type or a Wisdom (Survival) check to track a creature of that type, you make the check with advantage. Additionally, if a creature of that type speaks at least one language, you can understand the creature's speech, and it can understand yours, even if you don't share a language.

OPTIONAL RULE: HUMANOID ESSENCE HARVESTING

In most realms and cultures, consuming the essence of a humanoid creature would be considered taboo. In these types of worlds, the DM can impose the following rules upon a player or villain that wants to embrace this taboo in exchange for the promise of power.

Whenever you harvest a humanoid essence, your hit point maximum decreases by a cumulative 1 until a month has passed since you last possessed a stored humanoid essence. You die if your hit point maximum becomes 0. While your hit point maximum is reduced this way, you gain the following benefits:

- You can cast the *alter self* spell by expending a stored humanoid essence. When you cast the spell this way, it doesn't require concentration, its duration is 8 hours, and you can only use the Change Appearance portion of the spell.
- As an action, you can force a humanoid that can see and hear you to make a Wisdom saving throw. On a failure, the creature becomes charmed and frightened by you for 24 hours. While the creature remains both charmed and frightened by you, it obeys your verbal commands without regard to its own safety. If it succeeds on the saving throw, or once it is no longer charmed or frightened by you, it is immune to this ability for 1 week, or until you expend a stored humanoid essence to use this ability on it again.



GRIM HARVEST

Starting at 14th level, when you conduct the 1-minute ritual to harvest an essence following a combat, you can harvest the essences of two creatures that died within the last minute. You must remain within 5 feet of both corpses for the duration of the ritual.

ESSENCE ASCENSION

Beginning at 14th level, when you enter a rage, you can choose to expend 2 of your stored essences of different types, gaining the benefits of both for the duration of your rage.

OPTIONAL RULE: LEGENDARY ESSENCES

In your adventures, you may engage creatures in combat that are much more powerful than standard foes, such as epic villains, elder beings, and deities. In such scenarios, your DM may not consider it appropriate for the essences harvested from such entities to confer the same benefits as those from the more common creatures of their ilk. In that case, your DM can create a legendary effect for that creature's essence, which can be stored and used a single time like any other essence. It is recommend that the legendary essence have a much more powerful effect than a normal essence, but because such power isn't meant to be utilized by mortals, it should also come with a drawback. Here are a couple of legendary essence examples:

Archmage. You become suffused with arcane energy, able to tap into the Weave even while in a rage. When you harvest this essence, your DM chooses a number of spells the creature could cast with a combined level no greater than 9. For the duration of this rage, you can cast and maintain concentration on the chosen spells as though you weren't raging, and casting such a spell counts as making an attack for the purposes of maintaining this rage. You can cast each spell once, and you use your Constitution as your spellcasting ability for these spells. When you have cast all of the chosen spells, this rage immediately ends, and the arcane power floods out of your body, leaving you stunned until the end of your next turn.

Tarrasque. You grow the magically reflective carapace of the mighty tarrasque. You have resistance to fire and poison damage, and any time you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target. Due to the incredible weight of the carapace, your walking speed is reduced by 10 feet. When this rage ends, the carapace shatters, and each creature within 10 feet of you, including you, must make a Dexterity saving throw. You automatically fail this saving throw. A creature takes 8d6 piercing damage on a failed save, or half as much on a successful one. The pieces of carapace then crumble to dust.

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