

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 SLASHER

In the murky black of the night, a screeching cry rings out, but it is silenced with a sickening thud before the plea reaches merciful ears. The next morning, a dismembered corpse is found by daylight, looking as though it was savaged by a dire beast. But no beasts stalk these woods; this is the mark of a slasher.

Slasher barbarians kill for the joy of massacre by moonlight, watching the fearful spread before them, ripe for the taking. Many barbarians don a mask when they begin upon this path, wearing it whenever they kill. Some hunt a particular type of victim, like children or even other killers, but many kill indiscriminately, whenever the opportunity and blood lust finds them.

NIGHT STALKER

Starting when you choose this primal path at 3rd level, are adept at stalking your victims from the shadows. You gain proficiency with your choice of Athletics, Intimidation, or Stealth.

SERIAL KILLER

By 3rd level, you revel in the blood of the innocent and delight in their screams. Whenever you hit a creature with a melee weapon attack while you're raging, you can use your bonus action to attempt to end its life in a murderous flourish. If the target has less than half its maximum hit points, it takes an additional 1d8 damage.

BLOOD-DRUNK

At 6th level, whenever you reduce a hostile creature to 0 hit points, you are briefly untouchable in the gory aftermath. Until the end of your next turn, the next attack made against you deals no damage, or you automatically succeed the next saving throw you make. Additionally, your rage can't end early on your next turn.

MURDEROUS RAMPAGE

Starting at 10th level, your killing strikes fear in the hearts of those who witness it. Whenever you reduce a hostile creature to 0 hit points, each hostile creature within 60 feet that sees it must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier) or



be frightened for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, with disadvantage if it can still see you, ending the effect on a success.

KILLING SPREE

Beginning at 14th level, while you're raging, you can use your action to go on a killing spree. You can move up to your base movement speed toward a hostile creature you can see and make a melee weapon attack against it with advantage. If this attack hits, you can move your base movement speed again to another hostile creature you can see, and make a melee weapon attack against it with advantage, continuing until you miss an attack, there are no targets remaining, or you make an attack against a target more than 60 feet away from where you started. You can't attack the same creature more than once on the turn that you use this ability. Moving while using this ability does not provoke opportunity attacks.

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