

# SUBCLASS OPTIONS

## BARBARIAN

The Nightmare Empire is home to seasoned and disciplined warriors both living and dead, but much of the realm is also a lawless expanse of piracy and chaos, where survival of the fittest is the law of the land. Life and death in the Scharde Islands are both red in tooth and claw, and this cauldron of primal forces is a boiling stew of remnant Molgur tribes practicing ancient rites of Devourer worship, Satyxis warriors weaving powerful blood magic, and pirates flying under the flag of good old-fashioned individualism.

Survival is difficult in the Nightmare Empire, and even the strongest, most cunning, and most ruthless have difficulty clinging to life in a land dominated by the dead. Many of these individuals follow the path of the barbarian, though they, like everyone else who lives in the shadow of the Dragonfather, may not be as immediately recognizable as their mainland equivalents. From the Molgur tribes on scattered islands to the gladiators in the fighting pits of Blackwater to the sailors who prowl the decks of the dreaded ships of the Slaughter Fleet, barbarians can be found in all walks of life in Cryx, and they often rise to remarkable heights in an empire that prizes strength and cruelty above most other virtues.

## PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian: the Path of the Bloodgorger and the Path of the Gladiator.

## PATH OF THE BLOODGORGER

Among the most feared of all of Toruk's soldiers are the cannibalistic bloodgorgers. Even though the tradition began with the blighted trollkin kriels of the Scharde Islands, others among the Dragonfather's most bloodthirsty followers have taken up the mantle and learned how to use their blighted resilience as both weapon and armor in the slaughter of their enemies.

The ferocity and cruelty bloodgorgers demonstrate in battle would be enough to make them widely reviled, but their eating habits are what make them as abhorred as infernal cultists. Not content merely to butcher those who stand against them, bloodgorgers delight in feasting upon the fallen. Each mouthful of flesh allows these vicious barbarians to heal even the most grievous wounds—and they aren't shy whatsoever about stuffing their maws while their foes are still alive.

Regardless of their origins, all bloodgorgers are touched by the blight of the Dragonfather. They have to be, in order to survive the grisly feasts they partake in. For many of them, this blight manifests itself in cadaverous flesh, sharp spines, and curving horns. Their teeth sharpen to wicked points, and their warped constitution allows them to take unnatural

## PATH OF THE BLOODGORGER FEATURES

### Barbarian

Level	Feature
3rd	Teeth and Claws, More Slaughter
6th	Grisly Feast
10th	Terrify
14th	Eat the Heart

sustenance from the flesh and blood of their foes.

Mere blight is not the only reason bloodgorgers exhibit such terrible ferocity, however. They have combined their own unnatural resilience with the arts of blood sacrifice, taken from the occult practices of the Satyxis and the ancient rites of Devourer worshippers. Bloodgorgers' unquenchable thirst for battle not only empowers them to grisly deeds, but also fills their enemies with horror as the ravenous barbarians pour from their ships to slake their terrible appetites.

## TEETH AND CLAWS

Beginning at 3rd level when you choose this path, your teeth sharpen to fangs and your skin grows horns, sharp spines, or vicious claws. Your unarmed attacks deal 1d6 piercing damage + your Strength modifier.

## MORE SLAUGHTER

Bloodgorgers revel in the spray of blood when they strike their foes, and they endeavor to spill as much as possible. Starting when you choose this path at 3rd level, you become adept at laying into foes with a weapon in hand and the claws and teeth that are part of your blighted heritage. Once on each of your turns, if you take the Attack action while you're raging and are either unarmed or not wielding a two-handed weapon, you can make an unarmed strike as a part of the attack. If the attack hits a creature that is not a construct or undead, you gain temporary hit points equal to your Constitution modifier (minimum of 1). You lose any temporary hit points gained in this way when your rage ends.

## GRISLY FEAST

The lucky few who have survived an attack by bloodgorgers remember one thing above all others: the relish with which the bloodthirsty barbarians consumed the flesh and blood of their foes. Partaking in this brutal sacrament means more than merely eating, however. Through blood magic learned from Satyxis and Devourer cults, bloodgorgers use their fallen foes to restore their health and vigor in order to continue the slaughter. Beginning at 6th level, when you reduce a creature other than an undead or a construct to 0 hit points while you're raging, you can use a bonus action to eat part of your foe. When you do so, you regain 1d6 hit points.

When you reach certain levels in this class, you take greater sustenance from your kills. The amount of hit points you regain increases to 2d6 at 10th level and 3d6 at 14th level.

## TERRIFY

Few things bring a bloodgorger greater pleasure than seeing the look of horror in the face of a foe just before death.



Beginning at 10th level, when you reduce a creature to 0 hit points while you're raging, you can use your reaction to force any creatures of your choice within 30 feet of you that you can see to make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature is frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### EAT THE HEART

The most fearsome bloodgorgers have learned to extract more than sustenance from the consumption of their enemies. A bloodgorger who feasts upon a particularly worthwhile opponent can draw upon some of that foe's strength, skills, and memories for a limited time. Beginning at 14th level, when you reduce a creature to 0 hit points while you're raging, you can use a bonus action to eat part of your foe. In addition to regaining hit points as described in

your Grisly Feast feature, you can choose one of the benefits described below. If you do so, you can't use this feature again until you finish a long rest.

**Gifts of the Feast.** You gain the ability to cast one spell that your foe knew. The spell must be 3rd level or lower, and you can cast it a number of times equal to your proficiency bonus. Wisdom is your spellcasting ability for it.

**Memories of the Fallen.** You gain proficiency in a single skill or saving throw your foe was proficient in, or with a single tool your foe was proficient with. This effect lasts for a number of hours equal to your proficiency bonus.

**Strength of the Slain.** You can replace one of your ability modifiers with your foe's ability modifier for the same ability. For example, if you have a Strength modifier of +3 and your foe's was +4, yours would become +4. This effect lasts for a number of turns equal to your proficiency bonus.