

# PATH OF THE SLAYER



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Barbarians following the path of the slayer are sworn to the service a demonic entity, which grants them great power when they enter a rage. Shunned by their clans, they sometimes serve leaders of demonic cults as ravagers and enforcers but even these tenures end in destruction.

These barbarians forsake their connection to nature and the natural world, gaining their powers in battle from pacts with ancient evils, they live only to see the world painted in blood. Some among them were born into servitude and strive to free themselves from their demonic masters, but most fail. Their life is tortured, a black serenade.

## HERE COMES THE PAIN

Starting when you choose this path at 3rd level, you are filled with demonic power when you rage. For the duration of your rage, your creature type becomes a fiend in addition to your normal creature type and you gain vulnerability to radiant damage.

When you deal damage with a melee weapon while you are raging, creatures damaged by your attack suffer a fiendish wound. The creature must succeed on a Constitution saving throw, DC equal to 8 + your proficiency bonus + your Strength modifier, or take 1d4 slashing damage at the start of each of its turns due to a fiendish wound. Each time you hit a wounded target with a melee attack, the damage dealt by the wound increases by 1. Any creature can take an action to stanch the wound with a successful

DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

At 10th level the damage increases to 2d4 and at 14th level the damage increases to 3d4.

## HARDENING OF THE ARTERIES

Beginning at 6th level, your blood hardens into a thick, black substance. You gain resistance to necrotic damage and when you suffer damage while you are raging, you gain temporary hit points equal to your Constitution modifier.

## BOOTH OF DELETH

Beginning at 10th level, you become a conduit of demonic energy. When you rage you are surrounded by a cursed aura of doom. Creatures that start or end their turn within 5 feet of you must make a Wisdom saving throw, DC equal to 8 + your proficiency bonus + your Wisdom modifier, or be cursed. While cursed, the creature cannot be healed by normal or magical means and they have disadvantage on attack rolls. A creature breaks the curse if they move more than 5' away from you.

## RAINING BLOOD

Starting at 14th level, when you hit a creature afflicted with a fiendish wound from you Here Comes the Pain class feature, blood sprays from the creature and hits a creature of your choice within 5 feet, dealing 2d6 necrotic damage.