

THE SLASHER

BARBARIAN PRIMAL PATH OPTION

The black rain pouring down on his head and shoulders, a male human lurks in the shadows of a dense pine forest under dead of night, a silently gleaming longsword held in one hand. Waiting, concealed in overgrowth, he catches sight of two night travelers, making their way to the nearest inn. They pass by, and in a single heartbeat the human's arm shoots from the bushes, grabbing one around the throat with his open hand. In the same motion, the human pins his longsword powerfully into the traveler's chest, while the traveler's companion stares on before letting out a horrified scream.

An enormous and pale white male half-orc, face smeared with blood, holds an colossal flail in one hand. The elves he has been tracking are hiding somewhere in this wood, using illusions and clever tricks to cover their presence. The half-orc has tricks of his own, however, and his eyes glow with a soft red candescence. At once, he spies the elves hiding in a tree somewhere to his right, the blood within their veins providing a soft crimson illumination to his eyes.

A female goliath, eyes pitch black with a large maul by her side, conceals herself behind a tree as observes her quarry dining within a quaint cabin. She gazes through the cabin's window and notices a wooden cabinet, about her height. She breathes in a heavy breath, and simply ceases to be, before the cabinet explodes in a shower of splinters and the goliath emerges, maul held high over her unsuspecting and terrified victims.

To many warriors and soldiers, killing is an unfortunate part of what they do, a grim necessity of the trade they ply. However, there are those that revel in dealing death, that enjoy the thrill of killing to such an extent that the ebon energies of the dead find them and empower

them. This may be the product of an eldritch ritual, a price paid for returning the dead to life under a dark god, or it may simply occur naturally to one who has killed many in a region tainted by the Shadowfell. Regardless, the affected individual becomes a Slasher, a horrible killer with supernatural powers, given over fully to their craving for murder.

Slashers are compelled by their nature to kill, and as such are almost universally evil. A good slasher is theoretically possible, perhaps as a product of evil spellcasters or gods inflicting a horrible punishment on a virtuous mortal, but few if any good Slashers exist. Work with your DM to determine what this compulsion means for your character, or roll to determine your compulsion on the Murderous Urge table. This compulsion does not force you to act immediately, but your character will consider and actively plan the murders they intend to carry out, before eventually acting upon them at the best possible moment.



MURDEROUS URGE

d8	Must kill any...
1	...of one specific race of creature (elves, dwarves, etc) you encounter
2	...creatures that exist that know one specific secret
3	...creatures who have seen your true face
4	...creatures who worship a specific god
5	...travelers you encounter on the road
6	...members of a specific class you encounter
7	...creatures asking for mercy
8	...creatures you encounter that have committed one specific sin

HOLD THE HUNTED

When you first choose this path at 3rd level, you are imbued with an iron grip, able to hold those that would struggle to escape. While you are raging and have at least one free hand, you may attempt to grapple a creature sized large or smaller as a bonus action. You may also attempt this grapple as a reaction, in place of an opportunity attack.

In addition, when you successfully grapple a creature, that creature must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. If they fail this saving throw, they become frightened by you for the duration of the grapple. A creature that succeeds on this saving throw may not be subject to it again for 24 hours.

BLOODSENSE

Beginning at 3rd level, you have a distinct sense for where your prey may be hiding. You can activate your bloodsense as a bonus action, allowing you to see the locations of all creatures within 120 feet of you for 1 minute. This ability allows you to see invisible creatures and to see through cover such as walls or obscuring terrain. However, this ability does not show you the locations of constructs, elementals, oozes, plants, or undead, and creatures of these types that are invisible remain invisible to you. Once you use this ability, you require a short or long rest before you may use it again.

UNSTOPPABLE

Beginning at 6th level, you can't be frightened or subjected to forced movement while raging. If you are frightened when you enter your rage, the effect is suspended for the duration of the rage.

SHADOWMORPH

At 10th level, the Shadowfell has empowered you further, allowing you to slip through the realm of death and pop out where your foes least expect you. As a bonus action on your turn, you may teleport to any location you can see within 120 feet of you. You may use this movement to teleport inside a vacant object that can physically hold you, such as a dresser, barrel, or chest, even if you can not see the inside of the object. Once you teleport in this way, you may not do so again until you complete a short or long rest.

Additionally, if you are hiding within an object with total hit points less than twice your barbarian level, you may choose to break that object instantly as your object interaction on your turn. If you do so, any attacks you make on that turn have advantage.

CREDITS:

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Thanks to the kind folks of reddit, /tg/, and tumblr, to /u/Smyris for their resource pack, and to /u/skybug12 for their Photoshop guide!

UNKILLABLE

Starting at 14th level, the dread energies of the Shadowfell animate your being, even when you should be dead. Whenever you succeed on a death saving throw, regain a number of hit points equal to 5 + your Constitution modifier.