

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 DOOMSLAYER

Barbarians who walk the Path of the Doomslayer live to crush fiendish skulls beneath their heels, to impale demons and devils with their blades, and to feel their palms slick with demonic blood. Theirs is a ferocity that eclipses the fires of hell—demons would be wise to fear a doomslayer's wrath when stepping foot on the Material Plane.

The oldest doomslayers sharpened their axes on whetstones taken from the pit of the Nine Hells, but modern slayers often prefer the bite of a blaster to that of a blade. Regardless of their weapons or era, doomslayers are tireless and savage demon killers.

DOOMSLAYER

Starting at 3rd level, you gain proficiency in simple and martial firearms, and you can use your Strength modifier

instead of your Dexterity modifier on firearm attack rolls. While raging, you can add your Rage damage bonus to firearm damage rolls, and you have resistance to all damage dealt by fiends.

RIP AND TEAR

Starting at 6th level, your unarmed damage increases to 1d6 bludgeoning damage, and melee attacks you make count as magical for the purposes of overcoming damage resistance and immunity. Additionally, when you take the Attack action and hit a single creature with 2 or more melee weapon attacks on your turn, you can use your bonus action to deal that creature an additional 1d8 points of magical bludgeoning or slashing damage. At 14th level, this bonus damage increases to 2d8.

ARGENT FEAST

Starting at 10th level, whenever you critically hit a hostile creature or reduce a hostile creature to 0 hit points with a melee attack on your turn, you can use a bonus action to regain a number of hit points equal to half your barbarian level.

GLORY KILL

Starting at 14th level, you have advantage on attack rolls against creatures that have fewer than half their maximum hit points left.

