DUALINK

Path of the Butcher

Subclass



Warhammer 40K Edition

Path of the Butcher

Some warriors fight for survival. Others fight for glory. Barbarians that select this Primal Path, known as Butchers, fight for the Blood God. Every strike is an offering. Every fallen enemy a tribute. The more blood spilled on the battlefield, the more unstoppable the Butcher becomes, an engine of ritual slaughter who grows deadlier with every skull claimed.

Skulls for the Throne

At 3rd level, your victories fuel a frenzy of unstoppable violence. While you are raging, when you reduce a creature to 0 hit points, you may claim its skull. Until the start of your next turn, you gain the following benefits:

- You have advantage on melee weapon attack rolls.
- Your melee weapon attacks deal an extra 1d8 damage.
- Your speed increases by 10 feet.

Additionally, when you reduce a creature to 0 hit points, you may immediately:

- Move up to half your speed, and
- Make one melee weapon attack.

This movement does not provoke opportunity attacks.
You can make this additional attack once per turn.

Blood for the Blood God

At 6th level, pain and bloodshed only sharpen your fury.
While you are raging, your speed cannot be reduced, and you have advantage on saving throws against being frightened or charmed.
In addition, when you start your

turn below half your hit point maximum, your melee weapon attacks deal additional damage equal to your proficiency bonus.

Gorestorm

At 10th level, the scent of blood drives all combatants toward slaughter.

While you are raging, when any creature within 15 feet of you takes damage, you gain 1 Blood Surge (maximum equal to your proficiency bonus).

You lose all Blood Surges when your rage ends.

When you hit a creature with a melee weapon attack, you may expend any number of Blood Surges. The attack deals 1d8 extra weapon damage per surge spent, and the target must succeed on a Strength saving throw or be knocked prone.

Avatar of Slaughter

At 14th level, you become a chosen instrument of the Blood God.

While you are raging, you gain the following benefits.

Endless Butchery. When you reduce a creature to 0 hit points, you may make two melee weapon attacks instead of one when using Skulls for the Throne.

Blood-Soaked Terror. Creatures of your choice within 15 feet of you have disadvantage on saving throws against being frightened.

When you reduce a creature to 0 hit points, creatures of your choice within 15 feet must make a Wisdom saving throw.

Save DC = 8 + your proficiency

bonus + your Strength modifier
On a failed save, the creature is frightened of you until the end of your next turn.

Chosen of the Blood God. The first time you would be reduced to 0 hit points while raging, you instead drop to 1 hit point.
When this happens, you may immediately:

- Move up to half your speed, and
- Make one melee weapon attack.

Once this feature triggers, it cannot do so again until you finish a long rest.

