DUALINK

Path of the Warboss

Barbarian Subclass



Warhammer 40K Edition

Path of the Warboss

Barbarians who walk the Path of the Warboss do not fight alone, they become the center of a growing storm of violence.

Their presence ignites allies, fuels reckless charges, and builds toward a devastating WAAAGH!

This subclass revolves around **momentum, ally scaling, and explosive dominance**.

WAAAGH! Rising

At 3rd level, your fury begins to gather into unstoppable momentum.

WAAAGH! Meter

You gain **WAAAGH! (0–5)**.

You gain 1 WAAAGH! (max 5) when any of the following occur (each trigger once per turn):

- You reduce a creature to 0 hit points
- You hit a creature with a melee attack after moving at least 15 feet toward it
- An ally within 30 feet reduces a creature to 0 hit points
- You take damage while raging

You gain the following benefits based on your current WAAAGH!:

- **1+ Brutal Swings:** You gain a bonus to melee damage rolls equal to your **proficiency bonus**
- **2+ Red Ones Go Fasta:** Your speed increases by 10 feet
- **3+ Unstoppable Charge:** You ignore difficult terrain, and creatures have disadvantage on opportunity attacks against you while you are raging
- **4+ Proper Krumpin':**

- You gain a **+2 bonus to melee attack rolls**
- Your melee attacks deal an additional **1d6 damage**
- **5 Da Biggest:** You have advantage on all melee attack rolls

You lose all WAAAGH! if:

- You end your turn without attacking, taking damage, or moving toward an enemy
- You are incapacitated

Follow Da Boss

At 6th level, your allies surge forward in your wake.

Boss Aura

While you are raging, allies of your choice within 15 feet of you gain:

- A bonus to melee attack rolls equal to your **proficiency bonus**
- +10 feet to their speed **if they start their turn within the aura and move toward an enemy**

Get Stuck In!

When an ally within your aura hits a creature, you may use your reaction to:

- Move up to 15 feet toward that creature
- Make one melee weapon attack

You can use this feature once per round.

Proper WAAAGH!

At 10th level, you can unleash a true warcry of conquest.

Call the WAAAGH!

As a bonus action while raging, once per long rest, if you have at least 3 WAAAGH!:

For 1 minute:

- Your WAAAGH! is locked at 5

- Allies within 30 feet:
- Gain advantage on melee attack rolls
- Deal extra damage equal to your Rage damage bonus
- When an ally hits a creature:
- That creature cannot take reactions until the start of its next turn

Mob Momentum

While Call the WAAAGH! is active:

- When an ally reduces a creature to 0 hit points:
- You regain hit points equal to your Constitution modifier
- You may move up to half your speed without provoking opportunity attacks

Biggest and Meanest

At 14th level, you become the unstoppable center of the battlefield.

WAAAGH! Unleashed

While you are raging and at 5 WAAAGH!:

- You gain resistance to all damage except psychic
- When you hit a creature with a melee attack, you may force it to make a Strength saving throw. **Save DC = 8 + your proficiency bonus + your Strength modifier**, On a failure, the creature is pushed up to 10 feet away from you
- Your melee attacks deal an additional **2d8 damage**
- When you take damage while raging:
- Each enemy within 5 feet of you takes damage equal to your Rage damage bonus