



Path of the Cannibal Barbarian
Artwork by Clara Fang

PATH OF THE CANNIBAL

Whether stemming from ancient beliefs, unconventional burial rites, or simply the cravings of a disturbed mind, cannibalism is a peculiar rite practiced by people the world over. As one would expect from such a gristly act as consuming the flesh of other sentient beings, this barbaric compulsion is one which often attracts the attention of entities of death and evil, and its adherents are often treated as pariahs, misfits, with little distinction made between a misunderstood cultural phenomenon ... or the work of an absolute madman. Whatever the case may be, where one follows the base temptation to have their fellow man for dinner, grim consequences- and power- may follow.

CANNIBAL FEATURES

Barbarian Level Features

3rd	Cannibal's Bite
6th	Wicked Teeth, Bloodlust
10th	Ravenous Feast
17th	Vorpals Bites

CANNIBAL'S BITE

When you choose this path at 3rd level, you gain a natural bite attack that deals 1d4 + your strength modifier piercing damage. Its damage increases as you gain levels, increasing to 1d6 at 6th level and 1d8 at 10th level.

When you enter a rage, you can make a bite attack as

part of the same bonus action against a creature in range. While you rage, you can use a bonus action to make a bite attack against a creature.

WICKED TEETH

When you reach level 6, your bite attack counts as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.

BLOODLUST

Starting at 6th level, once per turn when you hit a creature with a bite attack while you rage, you can gain temporary hit points equal to your proficiency modifier. If your bite attack scores a critical hit or your attack reduces the creature to 0 hit points or kills it, you gain twice the amount of temporary hit points instead.

RAVENOUS FEAST

Starting at level 10, you can use an action and consume the body of a small size or larger non-construct creature within 5 ft. of you that died since the beginning of your previous turn. If you do so while raging, this action counts as an attack against a hostile creature. When you consume a creature, you are nourished for 24 hours, regain hit points equal to the creature's maximum hit points, or 1d12 + your barbarian level, whichever is lower, and you have advantage on your attack rolls until the end of your next turn.

Additionally, you can safely consume meat of any kind of creature, fresh or rotten.

VORPAL BITES

Starting at 14th level, when you are raging and hit a creature with your bite, you can choose to kill it if its hit points are equal or lower the amount of your barbarian level. Additionally, when you are raging and your bite made as a bonus action scores a critical hit or your bite reduces the creature to 0 hit points or kills it, you can immediately make another bite against a creature in range as part of the same bonus action.

DM TUZ NOTE: THE ICKINESS OF CANNIBALISM

As defined in the 3rd Edition "Book of Vile Darkness", cannibalism in D&D is commonly defined as the act of eating sapient creatures. You as a DM might have a different point of view on this matter and might have to define it for your world or at your table. I used the Book of Vile Darkness' interpretation of cannibalism for this subclass. Also, which should go without saying, please make sure that everyone at the table is comfortable with you playing a cannibal character.

CULINARY CONCLAVE

Though hunting for the sake of simple sustenance is an agreed necessity of life the world over, there are those who scoff at such a simple notion. For the true culinary daredevil, it is not enough simply to eat to live, one must make an adventure of every new flavor, a quest out of each new ingredient. No risk is too great, no line is worth not crossing, no taboo too sacred to break- the world is ripe with culinary enlightenment, and it must be pursued- no matter what- or who- needs hunting!

CULINARY FEATURES

Ranger Level Features

Ranger Level	Features
3rd	Bonus Proficiency, Daring Cooking
7th	Secret Remedy
11th	Choice Cut
15th	Culinary Daredevil

BONUS PROFICIENCIES

When you join the Culinary Conclave at 3rd level, you gain proficiency in the use of Cook's Utensils and gain advantage on Perception (Wisdom) checks using taste.

DARING COOKING

Starting at 3rd level, you learn to collect and prepare unlikely ingredients to great results. As an action, you can strip one choice morsel off of the dead body of beast, humanoid, monstrosity, ooze, or plant, that has not been dead for longer than 24 hours. You can gather one piece of choice morsel off of one creature. A piece of morsel remains fresh until you finish a long rest. As you gain levels, you learn to strip choice morsels off of additional types of creatures: at 7th level you learn to strip fey, giants, and undead, at 11th level you learn to strip dragons, constructs, and elementals, at 15th level you learn to strip aberrations, celestials, constructs, and fiends.

With one hour of work, or as part of a short or long rest, you can use one choice morsel, provided you have ingredients and cook's utensils, to prepare enough food for a number of creatures equal to 4 + your proficiency bonus. At the end of the rest, any creature that eats the food receives a bonus, depending on what kind of choice morsel was used for the meal until it finishes a short rest.

SECRET REMEDY

Beginning at 7th level, your culinary adventures have given you resilience. You have advantage on saving throws against disease and being poisoned.

Additionally, you can use cook's utensils and 2 gold worth of supplies to create your secret remedy over the course of one minute. Your remedy is a special ration that upon consumption allows a creature to repeat its saving throw with advantage against any disease or poison that is afflicting it (the DC is the same as the original DC that caused the ailment). On a success the creature is healed. Once the secret remedy is prepared, it keeps its potency for 10 minutes, after which it becomes a simple ration.



Culinary Conclave Ranger

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CHOICE CUT

Starting at level 11, your experience of fileting and knowledge of anatomy manifests in delivering precise strikes. When you use your action to attack with a weapon that deals piercing or slashing damage against a creature you know how to strip a choice morsel from, you can choose to make but a single attack. If you do so, you double your proficiency bonus on your attack roll and on a hit the attack deals additional damage equal to twice your proficiency modifier. If this attack kills the creature, you can collect one choice morsel off its body without having to spend an action to strip it.

CULINARY DAREDEVIL

Starting at 15th level, you uncovered culinary truths that open a bold new world of cooking. Whenever you cook using one choice morsel, you can use an additional morsel to use in your cooking. Each creature that eats the food receives bonuses of both types of choice morsel used for the meal.

VARIANT FEATURE: PREDATORY COOKING

This 3rd-level feature replaces Daring Cooking. You can collect and cook choice morsels as described in the replaced trait, but only you benefit from the bonus of the meal. In addition to the bonus, until you finish a short or long rest, whenever you score a hit against a creature that has the same type of the meal you have consumed, you deal extra damage equal to your proficiency modifier to the creature.

Creature Type	Meal Bonus
Aberration	You are resistant to psychic damage and you have advantage on intelligence and wisdom saving throws.
Beast	You gain a +5 bonus to passive perception.
Celestial	Once, when you start your turn when you are dying, or after you fail a death saving throw, you gain hit points equal to your level.
Construct	Your AC is increased by 1, to a maximum of 20.
Dragon	The first time in a turn when you hit a creature with a weapon attack, you can deal 1d6 additional acid, cold, fire, lightning or poison damage - which damage type is determined when cooking the meal.
Elemental	The next time you take acid, cold, fire, or lightning damage, you gain resistance to the triggering damage type until the end of your next turn.
Fey	You have advantage on saving throws against effects that charm, frighten, put you to sleep, or paralyze you.
Fiend	The next time you fail an ability check, attack roll, or saving throw, you can roll it again but must use the second effect.
Giant	You have a +2 bonus to strength, to a maximum of 22.
Humanoid	You have advantage on Intimidation checks against other humanoids.
Monstrosity	You gain a +1 bonus to hit with attacks.
Ooze	The next time you take falling damage, you are resistant to the bludgeoning damage and you do not fall prone from it.
Plant	Your maximum hit points are increased by twice your proficiency modifier and you regain an equal amount of hit points.
Undead	Once per turn when you deal damage to a creature with an attack or spell and your hit points are below half your maximum, you regain hit points equal to your proficiency modifier.

DM TUZ NOTE: WAIT I CAN COOK BABIES?

Yes you read this right, the Culinary Ranger has rules to cook humans. I added this rule as it would feel otherwise disingenuous and incomplete to leave it out. I do not actively encourage your character to do so just because it is an option. The world of the game, other player characters, and your fellow players at your table might have reservations about cooking humans (or not, I am not here to judge). But do not refer to the rules as your cover if your choice results in bad repercussions, both inside and outside of the game.

THE MAW

The Maw is a simple, yet powerful primordial entity whose only concern is wanton, unbidden consumption, and for any and all who will deliver more to consume, it gives power freely. Whether taking the form of a bottomless pit, some voracious, unthinkable monstrosity, or a hole in the void that swallows even the stars, it is not hard to seek out its audience- or its favor- if you know where to look. For those who seek a quick path to power, no matter the cost, or outcasts no other entity will take, the Maw welcomes- as long as it can be eternally sated.

MAW PATRON FEATURES

Warlock Level Features

Warlock Level	Features
1st	Expanded Spell List, Eldritch Gut, Consuming Maw
6th	Manifest Maw
10th	Undeterred Hunger
14th	Satisfied Blessing

EXPANDED SPELL LIST

At 1st level, the maw lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MAW EXPANDED SPELLS

Spell Level	Spells
1st	Absorb Elements, Grease
2nd	Enlarge Reduce, Spike Growth
3rd	Create Food and Water, Stinking Cloud
4th	Grasping Vine (appears like a tongue), Resilient Sphere
5th	Cloud Kill, Wall of Stone (appears like teeth)

ELDRITCH GUT

At 1st level, you manifest an Eldritch Gut as part of the maw's power. Your Eldritch Gut is a supernatural space connected to your mouth. You can swallow objects and creatures of up small size or smaller, and store them in your Eldritch Gut. Any item in your Eldritch Gut does not count towards your carrying capacity, but your Eldritch Gut can hold up to 200 pounds worth of objects. The size and total weight of objects that you can swallow increases as you gain warlock levels. You can regurgitate a single object as an item interaction, or more than one object as an action which land within 5 ft. of yourself.

Your Eldritch Gut is a magical object and can only be targeted and attacked by anything inside of it and has hit points equal to your hit points and an AC equal to 8 + your Constitution modifier + your proficiency modifier and shares your resistances and immunities. When your Eldritch Gut is reduced to 0 hit points, you take any excess damage and you cannot store more items or creatures for as long as your Eldritch Gut is missing hit points. When you die, all items stored in your Eldritch Gut land within 5 ft. of yourself.



Warlock of the Maw
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CONSUMING MAW

As an action you can make a melee spell attack against a creature using your spell modifier. On a hit the creature becomes trapped within your Eldritch Gut. While within your gut the creature has total cover against attacks and other effects outside of it, but can target your Eldritch Gut with attacks. While a creature is in your Eldritch Gut, you can use a bonus action on each of your turns to deal 1d6 + your charisma modifier force damage to the creature. The damage you deal to a creature in your Eldritch Gut increases as you gain levels. You can use an action to regurgitate the creature in a free space within 5 ft. of yourself. At the end of the trapped creature's turn, it makes a Strength saving throw to escape your Eldritch Gut. The DC to escape your gut is equal to your warlock spellcasting DC. When a creature successfully escapes your Eldritch Gut, or when your Eldritch Gut is reduced to 0 hit points, the creature reemerges in an unoccupied space within 5 ft. of yourself.

You can trap a creature within your Eldritch Gut an amount of times equal to your proficiency modifier, before you have to finish a long rest to do so again.

MAW'S BOON

Starting at 6th level, when you deal damage against a creature with your Consuming Maw, you can gain an amount of temporary hit points equal to half the damage dealt, which remain until the end of your next turn. If this damage kills the creature, you can regain an amount of hit points equal to half the damage instead.

WARLOCK OF THE MAW PROGRESSION			
Warlock Level	Damage	Maximum Size	Max. Weight
1st	1d6	Same size	200 lbs.
6th	2d6	One size larger	500 lbs.
10th	3d6	Two sizes larger	1000 lbs.
14th	4d6	Three sizes larger	2000 lbs.

UNDETERRED FEAST

Starting at 10th level, you can eat any food stored within your Eldritch Gut and gain resistance to poison damage and immune to being poisoned.

SATISFIED BLESSING

Starting at 14th level, when you reduce a creature to 0 hit points with your Consuming Maw, your Eldritch Gut regains any missing hit points and you gain one bonus warlock spell slot that remains until the end of your next turn.

THE IDENTITY OF THE MAW

As the introduction paragraph to the Maw patron explained, the Maw is an ancient being of many shapes that lesser creatures can seek out for audience in exchange of power. What the Maw exactly is, is for you to decide. A force of nature, a fiend, a diety, or just a bottomless pit? All of it is possible if you make it so. Many creatures exist in Dungeons and Dragons that thrive on consuming and could reasonably carry the moniker of the Maw, so you have freedom to determine the Maw's true nature.