



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	Vorpal 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 to 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 you 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 within your range 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

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 body of beast, humanoid, monstrosity, ooze, or plant, that has not been dead for longer than 24 hours. You can gather a single 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 2 + your proficiency bonus. At the end of the rest, any creature that eats the food is nourished and receives a bonus depending on what kind of choice morsel was used for the meal until it finishes a short or long 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 learn the lesser restoration spell and can cast it as a ritual, requiring only your Cook's Utensils as spell components. Once you do so, you have to finish a short or a long rest to do so again.



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.

In addition, if one of your weapon attacks kills a creature you know how to strip a choice morsel from, you can collect one off its body without needing 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.

Additionally, pieces of morsel now remain fresh for up to 48 hours after you collected it.

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 have advantage on Intelligence and Wisdom saving throws.
Beast	You gain a +5 bonus to your passive perception.
Celestial	The first time when you start your turn with 0 hit points, or 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, paralyze, or put you to sleep.
Fiend	Once when you fail an ability check, attack roll, or saving throw, you can roll it again but must use the second result.
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	You are resistant to bludgeoning damage damage caused from falling and taking falling damage does not cause you to fall prone.
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 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 decisions 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

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 objects 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, 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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Your Eldritch Gut regains any missing hit points when you finish a short or long rest, or when you use an action to expend a spell slot of your warlock Pact Magic feature.

CONSUMING MAW

As an action you can make a melee spell attack against a creature using your warlock spellcasting modifier. On a hit the creature becomes trapped within your Eldritch Gut. You can hold only one creature in your gut at a time. While in 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 an unoccupied space within 5 ft. of yourself. At

the beginning of the trapped creature's turn, it can make 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 of its choice within 5 ft. of yourself.

You can hold 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.

WARLOCK OF THE MAW PROGRESSION

Warlock Level	Damage	Maximum Size	Max. Weight
1st	1d6	Same size	400 lbs.
6th	2d6	One size larger	1000 lbs.
10th	3d6	Two sizes larger	2000 lbs.
14th	4d6	Three sizes larger	5000 lbs.

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 total damage or an amount equal to the creature's maximum hit points, whichever is lower.

UNDETERRED FEAST

Starting at 10th level, you can eat any food stored within your Eldritch Gut and you gain resistance to poison damage and become 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 spell slot from your Pact Magic feature that remains until the end of your next turn.

Once you use a bonus spell slot gained this way, you can't gain additional bonus spell slots through this feature until you finish a short or long rest.

DM TUZ NOTE: HOW HEAVY IS A HILL GIANT?

As the monster handbook does not determine the weight of a creature (in most cases) the exact weight of a creature is an unknown. Therefore, I advise against not worrying about the weight restrictions for creatures for the Eldritch Gut. The weight limitations of the Eldritch Gut are intended for how many total items you can carry in your Eldritch Gut - and while we are at it: no, you can't regurgitate a giant 5 ft. over a goblin to make it fall on it.

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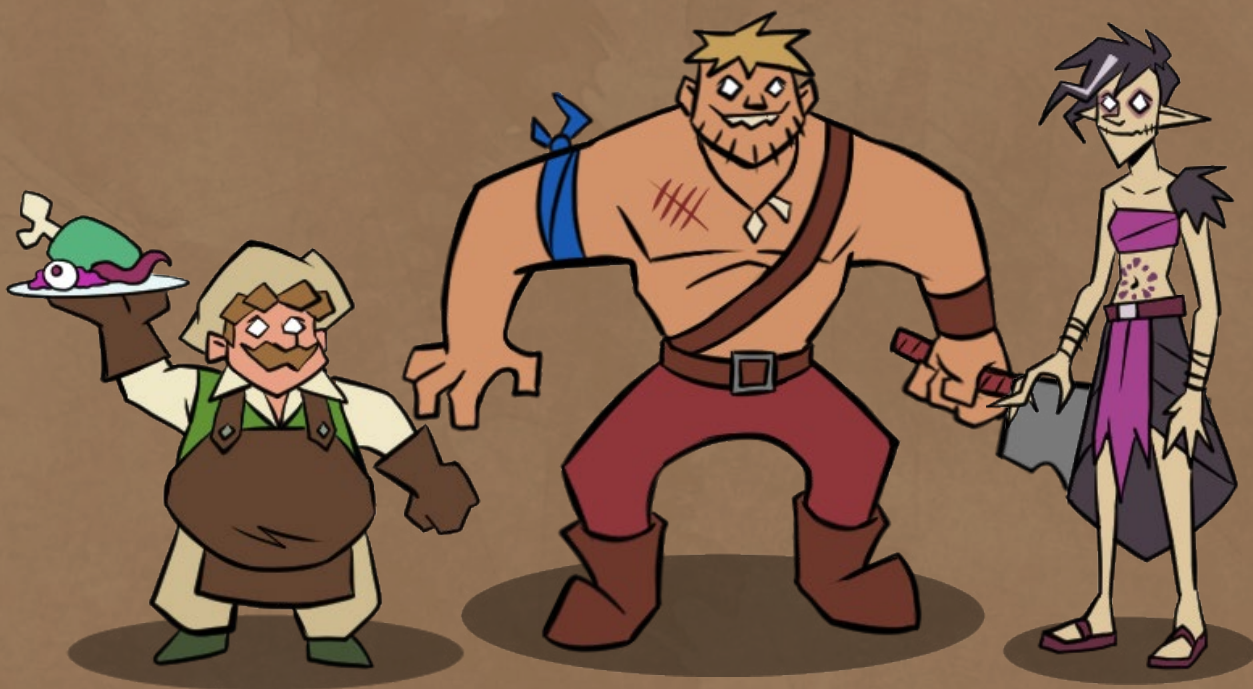
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