



Path of the Cannibal Barbarian
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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 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.