

PATH OF THE WILD RIDER

PRIMAL PATH FOR BARBARIANS



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USEFUL GUIDE

This subclass sometimes refers to several stat blocks in either the *Monster Manual* or *Volo's Guide to Monsters*. For easier reference, these creatures have been color coded:

- Creatures written in **red** can be found in the *Monster Manual*.
- Creatures written in **blue** can be found in *Volo's Guide to Monsters*.
- Creatures written in **black** are found with this subclass.



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PATH OF THE WILD RIDER

Wild Riders are barbarians who have formed strong bonds with their mounts, so that when they rage they channel that rage into the animal. But the bond is more than just about fiery passion for destruction. It is about trust and loyalty, as much for the mount as for the barbarian. You cannot fight along side someone you cannot trust.

CHARGING INTO BATTLE

Barbarians who follow the Path of the Wild Rider are most commonly charging straight into battle with their weapon high in the air. Anyone who finds themselves in the Wild Rider's path will often be forced onto the ground.

Those who go charging into battle on their trustworthy mount are truly a sight to behold. They have been known to bring down giants with a mighty swing.

TALENTA PLAINS

In Eberron, the Halflings of Talenta Plains are the best known examples of barbarians who follow this primal path. They ride into battle on their dinosaurs, striking fear and terror into the best-trained military forces of the "civilized" lands.

FEATURES

When you choose the Path of the Wild Rider at 3rd level, you gain access to the following features, as listed in the Wild Rider Features table.

WILD RIDER FEATURES

Barbarian Levels	Features
3rd	Bonus Proficiencies, Beast Rider, Raging Beast
6th	Knockdown Charge
10th	Greater Beast Rider
14th	Charging Fury

BONUS PROFICIENCIES

When you choose this path at the 3rd level, you gain proficiency in the Animal Handling Skill and with land vehicles.

BEAST RIDER

When you choose the Path of the Wild Rider, you can choose a beast that is big enough for you to ride and is not hostile towards you. This creature becomes your mount and will not accept anyone else as its rider. Your mount is loyal to you but will leave you if mistreated. Your mount cannot have a higher CR than 1.

While you are riding your mount, you gain the following benefits:

- Mounting and dismounting your loyal mount only requires a bonus action for you.

- If you or your mount become a target of an attack, you can use your reaction to make the other become the new target. You can only do this before the attack roll is made.
- You can use your action to have your mount attack. If you can make more than one attack as part of your attack action, you can use one of them to have your mount attack instead.
- You have advantage on all Wisdom (Animal Handling) checks directed at your mount.

When you have finished a long rest, you can choose another beast to become your new mount or keep the connection to your previous one.

RAGING BEAST

If you are raging while riding your mount, and it is not wearing heavy barding or another sort of heavy armor, it receives a number of benefits:

- It becomes resistant to bludgeoning, piercing, and slashing damage.
- It gains a number of temporary hit points equal to your levels in this class at the start of each of your turns while you are raging. This benefit remains until your rage ends.
- It has advantage on saving throws to resist fear.

KNOCKDOWN CHARGE

When you move at least 10 feet in a straight line and successfully attack another creature, you may add 2d6 to the damage roll. This additional damage increases to 3d6 at 12th level and 4d6 at 18th level. If the target of the attack is no more than one size category bigger than you, they must succeed on a Strength saving throw against a DC equal to **8 + your Strength modifier + your proficiency bonus** or fall prone.

If you are riding your mount when you use this feature, compare the target's size to your mount instead. You can use this feature only once on your turn.

GREATER BEAST RIDER

While traveling at a forced march, you can travel for as many hours as 8 + your Constitution modifier before you need to make a Constitution saving throw to resist exhaustion. Your loyal mount can gallop for as many hours as your Constitution modifier before getting tired. See Chapter 8 of the *Player's Handbook* for more on Travel Pace.

You can now also bond with a beast of CR 2 or lower. If you are forced off your mount, you can use your reaction to land on your feet and not prone. Finally, while you are raging and riding your mount, it's speed increases by 10.

CHARGING FURY

If you move in a straight line, you can make one attack against a creature within your reach every 10 feet, starting after the first 10 feet of your movement. To gain this benefit, neither you nor your mount can use the Dash or Disengage actions.

RIDING ANIMALS

The following list details some riding variations of animals found in the *Monster Manual* and *Volo's Guide to Monsters*. These variations are based on the stat blocks presented for **Draft Horses** and **Riding Horses**, and are meant to represent beasts that have been specially bred and trained for speed rather than strength.

Technically speaking, the Path of the Wild Rider does not require you to bond with a riding animal. The only requirements are that it is a beast that is not hostile towards you and that is of a specified challenge rating or less. The riding animals that are listed below can be used by any character, as they are specifically trained for riding.

RIDING BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)
Hit Points 6 (1d8 + 1)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages -
Challenge 1/4 (50 XP)

Charge. If the riding boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the riding boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

RIDING COW

Large beast, unaligned

Armor Class 10
Hit Points 8 (1d10 + 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Charge. If the riding cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

The method for creating riding animals here is to lower their Strength by 2, increase their speed by 10, and giving them one less hit die.

RIDING DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

Keen Hearing and Smell. The riding dire wolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. The riding dire wolf has advantage on an attack roll against a creature if at least one of the riding dire wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

RIDING GIANT GOAT

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 13 (2d10 + 2)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Charge. If the riding giant goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure Footed. The riding giant goat has advantage on Strength or Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

RIDING BOAR

Riding boars are a variation of regular **boars** favored among Halflings and Gnomes who live in forested areas.

RIDING CATTLE

Riding cattle are a rare variation of **cattle** but some barbaric tribes that rear cattle will use them for riding instead of horses.

RIDING DIRE WOLF

Riding dire wolves are the most common riding animals aside from horses. Anyone searching for an exotic riding animal will most likely find a **dire wolf** with a saddle.

RIDING GIANT GOAT

Riding giant goats are a common variation of **giant goats** used by some cultures of Dwarfs.

WAR ANIMALS

Like with the above riding animals, some beasts have been specially bred and trained for battle. These beasts are stronger and tougher, and often reserved for military use. In some cases, such as with the **Alpha Worg**, only the **warlord** is allowed to ride this exceptional specimen.

The creatures that have been listed below are all variations of the original beasts presented in the *Monster Manual* and *Volo's Guide to Monsters*. They have been created by comparing the **Draft Horse** and **Warhorse**.

The war animals here all have their original Dexterity increased by 2, Constitution increased by 1, and Wisdom increased by 1. Where appropriate, they were also given another feature or proficiency.

ALPHA WORG

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 38 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Goblin, Worg
Challenge 1 (200 XP)

Keen Hearing and Smell. The alpha worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WAR DEINONYCHUS

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

Pounce. If the war deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the war deinonychus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The war deinonychus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

WAR POLAR BEAR

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

Keen Smell. The war polar bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The war polar bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

ALPHA WORG

Alpha worg is a favored mount for **Goblin** and **Hobgoblin** warlords to ride into battle. They are tougher than lesser **worgs** and often fitted with weapons that allow them to make a claw attack that deals $2d8 +$ their Strength slashing damage. There is only ever one alpha worg in a pack and they defend their status viciously.

WAR DEINONYCHUS

Favored among Halflings who breed dinosaurs for riding into battle, the **war deinonychus** is a variation of **deinonychus** that is specifically ridden by barbarians of the Talenta Plains in Khorvaire.

WAR POLAR BEAR

Barbaric tribes in the frozen lands sometimes train **war polar bears** for raids. On occasion, more militaristic cultures of the frozen lands will train **polar bears** for actual war and fit them with leather and metal barding.

WAR TIGER

War tigers are an extremely rare variation of **tigers**, only ever trained for **champions** or **warlords**.

WAR TIGER

Large beast, unaligned

Armor Class 13

Hit Points 37 ($5d10 + 10$)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Smell. The war tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the war tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the war tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 ($1d10 + 3$) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 ($1d8 + 3$) slashing damage.

