



BARBARIAN: PATH OF THE WILD HUNT

The Wild Hunt is an ancient tradition stretching further back even than the collective memory of the feywild. Driven by the primal instinct of the beast within, you seek ever more dangerous prey, no matter the risk. There are two types of creatures in this world - Predator, and prey, it is only within the savagery of the hunt that one is separated from the other.

PREDATOR'S SAVAGERY

Beginning at 3rd level when you choose this path your predator's instinct grows stronger with each worthy prey you hunt. While you are raging, you gain a Cumulative +1 to damage rolls each time you reduce a target with a CR of your level or higher to 0 Hit points, up to a maximum equal proficiency bonus.

PRIMAL TRACKER

At 6th level, the primal magic of the hunt fuels the most bestial of your senses. You have advantage on checks made to track or locate injured creatures, and may add twice your proficiency bonus to checks made to track creatures with a CR of your level or higher.

ARMOR OF THE HUNT

By 10th level, the icy thrill of the hunt deadens your pain so long as the pursuit continues. While you are raging, each time your hit points are reduced by damage from a melee weapon attack, you gain temp hp equal to the damage dealt until the end of your next turn. Damage absorbed by temporary hit points does not trigger this feature

FRENZIED STRENGTH

Upon reaching level 14, the true fury of the wild hunt pulses chill through your veins, making you appear ever more savage and granting you terrible strength in battle. While you are raging, versatile weapons wielded in only one hand use their 2 handed damage dice. In addition, your Unarmed strikes deal your choice of bludgeoning or slashing damage equal to your strength modifier.