PATH OF THE WILD RIDER

Primal Path for Barbarians

by Óskar Örn Eggertsson

TEMPLATE BY NATHANAËL ROUX
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.
**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 alongside 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**

<table>
<thead>
<tr>
<th>Barbarian Levels</th>
<th>Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd</td>
<td>Bonus Proficiencies, Beast Rider, Raging Beast</td>
</tr>
<tr>
<td>6th</td>
<td>Knockdown Charge</td>
</tr>
<tr>
<td>10th</td>
<td>Greater Beast Rider</td>
</tr>
<tr>
<td>14th</td>
<td>Charging Fury</td>
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</tbody>
</table>

**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, its 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.

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 Boar
*Medium beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (natural armor)</td>
<td>6 (1d8 + 1)</td>
<td>60 ft.</td>
</tr>
</tbody>
</table>

**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.

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### Riding Cow
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>10</td>
<td>8 (1d10 + 2)</td>
<td>50 ft.</td>
</tr>
</tbody>
</table>

**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. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Actions**

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

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### Riding Dire Wolf
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (natural armor)</td>
<td>30 (4d10 + 8)</td>
<td>70 ft.</td>
</tr>
</tbody>
</table>

**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.

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### Riding Giant Goat
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (natural armor)</td>
<td>13 (2d10 + 2)</td>
<td>60 ft.</td>
</tr>
</tbody>
</table>

**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.

### War Deinonychus

**Medium beast, unaligned**

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>17 (+3)</td>
<td>15 (+2)</td>
<td>4 (-3)</td>
<td>13 (+1)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**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: 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.

  **Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 (+5)</td>
<td>12 (+1)</td>
<td>17 (+3)</td>
<td>2 (-4)</td>
<td>13 (+1)</td>
<td>7 (-2)</td>
</tr>
</tbody>
</table>

**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: 6 (1d8 + 2) piercing damage.

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

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**Alpha Worg**

**Large monstrosity, neutral evil**

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+3)</td>
<td>15 (+2)</td>
<td>14 (+2)</td>
<td>7 (-2)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
</tr>
</tbody>
</table>

**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.
**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.

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**War Tiger**

Large beast, unaligned

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>37 (5d10 + 10)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 (+3)</td>
<td>17 (+3)</td>
<td>15 (+2)</td>
<td>3 (-4)</td>
<td>13 (+1)</td>
<td>8 (-1)</td>
</tr>
</tbody>
</table>

**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.