

# PATH OF THE WANDERER

## BARBARIAN SUBCLASS

You are an explorer, an adventurer, a traveler. You choose the path least traveled and feel most at home on the road. The world is grand and you want to see it all.

Barbarians who travel the Path of the Wanderer draw strength from the natural world. They have honed their skills watching the ferocious beasts of the wild and the stoic old oaks of the forest and know how to wield the fury and serenity of nature.

A barbarian of the Path of the Wanderer is often driven to exploration. The Exploration Inspiration table provides examples.

### EXPLORATION INSPIRATION

#### d4 Inspiration

- 1 You were enamored with the tales your tribe's shaman told of the world beyond your home.
- 2 A massive blizzard separated you from your caravan. You survived on your own for weeks and realized you enjoyed living like this.
- 3 You were trained as a scout for your tribe, eventually setting out on your own.
- 4 In your youth, you were often stuck inside reading adventures of others. As soon as you could, you embarked on your own adventures.

### FIGHTING STYLE

#### 3rd-Level Path of the Wanderer Feature

Your time in the wilds has developed into your own style of fighting. You learn Two-Weapon Fighting or another Fighting Style of your choice from the fighter class. You can't take a Fighting Style option more than once.

### KNOWLEDGE OF THE WILDS

#### 3rd-Level Path of the Wanderer Feature

You have often traveled through nature alone and found it necessary to learn certain skills to survive. You gain proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, Stealth, or Survival.

Additionally, you learn one of the following spells of your choice: *animal friendship*, *cure wounds*, *goodberry*, *jump*, *longstrider*, or *speak with animals*. You can cast the spell a number of times equal to your proficiency bonus.

You regain all expended uses when you finish a long rest. You can also cast the spell using any spell slots you have. Constitution is your spellcasting ability for this spell.

When you gain a level in this class, you can replace this spell with another one from this list.

### TWIN STRIKE

#### 6th-Level Path of the Wanderer Feature

You have learned to strike an enemy where they are wounded. Once each turn, when you hit a target with a one-handed weapon you're holding in one hand and with another one-handed weapon you're holding in your other hand, you deal additional damage to the target equal to twice your proficiency bonus.

### OPPORTUNE STRIKE

#### 10th-Level Path of the Wanderer Feature

An enemy leaving itself open to your attack often regrets it. While raging, when you make an opportunity attack with a one-handed weapon you're holding in one hand, you can make an additional attack against the same target with another one-handed weapon you're holding in your other hand.

### WILD ATTACK

#### 14th-Level Path of the Wanderer Feature

You strike with both quickness and ferociousness. Once on each of your turns while raging, when you take the Attack action and attack with a one-handed weapon you're holding in one hand, you can make an additional attack with another one-handed weapon you're holding in your other hand.



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