

# PATH OF THE WILDERSKIN

**T**hey came from the woods, some say. Others swear they descended the mountains, or crawled from the depths of the earth itself. They had eyes of flame, and skin hard like iron and thick with needle-like hairs. Strange patterns weaved across their skin, and the very darkest forces of the world bent to their call. A single look could paralyze an army, and a single word could fell a city.

They came from the wilds, some say. Those are the lucky ones - they survived.

## SKIN OF THE WILDS

When you take this archetype at 3rd level, your skin becomes infused with primal energy. While raging, you have resistance to fire damage and reduce any piercing or slashing damage you take by an amount equal to half your Constitution modifier (rounded up).

Additionally, you grow thick hair or scales, or gain snaking patterns of coloration across your skin. Whenever you make an Intimidation check you use your Constitution modifier instead of your Charisma modifier.

## MONSTROUS GLARE

At 6th level, your eyes take on an unnerving, primal aspect. As a bonus action while raging, you can choose one creature you can see within 30 feet and target them with your glare. You make an Intimidation check contested by the creature's Wisdom (Insight) check. If your check is higher, all of the creature's attacks on its next turn have their damage reduced by an amount equal to your bonus rage damage plus your Constitution modifier.

You may choose to use this ability on up to three subsequent turns without expending additional uses. If the creature fails all three checks, it is subject to this effect for 1 minute instead.

You may use this feature a number of times equal to your Constitution modifier, with spent uses returning after a short rest. You may not use this feature while blinded. Starting at 10th level you can use this feature even when not raging.

## GREATER WILDERSKIN

Starting at 10th level, the bonuses given by your Skin of the Wilds feature now also apply while not raging, and you reduce piercing and slashing damage you take by an amount equal to your full Constitution modifier.

Additionally, while raging you have immunity to fire damage. You also gain resistance to acid, cold, lightning, necrotic, and radiant damage while raging.

## ELDRITCH BOON

Also at 10th level, the strange and mystical energy you draw strength from also grants you access to a variety of odd powers. Choose one of the Eldritch Invocations listed below based on your barbarian level. Any choice that allows you to cast a spell or mentions your Charisma modifier instead uses your Constitution modifier. You may use these abilities while raging, and can maintain concentration on any that require it even while in a rage.

You may change this choice whenever you gain a level in this class. You must be of the level required by an option to switch to it. You may choose a second Eldritch Invocation at 14th level.

**10th Level.** Beguiling Influence, Beast Speech, Devil's Sight, Whispers of the Grave

**14th Level.** Armor of Shadows, Cloak of Flies\*, One with Shadows

**17th Level.** Ascendant Step, Otherworldly Leap, Trickster's Escape\*

## NIGHTMARISH PRESENCE

Beginning at 14th level, the terrifying forces that you channel begin to warp the minds of those you fight. Whenever you succeed on an Intimidation check against a creature, you can choose to twist the creature's thoughts. It becomes convinced that you are supernaturally impervious to all harm, and is certain in its helplessness to stop you.

For 1 minute after your Intimidation check, any damage the creature does to you with an attack or spell is halved. The creature itself believes you are taking no damage from it at all. Additionally, you may choose to use your Monstrous Glare feature on the creature without expending uses of the feature as normal. If the creature fails three times in a row, it deals half damage on attacks against all creatures for the remaining duration of this effect.

You may use this feature once per long rest. Striking the killing blow on a creature while it is affected by this feature gives you one additional use, which fades after a long rest. You may not use this feature more than twice per long rest.

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