

THE PATH OF THE MAENAD

The Path of the Maenad is one of savage beauty. Some Barbarians learn to channel their fury into ecstasy, reveling in the power of their movement and losing themselves to the dance. In battle, The Path of the Maenad demands you respect the true intimacy of battle, forsaking burly weapons in favor of deadly flourishes of hand to hand combat.

BRUTAL DANCE

When you choose this path at 3rd level, your unarmed strikes do 1d4+dex bludgeoning or slashing damage (your choice).

Dexterity replaces Strength in all aspects of your class features, including rage. When you rage, you perform an ecstatic dance that has the following effects:

1. You may make a number of unarmed strikes equal to half your proficiency bonus, rounded down, as a bonus action.
2. You may move in between attacks if you have the movement to do so. If you have landed a successful unarmed attack against a creature this turn, you do not provoke an attack of opportunity from them.

SEVEN VEIL STEP

At 6th level, your beautiful dancing makes you a hard target. Once per turn, If you succeed on a Dexterity saving throw, you may use your reaction to take no damage if you would normally take half. You move out of range of the triggering effect to do this. This effect fails if you lack the movement to escape. Additionally, if you use the Dodge action on your turn, you count as if you have half cover.

PROFOUND PERFORMANCE

At 10th level, your dancing inspires awe and captivates all who see it. Creatures friendly to you may add your proficiency bonus to one attack roll, ability check, or save while you are raging. Creatures hostile to you that can see your Rage have disadvantage on attacks when targeting someone other than you.

GRAND FINALE

At 14th level, you can channel the full force of your ecstatic energy into a deadly last stand. You may expend any uses of Rage you have remaining. For each rage you spend, add damage equal to your Rage Damage Bonus to each unarmed strike you make. You also add an additional 10 feet of movement for each expended rage this turn. However, you gain a level of exhaustion for each use of rage spent this way at the end of your rage.

