

ALPHA CRAGWALKER

The cragwalker is an alpha who leads his/her pack with guile as they stalk and ambush their prey. Often living in mountainous, swamp, or forest terrain where cover is plentiful, cragwalkers and their packs move swiftly and strike with greater savagery. Whether using small daggers in swift strikes or an array of broadhead quarrels in a crude crossbow, the cragwalker excels in mauling its foes alongside his/her animal companions.

While not as resilient as the Marked One, the cragwalker makes up for a lack of armor and resistances with excessive damage and speed, escaping enemies that are too powerful and swarming enemies that they can take down easily.

And while the cragwalker may not provide as much utility as the Shaman or the Animist, the cragwalker shines in its offensive damage output and its stealth abilities, taking advantage of the innate damage potential of the class and doubling down on that.

HOUNDS ON THE HUNT

Starting at 3rd level, you and your pack members gain a climb and swim speed equal to the creature's run speed.

You also gain the ability to take the Dash and Disengage actions as a bonus action, and pack members commanded by you gain the ability to take the Dash and Disengage actions as a bonus action.

PACK SAVAGERY

Starting at 6th level, attacks made by you and your pack members that deal d4s of damage (daggers, clubs, slings, wolf bite attacks, etc.) instead deal d6s.

Pack members commanded by you add +2 to the damage they deal.

PACK COURSERS

Starting at 11th level, you and your pack members gain +10 feet of run speed, which is also added to their climb and swim speeds.

In addition, you and your pack members may move through spaces occupied by creatures without a movement penalty, and inflict disadvantage on opportunity attacks if you entered and left their reach this turn.

FLASHING STRIKES

Starting at 14th level, you may perform three attacks instead of two when you take the Attack action on your turn.

In addition, attacks made by you and your pack members that deal d6s of damage (daggers, clubs, slings, shortbows, maces, etc.) instead deal d8s.