

PRIMAL PATH

PATH OF THE STORM HERALD

All barbarians harbor a fury within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn to transform that rage into a mantle of primal magic, which swirls around them. When in a fury, a barbarian of this path taps into the forces of nature to create powerful magical effects. Storm heralds are typically elite champions who train alongside druids, rangers, and others sworn to protect nature. Other storm heralds hone their craft in lodges in regions wracked by storms, in the frozen reaches at the world's end, or deep in the hottest deserts.

STORM AURA

When you select this path at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover. When you adopt this path, you choose an environment type: desert, sea, or tundra. Your aura's effect depends on the chosen environment.

The aura lasts for the duration of your rage, and when a creature starts its turn in the aura you may have it take damage equal to your rage damage of a type determined by your chosen environment.

Desert. Fire

Sea. Lightning

Tundra. Cold

STORM LASH

Additionally, at 3rd level, whenever a creature enters or starts its turn within your aura, you can use your reaction to cause the storm to lash out at the creature with an effect determined by the environment you chose for your Storm Aura. The save DC for the effect is 8 + your proficiency bonus + your Constitution modifier.

Desert. You cause dust and sand and lash out at the creature, forcing it to make a dexterity saving throw. On a failed save, the creature takes slashing damage equal to 1d4 + your strength modifier + rage damage.

Sea. Waves and wind crash out at a creature, forcing it to make a Strength saving throw. On a failed save, it is moved up to 10 feet. You may move the creature only while it is in your aura.

Tundra. Frost slows the limbs of the creature, forcing it to make a Constitution saving throw. On a failed save, the it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

SHIELDING STORM

At 6th level, your storm aura grants elemental protection and your connection to the storm grants you benefits even when your aura isn't active. The elemental protection and benefits are based on the environment you chose for your Storm Aura.

Desert. You gain resistance to fire damage, as do creatures of your choice within your aura.

Additionally, you don't suffer the effects of extreme heat, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Sea. You gain resistance to lightning damage, as do creatures of your choice within your aura.

Additionally, you can breathe underwater and gain a swim speed of 30 feet.

Tundra. You gain resistance to cold damage, as do creatures of your choice within your aura.

Additionally, and you don't suffer the effects of extreme cold, as described in the Dungeon Master's Guide. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

RAGING STORM

At 10th level, the power of the storm you channel grows mightier. Your aura has a range of 20 feet now and it hedges out vapor, gas, and fog that can be dispersed by strong wind.

Your aura also gains the additional effect is based on the environment you chose for your Storm Aura.

Desert. When creature uses its movement to move through your aura, it takes 1d4 fire damage for every 5 feet it travels through your aura.

Sea. The attack rolls of ranged weapon of your choice attacks can't gain advantage if the attacks pass in or out of your aura.

Tundra. The area is difficult terrain for creatures other than you and creatures of your choice.

STORM SOUL

At 14th level, the power of the storm you channel grows mightier. When you enter a rage you may choose to make it an enhanced rage based on your environment. If you do, for 10 minutes your rage grants you the following benefits based on your environment, after which time it becomes a normal rage.

Desert: Sandstorm

- Your aura has range of 40 feet.
- You along with any equipment you are wearing or carrying can move through any space as narrow as 1 inch without squeezing, and you can move through enemies without having your movement speed slowed or provoking attacks of opportunity.
- You can't be grappled or restrained.
- When a creature fails its saving throw against your storm lash, it is blinded until the end of its turn. This effect ends early if the creature leaves your aura.

Sea: Hurricane

- Your aura has range of 40 feet.
- You gain a flying speed equal to your walk speed. If you are still flying when the rage ends, you begin falling

- Simple and martial melee weapons you wield without the thrown property can be treated as if they have the thrown property. You can throw them at any creature with in your aura, and immediately after the attack, the weapon flies back to your hand. You may also add your Rage bonus damage, as well as use your Reckless Attack feature when making this attack.
- When a creature fails its saving throw against your storm lash, the creature takes 3d6 thunder damage. You may also deal 3d6 thunder damage to up to one additional creature you push the target within 5 feet of.

Tundra: Blizzard

- Your aura has range of 40 feet.
- The area within your aura is difficult terrain for creatures other than you or creatures of your choose.
- Your movement is unaffected by difficult terrain, and spells and other magical effects can't reduce the your speed.
- When you hit a creature with a melee weapon attack, its speed is reduced by 10 feet until the start of your next turn.
- When a creature fails its saving throw against your storm lash, its speed is reduced to 0 until the start of your next turn.