

The
Howling Herald
A subclass for
Dungeons and Dragons 5th Edition

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Path of the Howling Herald

Some barbarians channel their primal fury through their voice as they charge into combat. The battle cries of these powerful warriors echo across the battlefield instilling fear in their foes, and bolstering their allies. The howling herald's voice can be as much of a weapon as the steel in their hands. The sight of a charging shrieking horde has sent many a seasoned warrior fleeing in terror before swords ever clashed.

Howling rage

At 3rd level when you choose this primal path, the power and clamor of your battle cries become very disorienting for any opponent adjacent to you. All opponents that start their turn next to you suffer disadvantage on all attack rolls that are not targeted at you.

Inspiring Battle Cry

Starting at 6th level, as a bonus action you can loose a war cry that instills a measure of your primal fury in any ally within 30 feet. Anyone affected gains advantage on all saving throws against fear and charm effects for 1 minute. Once while under this effect, if an ally drops to 0 hit points they may draw upon untapped reserves to remain conscious at 1 hit point. This ability recharges after a long rest

Terrifying Howl

At 10th level, your howling war cry echoes across

the battlefield instilling fear and horror within those that stand against you and your allies. As a bonus action, you are able to unleash a terrifying howl that affects all enemies within 60 feet. Each enemy affected must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier or become frightened. Anyone that succeeds on this saving throw is immune to this ability for 24 hours.

This ability recharges after a short rest.

Barghest's Howl

Beginning at 14th level, you are able to focus the primal fury within you into a terrible cry of rage. The power of your voice evokes nightmarish visions and paralyzing horror in your enemies.

As an action, while raging, you can release this power against all foes in a 60 foot cone in front of you. They must succeed at a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or suffer 4d10 points of psychic damage and become paralyzed for 1 minute. A successful save halves the damage and negates the paralyzation effect. Anyone affected by paralysis can, at the end of their turn each round, make a saving throw to break free of the effect.

This ability recharges after a long rest.

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