

Path of the Rowen



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The Rowen are a renown and prestigious group who worship fire as the lifegiving element that allows us to persist. They idolize all things fire, such as dragons, volcanoes, and lightning; and also the spirit that thrums inside us. They are most known for being war musicians who participate in the frontlines with reckless abandon. Those who follow the Path of the Rowen utilize the fire that builds in their lungs and dominate the battlefield with their presence, which is both heard and felt.

RESTRICTION: KISSED BY FIRE

Only those who have trained with the Rowen are capable of mastering the dischordant meleodies required for this archetype. The Rowen have a strict policy of only enlisting those who are kissed by fire. To them, this is most evident in those who red features such as hair, eyes, or skin.

Your DM can lift this restriction to better suit the campaign.

ROWENITE WEAPONRY

Starting at 3rd level, you learn the ways of the Rowen. You can utilize the inspiration and disruptive effects of music to fight in war. You gain proficiency in a musical instrument of your choice that is a wind instrument, as your high lung capacity allows you to utilize it for long periods of time.

While wielding a wind instrument you are proficient with, when you take the Attack action on your turn, you can forgo an attack to make a deafening sonic attack instead. Make a ranged weapon attack against a creature of your choice within 30 feet of you. You use your Constitution modifier in place of your Dexterity modifier for this attack. If you hit, the attack deals 1d6 plus your Constitution modifier thunder damage. If you are raging, you can add your rage bonus damage to this attack.

DISSONANCE

Also at 3rd level, you learn to funnel your rage into a musical fury. While you are wielding a wind instrument you are proficient with, holding no other weapons, and raging, you can use your bonus action to start playing a harmony (listed below). This harmony persists until you use your bonus action to play a different harmony, use your bonus action to end it, or when your rage ends. It also ends early if you are no longer wielding your instrument.

As long as you've started a new harmony since the start of your last turn, your rage does not end early for not dealing or receiving damage.

Starting at 11th level, you can change your harmony at the start of another creature's turn as a reaction.

HARMONIES

Doomsong. A thrum of low bellows erupt from your instrument. As part of the action that starts this harmony, creatures within 5 feet of you are pushed 5 feet away from you. While it is active, creatures must spend 2 feet of movement to move 1 foot closer to you if they are within 30 feet of you.

Rowenite Bolero. You begin to play a slow and deep bolero. As part of the action that starts this harmony, creatures within 10 feet of you take fire damage equal to your Charisma modifier. While it is active, you have resistance to fire damage.

Slip Jig. You begin to play a boisterous jig. While doing so, your movement does not provoke opportunity attacks. In addition, your unarmed strikes use a d6 for damage.

Snake Charm. You strike an opulent chord. Choose a creature within 30 feet of you as part of the action that starts this harmony. That creature must succeed a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. If it fails, the target becomes charmed by you until the harmony ends.

ACCELERANDO

Starting at 6th level, your unnatural confidence on the battlefield without weaponry inspires your compatriots to great feats of haste. While playing a harmony, allies that start their turn within 30 feet of you that can hear your song have their speed increased by 10 feet and can add your Charisma modifier to ability checks that use Strength or Dexterity until the start of their next turn.

ROUTING BALLAD

Beginning at 10th level, the renown of your fighting style and the presence you invoke on the field is capable of routing even the most dedicated of opponents.

While playing a harmony, hostile creatures within 30 feet of you that can hear you who see a creature allied to them be reduced to 0 hit points must succeed on a Wisdom saving throw with a DC equal to 8 + your Proficiency bonus + your Charisma modifier. If the target fails, at the start of their next turn they must use all of their available movement to move as far away from you as possible. They can take no other actions on this turn unless they end their movement more than 60 feet away from you or in a place they can no longer hear your song.

A creature that succeeds on this saving throw is immune to this effect for 1 hour.

HOLD FAST

Starting at 14th level, your harmony invigorates your allies to fight when they would otherwise be rendered unable. If an allied creature within 30 feet of you drops to 0 hit points while you're playing a harmony and doesn't die outright, you can use your reaction to have them drop to 1 hit point instead.

Once you've used this feature on a creature, that creature can't benefit from it again until you've completed a long rest.

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