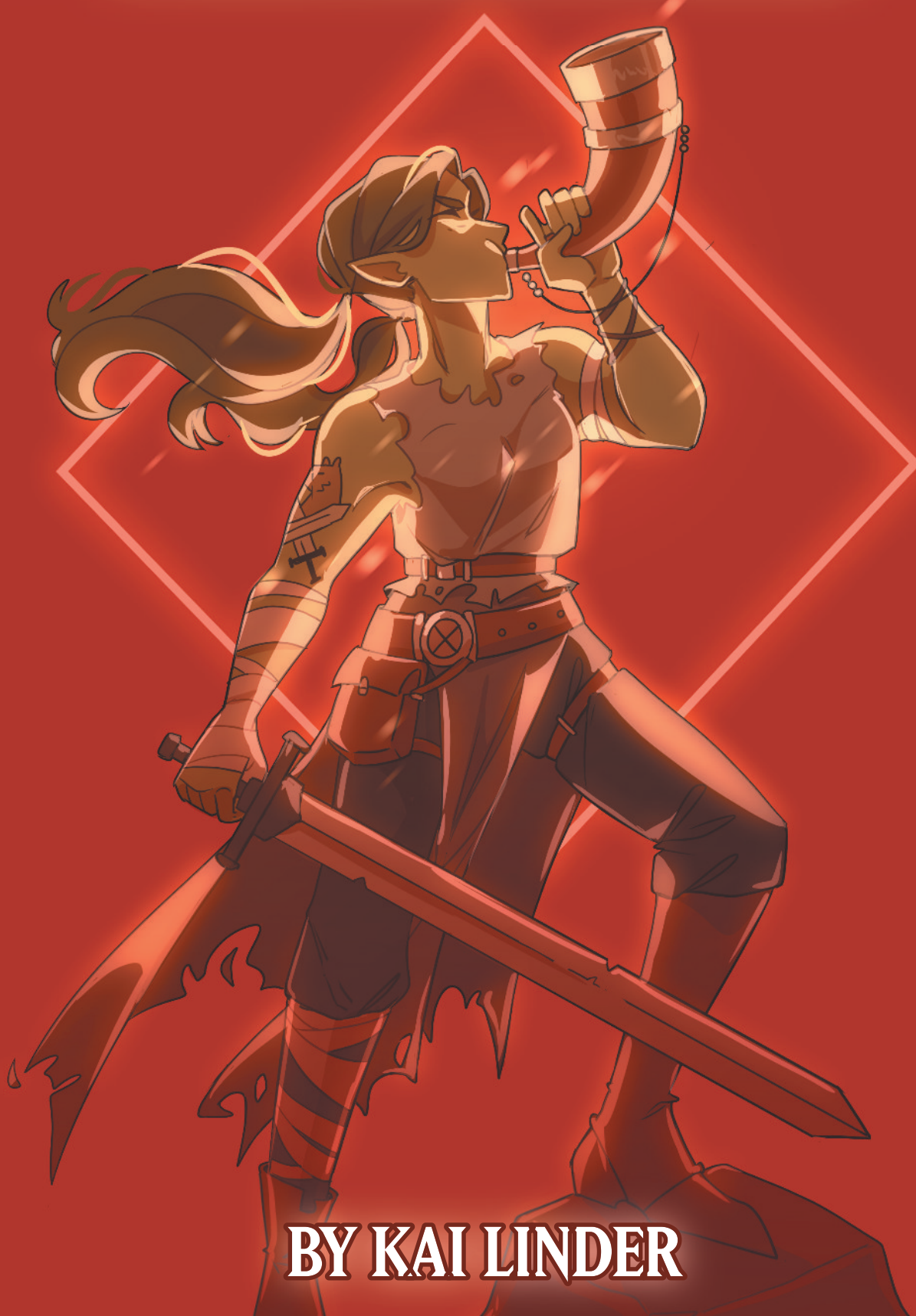


THE HORNCALLER

A MUSICAL SUBCLASS FOR FIGHTERS



BY KAI LINDER



FIGHTER MARTIAL ARCHETYPE: THE HORNCALLER

INTRODUCTION

Horncallers are a well-known staple of heroic tales, the charismatic fighters that lead armies to victory on the battlefield. They use their warhorns to issue commands over great distances, influencing the tides of battle and enabling many to act as one. They are the the sonorous voice of leadership, and some use this power to ever greater and more magical effect, becoming adventurers of legend capable of pushing allies beyond their limits.

DISTANT CALL

At 3rd level, you've been trained to use the horn as a method of communication. You gain proficiency with the horn.

As an action, you can use your horn to communicate short messages of five words or less audible up to 1 mile away. The meaning of your call is understood by everyone who hears it, unless you have previously established a specific signal or system with a desired recipient.

ANNOUNCE ORDERS

Also at 3rd level, you are able to issue battlefield orders to your allies. You can blow your horn as a bonus action to announce an order of your choice from the Order Options detailed below. Friendly creatures within 100 feet of you that hear your horn can perform the announced order.

Order Options.

Advance. A creature can use its reaction to move up to 10 feet.

Charge. A creature can use its reaction to move up to 15 feet towards a hostile creature it can see.

Fall Back. A creature can use its reaction to move 5 feet without provoking opportunity attacks.

Focus Fire. You mark a creature you can see within 100 feet until the start of your next turn. Whenever an ally deals damage to a marked creature, it takes additional damage of that type equal to your Charisma modifier.

Rally Point. You mark a location or space you can see within 100 feet of you for the next minute. While moving towards that location or space, friendly creatures are unaffected by difficult terrain and ignore effects that would reduce their speed.

Take Cover. A creature can use its reaction to gain half cover until the end of its next turn or it moves at least 5 feet.

You can announce an order a number of times equal to your Charisma modifier (minimum once), and regain all expended uses when you finish a short or long rest.

RALLYING HORN

At 7th level, you can push your allies' stamina onwards. When you use your Second Wind feature, friendly creatures within 100 feet of you each regain hit points equal to half your fighter level.

SIGNAL OF DEFIANCE

When you reach 10th level, your resistance is an example to your allies. Immediately after you succeed on a saving throw, you can use your reaction to issue a defiant call on your horn. Each friendly creature within 100 feet of you that hears the horn can add your Charisma modifier to one ability check, attack roll, or saving throw they make in the next minute.

HOLD THE LINE

At 15th level, you can create a barrier of vibrating sound. You can use an action to cast *wall of force*, requiring no components. When you cast the spell, you can choose a number of creatures up to your Charisma modifier to ignore the effects of the spell.

Once you have used this feature, you can't do so again until you finish a long rest.

WARRIOR'S SHOCKWAVE

At 18th level you can summon a rush of heroic spirits. You blow your horn as an action, creating a shockwave of sound in the form of charging ethereal warriors that ripples outward from you. Each creature you choose within 50 feet of you must succeed on a Strength saving throw or take 10d10 thunder damage, and be pushed 15 feet away from you and knocked prone. A creature that succeeds on its saving throw takes half as much damage, is pushed 5 feet away from you, and isn't knocked prone.

Once you have used this feature, you can't do so again until you finish a long rest.



The adventurers crashed into the front line of hobgoblins, slinging spell and blade. A clarion call filled the air and as one the hobgoblin host drew back and locked shields. A lone hobgoblin stood atop a hill 100 feet back, silhouetted against the setting sun, banner flapping in the wind. They raised their warhorn and gave three short blasts, and a volley of arrows launched through the air directly towards the cleric. The cleric gripped his skull amulet tight and began to flee just as yet another horn blast rolled across the field, this time with a strange depth that made the air shudder. *SMACK* The cleric slammed into an invisible force. His escape was cut off by some magical force. He desperately patted for a gap as the arrows fell.

MAGIC ITEMS

HORNED CROWN

Wondrous item, uncommon

This metal crown has 10 sharp obsidian horns attached to it. While wearing the crown, it can be used to make headbutting weapon attacks, and counts as a martial melee weapon that deals 1d8 piercing damage + your Strength modifier.

Additionally, you can use an action to rip off one of the horns and throw it at a space you can see within 30 feet of you to summon a hail of arrows. Each creature within 15 feet of the target space must make a DC14 Dexterity saving throw. A creature takes 2d10 piercing damage on a failed save, or half as much on a successful one.

When no more horns remain, the crown breaks.

DRAGONCALLER HORN

Wondrous item, very rare (requires attunement)

This immense curved horn is made from the horn of an ancient gold dragon, and has been engraved with rings of arcane runes.

While attuned to the horn, you can speak draconic and have advantage on Charisma checks made to influence dragons.

You can use an action and blow the horn to send a telepathic summons to the nearest dragon within 30 miles. The dragon is magically compelled to come to the location at which you blew the horn. Once you have summoned a dragon in this way, you can't do so again until you finish a long rest.

FORLORN HORN

Wondrous item, common

The forlorn horn is a tiny floppy grey horn. You can use an action to play the horn, causing it to make a sad horn sound. Each creature within 30 feet must succeed on a DC 12 Wisdom saving throw or feel sad and lonely for the next 10 minutes.

Each time you use the forlorn horn, roll a d4. On a result of 1 the horn backfires and targets only you.

HORN OF CONJURATION

Wondrous item, varies (requires attunement by a creature proficient with horns)

A horn of conjuring is a powerful magical horn, superior to an ordinary horn in every way. Seven types of these instruments exist, each named after their most famous wielder. The following table lists the spells common to all horns, as well as the spells specific to each one and its rarity.

A creature that attempts to play the horn without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

The horn can be used as a spellcasting focus. You can use an action to play the horn and cast one of its spells. Once the horn has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the horn while casting a spell that causes any of its targets to be deafened on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

Horn	Rarity	Spells
All	-	<i>find steed, sending, thunderwave</i> , plus the spells listed for the particular horn
Abdo's wazza	uncommon	<i>animal messenger, summon beast, summon fey</i>
Abhishek's tutari	rare	<i>dust devil, grasping vine, summon elemental</i>
Gregg's bugle	uncommon	<i>conjure food and water</i> (sausage rolls and tea only), <i>summon shadowspawn</i>
Hani's shofar	rare	<i>heat metal, shatter, summon construct</i>
Maja's lur	very rare	<i>insect plague, summon fiend, summon lesser demon</i>
Morgwaeth's carnyx	rare	<i>dissonant whispers, hunger of Hadar, summon aberration</i>
Rowan's shawm	rare	<i>Mordenkainen's faithful hound, spirit guardians, summon celestial</i>

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SOUNDS OF THE HORNCALLER

Horns are among the earliest known instruments, and their communication and military uses are well known, from goatherd to folkhero to religious ceremony. Here are a few examples of horns in use:

Celtic Carnyx: <https://www.youtube.com/watch?v=EOR7VKcSb9k>

Shofar prayer: <https://www.youtube.com/watch?v=Rnkb7M3dKTg>

Tutari playing: <https://www.youtube.com/watch?v=GTjkJLcDXYw>