PATH OF THE WAR DRUMMER

A MUSICAL SUBCLASS FOR BARBARIANS

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Primal Path: Path of the War Drummer

Introduction

War drummers are barbarians that magically channel their rage through the heavy war drums they carry. They set up these drums in the midst of battles and stand strong, beating out powerful rhythms like rolling thunder that help them influence the flow of combat, pushing allies into a furor and intimidating enemies.

BOOM boom boom... The goblin stares as a tiefling woman in ragged leathers beats furiously on a drum, the other adventurers fighting to her rhythm. BOOM BOOM... The heavy beats thump in his frightened chest. With a primal roar the tiefling slams the drum, knocking a group of bugbears to the ground with a wave of thunder. DOOM. DOOM. DOOM... and the goblin flees.

War Drum

At 3rd level, you build and ritually bond with your war drum, making it an outlet for your rage that can be summoned. You gain proficiency with drums.

Your war drum is magically stored within you, and you can summon it in an unoccupied space within 5 feet of you as an action, or when you enter your rage. It can be magically stored again as an action. You can use a bonus action to lift and carry the drum, and a free action to set it back down. While carrying it, your move speed is halved and the drum can't be used.

The drum is a Medium object with AC 15, hit points equal to half your hit points (rounded up), a damage threshold of 5, immunity to poison and psychic damage, and resistance to bludgeoning and thunder damage. It weighs 200lbs. You can play the drum with unarmed strikes or bludgeoning weapons while you're within melee reach and not incapacitated or restrained. You must be raging to create any effects using the drum, otherwise it produces mundane musical beats. The drum is audible out to 100 feet.

Your War Drummer save DC equals 8 + your proficiency bonus + your Strength modifier.

If your war drum is destroyed, you can conduct a ritual over the course of a long rest to call its pieces back to you, reconstructing them.

Finally, your war drum becomes tougher as your bond improves. The drum gain resistance to all damage at 6th level, and immunity to all damage at 14th level.

Sounds of the War Drummer

The war drum is similar to a modern orchestral bass drum. For examples of war drum sounds check out:
Earth Shaker Drums: https://bit.ly/3bpQ3q2
Drumline Battle: https://bit.ly/3hZa1uh

Rhythm of Aggression

Also at 3rd level, you learn to channel your rage into an aggressive rhythm. You can use a bonus action to beat a rhythm on your drum, creating a magical aura that lasts until the end of your next turn. The aura ends early if you move out of reach of the drum or are incapacitated or restrained. The aura extends 30 feet from the drum in every direction, ignoring cover. Friendly creatures in the aura increase their move speed by 5 feet, and once on each turn can add your Rage Damage bonus to any damage they deal with spells or weapon attacks. Hostile creatures in the aura reduce their move speed by 5 feet. Creatures who cannot hear the drum are unaffected.

Your rage doesn't end early if you have used this feature this turn.

Thunderous Boom

Starting at 6th level, you can use an action to strike the war drum with such force that it emits a damaging shockwave. Hostile creatures within 30 feet of the drum must succeed on a Constitution saving throw or take thunder damage equal to 1d12 + Rage Damage bonus and be knocked prone. On a success they take half damage and are not knocked prone. The boom is audible out to 200 feet.

Explosive Rhythm

At 10th level, whenever a friendly creature in your Rhythm of Aggression aura rolls the highest result on a damage die, they can roll that die again and add the results together.

For example, if a player rolls an 8 on a d8, they then roll that die again, getting a 5. The total damage would be 13 plus any other modifiers.

The Big Beat

When you reach 14th level, your rage has become so strong that you can use your war drum as a weapon. Once per rage, as an action you can grab the war drum and use it to make a melee weapon attack against a creature in range. On a hit, the target takes 3d12 bludgeoning damage and 3d12 thunder damage, and must succeed on a Strength saving throw or be stunned until the end of their next turn. The drum is then set on in an unoccupied space within 5 feet of you.

Credits

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