

WHISTLER ARCHETYPE

A MUSICAL SUBCLASS FOR RANGERS



BY KAI LINDER



RANGER ARCHETYPE: WHISTLER

INTRODUCTION

Rangers with an affinity for music can learn to tap into the secret magic of wind. By whistling tunes learned from the old secrets of birds and elementals, Whistlers control the flow of air, guiding weather and directing the flight of objects with controlled gusts and trills. This makes many Whistlers valued travelling companions, for what could be better than a practiced wilderness guide that can keep the bad weather away while whistling a pleasant tune?

WHISTLER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Whistler Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

WHISTLER SPELLS

| Ranger Level | Spells |
|--------------|---------------------------------|
| 3rd | <i>zephyr strike</i> |
| 5th | <i>gust of wind</i> |
| 9th | <i>fly</i> |
| 13th | <i>conjure minor elementals</i> |
| 17th | <i>control winds</i> |

MAGIC IN THE WIND

At 3rd level, your skill in manipulating the sound of wind lets you use it for magical purposes. You gain proficiency in a wind instrument of your choice, and can use wind instruments as a spellcasting focus for your ranger spells. You can also use your own ability to whistle as a spellcasting focus for your ranger spells. When you cast a spell in this way, your whistling is clearly audible out to 30 feet, and you can't speak until the start of your next turn, as it takes time to whistle magic.

Additionally, you have the ability to communicate in a limited manner with birds and other beasts that can fly. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

The wizard trudged on through the forest, enjoying the patter of the rain now that it was no longer hitting them thanks to their ranger guide. The ranger continued to happily play his flute and the rain simply didn't land where they were. 'There must be some vocal components hidden in his tones' the wizard mused absentmindedly.

Suddenly, a sharp whistle and a gust of air knocked the wizard backwards. He turned in confusion, and the ranger pointed to a crude snare peeking through the leaves where he'd almost placed his foot. A branch snapped nearby. The ranger spun and fired, his arrow dancing through the trees with a vibrating whistle.

GUIDING TUNE

Also at 3rd level, you've learned to whistle magical tunes to guide the flight of your projectiles. Once per turn when you make a ranged weapon attack as part of the Attack action, you can use your bonus action to apply one guiding whistle option to that missile (eg arrow, bolt, javelin, dagger). This feature only affects weapons that deal piercing damage.

Additionally, you can use your action and whistle or play a wind instrument to manipulate a missile or tiny object you can see within 30 feet that isn't being worn or carried. Small billows of wind under your control cause the target to hover, move up to 30 feet, dance harmlessly in the air, or do small tricks such as flip over and spin.

GUIDING TUNE OPTIONS

Accelerate. You cause the missile to accelerate and pierce through material. The missile can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, or 2 feet of wood or dirt. If the missile hits a creature without having passed through any barriers first, the creature takes an extra 1d8 weapon damage from that attack.

Halt. You stop the missile and hold it in midair. Do not make an attack roll. Instead, the target creature must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its next turn, when the missile drops harmlessly to the ground.

Sidewind. After your attack hits or misses a target, the missile curves to hit a second target within 15 feet of the original target and within range of your weapon. Make a ranged weapon attack against the second target. On a hit, it takes 1d8 piercing damage.

Skyward. After you miss an attack against a creature, you cause the missile to shoot upwards, distracting them. The next time an attack is made against that creature, add 1d4 to the attack roll.

Spin. You cause the missile to spin and rotate, stabilising it. Double your weapon's attack range for this attack.

U-Turn. After resolving your attack, the missile returns to your quiver or empty hand.

SONG OF CLEARING

At 7th level, you can push back weather with a magical tune. While travelling, you can whistle or play a tune on a wind instrument that magically clears natural weather effects in a 15 foot radius around you, such as rain, snow, wind, or mist.

AIR BURST

At 11th level, you can whistle or play a wind instrument as a reaction to summon a quick burst of air. A creature or object of size Large or smaller that you can see within 30 feet of you is pushed 10 feet in the direction of your choice, including up or down. If a creature is unwilling to be pushed, it must make a Strength saving throw. On a successful save, it isn't pushed.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses when you finish a long rest.

BIRDSTORM

At 15th level, you can use an action to summon a swirling storm of magical birds around you for 1 minute. The birds fly around you in a 30 foot radius.

When you use this feature, you can designate any number of creatures you can see to be unaffected by it. The area is difficult terrain for affected creatures, and unaffected creatures in the area have half cover from affected creatures. When an affected creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 4d8 slashing damage. On a success, the creature takes half as much damage.

Additionally, you can sacrifice birds to protect your allies. If another creature in the birdstorm's area takes damage, you can use your reaction to reduce that damage by a number equal to half your ranger level.

Once you use this feature, you can't use it again until you finish a long rest.

SOUNDS OF THE WHISTLER

Whistlers are named for their whistling, but also use wind instruments like flutes, algaitas, and ocarinas. Here's some musical examples you can listen to:

Whistling: <https://www.youtube.com/watch?v=dVsdUPV3wYk>

Pan Pipes: https://www.youtube.com/watch?v=uOIHHMnL_Ig

Drone Flute: https://www.youtube.com/watch?v=nn68rq_RxQ

FEAT

MUSICAL TRAVELER

Every journey can be made more tolerable with a nice tune. You gain proficiency with an instrument of your choice. While travelling, you can play an instrument you are proficient with to gain the following effects:

- Your adventuring party has advantage on Constitution saving throws.
- When you encounter a group of beast or humanoid creatures, you can make a Charisma (Performance) check contested by their Wisdom (Insight) check. If you win, that group of creatures is now indifferent to you if they were hostile, or is now friendly towards you if they were indifferent (see *Dungeon Master's Guide*, chapter 8, "Resolving Interactions").
- Your adventuring party can't use stealth.

MAGIC ITEM

FLUTE OF THE LOST PRINCESS

Wondrous item, rare (requires attunement)

You must be proficient with a wind instrument to use this flute. If the flute is used as a spellcasting focus, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

The flute has 6 charges. It regains 1d4 + 2 expended charges daily at dawn.

Spells. You can play the flute as an action and expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *animal messenger* (2 charges), *detect poison and disease* (1 charge), *dream* (5 charges), *find steed* (2 charges), *find greater steed* (4 charges), *find the path* (6 charges), *heroism* (1 charge), or *sleep* (1 charge).

Disorienting Tune. You can use an action to play the flute and expend 3 charges. For the next 1 minute, creatures have disadvantage on Investigation, Perception, and Survival checks made to find, locate, track, or follow you.

CREDITS

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