

## REVISED BEASTMASTER [v1.2]

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the wild. United in focus, beast and ranger fight the monsters that threaten civilization and the wilderness alike.

### BEASTMASTER FEATURES:

#### Ranger Level Feature

3rd	Beastmaster Magic, Ranger's Companion
7th	Magical Bond
11th	Bestial Cunning
15th	Companion Evolution

### BEASTMASTER'S MAGIC

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

Ranger Level	Feature
3rd	<i>Speak with animals</i>
5th	<i>Enlarge/reduce</i>
9th	<i>Revive beast†</i>
13th	<i>Charm monster</i>
17th	<i>Commune with nature</i>

### RANGER'S COMPANION

Starting at 3rd level when you choose this subclass, you gain a beast companion. This beast can be either an existing beast, or one summoned to you through a special ritual during a long rest, but upon becoming your companion, gains a magical bond with you that grants it special powers. Your beast can have the general appearance of any beast, but its stats are determined by the stat block below and the traits selected.



## BEAST COMPANION

*Medium beast, unaligned*

**Armor Class** 10 + its Dexterity + its Proficiency.

**Hit Points** 5 + ([Beast's Constitution Modifier + 5] \* Ranger Level)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

**Skills** Athletics +4 (Proficiency), Perception +2 (Proficiency)

**Senses** passive perception 12

**Languages** Understands ranger's languages, but cannot speak

### Actions

**Attack.** *Natural Weapon:* +4(Strength + Proficiency) to hit, reach 5ft., one target. *Hit* 1d8 + 2 (Strength)

You can add two of the following traits to the stat block:

#### Amphibious

Your Companion gains a swimming speed equal to its movement speed, and the ability to breathe underwater.

#### Blindsight

Your Companion gains a Blindsight of 10 feet.

#### Tunneling

Your Companion gains a burrowing speed equal to half its movement speed. It can choose to leave a tunnel behind when it burrows or not.

#### Charge

If your Companion moves at least 20 feet straight toward a target, it can use its action to shove a creature within 5 feet of it. At level 11, it can shove the target as a bonus action.

**Flying:** *Prerequisite: selected beasts appearance must have wings.*

Your Companion's size is Small, and it gains a flying speed equal to its movement speed.

#### Keen Senses:

Your companion can add twice their proficiency in the Perception skill.

**Massive:** *Incompatible with Flying.*

Your Companion's size is Large, and its Natural Weapon becomes 2d6 + its Strength.

#### Pack Tactics:

Your Companion has advantage on an Attack roll against a creature if at least one of the your Companion's allies is within 5 feet of the creature and the ally isn't Incapacitated.

### Quick

Your companion is particularly swift, it's movement speed becomes 40 feet.

### Sneaky

Your companion gains proficiency in the Stealth and Deception skills.

### Simean Nature

Your companion gains climbing speed equal to its movement speed, proficiency with throwing rocks (ranged weapon, 1d4 bludgeoning damage, thrown(20/60), and the ability to hold small items.

### Spiderclimb

Your companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and ignores movement restrictions caused by webbing.

### Venomous:

Your beast's attacks deal an additional 1d4 poison damage.

### PICKING TRAITS

The general expectation is that you pick the traits that best represent the beast companion you want to have; for example, a spider might have Spiderclimb and Venomous, however, the world of D&D is frequently a strange and wondrous place. If you want a winged monkey, feel free to discuss with your DM if such a beast might exist.

You can allocate a further two ability points to Strength, Dexterity, or Constitution to your Companion's ability scores. Your beast gains an additional two attribute points to allocate to Strength, Dexterity, or Constitution any time you gain an Ability Score Improvement (your Companion has a maximum ability score of 20 for Strength, Dexterity, or Con, and 10 for Intelligence, Wisdom, or Charisma). Your Companion's proficiency is the same as yours and increases when your Proficiency does.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command (no action required) the beast to move and to take the Dash, Disengage, Dodge, or Help action, or use your action to command it to take the Attack action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

Your beast regains 6 + its constitution modifier hit points every time you expend a hit die, and regains all its health at the end of a long rest. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. It does not require your command to use its reaction to make an opportunity attack. If you don't issue a command, the beast takes the Dodge action.

If your Companion dies, it can be revived by normal means (such as the *revivify* spell, or you can recall its spirit and cause it to reincarnate at the end of a long rest at full health.

### COORDINATED ATTACK

Additionally at 3rd level, when you strike a creature with weapon attack, you can command your beast Companion to use its reaction to make a single attack. You can do this a number of times equal to your Wisdom modifier, regaining all uses when you complete a short or long rest.

### MAGICAL BOND

Starting at 7th level, the magical bond between you and your beast grows, and magic infuses it from this bond. Your beast's Natural Weapon attacks gain +1 to attack and damage rolls, and the beast's attacks are now considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### BESTIAL CUNNING

Starting at 11th level, your beast no longer needs your direction to take the Attack action on its turn.

### COMPANION EVOLUTION

Starting at the 15th level, your companion starts to grow beyond the normal limitations of its bestial nature. You can select one of the following:

- **Barbaric Ferocity:** You companion gains the Barbarian class features Reckless Attack and Rage as if they were 5th level barbarian.
- **Fighting Spirit:** Your companion gains the Fighter class features Fighting Style (can apply any Fighting Style to its Natural Weapon attacks) and Extra Attack.
- **Rogue Cunning:** You companion gains the Rogue class features Cunning Action and Sneak Attack as if they were 5th level rogue. The beast's natural weapon becomes a Finesse weapon.



## BEASTMASTER RANGER QUIRKS

The following are some optional quirks for a player of this Conclave to choose from - these can be either preexisting, signaling their fated path toward this Conclave, or appear after they've acquired their Companion.

d6	Quirk
1	You hold conversations with animals... without necessarily casting <i>Speak with Animals</i> first.
2	You value animal life as considerably more important than humanoid life. Particularly fluffy animal life.
3	When you cast <i>Speak with Animals</i> , you speak animal in a series of barks, growls, and sniffs.
4	You have little value for silverware or table manners.
5	You are convinced your animal companion would never do anything wrong.
6	You refer to any vaguely animal like monster or beast as "cute".

## ANIMAL COMPANION QUIRKS

d6	Quirk
1	It thinks it is a small sized creature. It is not a small sized creature.
2	It will climb mountains and fight dragons for ear scratches.
3	Any food is clearly food for it.
4	There is a problem, you were not paying attention to it. It solves that problem.
5	It has a tendency to fetch things. Many things. Surely you wanted this thing.
6	Sunlight makes it sleepy.

## SPELLS(†)

### REVIVE BEAST

3rd level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (Gems worth 25 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Ranger

You touch a beast that has died within the last minute. That creature returns to life with half of its maximum life. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## FEATS

The following are some feats appropriate for a Beast Master Ranger. These can be taken as Feats as normal in place of an Ability Score Increase.

## SYNCHRONIZED COMBAT

*Prerequisite:* Beast Master Conclave

Your prowess in combat grows, emphasizing your ability to fight in a deadly tempo with your Companion.

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- When you strike a creature, the next time before the start of your next turn your Companion attacks that creature, it has advantage on its attack.
- If you roll initiative while having no remaining uses of Coordinated Attack remaining, you regain 1d4 uses of Coordinated Attack.

## LEARNED TRICKS

*Prerequisite:* Beast Master Conclave

You've taught your Companion remarkable tricks, both in combat and out.

- Your Companion gains proficiency with the Performance skill.
- Pick two maneuvers of your choice from the Battle Master archetype. When you use Coordinated Attack, your Companion can use one of the selected maneuvers, rolling a d4 for its martial die.
- Your Companion can carry healing potions and administer them to unconscious creatures with its action.

## CHANGE LOG

### V1.3

- Revive beast now returns the beast to life with half health.
- Burrowing, Spiderclimb, and Simian Nature added.
- Deception added to Sneaky.
- There is no CR cap on what sort of beast your companion can look like.
- Learned Tricks now gives the beast the ability to feed health potions to downed people.

## ART CREDITS

- Winter Wolf - Wizards of the Coast.
- Ranger - Paizo

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