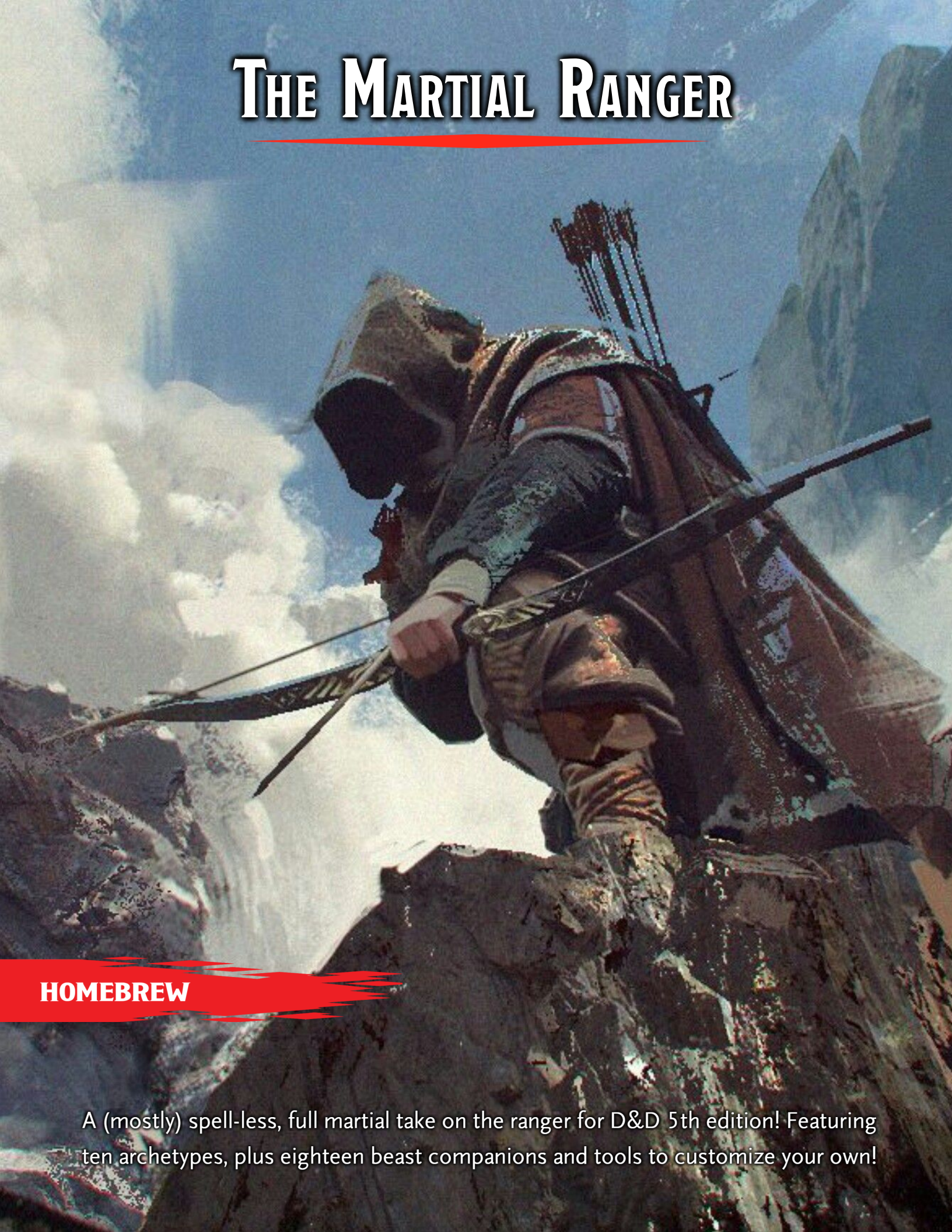


THE MARTIAL RANGER



HOME BREW

A (mostly) spell-less, full martial take on the ranger for D&D 5th edition! Featuring ten archetypes, plus eighteen beast companions and tools to customize your own!

INTRODUCTION

I've always really liked the idea of a character who fits the ranger archetype - a master of the wilderness, highly skilled at tracking and foraging, a precise and deadly hunter - without having to be a half-druid. I'm definitely not opposed to the magical ranger, I just feel like there's room for the mundane kind, too.

The Scout rogue does a pretty good job - a mobile ambusher at home in the wild - but it's missing something. It still plays like a rogue, focused on getting one big Sneak Attack off per turn, whereas the ranger is traditionally more about multiple quick attacks. Also, the only actual nature-specific flavor is one 3rd-level trait, which is just extra Expertise - not terrible, but a bit bland.

Early on in 5e's lifespan, a spell-less ranger rework was proposed in the Modifying Classes UA article. This was a decent attempt, but mostly served to turn the ranger into a Battle Master with some healing capability and poison resistance. Call Natural Allies also feels too much like magic to me. It also does nothing to address the classic complaints about the 5e ranger, namely that their class features are too niche and weak, mostly focused around exploration rules that often get ignored anyway.

In 2019, Pathfinder Second Edition released with a new version of the ranger that was quite well-received, and notably did not automatically have spells (which could later be obtained through feats). This followed in the tradition of the Fourth Edition ranger. This ranger has an innate hunter's mark-like feature called Hunt Prey, which has one of three effects based on your choice of Hunter's Edge feature, taking the place of a subclass. This ability, and several later features and feats of the class, provided some great inspiration for what a spell-less ranger can look like.

Then, Tasha's Cauldron of Everything came out and included some nice enhancements for the 5e ranger class via variant features. I liked the additions provided by Deft Explorer, but wasn't a fan of how they replaced Natural Explorer altogether - I think it's best to keep that niche exploration flavor but buff it to be more useful in a combat-focused game. Additionally, a lot of Tasha's improvements add extra spells or magical effects - see how the Beast Master now uses a primal spirit instead of a trained animal - turning the ranger into what increasingly feels like a druid with a bow.

Despite my dalliance with Pathfinder I still love D&D Fifth Edition, and I wanted to be make this kind of ranger available to 5e players. It's meant to be a robust martial class, with mechanics that are engaging but also easy to use. I kept a close eye on the other martial classes in the game, to make sure that this ranger could keep up with them without stepping on their toes, and could complement them through multiclassing without being too powerful.

Keeping all these inspirations and considerations in mind, and doing my best to make up for lost spell utility while staying in balance with all other classes, I give you the Martial Ranger. I hope you enjoy!

-Arcee, 2021



THE RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the orcs he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

RUGGED SURVIVALISTS

Rangers may live on the fringes of civilization, but the wilderness is their true home. Rangers have a deep connection to the land they make their home, and all its flora and fauna. Living off the land is second nature to them: they are well-versed in tracking, hunting and gathering, reading the subtle messages hidden in the terrain. The ranger lives in this world, yet stands apart from it; their knowledge, ingenuity and craftsmanship set them apart from wild beasts. Instead, the ranger lives in balance between nature and civilization, one foot in each world, protecting each from the other's encroachment, and threats from beyond.

As master warriors of the wilderness, rangers are rarely satisfied with mundane quarry, and learn specialized techniques to hunt the monsters that threaten their beloved balance: humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Once they have the scent, a ranger will follow their prey to the ends of the earth, and finish them with deadly skill.

ROVING ADVENTURERS

Many rangers make their living as hunters, guides or trackers in their home territory, but others hear the call of new lands to explore, greater prey to conquer, and helpless people in need of protection and guidance. Taking little with them but what they can carry and perhaps a beast companion, these rangers pursue the calling of the adventurer.

Accustomed to life far from the comforts of a dry bed and a hot bath, rangers are well-suited to the adventuring lifestyle, though their fierce independence may put them at odds with fellow travelers. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, rangers respond with some mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers



THE MARTIAL RANGER

Level	Proficiency Bonus	Features	Hunter's Prey
1st	+2	Hunter's Prey, Natural Expertise, Favored Terrain	2
2nd	+2	Fighting Style, Natural Healer	2
3rd	+2	Ranger Archetype, Favored Enemy	3
4th	+2	Ability Score Improvement, Martial Versatility	3
5th	+3	Extra Attack, Far Shot	4
6th	+3	Roving, Favored Enemy improvement	4
7th	+3	Evasion, Ranger Archetype feature	5
8th	+3	Wild Stride, Ability Score Improvement	5
9th	+4	Favored Terrain Master	6
10th	+4	Nature's Veil, Favored Terrain improvement	6
11th	+4	Ranger Archetype feature	7
12th	+4	Tireless Endurance, Ability Score Improvement	7
13th	+5	Split Focus	8
14th	+5	Favored Enemy improvement, Ability Score Improvement	8
15th	+5	Ranger Archetype feature	9
16th	+5	Ability Score Improvement	9
17th	+6	Split Focus improvement, Favored Terrain improvement	10
18th	+6	Feral Senses	10
19th	+6	Ability Score Improvement	11
20th	+6	Foe Slayer	Unlimited

who can carry their own weight in a fight are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.

CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and natural remedies through the necessity of surviving in the wilds.

What's the source of your particular expertise in a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too many innocent creatures destroyed by these monsters and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change?

What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on athletics and heavy weapons make Strength higher than Dexterity.) Second, choose the outlander background.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism kit



- **Saving Throws:** Dexterity, Strength
- **Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows
- An herbalism kit (if not provided by your background)

HUNTER'S PREY

Starting from 1st level, as a bonus action on your turn, you may designate a single creature as your prey. You must be able to see or hear this creature, or succeed on a Wisdom (Survival) check to track it, the difficulty of which is determined by the Dungeon Master based on your access to tracks or other clues.

You have advantage on Wisdom (Survival) or Intelligence (Investigation) checks to track your prey, as well as Wisdom (Perception) checks to find them. In addition, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack.

You can have only one creature designated as your prey at a time. Your designation lasts until your next long rest, or until you designate a new creature as your prey. You may designate prey the number of times shown for your ranger level in the Martial Ranger class table, and these uses recharge on a short or long rest.

NATURAL EXPERTISE

Starting at 1st level, you gain proficiency in Nature and Survival. If you are already proficient in any of these skills, your proficiency bonus is doubled for any ability check you make with them.

FAVORED TERRAIN

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. At 1st level, choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

When you make an Intelligence or Wisdom check related to your favored terrain or the creatures that dwell there, you have advantage on the check if you are using a skill that you're proficient in. When in that terrain, you can ignore the effects of non-magical difficult terrain, and all enemies that attempt to track you by non-magical means have disadvantage. You can also move stealthily at a normal pace.

At 10th level, you can add a second type of favored terrain, as long as you have spent at least a week traveling in it. You can add additional favored terrain types through the same process, but they must replace one of your current two; you cannot have more than two at a time, unless stated otherwise. At 17th level, you can add a third terrain type, increasing your maximum to three.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Thrown Weapon Fighting.** You can draw a weapon that has the thrown property as part of the attack you make with the weapon.
 - In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. You can draw a weapon that has the light property as part of the attack you make with the weapon.

NATURAL HEALER

Your experience surviving in the harsh wilderness has taught you how to identify and make use of medicinal plants. Starting at 2nd level, you may spend 1 hour a day searching a natural area for helpful herbs and fungi; this can count as part of a short or long rest. Roll a Wisdom (Survival) check against the DC corresponding to your environment. You have advantage on this check in your favored terrain.

NATURAL HEALER DC

Environment	DC
Forest, Grassland, Swamp	10
Mountain, Coast	15
Arctic, Desert, Underdark	20

On a success, you find enough herbs to produce a number of *healing poultices* equal to your Wisdom modifier. You must have an herbalism kit to produce these items, which must be done at the end of your search time as part of the same hour. On a failure, you can only produce a number equal to half your Wisdom modifier (rounded down).

Healing poultices are non-magical items which can be applied to an adjacent creature by any creature with Survival or Medicine proficiency, using an action or bonus action on their turn. The target creature regains hit points equal to 1d6 for every two levels you have in this class (rounded down) and loses the poisoned condition. The *healing poultice* is consumed by this use. *Healing poultices* lose their potency 24 hours after being produced.

RANGER ARCHETYPE

At 3rd level, you choose to emulate the ideals and training of a ranger archetype. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

FAVORED ENEMY

By 3rd level, you have studied a specific type of enemy creature and can hunt it more easily. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select a race of humanoid, such as gnolls or elves. You may also choose a particular faction, such as the Zhentarim in the Forgotten Realms or a Dragonmarked House in Eberron.

You have advantage on Wisdom (Survival) checks to track these creatures, and Intelligence checks to recall or discover information about them, such as Nature or Investigation checks. When you roll initiative and can see an enemy that belongs to the chosen category, you can use Hunter's Prey as a free action, designating that enemy.

You have advantage on saving throws against your favored enemy's characteristic innate abilities, such as a dragon's Frightful Presence or Breath Weapon, but not against spells they cast.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures. You can change one of your favored enemy choices when you gain a level in this class.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MARTIAL VERSATILITY

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAR SHOT

At 5th level, your experience in the field has taught you how to focus your aim at a distance, increasing your accuracy. Double your ranged or thrown weapons' range increments. (Attacking at long range still imposes disadvantage).

ROVING

At 6th level, your walking speed increases by 5 feet, and you gain a climbing speed and swimming speed equal to your walking speed. Your speeds increase by an additional 5 feet while in your favored terrain.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that

allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

WILD STRIDE

Beginning at 8th level, your movement is unaffected by all difficult terrain, including magical difficult terrain.

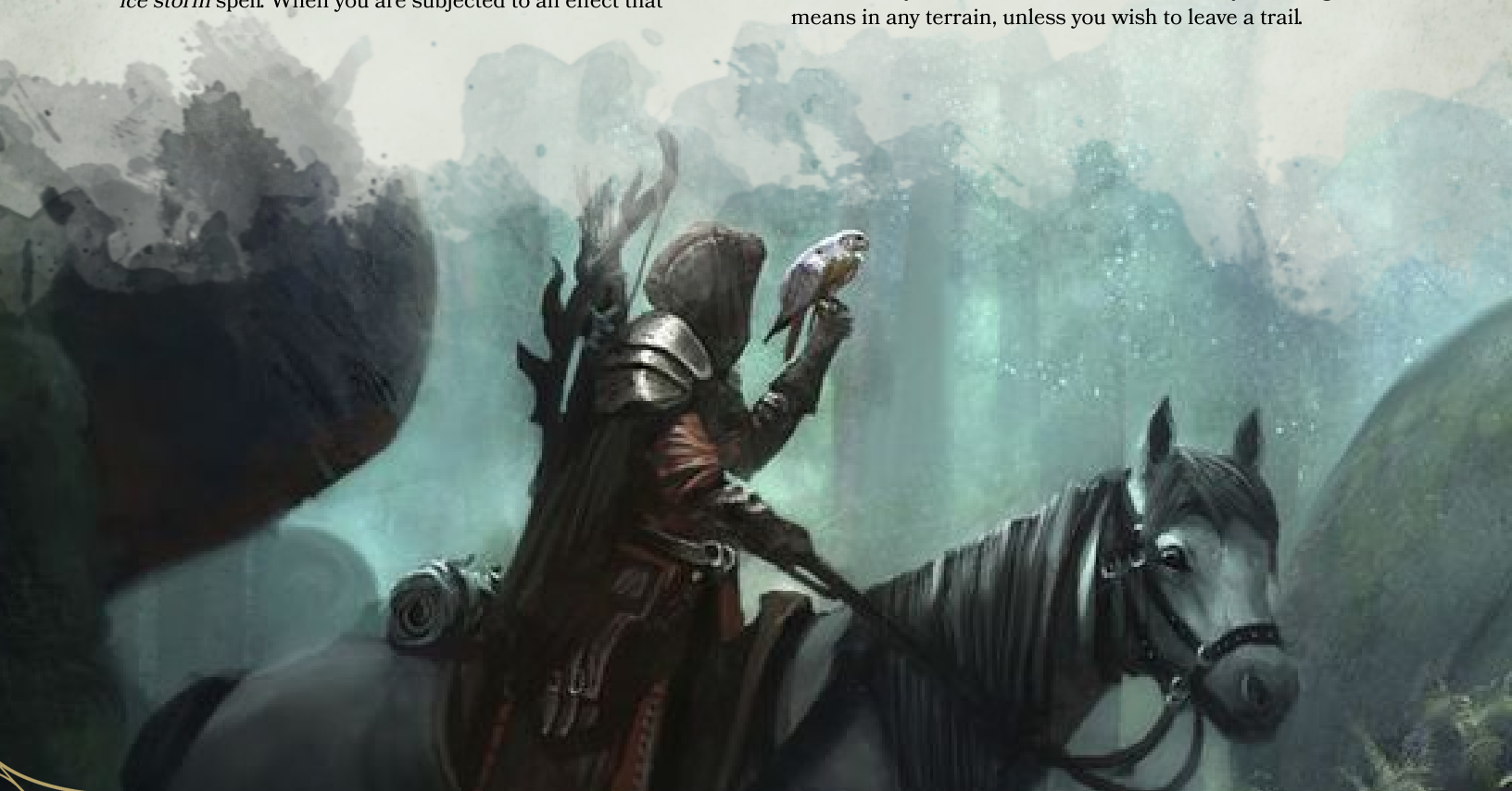
FAVORED TERRAIN MASTER

At 9th level, your mastery of your favored terrain grants you benefits even outside of it. You gain a benefit based on your favored terrain type. If you have multiple favored terrains, you gain the benefit associated with each type.

- **Arctic.** You gain resistance to cold damage.
- **Coast.** Your swimming speed increases by 10 feet and you can hold your breath for up to 15 minutes.
- **Desert.** You gain resistance to fire damage.
- **Forest.** Your climbing speed increases by 10 feet and you ignore penalties to Dexterity (Stealth) checks from wearing medium armor.
- **Grassland.** Your walking speed increases by 10 feet; this does not affect your climbing or swimming speeds.
- **Mountain.** Your climbing speed increases by 10 feet and you have resistance to damage from falling.
- **Swamp.** You gain resistance to poison damage and advantage on saving throws against poison.
- **Underdark.** You gain darkvision out to a range of 60 feet. If you already have darkvision, increase its range by 30 feet.

NATURE'S VEIL

Beginning at 10th level, you gain a +5 bonus to Stealth checks while in natural terrain, and advantage on Stealth checks in your favored terrain. You can also Hide as a bonus action in any terrain. You cannot be tracked by non-magical means in any terrain, unless you wish to leave a trail.





TIRELESS ENDURANCE

At 12th level, you persist through pain, exhaustion, and even near-death. As an action, you can give yourself a number of temporary hit points equal to $1d10 +$ your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

In addition, if you are unconscious and have two death saving throw failures, you have advantage on your next death saving throw.

SPLIT FOCUS

Starting at 13th level, you can focus on two foes at once, hunting both of them down. When you designate prey with Hunter's Prey, you can pick up to two creatures as your prey, and you can have two active prey simultaneously. This number increases to three at 17th level.

FERAL SENSES

At 18th level, your senses have become so precise as to detect even what is invisible to you. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage

on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded and deafened.

Due to your heightened senses, you can act quickly in the face of danger. You add your Wisdom modifier to your initiative rolls, and you cannot be surprised in combat.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Add your Wisdom modifier to all attack and damage rolls made against your Hunter's Prey, in addition to any normal modifiers.

OPTIONAL RULE: MULTICLASSING

Ability Score Minimum. You must have Dexterity and Wisdom scores of at least 13 to take a level in this class, or to take a level in another class if you are already a ranger.

Proficiencies Gained. If ranger isn't your initial class, you gain proficiency in: light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list, herbalism kits.

RANGER ARCHETYPES

HUNTER

The hunter is the most classic of ranger archetypes. Whether you stand as a self-sufficient outlander or as the bulwark between civilization and the terrors of the wild, you excel in specialized techniques for taking down your prey.

HUNTER'S EYE

At 3rd level, you become proficient in the Perception skill if you were not already. Double your proficiency bonus for any ability checks made using this skill.

HUNTER'S QUARRY

At 3rd level, you gain one of the following features of your choice.

- **Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
- **Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.
- **Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

- **Escape the Horde.** Opportunity attacks against you are made with disadvantage.
- **Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- **Steel Will** You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

- **Volley.** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.
- **Whirlwind Attack.** You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

- **Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force

that creature to repeat the same attack against another creature (other than itself) of your choice.

- **Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.





BEAST MASTER

The Beast Master archetype embodies friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. It is able to understand simple speech and commands. The beast grows along with you, using your proficiency bonus (PB) as its own. The beast can be created using the steps in Appendix A: Companion Creation. Choose traits that fit the type of creature you wish to bond with, or use one of the example stat blocks.

In combat, the beast acts during your turn. It can move and use its reaction and bonus action (if applicable) on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to use an Attack, Dash, Disengage or Help action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

Like a player character, the beast becomes unconscious at 0 hit points and makes death saving throws. If the beast has died within the last hour, you can spend 1 minute using a *healing poultice* to revive it with half the hit points normally provided by the *healing poultice*.

The beast also follows all resting rules that apply to player characters, including the ability to roll Hit Dice to regain Hit Points on a short rest.

ANIMAL WHISPERER

At 3rd level, you become proficient in Animal Handling if you weren't already. Double your proficiency bonus for ability checks made using this skill.

EXCEPTIONAL TRAINING

Beginning at 7th level, your beast companion can use the Help action instead of the Dodge action on any turn in which you did not give it a command. In addition, the beast's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BESTIAL FURY

Starting at 11th level, when you command your beast companion to take the Attack action, the beast can make two attacks.

SHARE PREY

Beginning at 15th level, your beast companion shares the benefits of Hunter's Prey when attacking or tracking any creature you have marked as your prey.

GLOOM STALKER

Gloom stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a gloom stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

DREAD AMBUSER

At 3rd level, you master the art of the ambush. At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, your eyes have become accustomed to heavy darkness. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in dim light or darkness, you have advantage on Stealth checks to hide from any creature that relies on darkvision to see you.

SHADOW SENSE

Your senses are finely attuned to detect foes even when blinded or in magical darkness. At 7th level, you gain blindsight with a range of 10 feet, or an additional 10 feet if you already have blindsight. You also gain tremorsense with a range of 30 feet, or an additional 30 feet if you already have tremorsense.

STALKER'S FLURRY

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

SHADOWY DODGE

Starting at 15th level, you can dodge in unforeseen ways, making expert use of the shadows around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.





MONSTER SLAYER

You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A monster slayer seeks out vampires, dragons, evil fey, fiends, and other magical threats. Trained to resist such monsters' supernatural powers, slayers are experts at unearthing and defeating mighty, mystical foes.

MONSTER EXPERT

You have an encyclopedic knowledge of all things strange and supernatural. At 3rd level, you gain proficiency in the Arcana and Religion skills, and your proficiency bonus is doubled for one of these skills (your choice).

SLAYER'S INSIGHT

At 3rd level, your eye is keenly trained on how best to hurt even the most exotic of creatures. When you use Hunter's Prey on a creature you can see within 60 feet of you, you can make an Intelligence check (Nature, Arcana, etc. depending on the creature type) (DC equals 10 + half the target's CR). If you succeed, you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are, and you deal an additional 1d4 damage on your first weapon attack against that creature and others of its specific kind each turn until your next long rest.

IRON MIND

By 7th level, you have honed your ability to resist the mind-altering powers of your quarry. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

MAGIC-USER'S NEMESIS

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to make an attack against that creature with a weapon you are holding. If the attack hits, the creature must succeed on a Constitution saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus), or its spell or teleport fails and is wasted.

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

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If your Hunter's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the prey. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

HERBALIST

Herbalists are masters of foraging, able to quickly spot and identify useful plants and craft potent medicines from them.

FORAGER

At 3rd level, you halve the time needed to find herbs using Natural Healer to thirty minutes per day, and the Natural Healer DC of all terrain types is decreased for you by 5. The number of *healing poultices* you can produce per day increases to 2 + your Wisdom modifier, or half that number on a failed Survival check (rounded down).

HERBAL ADEPT

Starting at 3rd level, add your Wisdom modifier to the healing provided by *healing poultices* you produce. Your proficiency bonus is doubled for any skill check you make with an herbalist's kit, and you have proficiency in the Medicine skill if you did not already.

RESILIENT CONSTITUTION

At 7th level, your experience surviving on wild forage in the wilderness has made you hardy. You gain proficiency in Constitution saving throws, and have advantage on saving throws against being poisoned.

POISONER

The studies of cures and poisons are inextricably linked, and you have learned how one can be repurposed into the other. Starting at 11th level, you can expend one *healing poultice* to craft a venomous coating for your weapons. For the next hour, when you hit a creature with a weapon attack, you can force the creature to make a Constitution saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature is poisoned for 1d4 rounds.

HERBAL MASTER

Your medicines have become more advanced and versatile, even soothing the mind as well as the body. Starting at 15th level, if your *healing poultices* are applied to a creature that is poisoned, paralyzed, blinded, deafened, frightened or charmed, any and all of those conditions immediately end on that creature.





OUTRIDER

Many rangers disdain the idea of riding an animal companion, but for some this is the ultimate expression of the bond between ranger and beast. Whether charging over a hillside or riding wild and free across the plains, outriders and their mounts fight and live as one.

BONDED MOUNT

At 3rd level, you gain a Medium or Large beast companion, typically but not exclusively a horse (see Appendix A for options to create a different companion; it cannot use the Light array or Flyer speed). Your companion is trained to understand and obey your commands and uses your proficiency bonus (PB).

While you are mounted on your companion, it acts on your turn and moves at your command. The only action it takes is the Dodge action, unless you use a bonus action on your turn to command it to take the Attack, Dash, Disengage or Help action; you must be mounted to command it in this way. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

Like a player character, the beast becomes unconscious at 0 hit points and makes death saving throws. If the beast has died within the last 10 minutes, you can spend 1 minute using a *healing poultice* to revive it with half the hit points normally provided by the *healing poultice*.

The beast also follows all resting rules that apply to player characters, including the ability to roll Hit Dice to regain Hit Points on a short rest.

BORN TO RIDE

Starting at 3rd level, your mastery as a rider becomes apparent. You gain proficiency with the Animal Handling skill. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

RANGER'S CHARGE

Starting at 7th level, you use your mount's momentum to deadly effect. If your mount moves at least 20 feet uninterrupted while you are riding it and you take the Attack action, the first of your attacks to hit that turn deals an additional 1d8 damage.

TRAMPLING CHARGE

Starting at 11th level, you can spur your mount to plow through whole groups of enemies. Use your action to command your mount to move in a straight line up to its speed. It can move through occupied spaces, which count as difficult terrain. All creatures in its path must succeed at a Dexterity saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or take 5d6 bludgeoning damage, or half as much on a successful save. A Huge or larger enemy blocks the path of the charge but still takes damage. You can use this feature a number of times up to your Wisdom modifier, and regain all uses after you and your mount complete a long rest.



LEGENDARY BOND

At 15th level, the bond between you and your mount has grown so strong that you instinctively understand each other. Once per turn, you can command your mount to Attack, Dash, Disengage or Help as part of your action, instead of using your bonus action.

REPLACING BEAST COMPANIONS

Should your beast companion permanently die as a Beast Master or Outrider, you can acquire a new one a number of ways. Another ranger or animal trainer may be able to lend or sell you a beast fit for your level; alternatively, you may have already trained a number of potential companions that you had to leave behind on your travels. At your DM's discretion, you may even have multiple companions traveling with you, though you can only command one at a time.

If no trained backups are available, you can begin training a wild beast from scratch on your own. Whenever you command an untrained beast, you must succeed on an Animal Handling check. On a success, the beast does as commanded; on a failure, it acts according to its disposition. See Appendix B: Companion Training for more.

TRAPPER

Some rangers prefer to let their quarry come to them, setting cunning traps for unsuspecting prey. Trappers use snares not only to catch prey, but also to track them, and to alert themselves to approaching danger. Skilled trappers can even rig together a half-readied snare in combat, turning a simple melee into a minefield.

SNARECRAFTER

At 3rd level, you gain proficiency with tinker's tools, and you learn to craft two snares of your choice from the Basic Snares list (next page). You learn two more Basic Snares at 7th level.

A snare is built within a single 5-foot square. Once constructed, it can't be moved without destroying or triggering the snare.

Crafting a snare takes one minute and requires you to be holding tinker's tools in both hands. You can have a number of snares crafted equal to your proficiency bonus.

Your snare DC equals $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. All saving throws and checks triggered by snares use your snare DC. You can choose whether the snare is visible or hidden; if you choose hidden, a creature must succeed at a Perception or Investigation check against your snare DC to find it.

BASIC SNARES

Alarm Snare. You create an alarm snare by rigging one or more noisy objects to a trip wire or pressure plate. When a Small or larger creature enters the square, the snare makes a noise loud enough that it can be heard by all creatures within 200 feet.

Hampering Snare. You arrange brambles, wires, sticky goo, or other materials to interfere with a creature's movement. A five-foot radius circle of difficult terrain forms when this snare is triggered. A creature can use its action to clear the difficult terrain from one five-foot square they are standing on or adjacent to.

Hobbling Snare. You rig vines, ropes, or wires to cinch tight around a creature that triggers this snare. It must succeed on a Dexterity saving throw or have its speed halved for 1 minute, or until it uses an action to untangle itself.

Marking Snare. A snare used to track or identify. On a failed Dexterity saving throw it marks the triggering creature with a sticky dye or scent marker, ranging from a small mark to a bucket of paint. The creature is marked for 24 hours or until it washes itself for ten minutes.

Signaling Snare. A subtle snare that does not reveal itself when triggered or affect the triggering creature, but instead causes a small disruption to the terrain that can be used for tracking.

Spike Snare. This basic snare consists of hidden spikes that rely on a creature's momentum to lacerate or potentially impale it when it triggers the snare. The creature must attempt a Dexterity saving throw or take 2d8 piercing damage, or half that much on a successful save. The snare counts as difficult terrain.

Trip Snare. You set a cunning wire to trip a creature. A creature that triggers the snare must make a Dexterity saving throw or fall prone until its next turn. The snare counts as difficult terrain, even on a success.

TRAP FINDER

Your expertise in making traps makes them easy to spot for you. Starting at 3rd level, you have advantage on Perception or Investigation checks to find hidden traps.

QUICK SNARES

Starting at 7th level, you can rig a snare in only moments. You can craft snares that normally take 1 minute using one action. The snare is visible unless you use a bonus action to hide it, which requires a successful Stealth check against nearby enemies' passive Perception.

ADVANCED SNARECRAFTER

At 11th level, you begin to experiment with more powerful and dangerous snares. You learn how to craft two snares from the Advanced Snares list. You cannot use Quick Snares with Advanced Snares.

ADVANCED SNARES

Biting Snare. A snare whose jaws shut tight on the leg of a creature that steps on it. The creature must succeed at a Dexterity saving throw or take 6d6 piercing damage, or half as much on a successful save, and have its speed halved until it succeeds at an Athletics check to remove the snare.

Bomb Snare. An alchemical incendiary readied to blow. Upon this snare being triggered, every creature within a 10-foot radius must succeed at a Dexterity saving throw or take 6d6 fire damage, or half as much on a success.

Poison Dart Snare. A pressure plate or tripwire triggers a volley of poison-tipped darts. Each creature within a 10-foot radius of the snare must succeed at a Dexterity saving throw or take 1d4 piercing damage and 2d8 poison damage, and succeed at a Constitution saving throw or gain the poisoned condition for 1d4 rounds.

Stunning Snare. A weight swings down to bash the triggering creature senseless. It must succeed at a Dexterity saving throw or take 6d6 bludgeoning damage and be stunned until the end of its next turn.

SNARE MASTER

At 15th level, double the number of snares you can have crafted at a single time. Once per turn, when you use the Attack action, you can craft a snare in place of one of your attacks, rather than using a full action. You can craft both Basic and Advanced Snares in this way, or by using an action.

WARDEN

All rangers have a deep connection to the wilderness, but wardens delve even further, into the realm of primal mysticism. Wardens are often trained by a druidic circle, in order to serve as the first line of defense between the civilized world and the mysteries of the wild.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips. You learn three cantrips: *shillelagh* and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. These cantrips become warden spells for you.

Spell Slots. The Warden Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *ensnaring strike* and have a 1st-level and a 2nd-level spell slot available, you can cast *ensnaring strike* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from the druid or ranger spell list, two of which must be from the transmutation or conjuration schools. These spells become warden spells for you.

The Spells Known column of the Warden Spellcasting table shows when you learn more druid or ranger spells of 1st level or higher. Each of these spells must be a transmutation or conjuration spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the druid or ranger spell list. The new spell must be of a level for which you have spell slots, and it must be a transmutation

or conjuration spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your warden spells, since they are derived from your instinctive connection to primal magic. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warden spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your warden spells.

DRUIDIC WARRIOR

Starting at 3rd level, when you cast *shillelagh*, you can target up to two quarterstaves or clubs that you are holding. The duration of the spell increases to 1 hour. If you are holding a quarterstaff affected by *shillelagh* in two hands, the damage die increases to a d12.

In addition, when you hit your Hunter's Prey with a spell attack roll from a warden spell, you can add 1d6 to the damage, as you would with a weapon attack.

PRIMEVAL AWARENESS

Beginning at 7th level, you can use your action to focus your awareness on the region around you. For 1 minute, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, undead, and your favored enemy if it's not already on the list; how many there are; and roughly how close they

are, though not their exact location.

In addition, you learn *speak with animals* and *beast sense*, and can cast either without expending a spell slot. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

WARDEN SPELLCASTING

Ranger Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1





VANISH

Starting at 11th level, you can draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, for 1 minute in non-natural terrain, 10 minutes in natural terrain, and one hour in your favored terrain. The effect ends if you take damage or make an attack.

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

PRIMAL COMMUNION

Beginning at 15th level, you learn *speak with plants*, *locate creature* and *commune with nature*, and you can cast each one once without expending a spell slot. Once you cast one of these spells with this feature, you can't cast that spell with it again until you finish a long rest.

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BOUNTY HUNTER

While you are as at home in the wilds as any ranger, your hunt has brought you into jungles of brick and mortar, where you stalk the most dangerous game: people. You have learned how to navigate cities and towns which have set themselves apart from the natural world; learned to blend in among its citizens and ferret out their secrets. You understand that civilization, after all, is simply another form of nature to master.

URBAN RANGER

At 3rd level, you gain a unique type of favored terrain: urban, characterized by artificial buildings and streets. This does not count against your maximum favored terrains.

Because of the dearth of native plant life, you cannot gather herbs for Natural Healer in this terrain; however, you can always find a local herbalist or apothecary who can sell you the necessary herbs to produce your *healing poultices*; once per day, you can produce up to your Wisdom modifier as part of a short rest, at the cost of 1 gp per *healing poultice* (the combined cost of the requisite herbs).

In addition, you gain the City Secrets feature from the urchin background in the *Player's Handbook*.

At 9th level, you gain the following Favored Terrain Master benefit, as you can disappear into a crowd or alleyway as easily as you do into a forest or cavern:

- **Urban.** You have advantage on all Dexterity (Stealth) checks.

GUMSHOE

At 3rd level, you gain proficiency in the Investigation skill, and your proficiency bonus is doubled for ability checks made with this skill. You also have proficiency with thieves' tools and disguise kits.

PARANOID VIGILANCE

Surrounded by potential threats in close quarters, you are constantly on alert and ready to fight. Starting at 7th level, you have advantage on initiative rolls. While you are surprised you can take reactions, and can take the Dodge action as a reaction when initiative is rolled. You also have advantage on attack rolls against creatures that are surprised.

SNEAK ATTACKER

You strike without warning, dispatching your quarry before they can even see your face. Starting at 11th level, once per turn, you can deal an additional 2d6 damage to a creature with a weapon attack if you have advantage on the attack roll.

EYE FOR AN EYE

At 15th level, experienced in street violence, you respond to injury in kind. If you are hit with a weapon attack by a creature you can see, you can use your reaction to make one weapon attack against that creature.

Credit to u/Levistej's [Vigilante](#) for inspiration on the 15th level feature!





HORIZON WALKER

You are first and foremost an explorer, never satisfied staying long in the same place, always seeking new experiences and challenges - even those beyond your world.

ADAPTIVE ADVENTURER

Starting at 3rd level, you are able to adapt to new environments incredibly quickly. You can change your favored terrain to any terrain type you have spent at least one day in, replacing an existing favored terrain.

You can also change your favored enemy to any type of creature you have fought and marked as your prey with the Hunter's Prey feature within the last day, replacing an existing favored enemy. You can do this as a free action once per day, regaining use of this feature after completing a long rest.

EXPLOIT WEAKNESS

You quickly become familiar with certain enemies' weak spots. At 3rd level, the damage from your Hunter's Prey feature increases to 1d8 when you hit a favored enemy.

PLANAR WANDERER

At 7th level, you can even adapt to otherworldly environments. You gain an additional favored terrain, which does not count against your maximum, and access to planar terrain types: Upper Planes, Lower Planes, Feywild, Shadowfell, Mechanus, Limbo and the Elemental Chaos. As usual, you must have spent at least one day in one of these terrain types before designating it as your favored terrain.

The Natural Healer DC for all planar terrains is 25; you find no useful herbs on a failure, and can produce an amount of *healing poultices* equal to half your Wisdom modifier (rounded down) on a success.

When you gain the Favored Terrain Master feature at 9th level, add the following to the list of potential benefits:

- **Elemental Chaos.** You gain resistance to one of the following damage types of your choice: fire, cold, lightning or bludgeoning.
- **Feywild.** You have advantage on saving throws against being charmed.
- **Limbo.** You gain resistance to psychic damage.
- **Lower Planes.** You have advantage on saving throws against being frightened.
- **Mechanus.** You gain proficiency with tinker's tools and thieves' tools, and have advantage on ability checks made with these tool kits.
- **Shadowfell.** You gain resistance to necrotic damage.
- **Upper Planes.** You gain resistance to radiant damage.

SLAYER

At 11th level, you may make an additional weapon attack when you take the Attack action against a favored enemy.

KEY TO THE COSMOS

At 15th level, you acquire a *planar key* on your travels, an item attuned to the weave between worlds. While you are holding this key, you can cast *misty step* once per short rest, *dimension door* once per long rest, and either *teleport* or *plane shift* once every seven long rests, using the *planar key* in place of any material components.

APPENDIX A: COMPANION CREATION

STEP 1: SIZE

Your companion is a Tiny, Small or Medium beast (your choice). If you are an Outrider, it may also be Large.

STEP 2: ABILITIES AND DEFENSES

Your companion is proficient in Perception, Survival, either Intimidation or Stealth, and either Athletics or Acrobatics, as well as Strength and Dexterity saving throws. It has one of the following ability score arrays:

COMPANION ABILITY SCORE ARRAYS

Array	Str	Dex	Con	Int	Wis	Cha
Bulky	14+PB	10+PB	14+PB	6	12+PB	11
Middling	14+PB	12+PB	12+PB	6	12+PB	11
Light	11+PB	14+PB	11+PB	6	12+PB	11

Its Armor Class = 10 + PB + its Dexterity modifier, and it has a number of Hit Dice equal to your ranger level. If it is Bulky, its Hit Points equal 6 + six times your ranger level, and its Hit Dice are d10s. If it is Middling, its Hit Points equal 5 + five times your ranger level, and its Hit Dice are d8s. If it is Light, its Hit Points equal 4 + four times your ranger level, and its hit dice are d6s.

STEP 3: SENSES

Your companion has darkvision 60 ft. and two of the following Sense features. You can replace one Sense with one Special Movement feature.

- **Keen Smell** The beast has advantage on Wisdom (Perception) checks that rely on smell.
- **Keen Hearing** The beast has advantage on Wisdom (Perception) checks that rely on hearing.
- **Keen Sight** The beast has advantage on Wisdom (Perception) checks that rely on sight.
- **Keen Touch** The beast has tremorsense 40 ft.
- **Echolocation** The beast has blindsight 60 ft. as long as it is not deafened.

STEP 4: SPEED

Your companion has one of the following Speed options.

- **Land-based** 40 ft, swim 10 ft.
- **Climber** 30 ft, climb 30 ft.
- **Flyer** 10 ft, fly 60 ft. Cannot use the Bulky array.
- **Aquatic** 5 ft, swim 60 ft.
- **Amphibian** 20 ft, swim 40 ft.
- **Burrower** 30 ft, burrow 10 ft.

STEP 5: SPECIAL MOVEMENT

Your companion has one of the following special Special Movement features, or two if replacing a Sense:

- **Hold Breath** The beast can hold its breath for 15 minutes.
- **Amphibious** The beast can breathe air and water.
- **Water Breathing** The beast can only breathe underwater. It has advantage on Stealth checks while underwater.
- **Standing Leap** The beast's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.
- **Running Leap** With a 10-foot running start, the beast can long jump up to 25 feet.
- **Sure-Footed** The beast has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.
- **Spider Climb** The beast can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Flyby** The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- **Slither** The beast does not need limbs to walk, swim or climb.
- **Swift** The beast's speeds all increase by 5 feet from base.

STEP 6: NATURAL WEAPONS

Your companion is proficient in two of the following natural weapons. Note that it must have teeth to bite, claws to claw, and a stinger to sting (though sting can be reflavored as an alternate bite). Pummel can use any blunt natural weapon the creature possesses, including fists or hooves. Gore can use horns, antlers or tusks. Tail can use a tail or tentacle.

Note that beasts can grapple without a free hand, using their mouth, or body in the case of constrictors.

- **Bite** *Melee weapon attack*: reach 5 ft., one target. *Hit*: 1d8+Str piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.
- **Claw** *Melee weapon attack*: finesse, reach 5 ft., one target. *Hit*: 1d4+Str/Dex slashing damage. If the beast makes a claw attack using its action, it can make another claw attack as a bonus action.
- **Pummel** *Melee weapon attack*: reach 5 ft., one target. *Hit*: 1d6+Str bludgeoning damage. If the beast hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.
- **Sting** *Melee weapon attack*: finesse, reach 5 ft., one target. *Hit*: 1d4+Str/Dex piercing damage. If the target fails its saving throw against Envenom, it takes an additional 1d8 poison damage.

- **Tail.** *Melee weapon attack:* reach 10 ft., one target. *Hit:* 1d6+Str bludgeoning damage.
- **Web (Recharge 5-6).** *Ranged Weapon Attack:* range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 10+PB Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

STEP 7: SPECIAL ATTACK

Your companion has one of the following Special Attack features:

- **Charge.** If the beast moves at least 20 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 10+PB Strength saving throw or be knocked prone.
- **Pounce.** If the beast makes a long jump at least 10 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 10+PB Dexterity saving throw or be knocked prone.
- **Dive.** If the beast flies or swims at least 30 feet downward toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 10+PB Constitution saving throw or be stunned until the end of its next turn.
- **Crush.** If the beast succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.
- **Envenom.** If the beast succeeds on a bite or sting attack, the target must make a DC 10+PB Constitution saving throw. On a failure, the target is poisoned. It can repeat this saving throw at the end of each of its turns. On a successful save, it is no longer poisoned.
- **Pack Tactics.** The beast has advantage on attack rolls against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Blood Frenzy.** The beast has advantage on melee attack rolls against any creature that has less than half its maximum hit points.

STEP 8: SPECIAL RECOVERY

It has one of the following Special Recovery features, which can be used once and recharges on a short or long rest:

- **Toughen Up.** The beast can use its reaction to give itself advantage on Constitution saving throws against being poisoned or paralyzed for 1 minute, and gain temporary hit points equal to half your ranger level (rounded up).
- **Relentless.** If the beast takes damage less than your 3 + ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

- **Second Wind.** The beast can use a bonus action to regain hit points equal to 1d6 + your ranger level.

EXAMPLES

The following are examples of companions you can take at level 3, as their stat blocks would appear at that level. Note that these are suggestions, and not the only way to build this type of creature.

BIG CAT

Medium beast (Middling)

Armor Class 14

Hit Points 20

Speed 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. The cat has advantage on Wisdom (Perception) checks that rely on sight.

Standing Leap. The cat's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Pounce. If the cat makes a long jump at least 10 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Second Wind (Recharges after Short or Long Rest). The cat can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the cat hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the cat makes a claw attack using its action, it can make another claw attack as a bonus action.

HOUND

Small beast (Middling)

Armor Class 14

Hit Points 20

Speed 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The hound has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The hound has advantage on Wisdom (Perception) checks that rely on hearing.

Running Leap. With a 10-foot running start, the hound can long jump up to 25 feet.

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Relentless (Recharges after Short or Long Rest). If the hound takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the hound hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the hound makes a claw attack using its action, it can make another claw attack as a bonus action.

FALCON

Tiny beast (Light)

Armor Class 15

Hit Points 16

Speed 10 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Acrobatics +5

Saving Throws Strength +3, Dexterity +5

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The falcon has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. The falcon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Dive. If the falcon flies at least 30 feet downward toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn.

Relentless (Recharges after Short or Long Rest). If the falcon takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+1 piercing damage. If the falcon hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the falcon makes a claw attack using its action, it can make another claw attack as a bonus action.

Credit to [u/FragSauce's](#) Soul Binder class for inspiration on the companion creation system!

BOAR

Medium beast (Middling)

Armor Class 14

Hit Points 20

Speed 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The boar has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The boar has advantage on Wisdom (Perception) checks that rely on hearing.

Sure-Footed. The boar has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 10+PB Strength saving throw or be knocked prone.

Relentless (Recharges after Short or Long Rest). If the boar takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage. If the boar hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

Gore. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage. If the boar uses Charge on this attack, the damage die increases to a d12.

GIANT TOAD

Small beast (Middling)

Armor Class 14

Hit Points 20

Speed 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The frog has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. The frog has advantage on Wisdom (Perception) checks that rely on sight.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Pounce. If the frog makes a long jump at least 10 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Second Wind (Recharges after Short or Long Rest). The frog can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage. If the frog hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

Tongue. *Melee weapon attack:* reach 10 ft., one target. *Hit:* 1d6+3 bludgeoning damage.

YOUNG ELK

Medium beast (Bulky)

Armor Class 13

Hit Points 24

Speed 45 ft, swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +3

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The elk has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The elk has advantage on Wisdom (Perception) checks that rely on hearing.

Swift. The elk's speeds all increase by 5 feet from base.

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Second Wind (Recharges after Short or Long Rest). The elk can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage. If the elk hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

Gore. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage. If the elk uses Charge on this attack, the damage die increases to a d12.

MONKEY

Small beast (Light)

Armor Class 15

Hit Points 16

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +5, Athletics +3

Saving Throws Strength +3, Dexterity +5

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The monkey has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. The monkey has advantage on Wisdom (Perception) checks that rely on sight.

Standing Leap. The monkey's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Pounce. If the monkey makes a long jump at least 10 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Second Wind (Recharges after Short or Long Rest). The monkey can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+1 piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the monkey makes a claw attack using its action, it can make another claw attack as a bonus action.

GORILLA

Medium beast (Bulky)

Armor Class 13

Hit Points 24

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +3

Senses darkvision 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The gorilla has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. The gorilla has advantage on Wisdom (Perception) checks that rely on sight.

Sure-Footed. The gorilla has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Crush. If the gorilla succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.

Toughen Up (Recharges after Short or Long Rest). The gorilla can use its reaction to give itself advantage on Constitution saving throws against being poisoned or paralyzed for 1 minute, and gain temporary hit points equal to half your ranger level (rounded up).

Actions

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage. If the gorilla hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the gorilla hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

GIANT SCORPION

Small beast (Light)

Armor Class 15

Hit Points 16

Speed 40 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +5, Athletics +3

Saving Throws Strength +3, Dexterity +5

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The scorpion has advantage on Wisdom (Perception) checks that rely on smell.

Keen Touch. The scorpion has tremorsense 40 ft.

Spider Climb. The scorpion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Envenom. If the scorpion succeeds on a bite or sting attack, the target must make a DC 12 Constitution saving throw. On a failure, the target is poisoned. It can repeat this saving throw at the end of each of its turns. On a successful save, it is no longer poisoned.

Toughen Up (Recharges after Short or Long Rest). The scorpion can use its reaction to give itself advantage on Constitution saving throws against being poisoned or paralyzed for 1 minute, and gain temporary hit points equal to half your ranger level (rounded up).

Actions

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the scorpion makes a claw attack using its action, it can make another claw attack as a bonus action.

Sting. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 piercing damage. If the target fails its saving throw against Envenom, it takes an additional 1d8 poison damage.

CROCODILE

Medium beast (Middling)

Armor Class 14

Hit Points 20

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The crocodile has advantage on Wisdom (Perception) checks that rely on smell.

Keen Touch. The crocodile has tremorsense 40 ft.

Hold Breath. The crocodile can hold its breath for 15 minutes.

Crush. If the crocodile succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.

Toughen Up (Recharges after Short or Long Rest). The crocodile can use its reaction to give itself advantage on Constitution saving throws against being poisoned or paralyzed for 1 minute, and gain temporary hit points equal to half your ranger level (rounded up).

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Tail. *Melee weapon attack:* reach 10 ft., one target. *Hit:* 1d6+3 bludgeoning damage.

SHARK

Medium beast (Middling)

Armor Class 14

Hit Points 20

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The shark has advantage on Wisdom (Perception) checks that rely on hearing.

Water Breathing. The shark can only breathe underwater. It has advantage on Stealth checks while underwater.

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that has less than half its maximum hit points.

Relentless (Recharges after Short or Long Rest). If the shark takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Tail. *Melee weapon attack:* reach 10 ft., one target. *Hit:* 1d6+3 bludgeoning damage.

BAT

Tiny beast (Light)

Armor Class 15

Hit Points 16

Speed 10 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Acrobatics +5

Saving Throws Strength +3, Dexterity +5

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The bat has blindsight 60 ft. as long as it is not deafened.

Flyby. The bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Pack Tactics. The bat has advantage on attack rolls against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Second Wind (Recharges after Short or Long Rest). Second Wind. The bat can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+1 piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the bat makes a claw attack using its action, it can make another claw attack as a bonus action.

BADGER

Small beast (Middling)

Armor Class 14

Hit Points 20

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., tremorsense 40 ft. passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Keen Touch. The badger has tremorsense 40 ft.

Hold Breath. The badger can hold its breath for 15 minutes.

Crush. If the badger succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.

Relentless (Recharges after Short or Long Rest). If the hound takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the beast hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Claw. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 slashing damage. If the hound makes a claw attack using its action, it can make another claw attack as a bonus action.

BOA CONSTRICTOR

Medium beast (Middling)

Armor Class 14

Hit Points 20

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Athletics +5

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., tremorsense 40 ft. passive Perception 14

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The boa has advantage on Wisdom (Perception) checks that rely on smell.

Keen Touch. The boa has tremorsense 40 ft.

Slither. The boa does not need limbs to walk, swim or climb.

Crush. If the boa succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.

Second Wind (Recharges after Short or Long Rest). The boa can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Bite. *Melee weapon attack:* +5, 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the boa hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Tail. *Melee weapon attack:* reach 10 ft., one target. *Hit:* 1d6+3 bludgeoning damage.

GIANT WASP

Small beast (Light)

Armor Class 15

Hit Points 16

Speed 10 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Acrobatics +5

Saving Throws Strength +3, Dexterity +5

Senses darkvision 60 ft., passive Perception 14, tremorsense 40 ft.

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The wasp has advantage on Wisdom (Perception) checks that rely on smell.

Keen Touch. The wasp has tremorsense 40 ft.

Spider Climb. The wasp can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Envenom. If the wasp succeeds on a bite or sting attack, the target must make a DC 12 Constitution saving throw. On a failure, the target is poisoned. It can repeat this saving throw at the end of each of its turns. On a successful save, it is no longer poisoned.

Relentless (Recharges after Short or Long Rest). If the wasp takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+1 piercing damage. If the wasp hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Sting. *Melee weapon attack:* +5, finesse, reach 5 ft., one target. *Hit:* 1d4+3 piercing damage. If the target fails its saving throw against Envenom, it takes an additional 1d8 poison damage.

OUTRIDER MOUNTS

HORSE

Large beast (Bulky)

Armor Class 13

Hit Points 24

Speed 45 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +3

Senses darkvision 60 ft., passive Perception 12

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The horse has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The horse has advantage on Wisdom (Perception) checks that rely on hearing.

Swift. The horse's speeds all increase by 5 feet from base.

Charge. If the horse moves at least 20 feet straight toward a target and then hits it with a natural weapon on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 10+PB Strength saving throw or be knocked prone.

Second Wind (Recharges after Short or Long Rest). The horse can use a bonus action to regain hit points equal to 1d6 + your ranger level.

Actions

Bite. *Melee weapon attack:* reach 5 ft., one target. *Hit:* 1d8+Str piercing damage. If the horse hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+Str bludgeoning damage. If the horse hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

CAMEL

Large beast (Bulky)

Armor Class 13

Hit Points 24

Speed 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Intimidation +2, Athletics +5

Saving Throws Strength +5, Dexterity +3

Senses darkvision 60 ft., passive Perception 12

Languages Can understand simple commands in languages you know of your choice.

Keen Smell. The camel has advantage on Wisdom (Perception) checks that rely on smell.

Keen Hearing. The camel has advantage on Wisdom (Perception) checks that rely on hearing.

Sure-Footed. The camel has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Crush. If the camel succeeds on an Athletics check to grapple, it deals additional bludgeoning damage to the target equal to its Strength modifier.

Toughen Up (Recharges after Short or Long Rest). The camel can use its reaction to give itself advantage on Constitution saving throws against being poisoned or paralyzed for 1 minute, and gain temporary hit points equal to half your ranger level (rounded up).

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the camel hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Pummel. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage. If the camel hits a target with a pummel attack, it can use its bonus action to attempt to shove that target.

MONSTROUS SPIDER

Large beast (Middling)

Armor Class 14

Hit Points 20

Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4, Survival +4, Stealth +4, Acrobatics +4

Saving Throws Strength +5, Dexterity +4

Senses darkvision 60 ft., passive Perception 14, tremorsense 40 ft.

Languages Can understand simple commands in languages you know of your choice.

Keen Sight. The spider has advantage on Wisdom (Perception) checks that rely on sight.

Keen Touch. The spider has tremorsense 40 ft.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Envenom. If the spider succeeds on a bite or sting attack, the target must make a DC 12 Constitution saving throw. On a failure, the target is poisoned. It can repeat this saving throw at the end of each of its turns. On a successful save, it is no longer poisoned.

Relentless (Recharges after Short or Long Rest). If the spider takes damage less than 3 + your ranger level that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee weapon attack:* +5, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage. If the spider hits a target with a bite attack, it can use its bonus action to attempt to grapple that target.

Web (Recharge 5-6). *Ranged Weapon Attack:* range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

NOTE ON RECHARGE

Actions labeled *Recharge X-Y* follow the same rules as described in the Monster Manual. These abilities have a random chance of becoming reusable on the indicated results for rolls of a d6, made each turn.

APPENDIX B: COMPANION TRAINING

When replacing a lost beast companion, a player may choose to train a new companion themselves instead of procuring a pre-trained animal. The DM should generally not present this as the default option, but instead as a potentially interesting challenge that the player may enjoy roleplaying through. They should be aware that choosing to train a companion mid-adventure may decrease their combat effectiveness.

All wild beasts are individuals, and therefore training a beast into a companion is not a one-size-fits-all approach. A beast's disposition determines how long it will take to train it, and how it will act when not obeying your commands.

Once per turn when the ranger attempts to command their companion to move or use its action, they must make an Animal Handling check against the creature's Animal Handling DC, which is based on their disposition and how much time remains in their training. On a success, the beast does as commanded, as normal; on a failure, it acts according to its disposition, as described below.

The DM determines an untrained animal's disposition, either by choosing directly or by rolling a d4 and using the table below. A beast's Animal Handling DC decreases by 2 after each successive week of training. When the DC would decrease to 8, the beast is fully trained and no longer requires Animal Handling checks to command.

d4 Disposition Initial Animal Handling DC Training Time

1	Friendly	10	One week
2	Skittish	12	Two weeks
3	Aggressive	14	Three weeks
4	Obstinate	16	Four weeks

Friendly. A beast with a Friendly disposition is trained fairly easily, but may become confused due to its inexperience. On a failed Animal Handling check to command it, it will take the Dodge or Disengage action and move towards you up to its speed, stopping at your side.

Skittish. A beast with a Skittish disposition is meek and easily cowed, but also reticent to face danger. On a failed Animal Handling check to command it, it will take the Dodge, Disengage or Dash action (at the DM's discretion) and move as far as it is able to away from danger.

Aggressive. A beast with an Aggressive disposition is quick to bite or scratch if not handled firmly. On a failed Animal Handling check to command it, it will attack the creature nearest to it, without distinguishing between foe and ally. If there are multiple creatures within the same distance, it will choose a target at random, or attack multiple creatures if it has multiple attacks available.

Obstinate. A beast with the Obstinate disposition stubbornly refuses all but the most skilled commands. On a failed Animal Handling check to command it, it will take the Dodge action and take no movement.