

Beast Master

Animal Companion

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

Companion's Bond

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level.

Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

D6 Trait

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.

- 3 I stay on alert so others can rest.
- 4 People see an animal and underestimate me. I use that to my advantage.
- 5 I have a knack for showing up in the nick of time.
- 6 I put my friends' needs before my own in all things.

D6 Flaw

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my ranger are strangers to me.
- 3 Any time is a good time for a belly rub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

Coordinated Attack

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

Beast's Defense

At 7th level, while your companion can see you, it has advantage on all saving throws.

Storm of Claws and Fangs

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

Superior Beast's Defense

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

Gloom Stalker

Gloom Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gloom Stalker 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	Spell
3 rd	Disguise Self
5 th	Rope Trick
9 th	Fear
13 th	Greater Invisibility
17 th	Seeming

Dread Ambusher

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier. 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, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet. You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Extra Attack

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

Iron Mind

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. 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).

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, with wisps of supernatural shadow 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.

Horizon Walker

Horizon Walker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker 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	Spell
3 rd	Protection from Evil and Good
5 th	Misty Step
9 th	Haste
13 th	Banishment
17 th	Teleportation Circle

Detect Portal

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

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

See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

Planar Warrior

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

Ethereal Step

At 7th level, you learn to step through the Ethereal Plane. As a bonus action on your turn, you can cast the *Etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Distant Strike

At 11th level, you gain the ability to pass between the planes in a blink of an eye. When you use the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

Spectral Defense

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.

Hunter

Hunter's Prey

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.

Extra Attack

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

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.

Evasion

When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

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.

Monster Slayer

Monster Slayer Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Monster Slayer 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	Spell
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3 rd	Protection from Evil and Good
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5 th	Zone of Truth
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- 9th Magic Circle
- 13th Banishment
- 17th Hold Monster

Hunter's Sense

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

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

Slayer's Prey

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

Extra Attack

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

Supernatural Defense

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

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 try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, 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 the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. 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.

Primeval Guardian (UA)

Guardian Magic

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

Ranger Level	Spell
3 rd	Entangle
5 th	Enhance Ability
9 th	Conjure Animals
13 th	Giant Insect
17 th	Insect Plague

Guardian Soul

Starting at 3rd level, you gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated.

You undergo the following changes while in your guardian form:

- Your size becomes Large, unless you were larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.

Piercing Thorns

At 3rd level, your command of primal magic allows you to enhance your attacks with thorns. Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack.

Ancient Fortitude

At 7th level, you gain the endurance of the ancient forests. Your hit point maximum and current hit points increase by 2 per ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum

Rooted Defense

At 11th level, you gain the ability to twist and turn the ground beneath you. While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

Guardian Aura

Starting at 15th level, your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your ranger level. This aura has no effect on a creature that has half or more of its hit

points, and it has no effect on undead and constructs.