

THE RANGER

Level	Proficiency Bonus	Hunter's Vision Damage	Features
1st	+2	1d6/1d8	Hunter's Vision, Natural Explorer, Fighting Style, Hauler
2nd	+2	1d6/1d8	Weapon Mastery
3rd	+2	1d6/1d8	Weapon Proficiency, Ranger Archetype
4th	+3	1d8/1d10	Feat, Improved Hunter's Vision
5th	+3	1d8/1d10	Extra Attack, Hide in Plain Sight
6th	+3	1d8/1d10	Weapon Proficiency (2), Natural Explorer (2), Ranger Archetype Feature
7th	+4	1d10/1d12	Improved Hunter's Vision (2), Beast Sense
8th	+4	1d10/1d12	Feat, Land Stride, Ranger Archetype Feature
9th	+4	1d10/1d12	Weapon Proficiency (3), Tireless
10th	+5	1d12/1d16	Extra Attack (2), Natural Explorer (3), Ranger Archetype Feature

RANGER

[Insert Class Description Here]

HIT POINTS

Hit Dice: 1d10

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

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier per Ranger level after 1st

PROFICIENCIES

Armor: light armor, medium armor, shields

Weapons Training

Proficient: All simple + 4 martial weapons

Specialization: Choose three weapons in which you are proficient.

Tools: none

Saving Throws: Wisdom, Charisma

Skills (choose two): Animal Handling, Athletics, Culture, Insight, Investigation, Nature, Perception, Stealth, and Survival.

Skills Specialties: Choose one Skill Specialty from one of your skill proficiencies.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background. Choose a or b from each row

- (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 (or shortbow) and a quiver of 20 arrows

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Strength 13 and Wisdom 13

When you gain a level in ranger for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: light armor, medium armor, shields

Weapons:

Proficiency: All simple weapon + up to 2 martial weapons

Specialization: Up to any three weapons*

(If your previous class grants starting specializations, subtract that number from 3. This is how many specializations you gain.)

CLASS FEATURES

HUNTER'S VISION

You are an expert at discovering an enemy's weaknesses, especially an enemy native to your favored terrain. As a bonus action you may designate a target you can see or hear as your prey, marking them in your mind and with your senses. 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 of damage to the target whenever you hit it with a weapon attack or +1d8 if it is a creature native to your favored terrain. This extra damage increases with your ranger level (as noted on the Ranger Table).

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 a number of times equal to your proficiency bonus between short or long rests.

At 4th level and again at 7th level successful attacks against your designated prey may deal additional effects.

NATURAL EXPLORER

You are proficient in traveling and surviving in all kinds of natural environments and particularly familiar with

one type of natural environment.

Choose one type of Favored terrain: Arctic, Coastal, Desert, Forest, Grassland, Mountain, Swamp, or Subterranean.

When you make an Intelligence or Wisdom check related to your Favored terrain (such as Culture, Investigation, Nature, Perception, or Survival), you gain an expertise die (+1d4), if you are using a skill that you are proficient in. This die increases to +1d6 at 6th level, and +1d8 at 10th level.

While traveling for an hour or more in any kind of natural environment, you gain the following benefits:

- Difficult Terrain has significantly less effect on your travel when you travel alone. Your speed modified as if the terrain were one category of lower difficulty.
- You have Advantage on all rolls to avoid becoming lost.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.

When traveling for an hour or more in your favored terrain you gain the additional or improved benefits:

- Your group can't become lost except by magical means.
- If you travel alone, Difficult Terrain is two categories less difficult.
- Difficult Terrain has significantly less effect on your entire group's travel when you act as a guide. Your group's speed modified as if the terrain difficulty were one less.

Additionally, in your favored terrain:

- You can use your own Dexterity (stealth) check for up to 4 other people when you all cooperate and use the Hide action as long as no two people are more than sixty feet apart, none are further than 30 feet from you, and they can see you.
- When you Forage, you find twice as much food as you normally would.
- While Tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You can choose an additional favored terrain type at 6th and 10th level.

HAULER

Rangers are skilled at hefting gear and packing it away efficiently for march through dangerous environs. You

may add your Proficiency Bonus to your number of encumbrance slots.

WEAPON MASTERY

At 2nd level, choose a weapon in which you are specialized. You have unlocked that weapon's mastery feature and may use it once per turn as part of the attack action

WEAPON PROFICIENCY

At 3rd level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, to specialize in a weapon in which you are already proficient, or to unlock a weapon mastery in a weapon in which you are specialized. You gain another weapon proficiency to use in the same way at 6th and 9th levels.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate from the list of available archetypes: Hunter, Beastheart, Warden. Your choice grants features at 3rd level, and again at 6th, 8th, and 10th level.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit (choosing again) at 8th level.

IMPROVED HUNTER'S VISION.

Starting at 4th level you have honed your mastery of hunting prey. Once per turn when making a successful weapon attack against designated prey of Huge size or smaller, you can force them to make a Wisdom saving throw (DC 8 + Wis Modifier + Proficiency Bonus) or the target is Dazed until the end of their next turn.

At 7th level you hone your hunting skill even further. Once per turn when making a successful weapon attack against designated prey of Large size or smaller, you can force them to make a Dexterity saving throw (DC 8 + Dex Modifier + Proficiency Bonus) or their speed is 0 until the end of their next turn. Regardless of the target's saving throw roll, this attack only does half damage (rounded down – minimum 1).

You may only use one of these two abilities each turn.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You gain an additional extra attack upon achieving 10th level.

HIDE IN PLAIN SIGHT

Starting at 5th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

TIRELESS

At 9th level you have developed nearly superhuman stamina. Whenever you finish a Short Rest, your exhaustion level, if any, is decreased by 1. After you use this ability, you cannot use it again until after taking a Long Rest.

RANGER ARCHETYPES

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 Bloodied non-humanoid Large size or larger creature with a weapon attack, the creature takes an extra 1d8 damage. You can deal this extra damage only once per turn.
- *Giant Killer.* You are trained at fighting “giant class” Peoples. When a Large size or larger humanoid creature (such as trolls, giants, ogres, etc) within your reach hits or misses you with an attack, you can use your Reaction to make a melee attack that creature immediately after its attack, provided that you can see it.
- *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 Medium size or smaller creature that is adjacent to the original target and within range of your weapon.

HUNTER'S SENSE

At 3rd level, you gain the ability to observe a creature, figure out how dangerous it might be, and discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you and make a Nature check. The result of this roll determines what you can learn. If the creature is of a type you have encountered before, you gain an expertise die (+1d4) on the roll. If the creature is marked by your Hunter's Vision ability, you attempt this feature as a Bonus Action instead. Each

result includes all the results before it. You may not try to use Hunter's Sense on the same target until after a Long Rest. If the target is an Aberration, the check is made at Disadvantage.

HUNTER'S SENSE CHECK RESULTS

Check Result	Info Gained
9 or less	Challenge Rating, Type
10 to 14	Armor Class, most damaging attack
15 to 19	Damage Resistances, Maximum Hit Points
20 to 24	Damage Immunities and Vulnerabilities
25+	Condition Immunities

DEFENSIVE TACTICS

At 6th level, if it is positive, you gain your Wisdom modifier to your Armor Class against creatures you have marked with your Hunter's Vision feature. Furthermore, 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 may use your Reaction to gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of their turn.
- *Steel Will.* You have Advantage on saving throws against being *frightened*.

MULTIATTACK

At 8th level, you gain one of the following features of your choice. Both features can only be used once per Short or Long Rest.

- *Volley.* You can use your action to make a ranged attack against a number of creatures equal to your ranger level within 10 feet of a point you can see within your weapon's short range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. This feature cannot be used with a weapon with the Loading feature.
- *Whirlwind Attack.* You can use your action to make a melee attack against a number of creatures equal to your ranger level that are adjacent to you, with a separate attack roll for each target.

MASTER HUNTER

At 10th level, you may choose between an offensive or defensive capstone feature.

OFFENSIVE

Slayer. You have learned to be vigilant for the moment when a creature leaves itself open to a death blow. Choose a Bloodied creature you have marked with your Hunter's Vision, and with a CR 9 or less. Use your action to make a single deadly attack roll, if you hit the creature must make a Constitution saving throw against

a DC equal to half the damage dealt (rounded down) + your Wisdom modifier. If it fails, it drops to 0 hit points, and is Dying. The creature gains a +4 to the saving throw for every size category it is over Large. This ability automatically fails if the target is resistant or immune to any damage type dealt with the attack. Nor does it work against undead, constructs, or oozes. If the creature makes it save, it still takes damage as it would normally from the attack. Once you have attempted to use this feature, you cannot try again against the same creature until after a Long Rest.

DEFENSIVE

Stalwart. You gain two abilities:

- 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 adjacent to it (other than itself) of your choice.
- 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.

WARDEN

These rangers serve as guardians of the natural world and sometimes even swear allegiance to the state or other purposeful organization in order to defend wild lands from the encroachment of civilization as a means of helping preserve both, and counteracting against magical forces that corrupt nature, by practicing some spellcraft.

SPELLCASTING

When you reach 3rd level, your connection to nature and research into the threats of the arcane grants you the ability to cast spells.

WARDEN RANGER SPELLCASTING

Level	Cantrips	Spells	— Spells Slots per Spell Level —		
	Known	Known	1st	2nd	3rd
3rd	2	3	2	—	—
4th	2	4	3	—	—
5th	2	4	3	—	—
6th	2	5	3	1	—
7th	3	5	4	2	—
8th	3	6	4	2	—
9th	3	6	4	2	1
10th	4	7	4	3	2

CANTRIPS

At 3rd level, you know two cantrips of your choice from the druid spell list. These spells count as ranger spells for you. You learn an additional cantrip at 7th and 10th

level. These later cantrips can be from the druid or mage list.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasingly difficult. Every time you cast a cantrip make a Wisdom-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

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.

SPELLS KNOWN OF 1ST-LEVEL OR HIGHER

You know three 1st-level spells of your choice from the druid spell list. The Spells Known column of the Warden Spellcasting table shows when you learn more spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the spells you know from this feature and replace it with another druid spell of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your spells. 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 spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

In order to cast a spell of any level, your Wisdom score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 2nd level ranger spells, your Wisdom score must be at least a 12.

NATURE'S WELLSPRING

At 6th level, you gain one of the following features:

- *Magical Intuition.* You learn the *detect magic* cantrip.
- *Magical Weapons.* Your weapon attacks count as magical against a creature you have marked with your Hunter's Vision.

- **Overcome Magic.** You gain an expertise die on saving throws made against spells and other magical effects cast by a creature you have marked with your Hunter's Vision.

THE DEVIL YOU KNOW

From 6th level on the 1st level spells you learn may be a 1st level mage spell learned from a scroll or from someone who can already cast the spell. In the former case, the spell disappears from the scroll. Starting at 8th level, you may choose 2nd level mage spells to add to your known spells, and at 10th level you may choose a 3rd level mage spell to add to your known spells.

IRON MIND

Starting at 8th level, you gain proficiency in Wisdom saving throws. If you already have this proficiency, you may choose Intelligence or Charisma instead.

ARCANE MARKSMAN

At 10th level, creatures marked by your Hunter's Vision save with Disadvantage against your spells that target them, and you add your Hunter's Vision bonus die to the damage dealt by the spell, if any.

BEASTHEART

A beastheart is a ranger who forms a bond of friendship with a wild creature, and who draws power from that bond as it strengthens over time. Working as a team, a beastheart and their faithful companion can take on even the most dangerous adventures, challenging any monsters and overcoming any obstacles. Even more than other rangers, beasthearts tend to steer clear of so-called civilized places because of the common reactions to their companions and because their companion is a force of nature, not a domesticated creature. As such, a beastheart accepts that their companion might not be capable of remaining calm with it perceives something as a threat. Most beasthearts have no desire to fully tame their wild friends, for doing so would rob beloved companions of their personalities and fighting spirit. Instead, a beastheart views themselves as a caregiver, looking after a companion whose heart is as fierce and open as their own. The companion shares a similar view, thinking of their beastheart as a member of the pack, and treating a caregiver as a sibling always ready to explore, hunt, and play.

The connection a beastheart and a companion share isn't just one of love and admiration. It's a mystical bond that allows the beastheart to harness their companion's fury, might, and instincts for survival. When their companion is enraged, a beastheart channels that ferocity into supernatural deeds of martial prowess. In return, the wild companion can harness the beastheart's focus and direction.

COMPANION

At 3rd level upon adopting the beastheart archetype, you gain a companion creature that accompanies you on your adventures, fighting, exploring, and living alongside you. It could be a creature you encountered on your adventures, a sacred creature raised and revered by your people and sent to find you, or perhaps a member of a pack that raised you during some or all of your childhood, or some other source. Consult with your DM.

BEASTHEART ARCHETYPE

Level	Primal Exploits	Features
3	3	Companion, Natural Language, Primal Exploits
4	3	-
5	3	-
6	5	Beyond Instinct
7	5	-
8	6	Faithful Companion
9	6	-
10	8	Unbreakable Friendship

The companion acts on your turn, and you must use a Bonus Action to command or direct your companion. If they are not commanded, they either continue their last command, or take the Dodge, Disengage or Dash actions.

Choose one of the following Bestial Companions: ape, axebeak, bloodhawk, brown bear, dire badger, dire ram, dire weasel, dire wolf, giant spider, giant toad, hyenadon, tiger, turkey-lizard (velociraptor), or Walrus.

Discuss with your DM the implications of each of these creatures with the context of the campaign. Trying to bring a walrus into a dungeon or a tiger into a village might meet with logistical or legal problems.

Your supernatural connection to your companion binds their life to yours, allowing you to help your companion overcome even the most grievous injuries. If your companion has lost hit points, you can choose to spend its Hit Dice on its behalf during a Short or Long Rest, and you can also spend your own Hit Dice to its benefit (using its Constitution score to modify the rolls). The beast companion has a number of Hit Dice equal to your beastheart level.

Your companion uses your Proficiency Bonus, and in general their statistics vary from the statistics of their wild counterparts. This makes a companion easier to run and keeps their power in line with other companions, even as it helps ensure that companions never outshine the characters. As somewhat more

social versions of wild creatures, companions are often more clever and versatile than their untamed counterparts

If your companion dies, you can obtain a new one by spending 8 hours in its usual environment, summoning one by means of mediative trance. Once it arrives you must spend 5 days of downtime magically bonding with the beast as long as it isn't hostile to you. Of course, a beast companion can be revived or raised.

FEROCITY

Companions are dangerous creatures. Though often more docile than their wild counterparts, they aren't fully domesticated. Each companion's Ferocity is a measure of their tenacity and fury, and of how those things build in battle. As a companion's ferocity increases, they gain access to powerful new features, but they also become more difficult for the beastheart to control. If a companion isn't incapacitated at the start of the beastheart's turn, their Ferocity increases by 1d4 + the number of hostile creatures within 5 feet of the companion that they can see or hear. For the purpose of building Ferocity, a group of creatures that share a single stat block (such as a swarm of rats) count as one creature. Ferocity builds round after round during combat, and there is no maximum to the level of ferocity a companion can gain.

RAMPAGE

After rolling to increase ferocity at the start of their turn, if a companion has 10 ferocity or more and is not incapacitated, they run the risk of entering a Rampage. You can make a Wisdom (Animal Handling) check (no action required) to try to stop the companion from entering a rampage. To make the check, you must not be Incapacitated, and the companion must be able to see or hear you. The DC for the check equals 5 + the companion's ferocity. On a success, the companion acts normally on their turn. On a failure, or if you don't make the check, the companion enters a Rampage.

When a companion enters a Rampage, they immediately move up to their speed toward the nearest creature and attack that creature with their Signature Attack, dealing extra damage equal to half their Ferocity if the attack hits. If an ally or an enemy are nearest and equidistant to the companion, randomly determine which it attacks. Otherwise, when you need to, you decide with which between equidistance enemies or allies the companion engages. You can choose yourself if you wish. A companion who can't reach a creature to attack while in a Rampage uses the Dash action to move as far as they can toward the nearest creature. If a companion can't sense any potential targets, they move as far as they can in a random direction determined by the GM, avoiding danger. The companion continues to

fight or flee (preferring the former) on its turn until its Rampage ends.

When a companion who has entered a Rampage resolves their action or ends their turn, they lose 1d6 Ferocity. In addition, as a Bonus Action on your turn you can retry the Wisdom (animal handling) check. On a success, the companion's Ferocity drops to 0. When a Rampaging companion's Ferocity drops to 0, the Rampage ends.

To prevent a companion from entering a dangerous rampage, you have several options at your disposal for reducing the creature's Ferocity.

SIGNATURE ATTACK

Each companion has an action that is designated their signature attack. A signature attack is always a melee attack, and typically the creature's best natural attack. A companion uses their signature attack when they enter a rampage, and some of the features of the beastheart archetype make reference to a companion's signature attack. Each companion also has special actions that they can use only by spending Ferocity during their turn, with some of those actions making use of the companion's signature attack.

FEROCITY ACTIONS

Each companion has three actions in their stat block that cost Ferocity to use. To use one of these ferocity actions, you must spend the necessary amount of Ferocity before they use the action.

If the companion doesn't have enough Ferocity to spend, they can't use the action. Ferocity actions always use the companion's action, meaning they can't be used as part of an opportunity attack. Ferocity actions can't be used while a companion is in a Rampage.

When a Ferocity Action calls on a target to make a saving throw the DC is determined as follows:

Ferocity Action DC = 8 + your Wisdom modifier + Proficiency Bonus

When a Ferocity Action calls for an opposed roll (as with a grapple attempt), the companion uses their own appropriate ability modifier.

NATURAL LANGUAGE

From 3rd level, upon adopting the beastheart archetype, you can speak with beasts at will, as the spell *speak with animals*.

PRIMAL EXPLOITS

Starting at 3rd level, you learn to channel your companion's fury into extraordinary deeds called Primal Exploits, which are fueled by your companion's ferocity. You learn three Primal Exploits of your choice, detailed below. You learn two additional exploits of your choice

at 6th level, an additional at 8th, and two more at 10th. Whenever you gain a level in this class, you can choose one of the primal exploits you know and replace it with another primal exploit, for which you must have the appropriate beastheart level.

Some exploits are activated using your Reaction. Others are usable under specific circumstances but require no action. Some exploits are activated as part of the Attack action, in which case, you can use only one such exploit per turn. All exploits require you to spend your companion's Ferocity to use them. Your companion must be within 60 feet of you when you use an exploit, and must have Ferocity at least equal to the exploit's cost. The companion loses ferocity equal to the cost when you use the exploit.

When a Primal Exploit calls for a target creature to make a saving throw, you determine the DC the same as you would for Ferocity Actions.

You can't use an Exploit while your companion has entered a rampage. Some Exploits allow a companion to make a signature attack. This signature attack can't be modified with additional Exploits or used as part of a Ferocity action.

- *Aid Us, Friend* (3 Ferocity). You can activate this exploit whenever you take the Attack action before or after you attack. Your companion can take the Help action as a Bonus Action.
- *Bring Them Down* (4 Ferocity). When your companion hits a creature with their signature attack, you can use your Reaction to command the companion to yank the target down. The target must succeed on a Strength saving throw or fall prone.
- *Drag Them* (4 Ferocity). When your companion hits a Large or smaller creature with their signature attack and both the companion and the target are standing on the ground, you can use your reaction to command your companion to move the target. The target must make a Strength saving throw. On a failure, the companion moves up to half their walking speed in any direction you choose and pulls the target with it.
- *Feral Reflexes* (2 Ferocity). When you or your companion is hit by an attack, you can use your reaction to increase you or your companion's AC by 2 against the triggering Attack.
- *Hurricane Blow* (3 Ferocity). You can activate this exploit whenever you take the Attack action. The first time you hit a creature with a weapon attack this turn, the attack deals its normal effects, and you can push the target up to 10 feet away from you.
- *Shared Resolve* (3 Ferocity). When you or your companions must make a saving throw, you may use your Reaction to either use your companion's saving throw bonus or for your companion to use yours instead.
- *No Escape* (1+ Ferocity). At the start of your turn when your companion gains Ferocity and doesn't enter a rampage, you can spend up to your Wisdom modifier in Ferocity. Until the start of your next turn, your speed or your companion's speed (your choice) increases by 5 feet × the ferocity spent.
- *Primal Pounce* (3 Ferocity). When your companion hits a creature with their signature attack, you can use your reaction to command the companion to grapple the target. The target must make a Dexterity saving throw. On a failure, the companion grabs the target, and the target is grappled (escape DC equal to your exploit save DC). The grapple also ends if your companion attacks a creature other than the target.
- *Thrash* (4 Ferocity). When your companion hits a Large or smaller creature with a melee signature attack, you can use your reaction to command the companion to thrash the target from side to side, forcing them to make a Wisdom saving throw. On a failure, the target has Disadvantage on attack rolls, and attack rolls against the target have advantage, until the start of your next turn.
- *Crushing Charge* (8 Ferocity). As an action, you move up to your speed in a straight line without provoking opportunity attacks. You can move through other creatures' spaces, but must end your move in an unoccupied space. Each creature in a space you move through, except for your companion, must make a Strength saving throw. On a failure, a creature takes 3d6 bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone. When you reach 8th level, the damage increases to 4d6 and to 5d6 at 10th level. Minimum Ranger level: 6th.
- *Expanding Fury* (6 Ferocity). When your companion uses a ferocity action that affects creatures within a specific distance of the companion, you can use your Reaction to expand that distance by 10 feet. Minimum Ranger level: 6th.
- *Furious Vengeance* (5 Ferocity). When a creature hits you or your companion with a melee attack, you can use your Reaction to deal 3d6 psychic damage to the attacker. When you reach 8th level, the damage increases to 4d6, and to 5d6 at 10th level. Minimum Ranger level: 6th.
- *Marked Prey* (4 Ferocity). When your companion uses a ferocity action that requires a creature to make a saving throw, you can use your reaction to impose Disadvantage on the save. Minimum Ranger level: 8th.
- *Primal Roar* (6 Ferocity). As an action, you let loose a menacing bellow. A number of creatures of your choice up to your Wisdom modifier (minimum 1) that can hear you and are within 15 feet of you, must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. Minimum Ranger level: 6th.

- *Wrath of the Pack* (4 Ferocity). When you hit a creature with an attack and that creature is adjacent your companion, you can have your companion use a Reaction to make a signature attack against the creature. On a hit, the attack deals its normal effects, and the target is knocked prone. Minimum Ranger level: 8th
- *Blood Sport* (16 Ferocity). When you hit a Large or smaller creature with a melee weapon attack, you can also push the target up to 30 feet away from you in a straight line. If the target ends this move adjacent to you companion, the companion can use its Reaction to make a signature attack against the target. On a hit, the attack deals its normal effects, and the target is pushed up to 30 feet away from your companion. If the target ends this move adjacent to you, you may use your Reaction to make a melee weapon attack against them. On a hit, they are knocked prone. You cannot use Weapon Mastery features with these attacks. Minimum Ranger level: 10th
- *Bury the Dead* (16 Ferocity). When you and your companion are the only ones adjacent to the same Large size or smaller creature, you can both use your Actions to cause a vicious whirlwind filled with debris and dirt to rise around the creature, which must make a Dexterity saving throw. On a failure, the creature takes 8d6 bludgeoning damage, is knocked prone, and is Restrained. On a success, the target takes half as much damage and isn't knocked prone or restrained. A creature Restrained this way can use an action to make a Strength (Athletics) check against your exploit save DC, freeing themselves on a success. Minimum Ranger level: 10th
- *Rend* (12 Ferocity). As an action, choose a creature you can see adjacent to both you and your companion. You make a melee weapon attack against the target, and your companion makes a signature attack against the target using its Reaction. If you both hit and deal damage to the target, the target is knocked prone and takes an additional 6d6 damage of a type dealt by either attack (your choice). Minimum Ranger level: 8th

EXPLOIT SAVE DC EXPLOITS

Some of your exploits require creatures to make a saving throw to resist the exploit's effects. Saving throws for your exploits use your exploit save DC even if the action that triggers the saving throw is undertaken by your companion. Your exploit save DC also adjusts the DC of your companion's Ferocity actions (see Superior Ferocity below). The saving throw DC is calculated as follows:

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

BEYOND INSTINCT

At 6th level, thanks to your care, your companion's tenacity and versatility grow. You and your companion gain the following benefits: - Whenever your companion gains Ferocity at the start of your turn, they gain an additional 1 ferocity. This becomes 3 additional Ferocity when you reach 10th level. - Your companion gains proficiency in saving throws with one ability score of your choice. - Your companion gains proficiency in one of the following skills of your choice: Acrobatics, Animal Handling, Athletics, Intimidation, Perception, Stealth, or Survival. - As an action, you can see through your companion's eyes, hear what it hears, and smell what it smells, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. You can maintain this as long as you can Concentrate on it.

FAITHFUL COMPANION

At 8th level, your supernatural connection to your companion grows, allowing you to coordinate faster and to work better as a team with all your allies. You gain the following benefits: - You no longer need to use your Bonus Action to command your companion. Instead, as long as you are not incapacitated, you can direct them to take an action simply with verbal or physical signs that require no action.

- When a Rampaging companion is equidistant between an enemy and an ally, it chooses to move towards and attack the enemy.
- As long as you are not incapacitated, your companion cannot be charmed or frightened.

UNBREAKABLE FRIENDSHIP

At 10th level your affection and friendship for your companion infuses the creature with primal energy, making them a paragon of their kind. While you have at least 1 hit point and your companion can see or hear you, you and your companion gain the following benefits:

- You automatically succeed on Wisdom (Animal Handling) checks made to prevent your companion from entering a rampage (You can choose to not make the check if you wish to have your companion enter a rampage on purpose).
- If your companion is reduced to 0 hit points but not killed outright, they drop to 1 hit point instead. They cannot use this ability again until after their next Short or Long Rest.
- Whenever you roll initiative, your companion gains 1d10 ferocity.

COMPANION STAT BLOCKS

APE

Medium beast, unaligned

Armor Class 12 + proficiency bonus (dex + natural armor)

Hit Points 1d8+1 x ranger level

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Saving throws Str PB+3, Dex PB+2

Skills Athletics, Perception

Senses passive Perception 11 + PB

ACTIONS

Fist (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+3 (bludgeoning).

Multiattack (3rd level) (2 Ferocity). The ape makes two makes signature fist attacks.

Rock Barrage (5th level) (5 Ferocity). The ape sends a barrage of fist-sized rocks at a number of targets within range equal to your proficiency bonus. *Ranged (25/50) Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+3 (bludgeoning).

Rending (7th level) (8 Ferocity). The ape makes two makes signature fist attacks. If both hit and the target is Large size or smaller, it slams and rends the target, doing an additional 4d8 damage (slashing/bludgeoning).

AXEBEAK

Large beast, unaligned

Armor Class 11 + proficiency bonus (dex + natural armor)

Hit Points 1d10+1 x ranger level

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	5 (-3)	12 (+1)	5 (-3)

Saving throws Str PB+2, Con PB+1

Skills Intimidation (ex), Perception

Senses passive Perception 11 + PB

Move as One. While you are mounted on the axebeak, opportunity attacks against the it or you are made with Disadvantage. You can mount or dismount the axebeak by spending 5 feet of movement.

Unmatched Speed. As long as the axebeak is not mounted, it may move up to 5 times its speed in a straight line as long as it

does not cross into difficult terrain. It may not use its signature attack or a ferocity action on this turn and any opportunity attacks it draws with this movement are made with Advantage.

ACTIONS

Beak (signature attack). *Melee Weapon Attack:* +2 plus PB to hit. *Damage:* 1d6+2 (piercing/slashing).

Overwhelming Attack (3rd level) (2 Ferocity). The axebeak makes a signature attack. On a hit, the attack deals an extra PB damage, and the target is Dazed until the end of their next turn.

Kicking Retreat (5th level) (5 Ferocity). The axebeak Disengages as a Bonus action adding 25 feet to its speed. It may may make a single kick attack with its clawed feet against a target with which it had been adjacent. *Melee Weapon Attack:* +2 plus PB to hit. *Damage:* 1d6+PB+2 (piercing/slashing).

Barreling Charge (7th level) (8 Ferocity). The axebeak chooses a Large or smaller creature that it can see and can reach that turn. If it makes a successful signature attack against the chosen creature after moving at least 20 feet it deals an additional 2d6+PB damage and the creature is knocked prone.

BLOOD HAWK

Small beast, unaligned

Armor Class 13 + proficiency bonus (dex + natural armor)

Hit Points 1d6+1 x ranger level

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+2)	5 (-3)	14 (+2)	10 (+0)

Saving throws Dex PB+3, Wis PB+2

Skills Perception

Senses passive Perception 12 + PB

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

ACTIONS

Beak (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d4+3 (piercing).

Distracting Attack (3rd level) (2 Ferocity). The hawk makes a signature attack. On a hit, it deals an additional PB to the

damage and the target is Dazed until the end of its next turn.

Fly-By Attack (5th level) (5 Ferocity). The hawk flies up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target. On a hit, the attack deals an additional PB damage and the target must succeed on a DC 10 plus PB Strength saving throw or drop one item it is holding. If it is holding the item in two-hands, the target saves with Advantage.

Blinding Talons (7th level) (8 Ferocity). The hawk flies up to their speed without provoking opportunity attacks. During or at the end of this move, a target they are adjacent to must succeed at a DC 10 plus PB Dexterity saving throw or take 3d4+PB slashing damage and is blinded until the end of their next turn. On a success, the target takes half as much damage and is not blinded.

REACTIONS

Swoop In (1/Short Rest). When you are hit by an attack that specifically targets you and the hawk is within 30 feet of you it can fly up half its speed without provoking opportunity attacks. If the hawk ends this movement adjacent to you, the hawk is hit by the attack instead, and the attack deals half as much damage. It also gain 1d4 Ferocity.

BROWN BEAR

Large beast, unaligned

Armor Class 10 + proficiency bonus (natural armor)

Hit Points 1d10+1 x ranger level

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Saving throws Str PB+4, Con PB+3

Skills Athletics, Perception

Senses passive Perception 11 + PB

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

ACTIONS

Claws (signature attack). *Melee Weapon Attack:* +4 plus PB to hit. *Damage:* 1d6+4 (slashing).

Opportunistic Bite (3rd level) (2 Ferocity). The bear makes a signature attack. On a hit, it may use its reaction to make a bite attack against the same target. *Melee Weapon Attack:* +4 plus PB to hit. *Damage:* 1d8+4 (piercing).

Deathless Rage (5th level) (5 Ferocity). You may activate this ability when the bear drops to 0 hps. The brown bear immediately gains temporary hit points equal to 2x your ranger level and has Advantage on its signature attack for up to 1 minute or when it drops to 0 hit points again or receives any healing. You may only use this ability once per Long Rest.

Bear Hug (7th level) (8 Ferocity). The bear attempts to grab and crush an adjacent Large or smaller sized creature that they can see, which must make an opposed Strength (athletics) check. On a failure, the target takes 4d10 bludgeoning damage and is grappled. On a success, the target takes 1d6+PB slashing damage and is not grappled. Until this grapple ends, both the bear and the target are Restrained. Each round on its turn, it may use its Action to make a bite attack with Advantage on the target. The grapple ends if the bear uses Bear Hug on another target.

DIRE BADGER

Medium beast, unaligned

Armor Class 10 + proficiency bonus (natural armor)

Hit Points 1d8+1 x ranger level

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Saving throws Str PB+1, Con PB+3

Skills Athletics, Perception

Senses passive Perception 11 + PB

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

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +1 plus PB to hit. *Damage:* 1d6+3 (piercing).

Multiattack (3rd level) (2 Ferocity). In addition to its signature attack, the badger can make two claw attacks. *Melee Weapon Attack:* +1 plus PB to hit. *Damage:* 1d4+1 (slashing).

Clamp Down (5th level) (5 Ferocity). The badger makes a signature attack on a Large or smaller creature. On a hit, the attack deals normal +PB damage and the weasel may attempt an immediate grapple. While grappled, the target is Restrained and the weasel can't bite another target. Each round, the badger may use its Action to force a grapple contest (at advantage), if it wins the target takes 1d6+3 (piercing damage) or two drag the creature half its speed.

Deathless Rage (7th level) (5 Ferocity). You may activate this ability when the badger is dropped to 0 hps. The badger immediately gains temporary hit points equal to 2x your ranger level and has Advantage on its signature attack for up to 1 minute or when it drops to 0 hit points again or receives any healing. You may only use this ability once per Long Rest.

DIRE RAM

Large beast, unaligned

Armor Class 10 + proficiency bonus (natural armor)

Hit Points 1d10+2 x ranger level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	5 (-3)	12 (+1)	7 (-2)

Saving throws Str PB+3, Con PB+2

Skills Athletics, Perception

Senses passive Perception 11 + PB

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

ACTIONS

Headbutt (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+3 (bludgeoning).

Charge (3rd level) (2 Ferocity). If the ram moves at least 20 feet in a straight line before making a signature attack, on a successful hit the target takes an additional 2d4+PB damage and must make a Strength saving throw or fall prone.

Kicking Retreat (5th level) (5 Ferocity). The ram Disengages as a Bonus action. It may may make a single kick attack against a target with which it had been adjacent. *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+PB+2 (piercing/slashing).

Leaping Ram (5th level) (8 Ferocity). The ram rears up on its hind legs to headbutt a Large or smaller sized target, dealing an additional 3d6+PB damage, and the target is knocked prone and must make a Constitution saving throw or be stunned until the end of their next turn.

DIRE WEASEL

Medium beast, unaligned

Armor Class 13 + proficiency bonus (dex + natural armor)

Hit Points 1d8+2 x ranger level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	5 (-3)	12 (+1)	10 (0)

Saving throws Str PB+1, Dexterity PB+3

Skills Acrobatics, Perception, Stealth

Senses darkvision 60 ft., passive Perception 11 + PB

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Slippery. The weasel has Advantage on checks to avoid or escape a grapple.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+3 (piercing).

Overwhelming Attack (3rd level) (2 Ferocity). The weasel makes a signature attack. On a hit, the attack deals an extra PB damage, and the target is Dazed until the end of their next turn.

Clamp Down (5th level) (5 Ferocity). The weasel makes a signature attack on a Large or smaller creature. On a hit, the attack deals normal damage and the weasel may attempt an immediate grapple using their Acrobatics skill. While grappled, the target is Restrained and the weasel can't bite another target. Each round, the weasel may use its Action to force a grapple contest (at advantage), if it wins the target takes 1d6+3 (piercing damage).

Bite Frenzy (7th level) (8 Ferocity). The weasel makes signature attacks against PB creatures of their choice adjacent to it. On a hit, the targets that are medium size or smaller are knocked prone.

DIRE WOLF

Large beast, unaligned

Armor Class 12 + proficiency bonus (dex + natural armor)

Hit Points 1d10+2 x ranger level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	10 (0)

Saving throws Str PB+3, Dexterity PB+2

Skills Perception

Senses darkvision 60 ft., passive Perception 11 + PB

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics The wolf has advantage on an attack roll against a creature if at least one of the its allies is adjacent of the creature

and the ally isn't incapacitated.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage:* 1d6+3 (piercing).

Tear Down Attack (3rd level) (2 Ferocity). The wolf makes a signature attack. On a hit, the attack deals an extra PB damage, and a Large or smaller target is knocked prone.

Improved Tactics (5th level) (5 Ferocity). If the wolf has Advantage on its signature attack, it deals an additional 2d6 + PB damage.

Brutal Charge (7th level) (8 Ferocity). The wolf moves up twice its speed without provoking opportunity attacks. During or at the end of this move, it can make a signature attack against one target. On a successful hit the bite does additional PB damage and knocks a Huge or smaller bipedal target prone.

GIANT SPIDER

Large beast, unaligned

Armor Class 13 + proficiency bonus (dex + natural armor)

Hit Points 1d10+1 x ranger level

Speed 30 ft., Climb 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

Saving throws Str PB+2, Dex PB+3

Skills Stealth

Senses passive Perception 10

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d6+3 (piercing).

Venomous Bite (3rd level). (2 Ferocity). When making a successful signature attack, the target must make a Constitution save or take an additional 1d8+PB poison damage. On a successful save they take half as much.

Web (5th level). (5 Ferocity). The spider shoots strands of sticky webs at one creature they can see within 30 feet of them. The target must succeed on a Dexterity saving throw or be Restrained by webbing. As an action, the Restrained target can make a Strength saving throw to burst free of the webbing and end the Restrained condition on itself on a success.

Debilitating Venom (7th level). (8 Ferocity). When making a successful signature attack, the target must make a Constitution save or take an additional 4d6+PB poison damage. If this damage is enough to bring the target to 0 hit points, they are stable, but poisoned for 1 hour, even if they regain hit points and are paralyzed while poisoned in this way.

BONUS ACTIONS

Climbing Partner. (1/short rest) As a Bonus Action, as long as you are adjacent to the spider, it may imbue you with its Spider Climb ability. This lasts for 10 minutes.

GIANT TOAD

Large beast, unaligned

Armor Class 11 + proficiency bonus (dex + natural armor)

Hit Points 1d10+2 x ranger level

Speed 30 ft., Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (-3)	10 (+0)	8 (-1)

Saving throws Str PB+3, Con PB+2

Skills Athletics PB+3, Perception PB+0

Senses passive Perception 10 + PB

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and their high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d6+3 (bludgeoning).

Stretch Attack (3rd level). (2 Ferocity). The toad makes a signature attack with a reach of 10 feet by using their tongue. On a hit against a Large or smaller creature, the attack deals an extra PB damage and the toad pulls the target 5 feet toward them.

Fast Food (5th level). (5 Ferocity). The toad makes a signature attack. On a hit, the attack deals its normal damage, and the toad can jump up to 20 feet in any direction without provoking

opportunity attacks. If the target of the attack is Medium size or smaller, the target must make a Strength saving throw or the toad can bring the target with them.

Swallow Whole (7th level). (8 Ferocity). The toad attempts to swallow a Medium or smaller creature adjacent to it, which must make a Strength saving throw. On a failure, the target takes PBd6 bludgeoning damage and is swallowed. On a success, the target takes half as much damage and isn't swallowed. A swallowed target is Blinded and Restrained, they have total cover against attacks and other effects outside the toad, and they take PBd6 acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

Whenever the toad takes damage, they must succeed on a Constitution saving throw or regurgitate the swallowed creature, which falls prone in a space adjacent to the toad. The DC for this saving throw equals 10 or half the damage the toad takes, whichever is higher. If the toad is Incapacitated or dies, a swallowed creature is no longer Restrained by the toad and can escape from the corpse using 10 feet of movement, exiting prone.

BONUS ACTIONS

Psychedelic Skin (1/Long Rest). While you are adjacent to the toad, the toad, you each can use a Bonus Action to coat a melee weapon or piece of ammunition held with poison secreted from the toad's skin. The poison lasts for 10 minutes or, if a melee weapon until the weapon deals damage as part of an attack or the ammunition is used at all. When a creature takes damage from the weapon, they must succeed on a Constitution saving throw or become Poisoned for 1 minute. The creature can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.

HYENADON

Large beast, unaligned

Armor Class 12 + proficiency bonus (dex + natural armor)

Hit Points 1d10+2 x ranger level

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	5 (-3)	12 (+1)	7 (-2)

Saving throws Str PB+3, Con PB+2

Skills Perception PB+1

Senses passive Perception 11 + PB

Rejuvenating Engorging (1/long rest). When Bloodied, if the hyena spends at least 1 minute devouring prey it or the Beastheart has killed, it regains enough hit points to no longer be Bloodied.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d6+3 (piercing).

Ravager (3rd level). (2 Ferocity). When the hyena reduces a creature to 0 hit points with its signature attack on its turn, it can use its Reaction to move up to half its speed and make a bite attack against a different target.

Ravenous (5th level). (5 Ferocity). When the hyena causes a creature to become Bloodied, it makes an additional signature attack against it. On a successful hit, the attack does an additional 1d6+PB damage, and the target is Dazed until the end of its next turn.

Relentless Pursuit (1/short rest) (7th level). (8 Ferocity). The hyena may use a Bonus Action to mark a Bloodied creature of Huge size or smaller within 60 feet of it. Whenever the marked creature moves, the hyena may use its Reaction to move up to its Speed to become or remain adjacent to it. This lasts up to 1 minute or until the hyena makes a successful signature attack against the creature, which deals an additional 2d6+PB damage and causes the target to suffer a level of Exhaustion from the attack.

TIGER

Large beast, unaligned

Armor Class 12 + proficiency bonus (dex + natural armor)

Hit Points 1d10+2 x ranger level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	10 (+0)

Saving throws Str PB+3, Con PB+2

Skills Perception PB+1, Stealth PB+2

Senses passive Perception 11 + PB

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

ACTIONS

Claw (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d6+3 (slashing).

Pounce (3rd level). (2 Ferocity). If the tiger moves at least 20 ft. straight toward a creature and then hits its signature attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a Bonus Action. *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d10+3 (piercing).

Multiattack (5th level). (5 Ferocity). The tiger can make 3 attacks, two with its signature attack and one with its bite.

Maul (7th level). (8 Ferocity). The tiger can make 3 attacks, two with its signature attack and one with its bite. If the target is Large size or smaller and both claw attacks are successful, the target is knocked prone and the tiger can make an additional raking attack with its rear claws. *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 2d6+3+PB (slashing).

TURKEY-LIZARD AKA RAZOR FEATHERS AKA VELOCIRAPTOR

Small beast, unaligned

Armor Class 13 + proficiency bonus (dex + natural armor)

Hit Points 1d6 x ranger level

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	10 (+0)	5 (-3)	13 (+1)	7 (-2)

Saving throws Str PB+3, Con PB+2

Skills Athletics (PBx2)-1, Perception PB+1, Stealth PB+2

Senses passive Perception 11 + PB

Pack Tactics. The turkey-lizard has Advantage on attacks against a creature when at least one of its allies is also Adjacent to it.

ACTIONS

Bite (signature attack). *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d6+3 (piercing).

Pounce (3rd level). (2 Ferocity). If the turkey-lizard moves at least 20 ft. straight toward a creature and then hits its signature

attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If the target is prone, the tiger can make a raking claw attack against it as a Bonus Action and with Advantage. *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 2d4+PB (slashing).

Multiattack (5th level). (5 Ferocity). The turkey-lizard can make 3 attacks, one with its signature attack and two with its claws. *Melee Weapon Attack:* +3 plus PB to hit. *Damage.* 1d4+3 (slashing).

Hold 'Em Down (7th level). (8 Ferocity). The turkey-lizard leaps at an adjacent creature of Medium size or smaller, which must make a Dexterity saving throw. On a failure, the target takes 4d4+PB slashing damage and is knocked prone and grappled. On a success, the target takes half as much damage and is not knocked prone or grappled. A creature knocked prone by this feature can't stand up until they are no longer grappled. The Turkey-Lizard gains Advantage on attacks against the prone creature. If the Turkey-Lizard attacks or uses Hold 'Em Down on another target, the grapple ends.

BONUS ACTIONS

Part of the Pack (1/Long Rest). When you are charmed, frightened, or stunned while adjacent to the turkey-lizard, it can end one of those conditions on you.

WALRUS

Large beast, unaligned

Armor Class 12 + proficiency bonus (dex + natural armor)

Hit Points 1d10+3 x ranger level

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	10 (+0)

Saving throws Str PB+2, Con PB+3

Senses passive Perception 11 + PB

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

Hold Breath. The Walrus can hold its breath for 30 minutes.

ACTIONS

Tusks (signature attack). *Melee Weapon Attack:* +2 plus PB to hit. *Damage.* 1d6+2 (bludgeoning/piercing).

Tail Slap (3rd level). (2 Ferocity). When making its signature attack against a creature, it can make a tail slap attack against a different adjacent creature *Melee Weapon Attack:* +2 plus PB to hit. *Damage.* 2d6+3+PB (bludgeoning).

Blubber (5th level). (5 Ferocity). The Walrus is immune to cold damage and has resistance to bludgeoning weapons until the beginning of its next turn.

Slam (7th level). (8 Ferocity). The walrus makes a slamming attack with its whole body. *Melee Weapon Attack:* +2 plus PB to hit. *Damage.* 3d10+PB (bludgeoning) and if the target is Large size or smaller, it is Pushed 15 feet.