

BEASTMASTER

*The Beastmaster reimagined as a separate class
with ritual casting and magical invocations*

(28 pages)

Note #1: this version of the beastmaster hasn't been extensively playtested and might require (minor, hopefully) balance adjustments.

Note #2: The En5ider article "Player Pets" —you can get it for as low as 1\$— completes the class description (optional) www.patreon.com/posts/1882495

Note #3: Some material inspired by the Forgotten Realms sourcebook *Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers*, D. Eckelberry and M. Selinker, WotC, 2002.

Note #4: Some material and ideas borrowed from online discussions about the Beast Master and suggested ways to improve the default Beast Master archetype. Thanks to the gaming community. If I've neglected to give proper credit where it's due, please make me aware of the indiscretion and I will remedy it.

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BEASTMASTER

Level	PB	Features	Rituals Known	Max Ritual Level	Invocations Known	Spell Points
1st	+2	Animal Expertise, Bonded Companion (1), Sturdy Companion	-	-	-	-
2nd	+2	Favored Environment (1), Ritual Casting, Beastmaster Invocations	2	1st	2	2
3rd	+2	Bonded Companion (2), Beastmaster Archetype feature	3	1st	2	4
4th	+2	Ability Score Improvement	4	2nd	3	6
5th	+3	Empathic Link, Beastmaster Archetype feature	5	2nd	3	8
6th	+3	Favored Environment (2), Exceptional Training (1)	6	3rd	4	10
7th	+3	Beastmaster Archetype feature	6	3rd	4	12
8th	+3	Ability Score Improvement	7	3rd	5	14
9th	+4	-	7	4th	5	16
10th	+4	Exceptional Training (2)	8	4th	6	18
11th	+4	Beastmaster Archetype feature	8	4th	6	20
12th	+4	Ability Score Improvement	9	4th	7	22
13th	+5	-	9	4th	7	24
14th	+5	Favored Environment (3), Exceptional Training (3)	10	5th	8	26
15th	+5	Beastmaster Archetype feature	10	5th	8	28
16th	+5	Ability Score Improvement	11	5th	8	30
17th	+6	-	12	5th	9	32
18th	+6	Combat Synergy	13	5th	9	34
19th	+6	Ability Score Improvement	14	6th	9	36
20th	+6	Beastmaster Archetype feature	15	6th	10	38

Note: throughout the class description, "companion" refers to both animal and beast companions that share with their beastmaster a mystical bond. "Beasts" are nonhumanoid creatures that are a natural part of the fantasy ecology.

Beasts include ordinary animals, dinosaurs, and giant versions of animals, but not monstrosities such as owlbears or minotaurs.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per beastmaster level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8(or 5) + your Constitution modifier per beastmaster level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, plus one martial weapon of your choice

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose Animal Handling, plus two from Athletics, Insight, Medicine, 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) short sword or (b) any simple melee weapons
- (a) an explorer's pack or (b) a beastrider's pack (new pack, p. 135)
- (a) a shortbow and a quiver of 20 arrows

ANIMAL EXPERTISE

At 1st level, your proficiency bonus is doubled for any Animal Handling check you make.

BONDED COMPANION (LEVEL 1)

At 1st level, you share a special mystical bond with an animal companion that accompanies you on your adventures. Choose an animal from the Bonded Companion list.

Your animal companion obeys your commands as best it can, takes its turn on your initiative, and acts immediately after you.

On your turn, you can verbally command the animal where to move (no action required by you). If no additional command is given, your beast companion takes the Dodge action, and moves up to its speed to stay within 30 feet of you. You can use a bonus action to

verbally command it to take the Dash, Disengage, Dodge, or Hide action. Your companion will follow this command in subsequent rounds until given a new one.

Until you reach level 3, your animal companion does not attack unless cornered and threatened, and won't respond to an attack command.

Your animal companion has the following features. See Monster Manual for complete statistics of the various animals.

Help. You can use a bonus action to command your companion to take the Help action. Your companion can help you (or an ally) by distracting a target according to its abilities: a mastiff can bark, a lizard can crawl up the target's leg, a hawk can flyby and screech, etc.

The next attack roll against the target is made with advantage if the attack is made before the start of your (or your ally's) turn. The animal companion must be within 5 feet of the target in order to take the Help action.

You need to use a bonus action every time you want your companion to take the Help action.

Amphibious. Your animal can breathe air and water.

Bite. If cornered, your animal can attack using its bite. (No action required by you).

Blindsight. Your animal has blindsight.

Burrow. Your animal can dig through earth, mud, and sand.

Camouflage. Your animal can alter the color of its skin and can blend into the environment. It gains advantage on Stealth checks.

Climb. Your animal can climb surfaces.

Darkvision. Your animal has darkvision.

Flyby. Your animal doesn't provoke attack of opportunity when it flies out of an enemy's reach.

Hooves. If threatened, your animal can attack using its hooves. (No action required by you).

Keen Hearing. Your animal has advantage on Wisdom (Perception) checks that rely on hearing.

Keen Smell. Your animal has advantage on Wisdom (Perception) checks that rely on smell.

Keen Sight. Your animal has advantage on Wisdom (Perception) checks that rely on sight.

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

Mimicry. Your animal can mimic simple sounds it has heard, such as a person whispering, a baby-crying, or an animal chittering.

Nimble. Your animal can take the Disengage action as a bonus action on each of its turns.

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

Your companion is either a **familiar**, **mount**, or **scout**, as indicated under the "Features" column of the various Beastmaster tables.

FAMILIAR

As an action, you can see through your animal's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the animal has. During this time, you are deaf and blind with regard to your own senses.

Your familiar companion adds your proficiency bonus when rolling Intelligence saving throws.

MOUNT

Your animal has the benefits of speed and mobility, and has been trained to accept a rider. A willing creature that is at least one size smaller than your animal (usually you) can use it as a mount. Mounting or dismounting your animal costs an amount of movement equal to half your speed.

You control the mount. If the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Your mount companion adds your proficiency bonus when rolling Constitution saving throws.

SCOUT

While your animal is within 1 mile of you, you can communicate with it telepathically. The knowledge and awareness of the animal is limited by its intelligence, but at a minimum, it can give you information in the form of dream-like mental images about nearby locations and monsters, including whatever they can perceive or have perceived within the past hour.

Your scout companion adds your proficiency bonus when rolling Wisdom saving throws.

STURDY COMPANION

Resilient. Your animal companion is a particularly sturdy member of its species. Its hit points maximum equals its normal maximum or five times your beastmaster level, whichever is higher.

Second Wind. Your companion has a limited well of stamina that it can draw on to protect itself from harm. On your turn, it can use its action to regain 1d6 hit points+ your beastmaster level (no action required by you). It can use this feature twice before a rest.

BONDED COMPANION (LEVEL 1)

Animal	Features	Training	Size	CR
Badger	Darkvision, Burrow, Keen Smell, Familiar	-	Tiny	0
Bat	Blindsight, Keen Hearing, Scout	Messenger	Tiny	0
Cat	Keen Smell, Familiar	Perform, Hunt	Tiny	0
Crab	Amphibious, Blindsight, Familiar	-	Tiny	0
Deer	Scout	Messenger	Medium	0
Frog (Toad)	Amphibious, Darkvision, Leap, Familiar	-	Tiny	0
Goat	Charge, Sure-Footed, Familiar (or Mount)	Perform, Feign Death	Medium	0
Hawk	Keen Sight, Scout	Hunt, Perform, Messenger	Tiny	0
Jackal (Fox) (Coyote)	Keen Hearing, Keen Smell, Scout	Hunt Search	Small	0
Lizard (Chameleon)	Climb, Darkvision, Familiar Camouflage (chameleon only)	-	Tiny	0
Meerkat (Prairie Dog)	Darkvision, Burrow, Keen Smell, Poison Resistance, Scout	-	Tiny	0
Monkey	Climb, Keen Hearing, Nimble, Familiar	All except Harness	Tiny	0
Owl	Darkvision, Flyby, Keen Hearing, Keen Sight, Scout	Hunt, Messenger	Tiny	0
Rat (Squirrel)	Darkvision, Keen Smell, Familiar	Messenger, Perform, Search	Tiny	0
Raven (Parrot)	Mimicry, Scout	Hunt (Raven), Messenger (Parrot)	Tiny	0
Scorpion	Blindsight, Sting, Familiar	-	Tiny	0
Spider	Climb, Darkvision, Familiar	Feign Death	Tiny	0
Vulture	Keen Sight, Keen Smell, Scout	Hunt	Medium	0
Weasle (Ferret)	Keen Hearing, Keen Smell, Nimble, Familiar	Messenger, Perform	Tiny	0
Camel	Mount	-	Large	1/8
Flying Snake	Bite, Blindsight, Scout	Messenger	Tiny	1/8
Mastiff (Wild Dog)	Bite, Keen Hearing, Keen Smell, Mount (Mastiff) or Scout	All except Harness and Pick Pocket	Medium	1/8
Mule (Donkey)	Sure-Footed, Hooves, Mount	Harness, Perform, Light Source	Medium	1/8
Poisonous Snake	Bite, Blindsight, Familiar	Intimidate	Tiny	1/8
Pony	Hooves, Mount	Feign Death, Harness, Perform, Light Source	Medium	1/8
Draft Horse	Hooves, Mount	Harness, Perform, Light Source	Large	1/4
Riding Horse	Hooves, Mount	Feign Death, Harness, Perform, Light Source	Large	1/4

Death and Dying. Your companion uses the same death and dying rules as you do, and it can be resurrected through magical means.

If the animal dies, you can obtain another one by spending 8 hours magically bonding with another animal that isn't hostile to you, either the same type of animal as before or a different one.

ADDITIONAL COMPANIONS

As you go up in levels, you can bond with additional companions, but only one at a time can accompany you on your quests and adventures.

The following rules apply:

- The number of companions you can bond with equals 1 + your Wisdom modifier.
- When you go up a level, class features granted to your animal or beast companion apply to all your bonded companions. For example, the 6th-level Exceptional Training feature would allow you to choose an ability for your current panther companion and a second one for your badger back home.
- A beastmaster invocation can only benefit your current companion. Make sure you keep track of your animals' separate abilities as you progress in levels

FAVORED ENVIRONMENT

Beginning at 2nd level, you are particularly familiar with one type of environment and knowledgeable regarding animals and beasts that inhabit such regions. Choose one type of favored environment: arctic, coastal, desert, forest, grassland, hill and mountain, swamp, the Underdark or urban. The choice could reflect an environment you have encountered on your adventures, or one you have encountered in the past as part of your background. (See *Monsters by Environment* in the master guide for a list of creatures typically found in each environment.)

While traveling for an hour or more in your favorite environment, you gain the following benefits:

- You have advantage when making an Animal Handling, Nature or Survival check related to your favored environment or creatures that customarily inhabit such environment.
- While traveling with only your animal companion, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- As an action, you can calm emotions or suppress hostility in a group of beasts as per the *Calm Emotions* spell. Contrary to the spell, this ability does not affect humanoids.

You choose an additional favored environment at 6th and 14th level.

Training (non-attack actions)

You can spend time between adventures training your animal companion for additional tricks. The DM will set a training time and possible cost for each trick.

See En5ider article : "Player Pets: Rearing Wild Animals and Training Domesticated Animals" for trick descriptions.

(You can obtain the article for as low as 1\$ by becoming a Patreon)

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RITUAL CASTING

As a beastmaster, most of your free time is spent training your beast companions, honing your animal instincts, sharpening your battle skills, and acquiring knowledge regarding the various beasts of the world. You also learn to use the magical essence of nature to cast spells. However, because learning swift casting is mentally laborious and time-consuming, you have learned the art of ritual casting. With the exception of your beastmaster invocations and certain special abilities, your spells are cast as 10-minute rituals.

The Beastmaster table shows how many rituals you know, and their maximum level. For instance, when you reach 6th level in this class, you can learn one new ritual of 1st, 2nd or 3rd level.

Additionally, when you gain a level in this class, you can choose one the beastmaster rituals you know and replace it with another ritual from the beastmaster ritual list.

Between long rests, the number of rituals you can cast equals 1 + your Wisdom modifier.

Your rituals are rote rituals and as such do not require preparation, spell slots or spell points. However, you have to provide the necessary components.

You also have to maintain concentration while casting a ritual. If you lose concentration, you have to start the ritual over again. This means that you can't cast a ritual spell while maintaining concentration on another spell, ritual or otherwise.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your beastmaster rituals and invocations, since your magic draws on your attunement to nature. 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 beastmaster spell you cast.

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

Your ritual options are detailed at the end of the class description.

Care and feeding

See En5ider article : “Player Pets: Rearing Wild Animals and Training Domesticated Animals” for care and feeding guidelines.

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Underground settings

Most animals are unaccustomed to dwelling underground. Surface-dwelling animals are reluctant to proceed into confined spaces and tight, sunless corridors. Even if they can be convinced to enter a dungeon or the Underdark, most animals have great difficulty dealing with pits, steep inclines, narrow crevices, and similar dungeon challenges. Without magical levitation or the ability to fly, a creature could get stuck. Because of this, you might choose to leave an animal companion at home or outside the dungeon.

Alternatively, the **Calm** trick below can enhance a creature's ability to deal with dungeon environments. All beasts can learn this trick.

Creatures naturally found in an Underdark environment gain the calm trick as a bonus trick.

Calm. Your companion is willing to move through a dungeon setting or rest quietly in darkness, to skirt ledges around pits, and to climb up slanted passages and staircases. When the situation requires, the animal even allows itself to be harnessed for travel over vertical surfaces.

BEASTMASTER INVOCATIONS

In your study of animal lore and arcana, you have unearthed magical invocations. At 2nd level, you gain 1 invocation of your choice. When you gain certain beastmaster levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the beastmaster table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

If a beastmaster invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its

prerequisites. Using an invocation requires the Cast a spell action. Unless otherwise stated, you need to expend spell points to activate an invocation. You can't reduce your spell point total to less than 0, and you regain all spent spell points when you finish a long rest.

If the invocation refers to an existing spell that scales at higher levels, you can expend the appropriate spell point cost to use the invocation at another level. You cannot cast an invocation at a level higher than your current Maximum Ritual Level.

Your invocation options are detailed at the end of the class description.

BONDED COMPANION (LEVEL 3)

At 3rd level, you gain a bonded companion that is trained to fight alongside you. This can be the same animal you acquired earlier in your journey and that has now be trained for combat, a new animal chosen from the 1st-level bonded companion list, or another animal chosen from the Bonded Companion Level 3 table.

Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Your beast companion gains (or retains) all the benefits of the 1st-level **Sturdy Companion** feature.

On your turn, as a bonus action, you can verbally command the beast to take the Attack action. Like the Help action, you need to use a bonus action every time you order your companion to take the Attack action. If you don't give the beast a particular command during combat, you roll a d6 to determine its action:

d6	
1-2	Dodges
3-4	Attacks
5	Helps
6	Disengages or Moves

If you are unconscious or incapacitated, the beast companion uses its action to Attack any hostile creature that comes within 10 feet of you. The beast never requires your command to use its reaction, such as when making an opportunity attack.

New features

Bite, Claw, Hooves, Talons and **Tusk** are various natural weapon attacks.

Blood Drain. Your companion can drain a target's blood like a mosquito.

Charge. Your beast companion does bludgeoning damage and can knock a target prone.

Leap. Your animal's long jump is up to 20 feet and its high jump is up to 10 ft., with or without a running start.

Pack Tactics. Your beast companion has advantage on an attack roll against a creature if you or another ally of its kind are within 5 ft. of the creature and you aren't incapacitated.

Poison. Targets of your beast companion's attacks must succeed Constitution saving throws or take poison damage.

Pounce. Your beast companion can knock a target prone and make a bite attack as a bonus action.

Relentless. If your beast companion takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Trip (new trick). When your beast companion hits a creature with a natural weapon attack, it can attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, it is knocked prone. Your companion can try this trick twice between rests.

Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

Controlling a Mount

While you're mounted, you have three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. If the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

If you forgo taking an Ability Score Improvement feature and select the **Mounted Combatant** feat, it will grant you the following benefits:

- You have advantage on melee attack rolls against any unmounted creatures that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Acquiring the Charger feat grants you other benefits while mounted: +5 bonus to your attack's damage roll, or shove the target up to 10 feet away from you (if you chose to have your mount shove and you succeed).

See also *Shoving A Creature* in the player's guide.

Morale

The morale rule applies to your beast companion under the following circumstances:

- The creature is reduced to half its hit points or fewer for the first time in the battle.
- The creature has no way to harm the opposing side on its turn.
- At least half your adventuring party is reduced to 0 hit points, incapacitated, or otherwise removed from battle.

To determine whether your beast companion is demoralized, it makes a DC 10 Wisdom saving throw. If the opposition is overwhelming, the saving throw is made with disadvantage.

On a failed save, your animal companion takes the Disengage or Dash action and flees by the most expeditious route. If it remains the target of attacks and escape is impossible, then it reluctantly resumes battle.

The *Heroism* ritual, the *Steel Will* defensive tactic (6th level feature), and the *Courageous Beast* invocation can bolster your companion's morale.

BONDED COMPANION (LEVEL 3)

Beast	Features	Training	Size	CR
Baboon (Chimp)	Climb, Pack Tactics, Bite, (Familiar or Scout)	All except Harness	Small	0
Giant Fire Beetle	Blindsight, Illumination, Familiar	Intimidate, Light Source	Small	0
Hyena	Pack Tactics, Bite, Scout	Intimidate, Hunt	Medium	0
Giant Crab	Amphibious, Claw, Mount	Intimidate	Medium	1/8
Giant Rat	Darkvision, Keen Smell, Bite, Pack Tactics, Familiar	Feign Death, Messenger, Guard, Perform, Search	Small	1/8
Giant Weasel	Darkvision, Keen Hearing, Keen Smell, Nimble, (Familiar, Mount or Scout)	Feign Death, Perform, Guard, Hunt, Search, Trip	Medium	1/8
Stirge	Darkvision, Blood Drain, (Familiar or Scout)	Intimidate	Tiny	1/8
Boar	Charge, Relentless, Tusk, (Mount or Familiar)	Intimidate	Medium	1/4
Constrictor Snake	Blindsight, Bite, Grapple, Familiar	Intimidate	Large	1/4
Elk	Charge, Hooves, (Mount or Scout)	Harness	Large	1/4
Giant Badger	Darkvision, Keen Smell, Bite, Claw, (Familiar or Mount)	Intimidate, Search, Trip	Medium	1/4
Giant Bat	Bite, (Mount or Scout)	Messenger	Large	1/4
Giant Centipede	Bite, Poison, Familiar	Intimidate	Small	1/4
Giant Frog	Amphibious, Leap, (Familiar or Mount)	Perform, Guard, Harness, Intimidate	Medium	1/4
Giant Lizard	Darkvision, Swim or Spider Climb, (Familiar or Mount)	Harness, Hunt, Trip	Large	1/4
Giant Owl	Darkvision, Flyby, Keen Hearing, Keen Sight, Talons, Scout	Hunt, Messenger	Large	1/4
Giant Poisonous Snake	Blindsight, Bite, Poison, Familiar	Intimidate	Medium	1/4
Giant Wolf Spider	Blindsight, Darkvision, Spider Climb, Bite, Poison, (Familiar, Mount or Scout)	Feign Death, Intimidate	Medium	1/4
Panther (Jaguar)	Climb, Keen Smell, Pounce, Bite, Claw, Scout	Hunt, Track, Perform, Intimidate, Trip	Medium	1/4
Wolf (Jackal)	Keen Hearing, Keen Smell, Pack Tactics, Bite, (Mount or Scout)	Hunt, Track, Perform, Intimidate, Search, Trip	Medium	1/4

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 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.

EMPATHIC LINK

Starting at 5th level, you continuously sense your companion's emotions (joy, peace, fear, anger, confusion, hunger) when it is within a mile from you. You can also telepathically call it to your side. This makes your companion travel at top speed until it reaches your spot. You cannot give other commands or messages to your companion using this feature.

EXCEPTIONAL TRAINING

At 6th level, your companion learns one of the following tactics of your choice. You choose another tactic at 10th and 14th level.

Escape the Horde. Opportunity attacks against your companion are made with disadvantage.

Feral Fortitude. If damage reduces your companion to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, your companion drops to 1 hit point instead.

Live to Fight Another Day. When your companion takes the Disengage action, its base speed is increased by 10 feet.

Multiattack Defense. When a creature hits your companion beast with an attack, it gains a +4 bonus to AC against all subsequent attacks made by the creature for the rest of the turn.

Second Wind. This increases your companion's Second Wind stamina. The die rolled to determine the number of hit points regained using Second Wind increases to d12.

Steel Will. Your companion has advantage on saving throws against being frightened or related to Morale.

Riposte. *Prerequisite: 10th level.* When a creature misses you with a melee attack, your beast companion can use its reaction to make an attack against the creature. Your companion has to be within 5 feet of the target, and it can use this feature twice before a rest.

Uncanny Dodge. *Prerequisite: 14th level.* When an attacker that it can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

COMBAT SYNERGY

At 18th level, when you hit a creature with a weapon attack, you can give your beast companion an opening. Your companion's next attack roll against the target has advantage if the attack is made before the start of your next turn.

You can use this feature twice before a rest.

BEASTMASTER ARCHETYPES

BEASTRIDER

Beastriders are unparalleled in their mastery of mounted combat. Almost as one with their bonded companion, they can fight at range or up close from the saddle. While astride their beast, there are few that can match in the field of combat.

A beastrider mounting a flying beast is known as a Skyrider in northern Faerûn.

BORN TO THE SADDLE

Starting at 3rd level, you have advantage on saving throws made to avoid falling off your mount. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

MOUNT ATTACK (Recharge 5-6)

As a bonus action, you can have your mount companion make a single attack using one of its natural weapons (usually bite or hooves).

At the start of each subsequent round of combat, roll a d6. If the roll is 5 or 6, your mount regains enough balance, stamina, and grit to regain the use of this feature.

MOUNTED COMBATANT

At 4th level, you are encouraged as a beastrider to forego the Ability Score Improvement feature to take the Mounted Combatant feat, if you don't have it already.

COMBAT RIDER

Beginning at 5th level, you can bond with mounts listed in the **Animal Lord** tables that have a Challenge Rating of 1/2 or less (the tables are found later in the class description).

Also at 5th level, when you land a hit with a melee weapon attack while riding your steed, you can use your reaction to make another weapon attack provided you succeed a DC 10 Animal Handling check.

Finally, your steed has advantage on saving throws to resist becoming Frightened.

FEROCIOUS CHARGER

At 7th level, you gain a +4 bonus to initiative while mounted.

You can also add 1d8 to your damage when you attack with a lance. The target of the attack roll must make a Strength saving throw (DC 8 + your proficiency bonus + your strength modifier) or be knocked prone. You can use this feature twice before a rest.

INDOMITABLE

At 11th level, you can attack twice instead of once, whenever you take the Attack action on your turn. You can also bond with mounts listed in the **Tamer of Beasts Level 11** table (found later in the class description).

In addition, while your steed is wearing light or no barding, it gains 15 feet of speed.

MOUNTED INVOKER

At 15th level, when you cast a beastmaster invocation targeting yourself while mounted, you can also affect your mount with the spell. You also gain advantage on Concentration checks to maintain a spell while riding your steed. You can bond with mounts listed in the **Animal Lord** tables that have a Challenge Rating greater than 1/2.

MASTER BEASTRIDER

- At 18th level, if either you or your mount is hit by an attack while you are mounted, you can add 1d10 as a reaction to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.
- When you make a weapon attack against a creature while mounted, you can add 1d10 to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

You can use each of these features twice before a rest.

PREDATOR

The Predator archetype focuses on the beastmaster's own combat skills and gradual transformation into a beast.

NATURAL WEAPONS

When you choose this archetype at 3rd level, you gain the Beastly Weapons invocation. It doesn't count towards your number of invocations known.

Once per turn when you roll damage for your natural weapon, you can reroll the weapon's damage dice and use either total.

BESTIAL FRENZY

Beginning at 5th level, you can go into a frenzy during combat. If you do so, you can make a single melee weapon attack as a bonus action on each of your turns after this one. When the combat ends, you suffer one level of exhaustion.

ANIMAL TRAITS

At 7th level, you gain the following features.

Scent. You are able to detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights.

You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 ft; if downwind, it drops to 15 ft. Strong or overpowering scents such as rotting flesh, garbage, or skunk musk can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed, only its presence somewhere within range. You can take a DC 15 Perception check to note the direction of the scent (DC 10 for strong scents), and you have advantage on checks to track creatures that you can smell.

Roar. As an action, you can unleash a powerful cry. Beasts in a 30-foot radius must succeed on a Wisdom saving throw or become frightened for 1 minute.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, it can make another saving throw to end the effect.

If your beast companion is within range, it gains advantage on its next Attack roll, as well as advantage during 1d4 rounds on its Strength and Wisdom saving throws (including Morale saves). You must finish a short or long rest to use this feature again.

SHIFTER

Starting at 11th level, as an action, you can magically assume the shape of your beast companion. You must be able to see your companion in order to do so, and it must be conscious. You can use this feature twice and regain expended uses when you finish a long rest.

You can stay in a beast shape for a number of hours equal to half your beastmaster level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you or your companion fall unconscious, drop to 0 hit points, or die.

See the druid Wild Shape class feature in the player's guide for additional rules that apply while you are in beast form.

DRIFT

Drift is the gradual devolution into some other natural form. At 15th level, you gain the permanent attribute of an animal.

Choose one of the following drifts:

- Deer antlers grow from your forehead. You gain a gore attack for 1d8 piercing damage. You are proficient with this natural weapon.
- Thorns grow on your body. When wearing light or no armor, you can use your action or bonus action to make a melee weapon attack with your thorns against a target within 5 feet of you. If the attack hits, the thorns deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

- As an action, you can use a web attack to snare prey like a Giant Spider (recharge 5-6).
 - You sprout fish gills and can breathe both water and air.
 - Your eyes become as sharp as an owl's, granting you Darkvision 120 ft. and advantage on Wisdom (Perception) checks that rely on sight in dusk and darkness.
 - Your mouth fills up with sharp teeth. You gain a bite attack that deals 1d6+1 piercing damage. You are proficient with this natural weapon.
 - You sprout wings (feathered or batlike, your choice) allowing you to fly at your land speed. A medium or heavy load that would reduce your land speed reduces your fly speed in a proportionate amount.
- Your DM may create additional drifts.

ALPHA PREDATOR

At 20th level, you can use your Shifter ability twice between rests. Your natural form also gains a second drift from the list above.

TAMER OF BEASTS

“The ability to bond with animals opens up a new way of life. By exploring and strengthening their bonds with their animal companions, beastmasters can improve not only the creatures’ lives, but their own as well.

Though a character who follows this path is called a tamer of beasts, this is perhaps a misnomer, since he does not truly master, tame, or domesticate his companions. Rather, through his magic and his overwhelming concern for his charges, he can make them tougher and more intelligent. Ultimately, he can even converse with them as equals.

Unlike most beastmasters, tamers of beasts usually reside close to civilization. Some tamers of beasts conceal their special relationships with animals and beasts by finding employment in a colosseum or travelling circus.”²¹

ANIMAL MASTERY

When you choose this archetype at 3rd level, you gain the Command Beast invocation. It doesn't count towards your number of invocations known. Additionally, the number of beasts you can bond with at any given time increases to 1 + your beastmaster level. New beasts are considered trained in half of their respective tricks upon their acquisition, rounded up (your choice of tricks).

Finally, any companion that comes from your favored environment gains the Lucky trait (as per the Halfling trait in the player’s guide).

BESTIAL FRENZY

Beginning at 5th level, your beast companion can go into a frenzy during combat. If you order it to do so, the beast will make one extra attack each time you use your bonus action to command it to take the Attack action.

When the combat ends, the beast suffers one level of exhaustion.

Starting at 11th level, your companion may have the multiattack feature. If such is the case, it makes a single melee attack as its additional attack when frenzied.

BEAST MASTERY

At 7th level, all your companions have their Intelligence score increase by 2. They also learn an additional trick at no cost. Within reasonable logic and taking into account the increased intelligence, it can be a trick they cannot usually learn.

INTIMIDATING COMPANION

Also at 7th level, when your companion hits a creature with a natural attack, it can attempt to frighten the target. It adds a 1d8 heroic die to the attack's damage roll, and the target must make a Wisdom saving throw. The saving throw DC is calculated as follows: 8 + total damage inflicted. On a failed save, the target is frightened of your companion until the end of your next turn. The effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the target succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

BONDED COMPANION (TAMER OF BEASTS LEVEL 11)

Beast	Features	Training	Size	CR
Blink Dog	Keen Hearing, Keen Smell, Bite, Language, (Familiar or Scout)	All except Harness	Medium	1/4
Constrictor Snake	Blindsight, Bite, Grapple, Familiar	Intimidate	Large	1/4
Ape	Multiattack, Climb, (Familiar or Scout)	All except Harness	Medium	1/2
Bison*	Charge, Hooves, Mount	Intimidate	Large	1/2
Black Bear	Keen Smell, Multiattack, (Mount or Scout)	Perform, Intimidate, Hunt	Medium	1/2
Cockatrice	Darkvision, Bite, Petrification, Monstrosity, Familiar	Intimidate	Small	1/2
Crocodile	Bite, Grapple, Familiar	Intimidate	Large	1/2
Giant Goat	Charge, Sure-Footed, (Familiar or Mount)	Harness, Perform, Feign Death	Large	1/2
Giant Wasp	Sting, Poison, (Familiar or Scout)	Intimidate	Medium	1/2
Moose (Reindeer)*	Charge, Scout	Harness, Messenger	Large	1/2
Ostrich*	Charge, Talons, Mount	Intimidate	Medium	1/2
Riding Deer*	Charge, Bite, Mount	Harness, Messenger	Large	1/2
War Elk	Charge, Hooves, Mount	Harness, Intimidate	Large	1/2
Warhorse	Charge, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
Dire Wolf	Keen Hearing, Keen Smell, Pack Tactics, Bite, (Mount or Scout)	Hunt, Search, Track, Trip, Perform, Intimidate	Large	1
Giant Eagle	Keen Sight, Language, Multiattack, Scout	Hunt, Intimidate, Messenger	Large	1
Giant Hyena	Rampage, Bite, Scout	Hunt, Intimidate	Large	1
Giant Spider	Blindsight, Darkvision, Spider Climb, Bite, Poison, (Familiar, Mount or Scout)	Feign Death, Intimidate	Large	1
Giant Toad	Darkvision, Amphibious, Leap, Familiar	Guard, Harness, Intimidate	Large	1
Giant Vulture	Keen Sight, Keen Smell, Language, Multiattack, Pack Tactics, Scout	Hunt, Messenger	Large	1
Lion	Keen Smell, Pack Tactics, Pounce, Leap, Bite, Claw, (Familiar or Scout)	Guard, Hunt, Trip, Intimidate, Perform,	Large	1
Tiger	Darkvision, Keen Smell, Pounce, Bite, Claw, (Mount, Familiar or Scout)	Intimidate, Hunt, Trip	Large	1
Wild Dog Alpha*	Keen Hearing, Keen Smell, Pack Tactics, Pounce, Leap, Scout	Guard, Hunt, Intimidate, Search	Large	1
Wolverine*	Keen Hearing, Keen Smell, Reckless, Multiattack, Scout	Intimidate, Hunt	Medium	1
Worg	Darkvision, Keen Hearing, Keen Smell, Bite, Monstrosity, (Mount or Scout)	Intimidate, Hunt, Trip, Speech	Large	1
Yak*	Charge, Hooves, (Mount or Scout)	Intimidate, Harness	Large	1

Statistics of beasts marked with an asterisk (*) can be found at the end of the class description.

EXPERT TAMER

Starting at 11th level, you can bond as a tamer of beasts with animals found on the Bonded Companion (Tamer of Beasts) table. The animal has to come from one of your favored environments.

See Monster Manual for complete statistics of the various beasts.

New or improved features are detailed below.

Grapple. Your companion can grapple a target.

Language. Your companion understands a language (but can't speak it).

Monstrosity. Your companion is a product of magical experimentation gone awry. It is not affected by abilities or spells that target beasts, except for a beastmaster's rituals and invocations.

Multiattack. Your companion has the Multiattack ability. It can't use Multiattack while mounted or when making an opportunity attack.

Petrification. Your companion can turn flesh to stone.

Rampage. When your companion reduces a creature to 0 hit points, it can take a bonus action to move up to half its speed and make a bite attack.

Reckless. Your companion can gain advantage on melee weapon attack rolls, but attack rolls against it have advantage until next turn.

Speech. Your companion can learn a language.

MASTER TAMER

At 20th level, your bond with your animal companion allows you to take full control of it, no matter where it is located. You assume control of the creature and are able to use all of its senses, special traits, and attack abilities (including Multiattack, if possible).

This domination effect lasts up to 1 hour or until the creature dies, after which you exit from your trance. Each time your companion takes damage, it can make a Wisdom saving throw to break the hold.

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

ANIMAL LORD

"For the animal lord, a humanoid form is simply an accident of birth. In spirit, she belongs with the wild pack of wolves, the running herd of horses, or the dancing school of fish. Her nearly hairless, two-legged form is just a hindrance to being one with her true kind, but it is a hindrance she can overcome.

Individual animal lords may approach their calling in very different ways. Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey. Others, believing that nature's creatures are meant to guard and ultimately improve

this world, use their gifts to do good. Still others lead their animal brothers and sisters down the path of selfishness or vengeance.

Each animal lord forms a bond with one group of animals."ⁱⁱ

ANIMAL LORD BOND

When you choose this archetype at 3rd level, you develop a special bond with animals of your selected group.

When dealing with an animal of your group, you can cast *Animal Friendship* as an action. You can't use this feature again until you finish a short or long rest. As an Animal Lord, the beast companion you choose must be a beast that belongs to your selected group.

The "Level" column of the animal lord tables shows the minimum beastmaster level you must have reached to bond with a particular beast.

AGENTS OF THE WILD

Also at 3rd level, you can use nearby beasts of your selected group as spies. For 1 minute, you can telepathically connect with the beasts within a radius of 1 mile. The radius increases to 1 mile per beastmaster level when travelling in a favored environment. If no creatures of the selected group are present in the area, there is no effect.

The creatures report on the presence of anything unusual, such as humanoids or monsters that are not beasts. They will give an impression of direction, size, and numbers, although they will not distinguish between friend and foe, or give more than a general description. (Typical descriptive examples would be "a large group of angry men", "elves traveling swiftly", or "a black dragon").

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

CALL NATURE'S ALLIES

Starting at 5th level, you can use your action to call fey creatures of your selected group to aid you. The beasts magically arrive within 1d4 rounds and act as allies to your party, attacking the nearest enemies without need for direction from you. You can summon:

- 1 creature with a CR of 1 or lower
- 2 creature with a CR of 1/2 or lower
- 4 creatures with a CR of 1/4 or lower
- 6 creatures with a CR of 1/8 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends (concentration, up to 1 hour). Roll initiative for the summoned creatures as a group, which have their own turns.

Apelord

Level	Beast	Features	Training	Size	CR
1	Monkey	Climb, Keen Hearing, Nimble, (Familiar or Scout)	All except Harness	Small	0
1	Baboon	Climb, Pack Tactics, Bite, (Familiar or Scout)	All except Harness	Small	0
1	Chimp	Climb, Pack Tactics, Bite, (Familiar or Scout)	All except Harness	Medium	0
5	Ape	Multiattack, Climb, (Familiar or Scout)	All except Harness	Medium	1/2
15	Large Ape*	Multiattack, Climb, (Mount or Scout)	Intimidate, Hunt	Large	2

Bearlord

Level	Beast	Features	Training	Size	CR
1	Black Bear Cub*	Keen Smell, Bite, Claw, Familiar	Perform, Hunt	Small	1/4
5	Black Bear	Keen Smell, Multiattack, Scout	Perform, Intimidate, Hunt	Medium	1/2
5	Black War Bear	Keen Smell, Multiattack, Mount	Intimidate, Hunt	Medium	1/2
11	Brown Bear	Keen Smell, Multiattack, Scout	Perform, Intimidate, Hunt	Large	1
11	Brown War Bear	Keen Smell, Multiattack, Mount	Intimidate, Hunt	Large	1
15	Polar Bear	Keen Smell, Multiattack, Scout	Perform Intimidate, Hunt	Large	2
15	Polar War Bear	Keen Smell, Multiattack, Mount	Intimidate, Hunt	Large	2
15	Cave Bear	Keen Smell, Multiattack, Mount	Perform Intimidate, Hunt	Large	2

Birdlord

Level	Beast	Features	Training	Size	CR
1	Eagle	Keen Sight, Scout	Hunt, Messenger	Small	0
1	Hawk	Keen Sight, Scout	Hunt, Perform, Messenger	Tiny	0
1	Owl	Darkvision, Flyby, Keen Hearing, Keen Sight, Scout	Hunt, Messenger	Tiny	0
1	Parrot (Raven)	Mimicry, Scout	Messenger	Tiny	0
1	Raven	Mimicry, Scout	Hunt	Tiny	0
1	Vulture	Keen Sight, Keen Smell, Scout	Hunt	Medium	0
3	Axe Beak	Beak	Intimidate	Large	1/4
3	Giant Owl	Darkvision, Flyby, Keen Hearing, Keen Sight, Talons, Scout	Hunt, Messenger	Large	1/4
3	Pteranodon	Flyby, Bite, Scout	Hunt, Intimidate	Medium	1/4
11	Giant Eagle	Keen Sight, Language, Multiattack, (Mount or Scout)	Hunt, Intimidate, Messenger	Large	1

Catlord

Level	Beast	Features	Training	Size	CR
1	Cat	Keen Smell, Claw, Familiar	Perform, Hunt	Tiny	0
1	Lynx*	Keen Smell, Pounce, Bite, Claw,	Hunt, Track	Small	1/8
1	Bobcat*	(Familiar or Scout)		Small	1/8
1	Sand Cat*			Small	1/8
3	Panther	Climb, Keen Smell, Pounce, Bite, Claw, Scout	Hunt, Track, Perform, Intimidate, Trip	Medium	1/4
5	Jaguar	Climb, Keen Smell, Pounce, Bite, Claw, (Mount or Scout)	Hunt, Track, Perform, Intimidate, Trip	Medium	1/2
11	Lion	Keen Smell, Pack Tactics, Pounce, Leap, Bite, Claw, (Familiar or Scout)	Guard, Hunt, Intimidate, Perform, Trip	Large	1
11	Snow Leopard*	Keen Smell, Climb, Leap, Pounce, Cold Resistance, Bite, Claw, Scout	Hunt, Intimidate, Track	Large	1
11	Tiger	Darkvision, Keen Smell, Pounce, Bite, Claw, (Mount, Familiar or Scout)	Intimidate, Hunt, Trip	Large	1
15	Saber-Toothed Tiger	Keen Smell, Pounce, Bite, Claw (Mount or Scout)	Intimidate, Hunt, Trip	Large	2

Equinelord

Level	Beast	Features	Training	Size	CR
1	Donkey (Mule stats)	Sure-Footed, Hooves, Mount	Harness, Perform, Light Source	Medium	1/8
1	Mule	Sure-Footed, Hooves, Mount	Harness, Perform, Light Source	Medium	1/8
1	Pony	Hooves, Mount	Feign Death, Harness, Perform, Light Source	Medium	1/8
1	Draft Horse	Hooves, Mount	Feign Death, Harness, Perform, Light Source	Large	1/4
1	Riding Horse	Hooves, Mount	Feign Death, Harness, Perform, Light Source	Large	1/4
1	War Camel	Bite, Mount	Harness, Perform	Large	1/4
5	Warhorse	Charge, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
5	Courser*	Charge, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
5	Destrier*	Charge, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
5	Hobby*	Fast, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
5	Percheron*	Trample, Hooves, Mount	Harness, Perform, Messenger	Large	1/2
5	Tahki*	Fast, Hooves, Mount	Harness, Perform, Messenger	Large	1/2

Marinelord

Level	Beast	Features	Training	Size	CR
1	Quipper	Water Breathing, Bite	-	Tiny	0
1	Crab	Amphibious, Blindsight, Familiar	-	Tiny	0
1	Frog (Toad)	Amphibious, Darkvision, Leap,	-	Tiny	0

Familiar					
1	Octopus	Water Breathing, Camouflage, Tentacles, Ink Cloud, Scout	Guard, Search	Small	0
1	Porpoise*	Blindsight 120 ft., Hold Breath, Charge, (Mount or Scout)	Perform, Guard, Search	Medium	1/8
3	Dolphin*	Blindsight 120 ft., Hold Breath, Charge, (Mount or Scout)	Perform, Guard, Search	Medium	1/4
3	Giant Frog	Amphibious, Leap, (Familiar or Mount)	Guard, Harness, Intimidate	Medium	1/4
5	Giant Sea Horse	Charge, Water Breathing, (Mount or Scout)	Guard, Search	Large	1/4
5	Crocodile	Bite, Grapple, Familiar	Intimidate	Large	1/2
5	Reef Shark	Pack Tactics, Water Breathing, Bite	Intimidate, Hunt	Medium	1/2
5	Riding Turtle*	Hold Breath, Bite	-	Large	1/2
11	Giant Octopus	Water Breathing, Hold Breath, Ink Cloud, Camouflage, Tentacles, Scout	Intimidate, Search, Hunt	Large	1

Reptilelord

Level	Beast	Features	Training	Size	CR
1	Lizard	Climb, Darkvision, Familiar	-	Tiny	0
1	Poisonous Snake +	Bite, Blindsight, Familiar	Intimidate	Tiny	1/8
1	Flying Snake	Bite, Blindsight, Scout	Messenger	Tiny	1/8
3	Constrictor Snake++	Blindsight, Bite, Grapple, Familiar	Intimidate	Large	1/4
5	Crocodile	Bite, Grapple, Familiar	Intimidate	Large	1/2
11	Giant Lizard	Darkvision, Large, Swim or Spider Climb, (Familiar or Mount)	Harness, Hunt, Trip	Large	1
15	Allosaurus	Pounce, Bite, Claw	Intimidate, Hunt	Large	2
15	Giant C. Snake	Blindsight, Bite, Grapple	Intimidate	Huge	2

+ coral, viper, mamba, cobra, krait, adder, jararaca, rattlesnake, etc. ++ boa, python, wart (elephant trunk) snake

Underlord

Level	Beast	Features	Training	Size	CR
1	Bat	Blindsight, Keen Hearing, Scout	Messenger	Tiny	0
1	Rat (Squirrel)	Darkvision, Keen Smell, Familiar	Messenger, Perform, Search	Tiny	0
1	Spider	Climb, Darkvision, Familiar	Feign Death	Tiny	0
1	Giant Rat	Darkvision, Keen Smell, Familiar	Messenger, Perform, Search	Medium	1/8
3	Giant Bat	Blindsight, Keen Hearing, Scout	Messenger	Large	1/4
3	Giant Centipede	Bite, Poison, Familiar	Intimidate	Small	1/4
3	Giant Wolf Spider	Blindsight, Darkvision, Spider Climb, Bite, Poison, (Familiar, Mount or Scout)	Feign Death, Intimidate	Medium	1/4
11	Giant	Blindsight, Darkvision, Spider	Feign Death,	Large	1

	Spider	Climb, Bite, Poison, (Familiar, Mount or Scout)	Intimidate		
11	Giant Toad	Amphibious, Leap, Bite, Swallow	Guard, Intimidate	Large	1
20	Phase Spider	Darkvision, Bite, Poison, Monstrosity	Intimidate	Large	3

Wolflord

Level	Beast	Features	Training	Size	CR
1	Hyena	Pack Tactics, Bite, Scout	Intimidate, Hunt	Medium	0
1	Jackal (Fox) (Coyote)	Keen Hearing, Keen Smell, Pack Tactics, Bite, (Familiar or Scout)	Intimidate, Hunt	Small	0
1	Mastiff	Bite, Keen Hearing, Keen Smell, Mount	All except Harness and Pick Pocket	Medium	1/8
1	Wild Dog	Bite, Keen Hearing, Keen Smell, (Familiar or Scout)	All except Harness and Pick Pocket	Medium	1/8
3	Wolf	Keen Hearing, Keen Smell, Pack Tactics, Bite, (Mount or Scout)	Hunt, Track, Perform, Intimidate, Search, Trip	Medium	1/4
11	Dire Wolf	Keen Hearing, Keen Smell, Pack Tactics, Bite, (Mount or Scout)	Hunt, Search, Track, Perform, Trip, Intimidate	Large	1
11	Giant Hyena	Rampage, Bite, Scout	Intimidate, Hunt	Large	1
11	Wolverine *	Keen Hearing, Keen Smell, Scout	Intimidate, Hunt	Medium	1
11	Worg	Darkvision, Keen Hearing, Keen Smell, Bite, Monstrosity, (Mount or Scout)	Intimidate, Hunt, Trip, Speech	Large	1
15	Winter Wolf	Keen Hearing, Keen Smell, Pack Tactics, Camouflage, Bite.	Hunt, Search, Track, Trip, Intimidate	Large	3

Statistics of beasts marked with an asterisk (*) can be found at the end of the class description

Beginning at 9th level, the Challenge Rating for summoned creatures is doubled (1xCR2; 2xCR1; 4xCR1/2; 6xCR1/4)

You can't use this feature again until you finish a long rest.

MAGICAL ENHANCEMENT

At 7th level, as an action, you can gain one of the following abilities, as appropriate to your selected group of animals. Unless otherwise stated, the effect lasts 10 minutes, no concentration required. You can't use this feature again until you finish a long rest.

Ape's Agility. You have advantage on Athletics checks. You can also move through trees at your normal land speed by using your arms to swing from one branch to another (brachiation).

To allow brachiation, the area through which you are moving must be at least lightly wooded, with trees no farther apart than 15 feet. You may not use this ability while holding an item in either hand, or while wearing armor heavier than medium.

Bear's Endurance. You have advantage on Constitution checks. You also gain 3d6 temporary hit points, which are lost when the enhancement ends.

Eagle's Splendor. You have advantage on Charisma checks. You also gain *Keen Sight* (advantage on Perception checks that rely on sight) and the normal range for your ranged weapons is doubled.

Cat's Grace. You have advantage on Dexterity checks. You also don't take damage from falling 30 feet or less if you aren't incapacitated.

Horse's Speed. Your base walking speed is 50 feet for the duration of the enhancement.

Dolphin's Ease. You gain a swim speed of 30 feet for the duration of the enhancement. You can also hold your breath for a number of minutes equal to twice your Constitution score.

Viper's Poison. Until the enhancement ends, your unarmed strikes inflict 2d12 poison damage. On a successful Constitution saving throw, the target takes half as much damage.

Spider's Web (Recharge 5-6). You can use a web attack to snare prey like a Giant Spider: range 30 ft./60ft., one creature. *Hit:* 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; hp5; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

Wolfs Tactics. For the next minute, you have advantage on attack rolls if your companion is within 5 feet and attacking the same creature on your turn.

LEADER OF THE PACK

Beginning at 11th level, a second beast of your selected group can accompany you on your travels and adventures. The Challenge Rating of this companion has to be 1/4 or lower.

This second companion uses the same death and dying rules as you do, and it can be resurrected through magical means, but it doesn't benefit from any other features (extra hit points, Second Wind, Empathic Link, Exceptional Training.)

You can use your action when you verbally command this companion to take the Attack action.

SHAPECHANGER

Starting at 15th level, you can use your action to shapechange into an animal-humanoid hybrid, or back into your true form. Any equipment you are wearing or carrying isn't transformed. You revert back to your true form if you die. While in hybrid form, you can't use the Multiattack ability of an animal.

Ape hybrid. You gain a Strength of 17 if your score isn't already higher, a climb speed of 30 ft., and brachiation (see *Ape's Agility* from the Magical Enhancement feature). Attack and damage rolls for the natural weapons are based on Strength. In hybrid form, you can attack like a humanoid or make a fist attack. See the Ape entry in the Monster Manual for the stats of your natural weapons.

Bear hybrid. You gain a Strength of 19 if your score isn't already higher, a climb speed of 30 ft., and a +1 bonus to AC (from natural armor). Attack and damage rolls for the natural weapons are based on Strength. In hybrid form, you can attack like a humanoid, make a bite attack, or make a claw attack. See the Brown Bear entry in the Monster Manual for the stats of your natural weapons.

Aarakocra hybrid. You sprout feathery wings, talons, and a flying speed of 50 ft. See the Aarakocra entry in the Monster Manual for the *Dive Attack* special maneuver and stats for your natural weapons. Attack

and damage rolls for the talon attack are based on Dexterity.

Tiger hybrid. You gain a Strength of 17 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on Strength. In hybrid form, you can attack like a humanoid, make a single bite attack, or make a claw attack. For the Pounce trait, the DC is 8 + your proficiency bonus + Strength modifier.

Horse hybrid. Your hybrid appearance is that of a centaur. You gain a Strength of 18 if your score isn't already higher, and a speed of 50 ft. Attack and damage rolls for the natural weapons are based on Strength. See the Centaur entry in the Monster Manual for the stats of your natural weapons.

Fish hybrid. Your hybrid appearance is that of a merfolk with a Dexterity of 15 if your score isn't already higher.

Snake hybrid. Your hybrid appearance is that of a yuan-ti malison type 3 (human head and upper body with a serpentine lower body instead of legs). You gain a Strength of 16 if your score isn't already higher, and poison resistance. Attack and damage rolls for the natural weapons are based on Strength. See the yuan-ti malison type 3 entry in the Monster Manual for the stats of your natural weapons (bite and constrict).

Giant Rat hybrid. You gain a Dexterity of 15 if your score isn't already higher, and the *Keen Smell* trait. Attack and damage rolls for the bite are based on whichever is higher for your Strength and Dexterity. If the target of your bite is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. See "Variant : Diseased Giant Rats" in the Monster Manual (p. 327) for disease effect.

Wolf hybrid. You gain a Strength of 15 if your score isn't already higher, and a +1 bonus to AC (from natural armor). Attack and damage rolls for the natural weapons are based on Strength. See the Lycanthrope Werewolf entry in the Monster Manual for the stats of your natural weapons (bite, claws).

SHARE ANIMAL FORM

At 20th level, you can use your action to transform yourself and up to four allies that you can see within 10 ft. into identical creatures that belong to your selected group (Challenge Rating 1 or lower).

This magical ability requires concentration and lasts up to 4 hours. It otherwise follows the *Animal Shapes* spell description in the player's guide. You can't use this feature again until you finish a long rest.

BEASTMASTER INVOCATIONS

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9

ADRENALINE RUSH

Using 3 spell points, you receive a sudden rush of adrenaline. For 2d4 rounds, you have advantage on Strength checks and Strength saving throws, and you gain a +2 bonus to the damage roll of any melee weapon attack that hits.

Alternatively, if your companion is located in a space that you can see within 30 ft., it can receive this adrenaline rush.

You can't use this invocation again until you finish a long rest.

ANIMAL REDUCTION

Using 3 spell points, you can reduce the size of your companion as per the *Enlarge/Reduce* spell. You need to see your companion in order to use this invocation.

BANISH BEAST

Prerequisite : 9th level

Using 7 spell points and a vocal command, you force your companion to vanish from your current plane of existence and appear in the Ethereal Plane for up to 10 minutes. Keeping your companion on the Ethereal Plane requires your concentration.

When the spell ends, your companion returns to an unoccupied space of your choice that you can see within 10 feet of the space it vanished from. If no unoccupied space is available within that range, it appears in the nearest unoccupied space, chosen at random. You can dismiss this invocation as an action.

While on the Ethereal Plane, your companion can see and hear the plane you originated from, which is cast in shades of gray, and it can't see anything there more than 60 feet away. Your companion can only affect and be affected by other creatures on the Ethereal Plane.

You can't use this invocation again until you finish a long rest.

BEAST BOND

You can cast *Beast Bond* using two spell points (Elemental spell, POA p. 233).

BEASTLY WEAPONS

Using 2 spell points, you grow claws, fangs, spines, horns, or a different natural weapon of your choice for one minute. A natural weapon strike deals 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, plus your Strength modifier.

You are proficient with your unarmed strike. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

You can cast this invocation at a higher level using the appropriate spell points. It increases the damage of your unarmed strikes: 3rd level (5 spell points) for d8 damage, and 5th level (7 spell points) for d10 damage.

BLESSING OF THE UNICORN QUEEN

Using 2 spell points, your companion gains the benefits of a *Bless* spell for up to 1 minute: it can roll a d4 and add the number to its attack rolls and saving throws. Concentration is required on your part.

BLOOD BOND

Using 2 spell points, you link your companion's health and yours together. Any damage one creature takes is split evenly between the two. This benefit lasts up to 1 minute (concentration required).

CAT'S FALL

Using 2 spell points, you may use your reaction to ignore the first 20 feet when determining damage from a fall. If you suffer no damage, you land on your feet.

COMMAND BEAST

Using 2 spell points, you can speak a one-word command to a beast you can see within range. The beast must succeed on a Wisdom saving throw or follow the command on its next turn. See the *Command* spell for typical commands and their effects.

CONJURE SWARM

Prerequisite : 3rd level

Using 3 spell points, you can conjure a random swarm which appears in a space that you can see within 60 ft. See *Monster Manual* p.337-338 for statistics and swarm abilities.

To control the swarm, you must succeed on a DC 10 Wisdom saving throw and maintain concentration. On a successful save, you can verbally command the swarm where to move. The creatures will obey any verbal commands that you issue (no action required).

by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Swarm (d8)	Special Characteristics
1- Bats	Blindsight, Echolocation
2- Beetles	Burrowing 5 ft.
3- Centipedes	Poison, Paralysis
4- Quippers*	Blood Frenzy, Swim 40 ft.
4- Wasps	Flying 30 ft.
5- Rats	Sewer Plague (20% chance)
6- Ravens	Flying 50 ft.
7- Snakes	Poison
8- Spiders	Spider Climb, Web Sense, Web Walker

* *Water environment only. Otherwise, Wasps.*

On a failed save, the summoned swarm is hostile to any creatures in the area, including creatures that are friendly to you and your companions.

The summoned creatures are actually fey spirits and will disappear after 10 minutes or when the swarm drops to 0 hit points.

COURAGEOUS BEAST

Using 2 spell points, you boast your companion's morale and valor in the face of fear or strong opposition. For the next 10 minutes, it has advantage on any Wisdom saving throws related to morale or fear effects.

DISMISS FAMILIAR

Prerequisite : familiar as companion, 3rd level

Using 2 spell points, you can dismiss your Tiny or Small familiar up to 1 hour per beastmaster level into a pocket dimension where it awaits your summon.

As an action while it is dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. If not summoned by the end of the duration, there's a 10% chance your familiar remains stuck on the Ethereal Plane. Otherwise, it returns to a random unoccupied space within 100 feet of you.

EMBRACE THE WILD

This invocation allows you to gain the ability of a wild animal. Depending on your choice of animal, you get blindsight 30 ft., darkvision 60 ft., keen smell, keen sight or keen hearing (choose one). The benefit ceases if the invocation is swapped with another one.

You can learn this invocation multiple times, choosing a different sense each time.

ENLARGE COMPANION

Prerequisite : 4th level

Using 3 spell points, you can enlarge your Tiny or Small companion so that it acquires all the attributes of its giant kin for 1 minute (e.g. a frog becomes a giant frog, a spider becomes a giant wolf spider). The size increases by one category only—from tiny to small, for example.

Your companion's hit point maximum and current hit points increase by 1d8 for the duration.

If no statistics exist for a Small or Medium version of your companion, then use this guideline: any natural attack it has deals 1d4 extra damage, and any poisonous damage is limited to 2d6 on a failed save or half as much on a successful one.

You need to see your companion in order to use this invocation.

Enlarge (Permanency)

If you acquire the Enlarge Companion invocation, you can choose to have a Tiny or Small animal companion permanently enlarged by casting a special 10-hours permanency ritual.

This ritual requires the help of a 4th level (or higher) druid or wizard and costs 250 gp in spell components.

Casting a successful *Dispel Magic* spell on your magically enlarged companion causes the animal to revert back to its original size for 1 minute.

This permanency ritual is considered level 4 for purposes of determining the DC for the *Dispel Magic* spell.

GIANT EAGLE

Prerequisite : 13th level

You summon up to 4 giant eagles, which magically arrive in 1d4 rounds within 60 ft. of your current location. The cost is 5 spell points per eagle. These giant eagles are fey creatures trained to accept riders. You may use these creatures as mounts as long as you are at least one size category smaller than the eagle.

Summoned eagles won't heed an Attack command. You can dismiss them at any time as an action. After 8 hours or if dealt more than 20 points of damage, they disappear.

You must be in the open-air to use this invocation, otherwise there is no effect.

GIANT INSECT

Prerequisite : 9th level

You can cast *Giant Insect* using 6 spell points. You can't do so again until you finish a long rest.

Invocation	Effect	Duration	SP
Adrenaline Rush	Advantage on Str. checks and Str. saving throws plus damage bonus	2d4 rounds	3
Animal Reduction	Reduce your companion size by one category.	Up to 10 minutes	3
Banish Beast (Level 9)	Banish your companion to the Ethereal Plane	Up to 10 minutes	7
Beast Bond	Establish a telepathic link with one beast	Up to 10 minutes	2
Beastly Weapons	Gain natural weapon (claws, fangs, horns)	1 minute	2
Blessing of the Unicorn Queen	Your companion gains the benefits of a Bless spell	Up to 1 minute	2
Blood Bond	Your companion's health and yours are linked	Up to 1 minute	2
Cat's Fall	Ignore the first 20 feet when determining damage from a fall.	Instantaneous (reaction)	2
Command Beast	Command a beast with authority	1 round	2
Conjure Swarm (Level 3)	Conjure a random swarm (tiny insects or animals)	10 minutes	3
Courageous Beast	Your companion has advantage on saves related to morale or fear	10 minutes	2
Dismiss Familiar (Level 3)	Dismiss your familiar into a pocket dimension where it awaits your summon.	Up to 1 hour per level	2
Embrace the Wild (Level 3)	Gain animal sense (darkvision, blindsight, keen sense)	Permanent	-
Enlarge Companion (Level 4)	Enlarge your Tiny or Small companion	1 minute	3
Giant Eagle (Level 13)	Summon up to 4 giant eagles	Up to 8 hours	5
Giant Insect (Level 9)	Transform insects in giant versions	Up to 10 min.	6
Healing Berries	Restore up to 10 hp and provide nourishment	Instantaneous	2
Hold Monster (Level 11)	Paralyze an animal or non-humanoid creature	Up to 1 min.	7
Iron Hide	Your companion's natural AC can't be less than 14.	1 minute	2
Locate Companion (Level 7)	Find your missing companion	1 hour	6
Message	Convey messages at will to your companion	Permanent	-
Mielikki's Blessing (Level 7)	Your companion's attacks are considered magical	Permanent	-
Misty Step	Teleport your companion up to 30 ft.	Instantaneous	3
Musk Spray (Level 5)	Shoot a 15 ft. cone of incapacitating musk	Instantaneous	-
My Brother's Keeper	<i>Spare the Dying</i> for you and your companion	Instantaneous	-
My Pet's Language	<i>Speak With Animals</i> that look like your companion	Permanent	-
Companion Watch (Level 7)	+2 AC, +2 Initiative for you and your companion	If both within 10 ft.	-
Our Minds as One (Level 11)	You gain the ability to cast <i>Beast Sense</i> at will on your Companion	Instantaneous	-
Presence of the Beast (Level 15)	Creatures fear your companion	Up to 1 min x WIS modifier	-
Primal Roar	You unleash a roar that deals damage and pushes a target prone.	Instantaneous	3
Shield Pet	Use your reaction to shield your companion	Instantaneous (reaction)	3
Raven's Flight (Level 7)	Gain a flying speed of 50 feet for the duration	Up to 10 min.	5
Revivify Beast	Bring back to life a beast that has died.	Instantaneous	5
Soothing Word	Cast <i>Healing Word</i> on your companion	Instantaneous	-
Wondrous Snake	Change your simple weapon into a poisonous snake (or your snake companion into a weapon)	1 minute	-

HEALING BERRIES

You can cast *Goodberry* using 2 spell points.

HOLD MONSTER

Prerequisite : 11th level

You can cast *Hold Monster* using 7 spell points. You can't do so again until you finish a long rest.

IRON HIDE

Using 2 spell points, you touch your companion. Until the invocation ends, its hide has an iron-like quality, and the beast's AC can't be less than 14. The effect lasts 1 minute, no concentration required.

LOCATE COMPANION

Prerequisite : 7th level

You can cast *Locate Creature* using 6 spell points to locate your companion. You can't do so again until you finish a long rest.

MESSAGE

You can cast *Message* at will to convey silent messages or commands to your companion.

MIELIKKI'S BLESSING

Prerequisite : 7th level

Your companion's attacks are considered magical for the purpose of attacking foes with resistance.

MISTY STEP

Using 3 spell points and a vocal cue, you can teleport your companion up to 30 feet to an unoccupied space that you can see. A silvery mist briefly surrounds your companion before it teleports.

MUSK SPRAY

Prerequisite : 5th level

You shoot from your mouth a 15 ft. cone of musk. Every creature within the cone must succeed a Constitution saving throw or be incapacitated for 1 minute. Creatures that make their save are poisoned for 1d6 rounds.

At the end of each of its turns, an affected target can make another Constitution saving throw. If it succeeds, the current effect ends for the target: an incapacitated creature becomes poisoned, and a poisoned creature recovers from its poisoned condition.

You can't use this invocation again until you finish a short or long rest.

MY BROTHER'S KEEPER

Both you and your companion know the *Spare the Dying* cantrip.

MY PET'S LANGUAGE

You can cast *Speak with Animals* at will and without expending spell points, but only to communicate with beasts similar to your current companion.

COMPANION WATCH

Prerequisite : 7th level

While you and your companion are within 10 ft. of each other, you each gain +2 to AC and initiative rolls.

OUR MINDS AS ONE

Prerequisite : 11th level

You gain the ability to cast *Beast Sense* at will on your companion.

PRESENCE OF THE BEAST

Prerequisite : 15th level

You may use an action to force creatures of your choice within 60 ft. of your companion to take a Wisdom Saving throw against your spell casting DC. If a creature fails, it becomes frightened for the number of minutes equal to your Wisdom Modifier. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can't use this invocation again until you finish a long rest.

PRIMAL ROAR

Using 3 spell points, you unleash a thunderous roar audible within 300 feet of you. The roar deals 2d6 thunder damage to creatures caught in a 15-foot cone in front of you, or half as much damage on a successful Strength saving throw. Additionally, on a failed save, a creature is pushed 10 feet away from you and knocked prone.

RAVEN'S FLIGHT

Prerequisite : 7th level

You gain a flying speed of 50 feet for the duration (concentration, up to 10 minutes). When the spell ends, you fall if you are still aloft, unless you can stop the fall.

REVIVIFY BEAST

Using 5 spell points, you can bring back to life a beast that has died in the past minute. The creature has 1 hit point, and takes disadvantage on all checks until it

finishes a long rest. This invocation does not regrow body parts.

You can cast this invocation at a higher level using the appropriate spell points. It allows for more time to have passed before the animal is brought back to life: 6 spell points for 1 hour, 7 spell points for 1 day, and 9 spell points for 1 month.

You can't use this invocation again until you finish a long rest.

SHIELD PET

If you and your companion are within 10 ft. of each other, you may use your reaction to completely shield your companion from area effects. If your companion is a size larger than you are, the area effect still affects it but it has advantage on any Dexterity saving throw.

This invocation costs 3 spell points.

SOOTHING WORD

You can cast *Healing Word* on your companion without spending any spell point. You can't do so again until you finish a long rest.

WONDROUS SNAKE

As a bonus action, you can change a simple melee weapon that you wield into a Tiny poisonous snake with 4 hp + your beastmaster level. You control this snake in addition to your normal companion. After 1 minute or if reduced to 0 hp, the snake reverts to the original weapon form.

Alternatively, you can change your Tiny Poisonous snake companion into any simple melee weapon for the same duration. This melee weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

You can't use this invocation again until you finish a short or long rest.



BEASTMASTER RITUALS

1st Level

Aid. Target is your companion

Alter Self. Aquatic Adaptation or Natural Weapons only.

Animal Friendship

Bless. Target is your companion

* Bloodhound

* Burrow

* Calm Animal

* Camouflage

* Detect Beast

* Find Animal Companion

Heroism. Target is your companion. 10 minutes. No concentration required.

Speak with Animals. Up to 1 hour.

2nd Level

Animal Messenger

Barkskin

Beast Sense

Enhance Ability

Find Steed

Gentle Repose

Locate Animals or Plants

Pass Without Trace

Silence

Warding Bond. Target is your companion

3rd Level

* Blindsight

* Condition. Target is your companion

Conjure Animals

* Drawmij's Swift Mount

Sending. Target is your companion

Speak With Dead Animals. As *Speak with dead*

Water Breathing

4th Level

Freedom of Movement

Mordenkainen's Faithful Hound

* Pet Rescue

Polymorph. New form is a beast found in a favored environment.

Raise Dead Animal. As *Raise Dead*. Casting time is 30 minutes and target is a beast (non-humanoid).

Stoneskin. Target is companion

5th Level

Awaken. Target must be a beast.

Commune With Nature

- * Eleanor's Reincarnation
- * Mind of Bird and Beast
- * Swap Animal Companion

6th Level

Animal Shapes

- * Teleport Beast

BLINDSIGHT

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass eye)

Duration: 1 hour

You gain blindsight out to 60 feet for the duration.

BLOODHOUND

1st-level divination (beastmaster ritual)

Casting time: 10 minutes

Range: Self

Components: V,S

Duration: 1 hour/level

If you fail a Wisdom (Survival) check to track a creature while this spell is in effect, you can immediately attempt another roll against the same DC to establish the trail. If the reroll fails, you must search for the trail for 30 minutes (if outdoors) or 10 minutes (if indoors) before trying again.

BURROW

1st-level transmutation (beastmaster ritual)

Casting time: 10 minutes

Range: Self

Components: V,S

Duration: 10 minutes/level

Your hands sprout claws as hard as stone. You can use these claws to burrow through earth, sand, clay, and gravel (but not solid rock), excavating with enough speed to move at a speed of 10 ft.

You can use these claws as natural weapons that deal 1d6 points of damage. If your normal unarmed damage is greater than 1d6, the damage does not change. You are considered proficient in your natural weapons while the spell is in effect.

CALM ANIMAL

1st-level enchantment (beastmaster ritual)

Casting time: 10 minutes

Range: Self

Components: V,S

Duration: 1 hour/level

You touch a beast. It knows the *Calm* trick for the duration of the spell. It is willing to move through a dungeon setting or rest quietly in darkness, to skirt ledges around pits, and to climb up slanted passages and staircases. When the situation requires, the animal allows itself to be harnessed for travel over vertical surfaces.

The spell also grants advantage on your Animal Handling checks when dealing with this animal for the spell duration.

CAMOUFLAGE

1st-level transmutation (ritual)

Casting time: 1 action

Range: Self

Components: V,S,M (an ounce of mud)

Duration: 10 minutes/level

You change your coloring (skin, hair, clothing, worn equipment) to match your environment, gaining advantage on Dexterity (Stealth) checks.

CONDITION

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

You touch a willing creature. You can monitor the creature's condition (whether it is unharmed, injured, dying, dead or suffering from any condition). You also sense the direction to the creature's location, as long as that creature is within 500 feet of you. If the creature leaves the current plane of existence, you can monitor its condition but not its location.

DETECT BEAST

1st-level divination (ritual)

Casting time: 1 action

Range: Self

Components: V,S

Duration: 1 hour/level

For the duration, you can sense the presence of beasts within 30 feet of you, as well as where the creature is

located and its condition (healthy, wounded, dying, free or bounded).

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DRAWMIJ'S SWIFT MOUNT

3rd-level transmutation (ritual)

Casting time: 1 action

Range: Touch

Components: V,S,M (a hare's foot or a bit of cheetah's fur)

Duration: 8 hours

You touch a trained riding beast or monstrosity that has an Intelligence of 5 or less, and its movement is doubled for the duration of the spell. If you overload the animal, it automatically cancels this spell. When this spell expires, the beast gains one level of exhaustion, plus an additional level for every two hours it spent moving (maximum four levels of exhaustion).

ELEANOR'S REINCARNATION

5th-level transmutation (ritual)

Casting time: 10 minutes

Range: 150 feet

Components: V, S, M (rare oils and unguents worth at least 200 gp, which the spell consumes).

Duration: Instantaneous

You touch a dead beast or a piece of a dead beast. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the animal's soul to enter that body.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's type to change. The new body can be either male or female (50/50 chance).

The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses the new form.

d100	Creature
01-04	Butterfly
05-10	Insect (any)
11-15	Random animal from the Bonded -Companion (Level 1) table
16-20	Random animal from the Bonded Companion (Level 3) table
21-25	Random animal from the Bonded Companion (Tamer of Beasts) table
26-30	Random animal from the Apelord table
31-35	Random animal from the Bearlord table
36-40	Random animal from the Birdlord table

41-45	Random animal from the Catlord table
45-50	Random animal from the Equinelord table
51-55	Random animal from the Reptilelord table
56-60	Random animal from the Wolflord table
61	Bison
62	Elephant
63	Octopus
64	Squid
65	Shark
66	Bull (cow)
67	Manta Ray
68	Dolphin (50%) Orca (50%)
69	Zebra
70	Antelope (any)
71	Giraffe
72	Badger
73	Skunk
74	Hare (Rabbit)
75	Duck (50%) Goose (50%)
76	Kangaroo
77	Hippopotamus
78	Rooster (Chicken)
79	Gorilla
80	Sheep
81	Sea Turtle
82	Hedgehog
83	Pig
84	Tapir
85	Sloth
86	Giant Tortoise
87	Small fish (any)
88	Koala (50%) Panda (50%)
89	Opossum
90	Llama
91	Exotic bird (any)
92	Mole
93	Rhinoceros
94	Porcupine
95	Pseudodragon
96	Whale
98-00	Humanoid (roll on the <i>Reincarnate</i> table)

The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. If the reincarnated creature has an Intelligence score above 1, it retains its alignment (if any) and recalls its former life and experiences.

If the new body is that of a humanoid, the Intelligence score is determined by rolling 2d4. The creature can't speak any language until it learns one.

A beastmaster can bond with the new creature if its size doesn't exceed Large and it has a Challenge Rating appropriate to the beastmaster's level and archetype.

FIND ANIMAL COMPANION

1st-level divination (beastmaster ritual)

Casting time: 10 minutes

Range: Personal

Components: V,S

Duration: Instantaneous

You magically conjure a new companion of the appropriate beastmaster level which appears to your location in 2d12 minutes. If you are in a favored environment at the time of the ritual casting, you choose the type of beast that appears. Otherwise, it is randomly selected by the DM.

The ritual fails if you cast it while you already have a companion within 1 mile of you.

MIND OF BIRD AND BEAST

5th-level divination (beastmaster ritual)

Casting time: 10 minutes

Range: Personal

Components: V,S

Duration: 1 hour/level

You can assume full control of the mind of a beast that you can see. You enter a trance, during which your skin grows cold and you appear to be sleeping. While in this state, you may instantly dominate the mind of your companion or a beast with an intelligence score of 3 or less within a radius of 1 mile per beastmaster level. You assume control of the creature and are able to use all of its senses, special traits, and attack abilities (including Multiattack, if possible).

This domination effect lasts for a number of minutes equal to your beastmaster level or until the creature dies, after which you exit from your trance. Each time the creature takes damage, it can make a Wisdom saving throw to break the hold (DC 20 minus damage inflicted on that turn).

PET RESCUE

4th-level conjuration (beastmaster ritual)

Casting time: 10 minutes

Range: 150 feet

Components: V

Duration: Instantaneous

As long as your beast companion is within range, this spell instantly teleports it to an unoccupied space that you can see within 30 feet of you.

SWAP ANIMAL COMPANION

5th-level conjuration (beastmaster ritual)

Casting time: 10 minutes

Range: Touch

Components: V,S,M (bit of fur, feather or saliva of the conjured companion)

Duration: Instantaneous

You must have bonded with more than one companion in order for this spell to work.

You touch your bonded companion. It teleports to the current location of another bonded companion of your choice, and this other companion teleports to an unoccupied space within 10 feet of you.

The two animals must be on the same Plane of Existence; otherwise, the spell has no effect.

TELEPORT BEAST

6th-level conjuration (beastmaster ritual)

Casting time: 10 minutes

Range: 10 feet

Components: V,S

Duration: Instantaneous

The spell is identical to the *Teleport* spell, except it only targets your companion and the maximum distance it can teleport is 1 mile per beastmaster level.

OPTIONAL BONDED COMPANIONS

If the DM allows it, you can bond with the following monstrosities, constructs, fiends, or celestials if you meet the prerequisites.

Beast	Prerequisites	CR
Homunculus (Familiar)	Tamer of Beasts, Level 1	0
Giant Fly (Mount)	Beastrider archetype, Level 3 (DMG p. 169), <i>Hit</i> : Bite 4 (1d6+1 piercing damage)	1/4
Pseudodragon (Familiar)	Tamer of Beasts archetype Level 3, Good	1/4
Death Dog (Scout)	Tamer of Beasts or Animal Lord (wolflord) archetype, Level 11, Evil	1
Griffon (Mount or Scout)	Beastrider, Tamer of Beasts or Animal Lord (birdlord/catlord) archetype, Level 11	2
Pegasus (Mount)	Beastrider or Animal Lord archetype (equinelord), Level 11, Good	2
Rhinoceros (Mount)	Beastrider archetype, Level 11	2
Hell Hound (Scout)	Tamer of Beasts or Animal Lord (wolflord) archetype, Level 15, Evil	3
Manticore (Scout)	Tamer of Beasts or Animal Lord (catlord, reptilelord) archetype, Level 15, Evil	3
Nightmare (Mount)	Beastrider or Animal Lord (equinelord) archetype, Level 15, Evil	3
Owlbear (Scout)	Animal Lord archetype (bearlord), Level 15	3
Bulette (Mount)	Beastrider archetype, Level 15	5
Giant Crocodile (Familiar)	Animal Lord archetype (marinelord), Level 20	5

Beastmaster Companion List (partial)

The following list only includes beasts that have a Challenge Rating of 1/4 or less, and animals not found in the monster reference book (marked with an asterisk).

For additional statistics, please refer to the monster reference book.

Name (size, armor class, hit points, movement modes, skills, senses (PP=Passive Perception), special abilities (if any), attacks (damage and damage type))

* **Large Ape** (Large, AC:12, HP: 59 (7d12+14), Spd 40 Climb 30, Skills: Athletics +6, Perception +3, Multiattack: two fists +6 to hit. Hit: 14 (3d6+4) bldgn).

Baboon (Small, AC:12, HP:3, Spd 30 Climb 30, Skills: None, Senses: PP11, Pack Tactics, Bite +1 (1 prc))

Badger (Tiny, AC:10, HP:3, Spd 20 Burrow 5, Skills: None, Senses: Darkvision 30 PP11, Keen Smell, Bite +2 (1 prc))

Bat (Tiny, AC:12, HP:1, Spd 5 Fly 30, Skills: None, Senses: Blindsight 60ft. PP11, Echolocation, Keen Hearing, Bite +1 (1 prc))

* **Bison**: Large, AC 10, HP 30 (4d10+8), Spd 40, PP 10, Charge 20 ft, DC 14 Str save or prone, Hooves +6 (2d6+4 bldgn)

* **Black Bear Cub**: Small, AC 11, HP 11 (2d8+2), Spd 30 Climb 30, Skills: Perception +3, Actions: bite +3 or Claws +3. Hit: 4 (1d6+1) piercing or slashing damage.

Blood Hawk (Small, AC:12, HP:7, Spd 10 Fly 60, Skills: Perception +4, Senses: PP14, Keen Sight, Pack Tactics, Beak +4 (4 prc))

Boar (Medium, AC:11, HP:11, Spd 40, Skills: None, Senses: PP9, Charge, Relentless, Tusk +3 (4 slash))

* **Bobcat**: Small, AC 12, HP 5 (1d8+1), Spd 40 Climb 30, Skills: Perception +3 Stealth +4, Senses: PP13, Keen Smell, Pounce, Claws +1, Hit: 3 (1d4+1) slashing damage.

Cat (Tiny, AC:12, HP:2, Spd 40 Climb 30, Skills: Perception +3 Stealth +4, Senses: PP13, Keen Smell, Claws +0 (1 prc))

* **Courseur**: Large, AC 11, HP 19, Spd 60, Senses PP 11, Trampling Charge (move at least 20 ft. straight, Hit: DC 14 STR saving throw of be knocked prone. If prone, bonus action for another attack), Hooves +4 (2d6+4 bldgn)

Crab (Tiny, AC:11, HP:2, Spd 10 Swim 20, Skills: Stealth +2, Senses: Blindsight 30ft PP9, Amphibious, Claw +0 (1 bldgn))

Deer (Medium, AC:13, HP:4, Spd 50, Skills: None, Senses: PP12, Bite +2 (2 prc))

* **Destrier**: Large, AC 11, HP 20, Spd 60, Senses PP 11, Trampling Charge (move at least 20 ft. straight, Hit: DC 15 STR saving throw of be knocked prone. If prone, bonus action for another attack), Hooves +4 (2d6+5 bldgn)

* **Dolphin**: Medium, AC 11, HP 22 (4d8+4), Swim 50 ft., Skills: Perception +4, Senses: PP14, Charge, Hit: Slam 4 (1d6+1) bludg. damage; a dolphin can hold its breath for minutes equal to twice its Con score (CON 13)

Eagle (Small, AC:12, HP:3, Spd 10 Fly 60, Skills: Perception +4, Senses: PP14, Talons +4 (4 slash))

Flying Snake (Tiny, AC:14, HP:5, Spd 30 Fly 60 Swim 30, Skills: None, Senses: Blindsight 10 PP11, Flyby, Bite +6 (1 prc + 7 poison))

Frog (Tiny, AC:11, HP:1, Spd 20 Swim 20, Skills: Perception +1 Stealth +3, Senses: Darkvision 30 PP11, Amphibious, Standing Leap, no attacks)

Giant Badger (Medium, AC:10, HP:13, Spd 30 Burrow 10, Skills: None, Senses: Darkvision 30 PP11, Keen Smell, Multiattack Bite +3 (4 prc) Claws +3 (6 slash))

Giant Centipede (Small, AC:13, HP:4, Spd 30 Climb 30, Skills: None, Senses: Blindsight 30 PP8, Bite +4 (4 prc + DC11 Constitution of 10 Poison + Special))

Giant Crab (Medium, AC:15, HP:13, Spd 30 Swim 30, Skills: Stealth +4, Senses: Blindsight 30 ft. PP9, Amphibious, Claw +3 (4 bldgn + DC11 Grapple))

Giant Fire Beetle (Small, AC:13, HP:4, Spd 30, Skills: None, Senses: Blindsight 30 PP8, Illumination, Bite +1 (2 slash))

Giant Frog (Medium, AC:11, HP:18, Spd 30 Swim 30, Skills: Perception +2 Stealth +3, Senses: Darkvision 30 PP12, Amphibious, Standing Leap, Bite +3 (4 prc + DC11 Grapple, Swallow Attack))

Giant Poisonous Snake (Medium, AC:14, HP:11, Spd 30 Swim 30, Skills: Perception +2, Senses: Blindsight 10 PP12, Bite +6 (6 prc + DC 11 Constitution or 10 poison))

Giant Rat (Small, AC:12, HP:7, Spd 30, Skills: None, Senses: Darkvision 30 PP10, Keen Smell, Pack Tactics, Bite +4 (4 prc))

Giant Weasel (Medium, AC:13, HP:9, Spd 40, Skills: Perception +3 Stealth +5, Senses: Darkvision PP13, Keen Hearing/Smell, Bite +5 (5 prc))

Giant Wolf Spider (Medium, AC:13, HP:11, Spd 40 Climb 40, Skills: Perception +3 Stealth +7, Senses: Blindsight 10 Darkvision 60 PP13, Spider Climb, Web Sense, Web Walker, Bite +3 (4 prc + DC11 Constitution or 7 Poison + Special))

Goat (Medium, AC:10, HP:4, Spd 40, Skills: None, Senses: PP10, Charge, Sure Footed, Ram +3 (3 bldgn))

Hawk (Tiny, AC:13, HP:1, Spd 10 Fly 60, Skills: Perception +4, Senses: PP14, Keen Sight, Talons +5 (1 slash))

* **Hobby**: Large, AC 11, HP 17, Spd 75, Senses PP 11, Ride By (move at least 20 ft., target has dis on OA until the start of the horse's next turn), Hooves +3 (2d6+3 bldgn)

Hyena (Medium, AC:11, HP: 5, Spd 50, Skills: Perception +3, Senses: PP13, Pack Tactics, Bite +2 (3 prc))

Jackal (Small, AC:12, HP:3, Spd 40, Skills: Perception +3, Senses: PP 13, Keen Hearing/Smell, Pack Tactics, Bite +1 (1 prc))

Lizard (Tiny, AC:10, HP:2, Spd 20 Climb 20, Skills: None, Senses: Darkvision 30 PP9, Bite +0 (1 prc))

* **Lynx** : Small, AC 12, HP 5 (1d8+1), Spd 40 Climb 30, Skills: Perception +3 Stealth +4, Senses: PP13, Keen Smell, Pounce, Claws +1, Hit: 3 (1d4+1) slashing damage.

Mastiff (Medium, AC:12, HP:5, Spd 40, Skills: Perception +3, Senses: PP13, Keen Hearing/Smell, Bite +3 (4 prc + DC11 Strength or Prone))

* **Meerkat** (Tiny, AC:12, HP3, Spd 30, Burrow 5, Skills: Perception +3, Senses: Darkvision 30, PP13, Keen Smell, Poison Resistance, Bite +1, Hit 1 prc (1d3))

* **Monkey** : Tiny, AC:14, HP: 1d4, Spd 30 Climb 30, Skills: Stealth +4, Keen Hearing, Nimble. Senses: Darkvision 30 ft., Bite +1, 1d3 damage.

Mule (Medium, AC:10, HP:11, Spd 40, Skills: None, Senses: PP10, Beast of Burden, Sure Footed, Hooves +2 (4 bldgn))

Octopus (Small, AC:12, HP:3, Spd 5 Swim 30, Skills: Perception +2 Stealth +3, Senses: Darkvision 30 PP12, Hold Breath, Underwater Camouflage, Water Breathing, Tentacles +4 (1 bldgn + Grapple), Ink Cloud

* **Ostrich**: Medium, AC 15, HP 19 (3d10+3), Spd 70, Senses: PP 10, Charge 20 ft. DC 12 Str check or be knocked prone, Talons +6 (2d6+4 prc)

Owl (Tiny, AC:11, HP:1, Spd 5 Fly 60, Skills: Perception +3 Stealth +3, Senses: Darkvision 120 PP13, Flyby, Keen Hearing/Sight, Talons +3 (1 slash))

Panther (Medium, AC:12, HP:13, Spd 50 Climb 40, Skills: Perception +4 Stealth +6, Senses: PP14, Keen Smell, Pounce, Bite +4 (5 prc) Claw +4 (4 slash))

* **Percheron**: Large, AC 10, HP 22, Spd 45, Senses PP 10, Overtrample (move at least 25 ft straight., Hit: DC 15 STR saving throw or be knocked prone. If prone, horse can overtrample creatures behind target, with save DC decreasing by 2 for each additional target beyond the first), Hooves +5 (2d6+5 bldgn)

Poisonous Snake (Tiny, AC:13, HP:2, Spd 30 Swim 30, Skills: None, Senses: Blindsight 10 PP10, Bite +5 (1 prc + DC10 Constitution or 5 poison))

Pony (Medium, AC:10, HP:11, Spd 40, Skills: None, Senses: PP10, Hooves +4 (7 bldgn))

* **Porpoise** : Medium, AC 11, HP 11 (2d8+2), Swim 40 ft., Skills: Perception +4, Senses: PP14, Charge, Hit: Slam 2 (1d4) bldgn; a porpoise can hold its breath for a number of minutes equal to twice its Constitution score (CON 13)

Pteranodon (Medium, AC:13, HP:13, Spd 10 Fly 60, Skills: Perception +1, Senses: PP11, Flyby, Bite +3 (6 prc))

Quipper (Tiny, AC:13, HP:1, Spd 0 Swim 40, Skills: None, Senses: Darkvision 60 PP8, Blood Frenzy, Water Breathing, Bite +5 (1 prc))

Rat (Tiny, AC:10, HP:1, Spd 20, Skills: None, Senses: Darkvision 30 PP10, Keen Smell, Bite +0 (1 prc))

Raven (Tiny, AC:12, HP:1, Spd 10 Fly 50, Skills: Perception +3, Senses: PP13, Mimicry, Beak +4 (1 prc))

* **Reindeer**: Large, AC 10, HP 30 (4d10+8), Spd 50, Senses: PP 10, Charge 20 ft. extra 2d6 bldgn, DC 14 Str save or be knocked prone, Ram +6 (1d6+4 bldgn)

* **Riding Dear**: Large, AC 14, HP 19 (3d10+3), Spd 50, Senses: PP 12, Charge 20 ft. extra 2d6 bldgn, DC 12 Str save or be knocked prone, Bite +6 (1d4+4 prc), Ram +6 (1d6+4 bldgn)

* **Riding Turtle**: Large, AC 12, HP 26 (4d10+4), Spd 10 Swim 50, Senses: PP 10, Hold Breath 15 minutes, Bite +4 (1d8+2 prc)

* **Sandcat** : Small, AC 12, HP 5 (1d8+1), Spd 40 Climb 30, Skills: Perception +3 Stealth +4, Senses: PP13, Keen Smell, Pounce, Claws +1, Hit: 3 (1d4+1) slashing damage.

Scorpion (Tiny, AC:11, HP:1, Spd 10, Skills: None, Senses: Blindsight 10 PP9, Sting +2 (1 prc + DC9 Constitution or 4 poison))

Sea Horse (Tiny, AC:11, HP:1, Spd 0 Swim 20, Skills: None, Senses: PP10, Waterbreathing, no attacks)

* **Snow Leopard** : Large, AC 12, HP 37 (5d10+10), Spd 50, Climb 40, Skills: Perception +4, Stealth +6, Senses: PP 14, Keen Smell, Cold Resistance, Pounce (DC13), Bite +5 (1d10+3 prc) or Claw +5 (1d8+3 slash)

Spider (Tiny, AC:12, HP:1, Spd 20 Climb 20, Skills: Stealth +4, Senses: Darkvision 30 PP10, Spider Climb, Web Sense, Web Walker, Bite +1 (1 prc + DC9 Constitution or 2 poison))

Stirge (Tiny, AC:14, HP:2, Spd 10 Fly 40, Skills: None, Senses: Darkvision 60 PP9, Blood Drain +5 (5 prc + blood drain))

* **Takhi** : Large, AC 11, HP 17, Senses PP 11, Ride By (move at least 20 ft. straight, target has dis on OA until the start of the horse's next turn), Steppe Horse (horse ignores difficult terrain, unless terrain is an enemy), Hooves +3 (2d6+3 bldgn)

Weasel (Tiny, AC:13, HP:1, Spd 30, Skills: Perception +3 Stealth +5, Senses: PP13, Keen Hearing/Smell, Bite +5 (1 prc))

* **Wild Dog Alpha**: Large, AC 12, HP 26 (4d10+4), Spd 50, Skills: Perception +3, Senses: PP 13, Keen Smell, Keen Hearing, Pack Tactics, Pounce, Actions: bite +5 or Claws +3. Hit: 7 (1d8+3) prc.

Wolf (Medium, AC:13, HP:11, Spd 40, Skills: Perception +3 Stealth +4, Senses: PP13, Keen Hearing/Smell, Pack Tactics, Bite +4 (7 prc + DC11 Stength or prone))

* **Wolverine** : Medium, AC 12, HP 26 (4d10+4), Spd 30, Burrow 10, Climb 10, Skills: Perception +3, Stealth +2, Senses : PP 13, Keen Hearing, Keen Smell, Reckless (See Berserker), Multiattack, Bite +4 (2d4+2 prc), Claws +4 (2d6+2 slash)

* **Yak** Large, AC 10, HP 30 (4d10+8), Spd 30, Senses PP 10, Charge 20 ft. extra 9 (2d8), DC 14 Str save or be knocked prone, Gore +6 (2d8+4 prc), Hooves +6 (2d6+4 bldgn)

ⁱ *Masters of the Wild : A Guidebook to Barbarians, Druids, and Rangers*, D. Eckelberry and M. Selinker, WotC, 2002.

ⁱⁱ *Ibid.*