The Beast Lord

The Beastlord

Few are the bandits who lack fear of the beasts of the world. From bears to boars, tigers to wolves, these creatures are fierce and fight with a savagery that many would prefer to avoid. These creatures are the companion of the beastlord, friend of the wild and protector of nature.
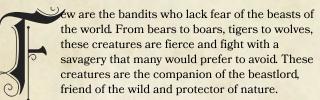
The Beastlord is a ranger archetype that you may select at the third level.

Animal Companion

You gain an animal companion that remains bonded to you for the rest of your adventures. Choose from one of the nine creatures listed below. This creature is an extension of your own self, and you're an extension of theirs. This is a deeply spiritual connection you share.

The beast itself is not an actionable character in the game, instead they act upon a combination of instinct and training. They move on your turn but otherwise only act in tandem with your own actions. Their attacks and damage are dependant upon the actions you choose.

The beast does not have hit points. Instead, it has a damage threshold. If your companion takes damage that exceeds this threshold, or if the attack is a critical hit, you lose one hit dice as though you had used it for healing.

Regardless of how much damage was dealt to your companion, you can only lose one hit die in this fashion per attack. If you have no hit dice remaining, your companion dies.

Your companion has an armor class equal to the number below plus your proficiency bonus. Your companion uses your ability scores and proficiencies for saving throws and skill checks.

Large Flying Companion: AC 9, Speed: 10 ft., Fly 20 ft., Threshold 12, Attack: Your wis mod + proficiency + 2
Examples: Giant Bat or Giant Eagle

Medium Flying Companion: AC 10, Speed: 5 ft., Fly 25 ft., Threshold 10, Attack: Your wis mod + proficiency + 1
Examples: Dimetrodon or Giant Wasp

Small Flying Companion: AC 12, Speed: 0 ft., Fly 30 ft., Threshold 8, Attack: Your wis mod + proficiency
Examples: Eagle or Blood Hawk

Large Ground Companion: AC 10, Speed: 40 ft., Threshold 12, Attack: Your wis mod + proficiency + 3
Examples: Tiger or Brown Bear

Medium Ground Companion: AC 11, Speed: 30 ft., Threshold 10, Attack: Your wis mod + proficiency + 2
Examples: Panther or Boar

Small Ground Companion: AC 12, Speed: 20 ft., Threshold 8, Attack: Your wis mod + proficiency + 1
Examples: Baboon or Jackal

Large Aquatic Companion: AC 11, Speed: Swim 40 ft., Threshold 12, Attack: Your wis mod + proficiency + 2
Examples: Giant Octopus or Crocodile

Medium Aquatic Companion: AC 12, Speed: Swim 50 ft., Threshold 10, Attack: Your wis mod + proficiency + 1
Examples: Dolphin or Reef Shark

Small Aquatic Companion: AC 13, Speed: Swim 60 ft., Threshold 8, Attack: Your wis mod + proficiency
Examples: Octopus

Examples are only suggestions as to what you might describe your creature as, but they will not be identical to their counterparts in the Monster Manual.

Traits

When you choose a companion, choose one of the following additional traits to make it your own. However, work with your DM to ensure the combination makes sense. For example, your DM might not allow a small aquatic creature to have a climb speed if it is meant to represent a trout.

- **Amphibious**: The creature can breathe air and water.
- **Beast of Burden**: Your creature is considered to be one size larger for the purposes of determining its carrying capacity.
- **Blood Frenzy**: The creature gains advantage on all rolls against foes who are not at full hit points.
- **Camouflage**: The creature has advantage on Dexterity (Stealth) checks. For aquatic creatures, this ability only works while underwater.
- **Darting Attack**: The creature doesn't provoke opportunity attacks when it moves out of an enemie's reach.
- **Echolocation**: The creature has blindsight. It does not benefit from this while deafened.
- **Hold Breath**: Aquatic creatures can hold their breath for 10 times your proficiency bonus in minutes out of water. Non-aquatic creatures can hold their breath for the same amount of time in water.
- **Keen Senses**: The creature has advantage on perception checks.
- **Relentless**: The first time you would lose a hit dice due to your companion taking damage or a critical hit, you do not lose a hit die. This recharges after a Short or Long Rest).
- **Riding**: Your companion has learned to work together with you to fight with you mounted. Your companion must be one size larger than you for riding.
- **Standing Leap**: The creature is always considered to have a running start while jumping.
- **Strong Climber**: The creature gains a climb speed based on it's size. Small creatures climb at 40 ft., medium at 30 ft., and large at 20 ft.
- **Sure Footed**: The creature has advantage on Strength and Dexterity checks against being knocked prone.
- **Water Breathing**: The creature can breathe only underwater. Aquatic creatures may take this ability in addition to one other.

Companion Actions

Companions must be able to see you or hear you to recieve the command you give them. If they can neither see nor hear you, then they instead follow your last directions to the best of their abilities. As with your movement, your companion can move on your turn and split up movement between actions. Your companion instinctively understands where you want it to move provided it can see or hear you.

Each action states what type of action it takes to give that order in combat. Out of combat, your companion can be given orders that it will try to follow as best it can.

If left alone, the creature tries to stay out of harms way, but if it needs to fight it will automatically take the **Guard** action with itself as the guarded object (but it cannot benefit from the **Protect** portion of this action). Whenever your companion deals damage, you can choose if it is slashing, piercing or bludgeoning.

Attack: When you successfully strike a foe and your companion is adjacent to your foe, you may expend your bonus action. If you do, the target must succeed on an Strength or Dexterity (your choice) saving throw using your spell DC. On a failure, they are either disarmed, or grappled. If your companion grapples, it continues to hold the target until given another order.

Charge: When you successfully strike a foe and the target isn't within reach of your companion but they have enough movement to put the target within their reach, you may expend your bonus action. If you do, the target must succeed on an Strength or Dexterity (your choice) saving throw using your spell DC. On a failure, they are either pushed backwards up to half the distance your companion moved towards them, or knocked prone.

Coordinated Attack: Expend your bonus action. If you attack a target within reach of your companion, you benefit from the **Help** action.

Interact: In addition to your free interaction with an object or your environment, you may expend your bonus action to direct your companion to interact with an object or your environment that it can reach. It is up to your DM if this option is available for your animal for any given situation.

Protect: If you are within your companion's reach, you gain a +1 bonus to your AC against attacks from creatures that are also within your companion's reach.

Guard: Your companion can guard a person, object, or location. Your companion tries to put itself between any creature attempting to reach the protected item.

Additionally, any creature that starts it's turn in reach of your companion or moves into your companion's reach takes damage equal to your levels of ranger plus your proficiency as your companion deals damage to their foe.

If told to guard a person, they can instead benefit from the **Protect** order instead of you.

Distraction: Expend your bonus action. Your creature tries to call attention to itself. If you are in a situation where you can hide, you may attempt to hide as part of this action.

Bestial Resistance

Starting at 7th level, your companion has resistance to all non-magical attacks, any damage dealt by your companion is considered magical, and their threshold is doubled. At level 14, this threshold is tripled.

Bestial Empathy

Starting at 7th level, you have a perfect understanding of the emotional state of your companion, regardless of the distance between you. This ability also lets you know if they're unconscious, as well as their current position relative to you (although not the distance). This ability functions as long as you are on the same plane of existence. At 14th level, this works across planes as well and if your companion dies, you can follow their spirit.

Empower Companion

Starting at 11th level, you can expend a spell slot to grant your companion one additional chosen trait. This lasts for 1 minute per level of spell slot expended. You cannot use this again until your companion has had a short rest. At 15th level, you may choose two traits.

This is a magical effect and can be dispelled or disrupted by an anti-magic field as any other spell.

Primal Rage

Starting at 15th level, once per long rest you may allow your beast to go wild during combat. Roll initative for your companion. You control them but they gain their own set of actions, reactions and bonus actions. They gain temporary hit points equal to five times your ranger level. You do not lose hit dice as long as your companion has temporary hit points remaining from Primal Rage.

Their attacks deal damage equal to your ranger level plus your proficiency. It gains **Multiattack** and may make 2 attacks per turn. This increases to three attacks per turn at 20th level.

Primal Rage lasts for 1 minute.

Death Of Your Companion

If your companion meets their untimely end, you can either attempt to resurrect them as you would any adventuring companion or you can bond with a new creature. Doing so is a downtime activity that takes 30 days (4 work weeks) to complete. This time may be broken up, but does not count as your companion until this activity is complete.

Each day of downtime activity is spent training your new companion. Learning how they operate and teaching them how you operate.