

# Contents

<b>1</b>	<b>Beast Conclave Revised Ranger Features</b>	<b>1</b>
1.1	Spells (as of level 6, 5/5 known)	1
1.1.1	1st Level	1
1.1.2	2nd Level	1
1.2	Catmint	1
1.3	Primeval Awareness	2
1.4	Greater Favored Enemy	2
1.5	Natural Explorer	2
<b>2</b>	<b>Feats</b>	<b>2</b>
2.1	Observant	2
<b>3</b>	<b>Magic Items</b>	<b>2</b>
3.1	Huntress' Bangle	2
3.1.1	Enhanced Hunter's Mark	3

## 1 Beast Conclave Revised Ranger Features

- Spell slots: 4-2
  - 5 spells known
  - Spell save DC 14 (8 + WIS + PB)
- Two-Weapon Fighting Style
  - Add ability modifier to damage of the second attack while two-weapon fighting

### 1.1 Spells (as of level 6, 5/5 known)

#### 1.1.1 1st Level

- Cure Wounds
- Zephyr Strike
- Hunter's Mark
- Enhanced Hunter's Mark

#### 1.1.2 2nd Level

- Find Traps
- Spike Growth
- Pass Without Trace

### 1.2 Catmint

- Acts on your turn in combat
  - You can use your free action speech to give commands
- Uses your proficiency bonus
- Adds PB to AC and damage
- Gains proficiency in two skills of your choice (TODO: fill in)
- Proficient in all saves
- Has a number of Hit Dice equal to your ranger level
- Gets ASIs when you do (no feats)
- Benefits from **Greater Favored Enemy**

### 1.3 Primeval Awareness

- **Action:** Communicate simple ideas to a beast through sounds and gestures, and read its basic mood and intent
  - Cannot be used against creature you have attacked in the last 10 minutes
  - Emotional state
  - Whether it's affected by magic
  - Short-term needs
  - Actions you can take to persuade it to not attack, if possible
- After 1 minute of concentration: sense favored enemies
  - You know which favored enemies are present within 5 miles of you
  - You know how many there are, their general direction, and distance from you (in miles)
  - You learn this information for each group of favored enemies in range, if there are multiple groups

### 1.4 Greater Favored Enemy

- +4 to damage rolls with weapon attacks against **humanoids** and **fiends**
- Advantage on WIS (Survival) checks to track favored enemies
- Advantage on INT checks to recall information about favored enemies

### 1.5 Natural Explorer

- Ignore difficult terrain
- Advantage on initiative
- On your first turn in combat, you have advantage on attack rolls against creatures that haven't acted yet.

## 2 Feats

### 2.1 Observant

- Can read lips if you can see a creature's mouth and it is speaking a language you understand
- +5 to passive WIS (Perception) and passive INT (Investigation)

## 3 Magic Items

### 3.1 Huntress' Bangle

#### Description

This magic item once belonged to a legendary ranger-turned-assassin from a faraway land. It strengthens the bond between a ranger and their companion, allowing them to take down targets in perfect synchrony.

#### Usage

This item has 5 charges, and recovers 1d4 charges after a long rest.

While equipped, you know the spells Hunter's Mark and Enhanced Hunter's Mark. These do not count against your number of spells known.

- Casting Enhanced Hunter's Mark consumes a number of charges from this item equal to the level at which it was cast, in addition to a spell slot. So casting EHM at 2nd level consumes a 2nd-level spell slot and 2 charges.
- When your companion hits an enemy you can see, you can use your reaction to cast Enhanced Hunter's Mark on that enemy.

- If the marked target drops to 0 HP before the spell ends, you can use your reaction or your companion's movement to mark a new creature. (If you use your companion's movement, your companion's movement is 0 on its next turn.)

### **3.1.1 Enhanced Hunter's Mark**

This has the same casting time, range, and duration as Hunter's Mark, but has the following additional benefits:

- Enhanced Hunter's Mark does not require concentration
- The additional damage scales with spell level - 1d6 at 1st level, 2d4 at 2nd level, and an additional 1d4 for each spell level above 2nd.
- When your companion hits an enemy you can see, you can use your reaction to cast Enhanced Hunter's Mark on that enemy.
- If the marked target drops to 0 HP before the spell ends, you can use your reaction or your companion's movement to mark a new creature. (If you use your companion's movement, your companion's movement is 0 on its next turn.)