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1 Beast Conclave Revised Ranger Features

- Spell slots: 4-2
 - 4 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 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**

1.2 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

1.3 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

1.4 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.)