



BETTER BEASTMASTER

ADJUSTMENTS AND NEW OPTIONS FOR THE RANGER SUBCLASS FROM THE PLAYER'S HANDBOOK



BETTER BEASTMASTER

Rangers are a beloved part of Dungeons & Dragons. They roam the wilderness beyond settlements, fighting and befriending the monstrous, bestial, and sometimes weird creatures they find in uncharted regions. This supplement is meant to help you unlock that potential.

ADJUSTMENT, NOT REPLACEMENT

This supplement is meant to make slight changes with big impacts and add a single new option to the existing Ranger Beastmaster Archetype listed in the Player's Handbook. It is not designed to be used as is with other versions of the Ranger, such as the Unearthed Arcana Revised Ranger.

In addition, it adds a new option for the Ranger class regardless of archetype.

NEW RANGER OPTION

The below option is available to all Rangers of any archetype.

INSTINCTUAL RETRAINING

A ranger often finds themselves traveling far from home, for long stretches of time. In the course of their journeys they may find lands devoid of the terrain and creatures they've best learned how to navigate and interact with.

As an addition to the rules in PHB for acquiring a Favored Terrain or Favored Enemy, rangers may also go through rigorous training to force themselves to respond instinctually to a new favored terrain or favored enemy selection.

To retrain a favored enemy or terrain selection, the ranger must spend 10 weeks at a cost of 25 gp per week honing their skills to respond effectively to the new enemy or terrain selection.

The process requires either terrain or enemies of the new type to practice upon, or a mentor deeply knowledgeable about the topic.

Upon completion of the training regimen, the ranger loses one previous selection of favored terrain or enemy (or enemies if humanoids) as their training muddles their instinctive responses to those situations. They gain the new selection as if choosing it normally.

BEASTMASTER CHANGES

The Beastmaster Ranger in the PHB is the same except for the changes listed below.

BONUS ACTION COMMAND

Commanding your beast takes a bonus action, not a normal action. Extra Attack does not grant you an additional attack when commanding your beast to attack. You can also command your beast to use a skill, such as Stealth to hide.

MAXIMUM HIT POINTS

Your beast's maximum hit points are its normal maximum hit points or (5 + its Constitution modifier) times your ranger level, whichever is higher.

ACTIONS WHEN NOT COMMANDED

Your beast will try its best to follow your lead in combat when you do not explicitly command it. If you take your action to Dodge or Hide, your beast will do the same.

Otherwise, it will take the Ready action to attack against enemies who attack it, you, or your allies. As a readied action, the beast will not move to make this attack.

A beast will take its reaction to attack enemies who provoke attacks of opportunity.

TRULY EXCEPTIONAL TRAINING

The Exceptional Training feature lets you command your beast to Dash, Disengage, Dodge, Help, or use a skill as a free action once per turn instead of a bonus action, if you do not command your beast to Attack on your turn.

NATURAL BESTIAL FURY

The Bestial Fury feature has your beast use the multiattack action, if it has it. Your beast cannot otherwise take the multiattack action. It still takes two attacks if it does not have the multiattack action.



NEW BEASTMASTER OPTION

BIGGER, BADDER BEASTS

Instead of taking the Exceptional Training, Bestial Fury, and Shared Spells features at 7th, 11th, and 15th ranger levels, you may instead take the next available of the following changes to the CR and size limits of your beast. Each option beyond the first has all previous options as pre-requisites.

Bear Necessities - Your beast may be up to CR 1/2 and up to large size.

Elephant in the Room - Your beast may be up to CR equal to your proficiency modifier. Subtract the CR of your beast (rounded down) from your proficiency modifier before applying the proficiency modifier bonus to your beast's statistics. Your beast may also be up to Huge size.

Master of all Beasts - Your beast may be of any CR and size. If your beast has a proficiency modifier penalty (from having a CR higher than your proficiency modifier), you must succeed on a Animal Handling check with a DC equal to its CR each time you command it in combat. If you fail, the beast ignores your commands that round.

CREDITS

This supplement was written by Thomas Langston.

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