

Companion Spells



TWO BODIES, ONE SOUL

A ranger is a master hunter, one with nature and all it encompasses. Some rangers go even further and develop a sacred bond with one or multiple beasts. Over time, this bond is strengthened. The pair make one. They act in perfect unison, they know what the other thinks. Many of these rangers find it difficult to deal with non-beasts. As such a ranger, you have access to the new spells presented below.

The spells presented here are mainly for Beast Master rangers, though any ranger accompanied by a beast can make use of these spells. Whenever a spell mentions a **companion**, it refers to any beast creature that is friendly toward the ranger.

RANGER SPELL LIST

1ST LEVEL

Predatory Instincts
Close the Trap
Invigorate

2ND LEVEL (5)

Feed the Beast
Magic Fang
Pack Alertness
Hunting Party

3RD LEVEL (9)

Empathetic Link
Fetch

4TH LEVEL (13)

Bloodlust

5TH LEVEL (17)

Dying Savagery

NEW RANGER SPELLS

The following are new spells for the ranger.

BLOODLUST

4th-level transmutation

Casting Time: 1 action

Range: Special

Components: V

Duration: Instantaneous

As part of the casting of the spell, make a melee or ranged attack against a target. In addition to the damage dealt by the attack, the target must make a Constitution saving throw. On a failure, it takes an additional 2d8 + your spellcasting modifier necrotic damage. If the target is missing any hit points before the casting of this spell, your companion may make a melee attack against it.

CLOSE THE TRAP

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

With a silent gesture, you motion to your companion to move in for the kill. Both you and a companion within 20 feet of you may move up to 15 feet. This movement ignores difficult terrain, movement impairing effects such as *entangle*, but not paralysis. This movement does not provoke attacks of opportunity.

DYING SAVAGERY

5th-level evocation

Casting Time: 1 reaction, that you take when your companion falls to 0 hit points

Range: 60 feet

Components: V, S

Duration: Instantaneous

Your companion makes a number of attacks equal to your spellcasting ability modifier against any number of targets within 5 feet of it.

EMPATHETIC LINK

2nd-level abjuration

Casting Time: 1 reaction, that you take when your companion takes damage

Range: 30 feet

Components: V, M (a drop of your companion's blood)

Duration: Instantaneous

Your companion takes only half the damage from the spell or attack, and you take the other half (rounded down). If your companion would be reduced to 0 hit points, it is automatically stabilized.

FEED THE BEAST

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, V, M (a foot-long rope)

Duration: Instantaneous

You wrangle a target within range with a magical rope and send it into the jaws of your companion. Choose a large or smaller creature within range. The target must make a Dexterity saving throw. On a failure, it is moved up to 15 feet in a direction you choose. If the target would end within 5 feet of your companion, the companion may make a melee attack against the target.

FETCH

3rd-level evocation

Casting Time: 1 reaction, that you take when an enemy moves away from your companion

Range: 30 feet

Components: V

Duration: Instantaneous

Your companion may move up to its speed towards the creature that provoked your reaction. If it has any movement left after getting within 5 feet of the target, it may make a melee attack against it.

HUNTING PARTY

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions like *Hunter's Mark* but it affects both you and one companion that can see and hear you within range.

INVIGORATE

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A companion of your choice that you can see within range regains hit points equal to 1d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

MAGIC FANG

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone shard)

Duration: Concentration, up to 1 minute

Your companion gains a +1 to its attack and damage rolls until the spell ends. Additionally, attacks your companion make score a critical hit on a roll of 19 or 20.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to hit and damage increases by 1 for each slot level above 2nd.

PACK ALERTNESS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, M (a drop of your companion's blood)

Duration: 8 hours

Calling upon the powers of nature, you heighten your allies' senses with your companion's. Until the spell ends, you and a number of allies equal to your Wisdom modifier gain half (rounded down) your companion's Wisdom (Perception) bonus.

PREDATORY INSTINCTS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

Tapping into your companion's primal instincts, you impart it with your skills as a hunter. Until the spell ends, the touched companion adds your spellcasting ability modifier to the damage it deals with its attacks.

BEAST MASTER BONUS SPELLS

With your DM's permission, you may learn an additional spell when you reach certain levels in the ranger class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	Predatory Instincts
5th	Hunting Party
9th	Empathetic Link
13th	Bloodlust
17th	Dying Savagery

