

# HEARTSEEKER

*RANGER CONCLAVE*



BY ÓSKAR ÖRN EGGERTSSON

TEMPLATE BY NATHANAËL ROUX



# CREDITS

## AUTHOR

Óskar Örn Eggertsson  
aka [Emerald Samurai](#)

## ART CREDITS

### COVER ART

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Matt Forsyth  
via [LPJ Design](#)

### INTERIOR ART

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Wizards of the Coast

## LAYOUT TEMPLATE

Nathanaël Roux

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All you wonderful people who make me want to keep making content! You ROCK!!!



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LONG TIME AGO, A KING REMARRIED, NOT knowing that his new Queen was a hag in disguise. The hag, as all hags do, hated all things beautiful and commissioned a hunter to escort the princess into the woods and kill her. The hunter could not bear to kill

the innocent princess and instead, he instructed her in his ways. When she was ready, the princess confronted the evil hag and slew her. She harvested the hag's heart and with the grimoires that the hag left behind, she became the first Heartseeker.

## HEARTSEEKER

The Heartseeker mixes the hunter's ability to track and harvest their quarry with the arcane abilities of an alchemist. At an earlier stage, the Heartseeker uses their alchemical skill to improve their abilities but at a later stage, they learn how to apply the extracts they create to other facets of their hunt.

## FEATURES

When you join the conclave of the Heartseekers at the 3rd level, you gain access to the following features as per the Heartseeker Features table.

### HEARTSEEKER FEATURES

Ranger Levels	Features
3rd	Bonus spells, Heart Extract
7th	Iron Vitality
11th	Baneful Extract
15th	Pulsing Reflex

## BONUS SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Heartseeker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

A spell that is followed by an asterisk is from *Xanathar's Guide to Everything*. If you do not have that book, you can replace the spell with the one followed in brackets.

### HEARTSEEKER SPELLS

Ranger Levels	Spells
3rd	<i>chromatic orb</i>
5th	<i>protection from poison</i>
9th	<i>gaseous form</i>
13th	<i>vitriolic sphere*</i> ( <i>blight</i> )
17th	<i>cloudkill</i>

## HEART EXTRACT

When you reach this level, you become proficient with alchemist's supplies. You can spend 10 minutes extracting the hearts of creatures that were killed within the last hour and create heart extracts. The process takes 10 minutes regardless of how many extracts you create. You can only carry three such extracts at a time, and you can only create one extract from any one creature, no matter how many hearts it had. If you would create another extract, you must choose one of

your previously created extracts to spoil and lose its potency. As you advance in this class, you may carry more of these extracts: Four when you reach level 7 and five when you reach level 15.

A heart extract is a potent concoction, which you must develop a certain immunity to. Should anyone other than a Heartseeker attempt to imbibe your heart extract, they must succeed on a Constitution saving throw against your spell save DC. On a failure, they are poisoned for the next hour. Either way, a heart extract does not grant its benefit to anyone other than Heartseekers.

Different types of creatures produce heart extracts with different benefits. Although the term refers to the creature's heart, some creatures are heartless and the Heartseeker can use any other core essences from those creatures instead. You can imbibe one of the extracts that you carry as a bonus action on your turn. Doing so grants you a benefit determined by the creature that the extract was made from.

**Aberrations.** You are resistant to psychic damage.

**Beasts.** You have an advantage on Wisdom ability checks and Wisdom saving throws. You get a +5 bonus to your passive Perception.

**Celestials.** You get 5 temporary hit points at the beginning of each of your turns for the duration. These temporary hit points increase to 10 when you reach level 11. If you start your turn with 0 hit points, you do not get temporary hit points from this extract.

**Constructs.** You are resistant to bludgeoning, piercing, and slashing damage from weapon attacks.

**Dragons.** Your spell save DC increases by one and you have a +1 bonus to your spell attack rolls.

**Elementals.** You are resistant to the type of damage that is associated with the elemental that produced the extract: Thunder for an air elemental, bludgeoning for an earth elemental, fire for a fire elemental, and acid for a water elemental.

**Fey.** You are invisible for the duration. The effect ends early if you make an attack roll, cast a spell, or otherwise draw attention to yourself.

**Fiends.** You can communicate telepathically with another creature that you can see within 60 feet from you. The creature can hear your messages and you can receive their replies, but only if they have an Intelligence score of 3 or higher and if they know at least one language.

**Giants.** You have advantage on Strength ability checks and Strength saving throws.

**Humanoids.** You add a bonus 1d4 to all ability checks that are made with one skill or one tool of your choice.

**Monstrosities.** You add +2 bonus to your weapon damage rolls.

**Oozes.** You do not lose any speed when squeezing through tight spaces that you could normally get through, or when moving across difficult terrain created by debris.

**Plants.** As a bonus action, you can exude poisonous fumes. All creatures within 5 feet from you must succeed on a Constitution saving throw or take 1d6 poison damage. This damage increases to 1d8 at 11th level.

**Undead.** You do not need to breathe for the duration.



The effect of your heart extract lasts for one minute, ten minutes if the creature is your favored enemy, or until you imbibe another one of your extracts.

### HEART EXTRACT & BANEFUL EXTRACT LIGHT

Both your Heart Extract and Baneful Extract features provide many features that can be difficult to track. This lighter version of the mechanics are presented here to simplify the bookkeeping.

When you use either your Heart Extract or Baneful Extract feature, you only gain the benefit that associates with your favored enemy, no matter what creature you made the extract from. Once you have more than one favored enemy, you get to choose which effects apply when you use these features. The Heart Extract's effect lasts for 10 minutes or until you imbibe another extract.

## IRON VITALITY

Extended exposure to various extracts has strengthened your immune system. You are resistant to poison damage, and you have advantage on saving throws against being poisoned.

## BANEFUL EXTRACT

As a bonus action, you can apply one of your heart extracts to your weapon or ammunition. Your next attack with that weapon has one of the following effects in addition to taking normal damage, depending on the type of creature you made the extract from.

**Aberrations.** Your weapon deals additional 3d10 psychic damage.

**Beasts.** The target of your attack must make a Wisdom saving throw or attack a random creature within 5 feet from them.

**Celestials.** The target of your attack takes no damage, but instead heals 3d10 hit points.

**Constructs.** The target of your attack takes additional 3d8 lightning damage. All creatures within 5 feet from the target must succeed on a Dexterity saving throw or take half as much lightning damage. You are immune to this damage.

**Dragons.** The target of your attack must succeed on a Wisdom saving throw or become confused, as per the *confusion* spell, for one minute. At the end of each of their turns, the target can make a new saving throw to end the effect early.

**Elementals.** The target of your attack takes additional 3d10 damage of a type fitting to the elemental that the extract was made from: Thunder damage from an air elemental, bludgeoning from an earth elemental, fire from a fire elemental, or acid from a water elemental.

**Fey.** The target must make a Charisma saving throw or be teleported 30 feet in a random direction to an unoccupied space. The target is then incapacitated until the end of their next turn.

**Fiends.** The target of your attack takes additional 3d10 fire damage. If the attack hits a flammable object that is neither carried nor worn, the object is set on fire.

**Giants.** Your target must succeed on a Constitution saving throw or be reduced in size, as per the *reduce* spell, for one minute. At the end of their turns, they can repeat the saving throw and end the effect early on a success.

the *enlarge/reduce* spell, for one minute. At the end of their turns, they can repeat the saving throw and end the effect early on a success.

**Humanoids.** The target of your attack must succeed on a Constitution saving throw or become blinded for one minute. The target can make a new saving throw at the end of each of their turns to end the blindness early.

**Monstrosities.** The target of your attack takes additional 3d10 damage of the weapon's type. This attack counts as being magical for purposes of overcoming damage resistances.

**Oozes.** The target of your attack takes additional 3d10 acid damage.

**Plants.** The target of your attack must make a Strength (Acrobatics or Athletics) ability check or become restrained as roots grapple them from the extract. This lasts for a minute. As an action of their turn, the target can repeat the ability check to end the effect early.

**Undead.** The target of your attack must make a Constitution saving throw or be paralyzed for one minute or until they take damage. At the end of each of their turns, they can make a new saving throw to end the effect early. While paralyzed this way, they are resistant to all damage and appear dead to all non-magical examinations.

You can only apply one extract to a weapon at a time.

## PULSING REFLEX

Your heart rate increases dramatically while under the influence of your heart extracts, granting you incredible reflexes. When a creature makes an attack roll against you, you can use your reaction to attack them if they are within range of your weapon. Your reactive attack can be made after the attack roll but before damage is rolled or any other effect is applied.

