

THE BEASTHEART

DRAW STEEL



MCDM

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Version 1.0

Hey! I'm Paul Hughes, MCDM's beast wrangler. I'm proud to present the *Draw Steel* beastheart class. To be honest, the beastheart has probably been my destiny ever since I begged my parents for a pet condor instead of a cat or dog.

The beastheart is the eleventh heroic class for *Draw Steel*, joining the summoner and the nine classes in *Draw Steel: Heroes*. When you play a beastheart, you actually get to play two characters: a wild beast and their (also pretty wild, honestly) humanoid companion.

Back in the day, MCDM published a 5E version of the beastheart. Our new *Draw Steel* beastheart is not a direct translation of that class—it's more like a continuation of the conversation. You still control two characters, but we've leaned harder into the "beast" aspect of the beastheart: *rampage*.

In battle, your beast becomes more and more riled up until they fly into a rampage and attack enemies and allies alike. Sure, you might accidentally bite some of your friends. But they won't be too mad, because that friendly fire actually *fuels* the pain you're dishing out to your enemies.

And in true *Draw Steel* fashion, your abilities get bigger and wilder as combat goes on. On turn one, your wolf, condor, lightbender, or other companion is a more or less ordinary beastie. By turn three or four, as their rampage grows, they cast aside their mortality and become a primordial avatar of destruction, towering above the battlefield like a kaiju or phasing through walls to gulp down enemy minions.

The beastheart's a chunky class. It sits at the big kids' table, joining the summoner as *Draw Steel's* second **master class**. That means that it can break the rules a little. Like the summoner, the beastheart expects you to juggle more than one character at a time. And like the summoner, the beastheart plays with *Draw Steel's* action economy. You and your faithful beast share a main action and a maneuver between you: while one of you spends their main action on a traditional heroic ability, the other can unleash one of our many new beastheart maneuvers (a lot of which are pretty beefy attacks in their own right).

And of course, you get to pick a beast! We've got 14 companion species to start, ranging from the mundane (panther, wolf) to the fantastic (drake, lightbender, sporeling). Each species comes with its own bespoke powers and traits, and it earns new ones as it levels up. And just as the beast becomes more bestial, so does the beast's partner: if you have a gummy ball companion, you can gain the ability to stretch like taffy, while a spider buddy can teach you to websling your way around the neighborhood.

In case you're wondering, my parents didn't get me a condor for a pet. They said condors were "endangered" and "dangerous wild animals" and "not suitable for a small Chicago apartment." Well, with the release of the beastheart, this injustice ends today. Stormwing, my friend! We take to the skies!


Paul Hughes
Line Developer
Keeper of the Kennels

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THE BEASTHEART & THE FAERIES

PART ONE: THE BEASTHEART

 Lives lay in moments wasted. But they both knew the value of reading the situation. The lay of the land. Plunging in on perilous impulse, however noble, could mean their own lives added to the tally. They wouldn't have used words like 'tactics' or 'strategy,' to the two of them, it was simply prudent to watch and think and plan before acting.

They watched as the hobgoblins made sport of their prey. They had tested themselves against the devil-goblin hybrids before and always their mettle proved superior. But this was a delicate scenario.

There was a whole fist here. This created something of a challenge, but without needing to communicate, they both sensed the hobgoblins' captives had a power of their own. They had, presumably, been stripped of their weapons or implements. But it was hard to tell exactly. It was hard to see the captives with any detail.

For the hobgoblins' captives, trapped in a small metal cage hanging from a tree branch, were faeries. They must have been transferred there from a trap. They could see the netting used in setting the trap. This was interesting. Just the idea of hobgoblins capturing faeries and *apparently* interrogating them was challenging. The faeries they had met were useless.

These faeries weren't like that. This much was obvious. And they were the captives of the hobgoblins, which said everything about their allegiances. There were two of them, a brightly colored one with sunbright moth wings, and a dark one with black butterfly wings.

She noticed the bright one talk, and then the hobgoblins argue. She elbowed her companion, who had been carefully noting and cataloging each hobgoblin, ranking them based on threat and opportunity.

They both watched the two hobgoblins bickering. These two seemed to be the senior-most. This was interesting. Had the bright faerie caused this? If so, then perhaps they were no mere travelers, civilians. They might be counted on to meaningfully contribute to their own liberation, given the chance.

Images and emotions blurred together in a language more efficient than speech. A debate. Two approaches. Kill them all, or snatch the captives and run. Merits to either, dangers to both.

But there was something they knew, and their minds were so similar they both conjured the knowledge at the same time. No need to communicate when you think the same thoughts in the same moment.

The hobgoblins were intelligent, scheming. Not always fanatics. Properly motivated, they could be relied upon to retreat. But this would not be possible if the battle created too much confusion.

They needed two things, in other words. Body count sufficient to motivate the retreat, and a command structure capable of calling for it. This was a delicate thread to weave. But their needle was exceedingly fine.

She pointed her longsword, singling out one hobgoblin, a female. She was obviously the witch of the fist, festooned with skulls and talismans and covered in black tattoos.

They agreed on a plan. The beast loped off into the forest while she waited, measuring heartbeats, to give him time to get in position.

The hobgoblins were still arguing. Good. *If* they were being manipulated by the speech of the bright faerie, then the two faeries might be able to affect their own escape. But no reason to take chances.

She gripped her longsword, stood, and walked into the clearing.

"We should have avoided the clearing," the dark one said.

"You're right!" the bright one agreed with a resigned sigh. "This is the only reason clearings exist, as far as I can tell," she gestured to the whole situation they were in.

The dark one agreed. "The trees get bored and make clearings for no other reason than to be audiences for the inevitable dramas that ensue."

"Well," the bright faerie said, watching the escalating tension among the hobgoblins intently. She spoke with an eternally carefree air, but her eyes were locked on the developing argument. "I for one intend to give them quite a show indeed."

"Once again," the dark one said, "I find your intentions unimpeachable."

The hobgoblin captain stabbed a finger at his lieutenant and the lieutenant took a step back and put a hand on his falchion.

"Escape from these bars seems more and more likely by the moment," the bright one observed.

The dark one nodded. "And escape from the clearing?"

"Oh," the bright one said with a lofty air, "I very much doubt we'll get out alive; there are *thirty* of them."

The dark one nodded. "But our lives will be bought at a very high price and the story they will tell afterwards..." he sighed.

"It's almost a shame," the bright one turned to the dark one with a look of love. "To imagine we might live."

The dark one smiled and winked at her.

Suddenly, the argument stopped. And the entire fist turned away from them.

"Brother, *look*," the bright one said.

"Oh ho ho," he replied, watching a young lady, human of all things, walk alone and unafraid into the clearing. "A new actor lights upon the stage," he said.

"A hero! If I'm any judge."

"Darling, no judge ever had more authority. I hope you're taking note of her features and demeanour. I cannot wait to hear what feats of legend you grant her in your next epic."

"I am *indeed*. Brother, do you note her dexter arm?"

A hobgoblin obscured his view. "Is that...dexter to her or dexter to *us*?"

"Oh forgive me," the bright elf watched the human while she twisted her faerie body a half turn and tilted her head. "Dexter to *her*," she concluded.

He craned his head. "Ohhhh," a sigh escaped his lips. "This is a hero of legend. She comes, bearing not just a spear, but a *story*. Sister!" he said as he stared at her right arm, "do you see how *intricate* the making? That is no mere arm of bone, that is a *device*. The craftsmanship!"

"Oh she *must* be victorious here. We must see to it. Look at her raiment. Cloth armor, in *purple*. Certainly a noble. And that *spear*. The longsword of a templar from the court of Lord Tear unless I miss my guess."

"You do not. I say it is a gift."

"Of a surety. Our hero would not battle Lord Tear, she would be his willing ally. Even if only temporarily."

"Indeed, it must be an award for some impossible deed."

The bright faerie nodded. "I will make sure of it."

Her brother gasped. "She braids her hair *and* the ribbons of her raiment! She has *taste*, dear sister!"

"Ah vanity! All this, with style and grace. If this is our savior, I could not have conjured a better. I may have to..." she turned to her brother. "I may be forced to *omit* details lest the critics accuse me of overwriting!"

"Well they do that anyway," her brother said.

"Yes but in *this* case they may be correct."

"Quiet, sister, she speaks."

The hobgoblins in the clearing stared at her, incredulous. But, she noticed, the nearest ones took a few steps back and crowded together. *Good*, she thought. She had learned from her master the value of theatrics.

She also noticed, for whatever reason—perhaps the discord the bright faerie sowed—the gathered hobgoblin fist were waiting for her to speak. This banished any doubt she might have had.

“Hear now the speech of my lord Uldric, Count of Vašra!” she announced.

The gathered hobgoblins looked at each other with some confusion. Was this someone they should have heard of? Who was this young human female, who stood before a whole fist and addressed them without fear?

“I come bearing a message from my lord for the captain of this fist. Who shall receive it?”

The hobgoblins all looked to their captain, who walked forward, the human bones hanging from his belt rattled against his greaves. He looked to his witch, to his lieutenant for support. He appeared deeply unsure whether he was in trouble or if he should dispatch this human.

He stood before her. “What is the message?”

The young woman looked at the ground and shook her head once. Then she looked back at the red-skinned devil-goblin looming over her. She took a deep breath and let it out with an exasperated sigh. “I am squire Talisia, herald to Lord Uldric. You will introduce yourself properly before we proceed.”

The assembled hobgoblins looked at their leader, many of them frowning. The captain frowned and stood a little straighter. “It is Captain Hor’kylut of the fifth fist under Surgav, Death Captain to Bloodlord Varrox who speaks. What is your business here?”

“Lord Uldric demands the release of our companions,” she nodded at the cage across the clearing, her voice unbothered but direct.

She thought she saw the bright little faerie clap her hands in glee several times. Probably a trick of the eye.

“*Your...*” The captain started and he looked from the imprisoned fey to the lone human. He sneered. Some of his people laughed. “Hm,” the devil-goblin captain mused. His bravado inspired his soldiers and this inspired him to greater bravery.

“Where is this, ‘Lord Uldric of Vašra?’” Captain Hor’kylut made a show of looking around the clearing. “Is he nearby? Fetch him and bring him to me and perhaps I will listen. Perhaps I will...*trade* these two,” he gestured to the cage, “for you and your master.”

The young woman shook her head, a look of deep regret on her face. “Very well,” she said. “I will summon Lord Uldric. I had hoped to spare Bloodlord Varrox, whose power is known to all, from the humiliation of losing an entire fist. But it seems you are committed to your own deaths. I would not have guessed these two,” she said nodding at the cage, “were worth your lives, but if Bloodlord Varrox seeks the eternal enmity of House Vašra, I will supply it.” She turned to leave.

“Is she bluffing??” the bright faerie asked.

“She is an excellent herald,” the dark faerie said, watching the young woman intently. “She spake truth at every word except the last.”

“Ah, so there is a Lord Uldric of Vašra?”

“I believe there must be, and she is his herald. ‘Vašra.’ An eastern county by the name, she is far from home. I believe this is something *like* a bluff, but she weaves the truth and falsehoods so tightly, I cannot...”

“Wait,” the bright faerie said looking around the clearing, noting how the herald was positioned exactly opposite them in the clearing and every hobgoblin had their backs to the two faeries. “I recognize this story. She’s not bluffing. She’s *stalling*.”

The lieutenant, eyes wild, rushed forward. “Captain!”

The young woman stopped, and turned to listen.

“What if she speaks truth?? What are these two pixies to us that they be worth our lives?”

Hor’kylut sneered at his lieutenant and turned his back. He looked at the witch who stood apart. She glowered at him, her normal expression, and shook her head once.

“Our lives?” Hor’kylut said, turning to his lieutenant and raising his voice. “Our *lives*? To who? To *this*?” he stabbed a finger at the young woman. “A single human? Against an entire *fist*?! Why should we not...”

The young woman interrupted him. The fact that this was even possible spoke volumes to everyone in the clearing except the hobgoblins. “My lord is not unreasonable,” she said, and once again she had Hor’kylut’s attention. “He understands you cannot return to your master empty handed. Therefore,” she said, raising her voice so all could hear, “I am empowered to negotiate on his behalf!”

The hobgoblin captain wasn’t having it. His men were confused, he tried to show strength.

“An interesting proposition. But as you see,” he said, extending his arm to gesture at the cage. “We already have everything we want. And you,” he looked the young woman up and down, “have nothing we need.”

She scanned the clearing, making sure not to let her eyes rest, even for an instant, on the witch. She finally looked again at the captain. His helm lacked the curving horns and ceremonial enemy skull of a death captain. It was one of the main reasons she assumed she would win.

“You’re wrong,” she said, and her voice had gotten quieter. They had to strain, some leaning in, to hear her. She stood so casually, leaning on her spear; there was no sign that she thought a fight might break out in an instant.

“You think?” Captain Hor’kylut said, amused. He looked at her arm, her spear. “You have...something to offer us? This spear perhaps. And that *arm*,” he said momentarily transfixed by her prosthetic. “Very...valuable?”

She articulated her fingers and the golden fingernails gleamed in the sun.

“Beyond price,” she said. “But I have something even more valuable to trade.”

“More...!” Hor’kylut got very excited before getting himself under control.

Not very bright, she thought.

He looked her up and down, wondering what treasure she hid. “Tell me!” he demanded.

She let the moment build for a moment looking, expressionless, at the captain, then his lieutenant. Several of the lancers and firerunners in the back took a few steps forward to hear better. She waited until she was sure they were all giving her their full attention.

“Your lives,” she said. She spoke as neutrally as one commenting on the weather.

“What dialog!” the bright faerie said.

Captain Hor'kylut, expecting a quite different answer, recoiled in anger making a noise like "Angh?!"

She stood up a little straighter and raised her voice, there was steel in it now. "Surrender those two, now, no more talk. And I let you all go free. Otherwise..."

"Otherwise?" the hobgoblin captain asked in spite of himself.

"Otherwise none of you leave this clearing alive."

Silence for a moment. They were already terrified and she'd done nothing. She had them. She held the initiative in her hand, waiting only for a perfect moment to unleash it.

The captain snapped out of it first. "She's bluffing!" he barked, but she detected something in his voice. Hope. He hoped she was bluffing. "She's not alone, search for her companions! We'll have no ambushes this day."

Six lancers led by a hell trooper immediately plunged into the forest. The fist tried going back to being a military unit but it was too late. They no longer knew where they stood or who was really in charge.

"Guard this one," Hor'kylut said, and six lancers surrounded her.

She noted that their longspears meant they stood at a good distance. Far enough away that she would not be bothered by their burning acid hellblood when they died.

"Now," Captain Hor'kylut said, walking back and forth, feeling in charge again. "Either my scouts flush your allies out, in which case perhaps this negotiation will continue with many more hostages on my side. Or you truly are alone in which case we will prepare a larger cage for you."

Talisia shifted her weight and looked up at a lone hawk circling high overhead, wholly incurious about events below. This lack of interest caught the hobgoblin captain's attention.

"Oh, perhaps your Lord Uldric will come to your aid!" Hor'kylut half-bowed, mocking her.

"You would not wish it so..." Squire Talisia said, her eyes still on the hawk. She lowered them to look at the twisted face of Hor'kylut. "...had you seen what happens to his enemies."

Her calm confidence and the way she invoked her absent lord once again gave Captain Hor'kylut pause. Then a sound came from behind him.

They all turned to see the scouting party emerge from the thick forest. The firerunner had a green tattoo across his right eye. "Captain, the forest is empty!" he reported as his men followed him into the clearing. He was standing very near the metal cage with the two faeries in it. "Surely we are the only threat within HYAARGH!!!"

The firerunner's body suddenly split in half at the waist, a heavy white blade slicing him in two. A great gout of blood erupted from him as both halves of him fell into a pile.

A giant white feline bounded out of the forest, landing by the cage, each end of his bifurcated tail tapered into something like a knife as long as a halberd blade. One was covered in pink hobgoblin blood.

The faeries turned to each other in delight and said, at the same time, "She's a *beastheart*!"

The lancers braced to attack, and the giant cat let out a deafening bellow. Five of the six hobgoblins were blasted back off their feet, landing on their backs. One stood alone. It thrust its lance at the pantherous beast, piercing its skin, but the big white cat ignored the wound.

Squire Talisia spun her long spear about her and lightning erupted from the tip. In a moment, six more lancers were dead.

Captain Hor'kylut had a raging lightbender before him and an equally devastating human behind him. He pointed to the witch.

The witch twisted her arms around each other in a manner that should not have been possible, and three hell troopers translated next to Squire Talisia; the blast of superheated brimstone that heralded the hell troopers' arrival seared her flesh and scorched her armor.

"Sweetie, darling," the bright faerie said. "I believe *this* would be the most dramatic moment to affect our escape."

"Of course," the dark faerie said, bowing, "you know I was only waiting for your say so. I would never *dream* of acting in an anti-climactic manner."

"What would audiences say?" the bright faerie agreed. "And after our savior has played her part so well."

The dark faerie produced from his decolletage a tiny—or long if you were a faerie—needle with a hook at one end. He flew between the bars of his cage, his tiny wings beating slowly but scooping up more than enough air to keep him aloft, and faced the lock.

Inserting his hooked needle, he deftly unlocked the cage with a single twist, and then flew back inside the cage.

"After you," he said, deferring to the other faerie.

"Ever the soul of tact," the bright faerie said, and pushed the unlocked door to the cage open. They both flew out into the fray.

The white catbeast leapt on the lone lancer and, with a growl, twisted its head sideways grabbing the lancer by the torso. He bit down and bright pink blood sprayed out, scalding the cat's lips. The cat took no notice of its own searing flesh and shook the hobgoblin several times in rapid succession. Bones snapped, the hobgoblin squealed, and the cat threw its head back, swallowing the hobgoblin whole.

The assembled hobgoblins looked on in shock. Several of them chose to ignore their captain, running in whatever direction was convenient.

The faeries meanwhile made a beeline for their captured equipment.

"Ignore the captain and his lieutenant," the bright one said as she strapped a tiny stringed instrument across her chest. "Focus on the..."

"Yes I *think* I've intuited our new friend's strategy," the dark faerie said, picking up several black knives and inserting them into various parts of his outfit. "Quite sound."

The bright faerie flew toward a knot of hell trooper hobgoblins. She produced a tiny plectrum.

"Darlings!" she said, and played six rapid chords. The first four a prelude, and the hell troopers turned to look at the sound. The last two a thunder.

The hell troopers flew backwards, landing prone; their flails, knocked out of their hands, landed several feet away.

Meanwhile the dark faerie flitted across the battlefield. Tiny explosions of black ash heralded his translations, allowing him to dodge several attacks until he was right behind the burning witch.

A black dagger in his hand, he plunged it into the neck of the witch, slicing right into a main artery. The witch screamed. He removed his blade and a torrent of blood emerged causing her legs to buckle for a moment.

Then a spear, the elven long spear of a templar in Lord Tear's court, hit the witch square in the chest, piercing it through, the tip protruding from her back.

She fell to the ground, dead.

The hobgoblin captain looked around. His lieutenant, most of his lancers, his hell troopers were still alive, but in an advanced state of terror and disarray. The world had gone mad in just a few heartbeats. With half his battalion still intact, he bellowed "Retreat!!"

The bright faerie joined the dark as the young woman walked calmly toward the witch's corpse, a dozen hobgoblins running past her in terror. She put her boot on the dead witch and pulled her spear free, wiping it on the witch's body.

She planted the haft of her long spear on the ground and took a casual stance, a smile playing across her lips as she watched the two faeries hovering in the air like butterflies. Occasionally they swapped places, darting like dragonflies.

"Well met," she said, and smiled.

Continued in *Between Sun & Shadow*.

THE BEASTHEART CLASS

A beastheart never fights alone! You travel with a ferocious beast by your side—no trained pet, but an untamed creature such as a wolf, a basilisk, or even a young dragon. Bound to you by a primordial connection, your companion honors your wishes just as you are guided by their instincts. But beware! As battle rages on, your companion may succumb to a blood-soaked rampage, lashing out at enemies and friends alike.

As a beastheart, you face the world's dangers alongside your wild companion. With your combined might, you rush into the thick of combat to challenge enemy champions or prowl around the outskirts to pick off vulnerable foes.

Basics

Starting Characteristics: You start with a Might of 2 and an Intuition of 2, and can choose one of the following arrays for your other characteristic scores:

- ♦ 2, -1, -1
- ♦ 1, 1, -1
- ♦ 1, 0, 0

Weak Potency: Might - 2

Average Potency: Might - 1

Strong Potency: Might

Starting Stamina at 1st Level: 21

Stamina Gained at 2nd and Higher Levels: 12

Recoveries: 12

Skills: You gain the Animal Handling skill. Then choose any two skills from the exploration or intrigue skill groups. (*Quick Build:* Animal Handling, Navigate, Track.)

1st-Level Features

As a 1st-level beastheart, you gain the following features.

Wild Nature

Your bond with your companion has awakened ancient, predatory instincts in you that fuel your battle prowess. But you aren't bound by your primal passions. As you decide which of your instincts to ignore and which to hone to deadly sharpness, you choose a wild nature from the following options, each of which grants you a skill. (*Quick Build:* Punisher.)

Guardian: You are the fearless defender of your pack—anyone who harms them must go through you. You have the Read Person skill.

Prowler: You are an unseen ambusher that strikes from the shadows. Your prey is dead before they even know you're there. You have the Hide skill.

Punisher: Using brute force, you overwhelm anyone unwise enough to earn your wrath. You have the Endurance skill.

Spark: Your connection to nature has imbued you and your companion with the raging magic of an elemental storm. Flame, frost, and lightning crackle from your hands and their claws. You have the Magic skill.

Your wild nature is your subclass, and your choice of wild nature determines many of the features you'll gain as you gain new levels.

Draw Steel Master Classes

The Beastheart is an example of a master class in *Draw Steel*. Master classes are intended for players who are familiar with the game and have played a few sessions. They aren't recommended for first time players—you need to know the rules before we start breaking them on you!

If you're new to *Draw Steel*, we recommend checking out [The Delian Tomb](#) starter adventure, which includes a step-by-step tutorial on how to play the game and breaks down all the working parts of a hero. Save Broadhurst first, then hurry back here!

Beastheart Advancement

Level	Features	Abilities	Wild Nature Abilities
1st	Wild Nature, Companion, Heart of the Beast, Feral Strike, Ferocity, Rampage, Wild Nature Maneuver, Wild Nature Triggered Action, Kit, Beastheart Abilities	Signature, 3, 5	—
2nd	Perk, Everyone's Best Friend, Wild Nature Feature, Wild Nature Ability	Signature, 3, 5	5
3rd	Companion Advancement Feature, 7-Ferocity Ability	Signature, 3, 5, 7	5
4th	Characteristic Increase, Minion Improvement, Essence Salvage, Minion Chain, Perk, Skill Characteristic Increase, Perk, Rampage Improvement, Skill, Unleash the Beast	Signature, 3, 5, 7	5
5th	Wild Nature Feature, 9-Ferocity Ability	Signature, 3, 5, 7, 9	5
6th	Perk, Become the Beast, Wild Nature Ability	Signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, Feral Heart, Rampage Improvement, Skill	Signature, 3, 5, 7, 9	5, 9
8th	Wild Nature Feature, Perk, 11-Ferocity Ability	Signature, 3, 5, 7, 9, 11	5, 9
9th	Avatar of the Green, Wild Nature Ability	Signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Companion Advancement Feature, Final Evolution, Perk, Ferox, Rampage Improvement, Skill	Signature, 3, 5, 7, 9, 11	5, 9, 11

Companion

You gain the companionship of a wild animal who travels with you. Your companion isn't your pet. Rather, they've forged a mystical bond with you—one that allows you to share your companion's senses and primal instincts.

Choose a companion from the following options. (*Quick Build*: Wolf.)

Customizing Your Companion

Want a companion not listed here? You can often use one of these stat blocks to represent a similar beast. For instance, you could use the condor companion for an escaped Hawklord hawk, the wolf for a dog or jackal, or even the boar for a particularly ornery stag or elk.

With the Director's permission, you can also change the damage types of your companion's abilities to better match your vision. Perhaps instead of a hellhound you travel with a white wolf that deals cold damage instead of fire damage; maybe your elemental spark is an elemental ember that deals fire damage; or maybe your panther is a shadow whose Pounce maneuver deals corruption or cold damage.



Basilisk

Beast, Companion

Companion

1L
Size

5
Speed

2
Stability

1+M
Free Strike

Immunity: Poison 3

Movement: —

Skills: Alertness

Might +2 **A**gility +1 **R**eason -1 **I**ntuition +2 **P**resence +2

✗ Petrify

Transfixed by the basilisk's magical gaze or struck by their poisoned claws, the foe's body begins to calcify.

Companion, Magic, Melee, Ranged, Weapon

Maneuver

Melee 1 or ranged 5

One enemy

Effect: The target takes corruption damage equal to 3 + the basilisk's Might score and is stoned (save ends) (see **Stoned**).

Spend 1 Ferocity: While stoned this way, the target is also slowed.

★ Stoned

A stoned creature is magically turning to stone. Each time a creature fails the saving throw to end this effect, they take corruption damage equal to the basilisk's Might score. A stoned creature or a creature adjacent to them can use a maneuver to cut the encroaching stone from the stoned target's body, ending the effect and dealing damage to the target equal to twice the basilisk's Might score that can't be reduced in any way. A creature reduced to 0 Stamina while they are stoned, or by an ability that causes a creature to become stoned, is turned to stone until they are restored to life by magical means.

Level 3 Basilisk Advancement Feature

★ Foes Forever Frozen

Whenever the basilisk makes a strike against a creature while rampaging, the target is stoned (save ends).

Level 6 Basilisk Advancement Feature

★ Rock Smasher

Whenever you deal rolled damage to a stoned creature while the basilisk is rampaging, you deal extra damage equal to twice your Might score.

Level 10 Basilisk Advancement Feature

★ Heart of Stone

While the basilisk is rampaging, you and the basilisk have damage immunity 10 as you become nearly impervious living statues.



Bear Companion
Animal, Companion

1L Size 5 Speed 2 Stability 1+M Free Strike

Immunity: —
Movement: Climb Skills: Intimidate

Might +2 Agility +1 Reason -1 Intuition +2 Presence +2

Backhand
The bear casually swats the pesky foe into next week.
Companion, Melee, Weapon Maneuver
Melee 1 One creature or object
Effect: The target takes damage equal to 4 + the bear's Might score and is pushed up to 2 squares.
Spend 1 Ferocity: The target is force moved up to a number of additional squares equal to the bear's Might score.

★ **Strong Like Bear**
You gain a +1 bonus to your stability.

Level 3 Bear Advancement Feature

★ **Foe Thresher**
Whenever the bear targets a creature with a strike that doesn't impose forced movement while rampaging, the bear can push the target up to a number of squares equal to the bear's Might score.

Level 6 Bear Advancement Feature

★ **Ursine Form**
While the bear is rampaging, you have damage immunity 5 and your size increases to the bear's size (to a maximum of 2). If you don't have enough unoccupied space to grow, you grow as soon as there is sufficient space.

Level 10 Bear Advancement Feature

★ **Twin Colossi**
While the bear is rampaging, you gain a +1 bonus to distance with melee weapon abilities, your size increases to match the bear's size (to a maximum of 3), and your strikes deal an extra 5 damage.

Boar Companion

Animal, Companion

1M
Size

5
Speed

2
Stability

1+M
Free Strike

Immunity: —
Movement: —

Skills: Search

Might +2 **A**gility +1 **R**eason -1 **I**ntuition +2 **P**resence +2

🔪 Gore

With an enraged snort, the boar lunges forward to rip open foes with their tusks.

Companion, Melee, Weapon

Maneuver

🗡️ Melee 1

🌀 One creature or object

Effect: The boar moves up to their speed in a straight line. When this movement ends, they can deal damage equal to 3 + their Might score to an adjacent target. If the boar moved closer to the target as part of this movement, the boar deals extra damage equal to their Might score.

Spend 1 Ferocity: The target is bleeding until the end of their next turn.

★ Spiteful Endurance

While the boar is winded, they have damage immunity equal to their Might score and ignore the effects of bleeding.

Level 3 Boar Advancement Feature

★ Greased Pig

While the boar is rampaging, they have a +2 bonus to speed and a double edge on the Escape Grab maneuver.

Level 6 Boar Advancement Feature

★ Wild Rush

While the boar is rampaging, you can use their Gore maneuver, and you and the boar can shift instead of move when using the Charge action or the Gore maneuver.

Level 10 Boar Advancement Feature

★ Immortal Rage

Whenever you or the boar use an ability that deals damage while the boar is rampaging, you gain 10 temporary Stamina.





Condor

Animal, Companion

Companion

1M
Size

7
Speed

0
Stability

1+M
Free Strike

Immunity: —
Movement: Fly

Skills: Alertness

Might +2 **A**gility +1 **R**eason -1 **I**ntuition +2 **P**resence +1

✂ Flurry of Wings

I can't draw a bead on them with that infernal bird flapping in my face!

Companion, Melee, Weapon

Maneuver

Melee 1

☹ One creature or object

Effect: The target takes damage equal to 3 + the condor's Might score. Additionally, enemies are weakened while adjacent to the condor until the end of your next turn.

Spend 1 Ferocity: An enemy who would be weakened by this ability is taunted instead.

★ Moving Target

While the condor is flying and has a speed greater than 0, ranged strikes against them take a bane.

Level 3 Condor Advancement Feature

★ Dive Bomb

Whenever the condor makes a strike while rampaging, they deal extra damage equal to the number of squares they've moved on their turn (to a maximum of 5).

Level 6 Condor Advancement Feature

★ Borne Aloft

While the condor is rampaging, you gain wings and can fly. While flying, you gain a +2 bonus to speed. If you are midair when the condor's rampage ends, you take no damage from the fall.

Level 10 Condor Advancement Feature

★ Flight of the Condor

While the condor is rampaging, you and the condor gain a +5 bonus to speed.

Deinonychus

Animal, Companion

Companion

1M
Size

7
Speed

1
Stability

1+M
Free Strike

Immunity: —
Movement: —

Skills: Track

Might +2 **A**gility +2 **R**eason -1 **I**ntuition +2 **P**resence +1

Terrible Claws

The deinonychus kicks their prey, then slashes them with wicked claws.

Companion, Melee, Weapon

Melee 1

Maneuver
One enemy

Effect: The target takes damage equal to 3 + the deinonychus's Might score, and if they have **M < AVERAGE**, they are bleeding until the end of their next turn.

Spend 1 Ferocity: A target who has **M < STRONG** is bleeding (save ends).

★ Blood Frenzy

Whenever the deinonychus deals damage to a bleeding creature, they gain 1 surge.

Level 3 Deinonychus Advancement Feature

★ Tear You to Ribbons

Whenever the deinonychus makes a strike against a creature while rampaging, the target is bleeding until the end of their next turn.

Level 6 Deinonychus Advancement Feature

★ Slake My Thirst in Blood

Whenever you use an ability that deals rolled damage to a bleeding creature while the deinonychus is rampaging, you gain 2 surges.

Level 10 Deinonychus Advancement Feature

★ Reaping Scythe

The deinonychus's claws slash at creatures underfoot. When the deinonychus moves adjacent to an enemy or enters an enemy's space for the first time on a turn while rampaging, the deinonychus deals damage to that enemy equal to the deinonychus's Might score.





Drake

Companion, Dragon

Companion

1M
Size

5
Speed

1
Stability

1+M
Free Strike

Immunity: Attuned damage type 3 (see **Elementally Attuned**)

Movement: Fly

Skills: Intimidate

Might +2

Agility +1

Reason -1

Intuition +2

Presence +2

☒ Drake Breath

The drake exhales a blast of flesh-melting energy.

Area, Companion, Magic

Maneuver

☒ 1 or 2 cube within 1

☉ Each creature in the area

Effect: The target takes damage of the drake's attuned damage type (see **Elementally Attuned**) equal to the drake's Might score.

Spend 1 or 2 Ferocity: This ability affects a 3 cube (if you spend 1 ferocity) or a 4 cube (if you spend 2 ferocity) within 1.

★ Elementally Attuned

When you gain this companion, you choose their attuned damage type from acid, cold, corruption, fire, lightning, poison, or sonic. The drake's attuned damage type affects their other features.

★ Shared Scales

You have immunity 3 to the drake's attuned damage type.

Level 3 Drake Advancement Feature

★ Endless Breath

The drake's Drake Breath maneuver deals an extra 2 damage.

Level 6 Drake Advancement Feature

★ A Burning Inside Me

While the drake is rampaging, you gain draconic wings and can fly. If you are midair when the drake's rampage ends, you take no damage from the fall. Additionally, you can use the drake's Drake Breath maneuver until their rampage ends.

Level 10 Drake Advancement Feature

★ Elemental Avatar

While the drake is rampaging, you and the drake have immunity all to the drake's attuned damage type, and whenever you or the drake make a strike against a creature you can cause the target to be dragonsealed (save ends). A dragonsealed creature has weakness 10 to the drake's attuned damage type.

Elemental Spark

Companion, Elemental

Companion

1M
Size

7
Speed

1
Stability

1+M
Free Strike

Immunity: Lightning 3
Movement: —

Skills: Magic

Might +2 **A**gility +2 **R**eason -1 **I**ntuition +2 **P**resence +1

⚡ Static Shock

An arc of lightning crackles from the spark.

Companion, Magic, Melee

Maneuver

⚔ Melee 1

🎯 One creature or object

Effect: The target takes lightning damage equal to 2 + the spark's Might score.

Spend 1 Ferocity: The distance increases to melee 5.

★ Electric Surge

The first time on a turn that you or the spark deal lightning damage, you gain 1 surge.

Level 3 Elemental Spark Advancement Feature

★ Electroshock

Whenever the spark makes a strike against a creature while rampaging, they can cause a target who has **M < AVERAGE** to be dazed until the end of the target's next turn.

Level 6 Elemental Spark Advancement Feature

★ Conductive

While the spark is rampaging, lightning sings through your blood, and whenever you make a strike against a creature, you deal extra lightning damage equal to your Might score.

Level 10 Elemental Spark Advancement Feature

★ Lightning Speed

While the spark is rampaging, you and the spark can shift up to your speed as a free maneuver once on each of your turns.





Gummy Ball

Companion, Ooze

Companion

1L
Size

5
Speed

2
Stability

1+M
Free Strike

Immunity: Acid 3

Movement: —

Skills: Sneak

Might +2

Agility +2

Reason -1

Intuition +2

Presence +1

✦ Absorb

With a sickening squelch, the ball oozes around their hapless prey.

Companion, Melee, Weapon

Maneuver

Melee 1

One enemy

Effect: The target takes acid damage equal to 3 + the ball's Might score, and if they have **A < AVERAGE**, the ball moves into the target's space. If the target completely fits within the ball's space, the target is grabbed by the ball.

Spend 1 Ferocity: A target grabbed this way takes acid damage equal to the ball's Might score at the end of each of the ball's turns.

★ Gelatinous

The ball can occupy another creature's space. While occupying a creature's space, the ball has line of effect to that creature. If the creature completely fits within the ball's space, the creature has line of effect only to the ball and creatures outside the ball don't have line of effect to the creature. The ball's space is difficult terrain.

Level 3 Gummy Ball Advancement Feature

★ Suck It Up

Whenever the ball makes a strike while rampaging, one target is pulled up to 3 squares into the ball's space. If the target ends this movement and completely fits within the ball's space, the target is grabbed by the ball.

Level 6 Gummy Ball Advancement Feature

★ Taffy Pull

While the ball is rampaging, your arms and legs become viscous and stretchy, and you gain a +2 bonus to speed and melee distance.

Level 10 Gummy Ball Advancement Feature

★ Runaway Expansion

While the ball is rampaging, you and the ball have acid immunity 10, and whenever a creature is reduced to 0 Stamina while inside the ball, the ball's size increases by 1 (to a maximum of 5). The ball's size can't increase this way more than once a turn, and the ball shrinks back to their original size when their rampage ends.

Hellhound

Companion, Infernal

Companion

1M
Size

7
Speed

1
Stability

1+M
Free Strike

Immunity: Fire 3

Movement: —

Skills: Intimidate

Might +2 **A**gility +2 **R**eason -1 **I**ntuition +2 **P**resence +1

✂ Fire Breath

The hellhound exhales infernal flames.

Companion, Magic, Melee, Ranged

Maneuver

⚔ Melee 1 or Ranged 2

🎯 One creature or object

Effect: The target takes fire damage equal to 3 + the hellhound's Might score.

Spend 1 Ferocity: This ability gains a bonus to either its damage or distance equal to the hellhound's Intuition score.

★ Hellish Pact

You have fire immunity equal to the hellhound's fire immunity.

Level 3 Hellhound Advancement Feature

★ Infernal Apparition

Whenever the hellhound makes a strike against a creature while rampaging, they can cause a target who has **P < AVERAGE** to be frightened until the end of the target's next turn.

Level 6 Hellhound Advancement Feature

★ Slavering Jaws

While the hellhound is rampaging, your mouth foams with acidic ichor, and whenever you make a strike against a creature, you deal extra acid damage equal to your Might score.

Level 10 Hellhound Advancement Feature

★ Wreathed in Flames

While the hellhound is rampaging, you and the hellhound are surrounded by an aura of flames, and each enemy who starts their turn adjacent to you or the hellhound takes fire damage equal to the hellhound's Might score.





Lightbender

Beast, Companion

Companion

1L
Size

7
Speed

2
Stability

1+M
Free Strike

Immunity: —
Movement: —

Skills: Hide

Might +2 Agility +1 Reason -1 Intuition +2 Presence +2

✂ Sparking Tail Whip

The lightbender swings their tail, sending goutts of sparks in their foe's face.

Companion, Melee, Weapon

Maneuver

Melee 1

One enemy

Effect: The target takes damage equal to 3 + the lightbender's Might score, and if they have **M < AVERAGE**, they are dazzled until the end of their next turn. A dazzled creature has line of effect only within 1 square.

Spend 1 Ferocity: A dazzled creature also takes a bane on strikes.

★ Avoidance

Any effect on the lightbender that would be ended by a saving throw instead ends automatically at the end of their next turn.

Level 3 Lightbender Advancement Feature

★ Hit and Run

Whenever the lightbender makes a strike against a creature while rampaging, the lightbender can teleport up to 5 squares and use the Hide maneuver.

Level 6 Lightbender Advancement Feature

★ Lightbearer

While the lightbender is rampaging, you can use a free maneuver to glow with blinding light that lasts until the rampage ends or you use this ability again. While glowing, your skin sheds light for 10 squares and strikes against you take a bane.

Level 10 Lightbender Advancement Feature

★ Everywhere and Nowhere

While the lightbender is rampaging, your grip on spatial reality is weakened, and once on each of your turns, you or the lightbender can teleport up to 3 spaces as a free maneuver. Additionally, strikes made against you and the lightbender have a double bane until the lightbender's rampage ends.

Panther

Animal, Companion

Companion

1M
Size

7
Speed

1
Stability

1+M
Free Strike

Immunity: —

Movement: Climb

Skills: Sneak

Might +2 **A**gility +2 **R**eason -1 **I**ntuition +2 **P**resence +1

🗡️ Pounce

The panther bunches up, then uncoils into a deadly leap.

Companion, Melee, Weapon

🗡️ Melee 1

Maneuver

🎯 One enemy

Effect: The target takes damage equal to 3 + the panther's Might score, and if they have **M < AVERAGE**, they are knocked prone.

Spend 1 Ferocity: The panther can jump up to a number of squares equal to their speed before using this ability. If they jump at least 1 square in this way, a target who has **M < STRONG** is knocked prone.

★ Mighty Spring

Whenever the panther takes the Advance move action or the Charge action, they can jump up to a number of squares equal to their speed in any direction, including vertically, as part of this movement.

Level 3 Panther Advancement Feature

★ Cat and Mouse

Whenever the panther makes a strike against a creature while rampaging, the panther can knock the target prone.

Level 6 Panther Advancement Feature

★ Single Bound

While the panther is rampaging, you can jump up to a number of squares equal to your speed as a free maneuver once on each of your turns.

Level 10 Panther Advancement Feature

★ Panther Spirit

While the panther is rampaging, you and the panther are invisible and can move through objects and terrain, which are difficult terrain for you both. A creature who ends their turn inside a solid object from moving this way is teleported to the last unoccupied space they previously occupied.





Spider

Animal, Companion

Companion

1M
Size

5
Speed

1
Stability

1+M
Free Strike

Immunity: —

Movement: Climb

Skills: Sneak

Might +2

Agility +2

Reason -1

Intuition +2

Presence +1

☒ Web Shot

The spider fires a ball of sticky silk.

Companion, Ranged, Weapon

Maneuver

Ranged 5

🎯 One enemy

Effect: If the target has **M < AVERAGE**, they are restrained until the end of their next turn.

Spend 1 Ferocity: If the target has **M < STRONG**, they are restrained (save ends).

★ Come Into My Parlor

Whenever the spider makes a strike against a restrained creature, the spider deals extra poison damage equal to twice their Intuition score.

Level 3 Spider Advancement Feature

★ Dripping Fangs

Whenever the spider makes a strike against a creature while rampaging, the spider can deal extra poison damage equal to their Might score.

Level 6 Spider Advancement Feature

★ Web Slinger

Once on each of your turns while the spider is rampaging, you can shoot a web to a ceiling, wall, or sturdy object above you within 5 squares as a free maneuver. You can then fly in a straight line to any space within 5 squares of that object.

Level 10 Spider Advancement Feature

★ Life Drinker

Whenever you or the spider deals damage with a maneuver while the spider is rampaging, the attacker regains Stamina equal to the damage dealt.

Sporeling

Beast, Companion

Companion

1S

Size

5

Speed

0

Stability

1+M

Free Strike

Immunity: Poison 3

Movement: —

Skills: Track

Might +2

Agility +2

Reason -1

Intuition +2

Presence +1

Spore Puff

The sporeling breathes a cloud of disorienting fumes.

Companion, Melee

Melee 1

Maneuver

One enemy

Effect: The target takes poison damage equal to 3 + the sporeling's Might score, and the sporeling is invisible to the target until the end of the sporeling's next turn or they deal damage to the target.

Spend 1 Ferocity: If the target has **M < STRONG**, they are dazed until the end of their next turn.

Skulker

The sporeling can end their movement in an ally's space. While occupying an ally's space, the sporeling has cover.

Level 3 Sporeling Advancement Feature

Slowing Spores

Whenever the sporeling makes a strike against a creature while rampaging, the sporeling can cause the target to be slowed until the end of the target's next turn.

Level 6 Sporeling Advancement Feature

Plant Walk

Once on each of your turns while the sporeling is rampaging, you can teleport to a space within 15 squares as a free maneuver, provided the space or an adjacent space contains the sporeling or plants or fungus of size 1S or larger. You then gain an edge on the next strike you make before the end of your turn.

Level 10 Sporeling Advancement Feature

Trailing Mycelia

While the sporeling is rampaging, you and the sporeling sprout rootlike, gripping mycelia along your limbs, and whenever you or the sporeling makes a strike against a creature who has **M < STRONG**, the creature is grabbed by the attacker. Additionally, you and the sporeling can't be force moved or knocked prone until the sporeling's rampage ends.





Wolf

Animal, Companion

Companion

1M
Size

7
Speed

1
Stability

1+M
Free Strike

Immunity: —
Movement: —

Skills: Track

Might +2 **A**gility +2 **R**eason -1 **I**ntuition +2 **P**resence +1

Clamping Jaws

With an unnerving growl, the wolf sinks powerful teeth into their quarry.

Companion, Melee, Weapon

Maneuver

Melee 1

One enemy

Effect: The target takes damage equal to 3 + the wolf's Might score, and if they have **M < AVERAGE**, they are grabbed by the wolf.

Spend 1 Ferocity: If the target has **M < STRONG**, they are grabbed by the wolf.

★ Retriever

The wolf can move at full speed while they have a creature grabbed, no matter the grabbed creature's size.

Level 3 Wolf Advancement Feature

★ My, What Big Teeth You Have

Whenever the wolf makes a strike against a creature while rampaging, they can grab the target.

Level 6 Wolf Advancement Feature

★ Call of the Wild

While the wolf is rampaging, you and the wolf gain a +2 bonus to speed, and creatures within 5 squares can't be hidden or have concealment from you or the wolf.

Level 10 Wolf Advancement Feature

★ Dire Wolf

While the wolf is rampaging, you and the wolf are surrounded by an aura of dread, and enemies who start their turn adjacent to you or the wolf who have **P < STRONG** are frightened until the end of their next turn.

COMPANION RULES

Companion Stamina and Recoveries. Your companion's Stamina maximum equals your Stamina maximum. Your companion has no Recoveries. When an effect would allow your companion to spend a Recovery, your companion spends one of your Recoveries.

Companion Death. A companion can become dying at 0 Stamina and die at negative half their Stamina, just like a hero.

Companion Actions. Your companion is your ally, but they take their turn as a part of your turn. For the purpose of effects that end at the end of the companion's turn, or any other rules elements that depend on the start or end of creature's turn, the start and end of your turn is also the start and end of the companion's turn.

You and your companion each take your own move action. You can use one triggered action per round, which can be used by either you or your companion. Your main action and maneuver are split between you and your companion; if you take a main action, you can't take a maneuver but your companion can. If you take a maneuver, you can't take a main action but your companion can. Taking a main action doesn't prevent you or your companion from taking free maneuvers.

You and your companion share one turn during montage tests and similar scenes. Typically, you'll take this turn, but there may be circumstances when your companion does instead.

Ranged Free Strikes. Your companion doesn't have a ranged free strike.

Shared Maneuvers. When you or your companion use the Catch Breath, Escape Grab, Hide, or Stand Up maneuvers, your partner can use the same maneuver as a triggered free action.

Shared Abilities. You and your companion share some abilities, but not all of them. If a beastheart ability has the Beastheart keyword, it can be used by only the beastheart. If it has the Companion keyword, it can be used by only the companion. If an ability can be used by either you or your companion, the word "you" in the ability's text refers to whoever uses the ability, while the word "partner" refers to whoever didn't use the ability. Within a companion's stat block, the word "you" always refers to the beastheart. In all cases, phrases like "you both" and "you each" refer to you and your companion.

Shared Senses. While you are within 1 mile of each other, you and your companion can communicate telepathically as if you shared a language, although this communication uses vague images and feelings instead of words.

Shared Skills. Your companion has any skill you have, and vice versa. No matter what skills they possess, your companion can't take any action their physiology wouldn't allow (for instance, a wolf can't pick locks).

Shared Space. You and your companion can move freely through and stop in each other's spaces.

Shared Perks, Titles, and Complications. If you gain a benefit or drawback by earning a perk, a title, or a complication, your companion shares the benefit or drawback. Your companion can only be affected by benefits or drawbacks that logically affect an animal: for instance, an animal can't craft and therefore can't benefit from the Handy perk. If you're not sure what your companion can do, ask your Director.

Surges. Surges you and your companion gain are added to a surge pool you both can spend from. When an effect would grant 1 or more surges to both you and your companion, you only gain the surges once.

Changing Your Companion. As a respite activity, you can release your current companion, then gain a new companion of a different species or summon a companion you previously released.

One Hero. You and your companion count as one hero for determining the difficulty of combats, montage tests, and other challenges.

Adding and Subtracting Actions

Although you and your companion share your action economy, you are treated as separate creatures for effects that grant or remove main actions, maneuvers, and move actions. For instance, the talent's Applied Chronometrics ability grants an extra maneuver. If both you and your companion are targeted by the ability, you both gain extra maneuvers.

Similarly, the dazed condition limits what a creature can do on their turn. Being dazed works the same on you and your companion as it does on other creatures; whoever is dazed can only do one thing on their turn (a move action, maneuver, or main action). You being dazed has no effect on your companion, and vice versa.

Heart of the Beast

You and your companion share a primordial bond so intense your hearts literally beat as one. If your partner is lost, you can split your heart in two and summon them back to your side.

Both you and your companion can use the following ability.

Heart of the Beast

"Better look away—this might not be pretty."

Magic, Ranged

Maneuver

Self

Self

Effect: You must spend a Recovery without regaining Stamina. Your partner gains temporary Stamina equal to your recovery value as they leap out of your chest. Your partner teleports to your space from any distance, even if they don't have line of effect to you.

Spend 1 Ferocity: Your partner can shift up to their speed.

Spend 1–5 Ferocity: Your partner gains additional temporary Stamina equal to their Might score for each ferocity spent this way.

Spend 5 Ferocity: You restore your dead partner to life with 1 Stamina, even if their body was destroyed. They gain no temporary Stamina if you use this ability this way.

Feral Strike

Relying on their instincts, your companion launches toward the nearest threat. Your companion can use the following signature ability.

Feral Strike

Your companion lunges into the fray, attacking wildly with teeth, claws, or other weapons.

Area, Companion, Melee, Strike, Weapon Main action
1 burst Each creature in the area

Effect: Your companion moves up to a number of squares equal to their Intuition score straight toward the closest enemy they are aware of, avoiding damaging terrain and ending the movement when they are adjacent to that enemy.
Your companion then makes the following power roll:

Power Roll + Might:

≤11 1 + M damage

12-16 3 + M damage

17+ 4 + M damage

This ability gains the following benefit based on your wild nature.

- **Guardian:** Each enemy target is taunted by your companion until the start of your next turn.
- **Prowler:** Each enemy target is weakened until the start of your next turn.
- **Punisher:** Your companion slides each target up to a number of squares equal to their Might score.
- **Spark:** This strike deals cold, fire, lightning, or sonic damage. You gain 1 surge.

Ferocity

You and your companion tap into a predator's bloodlust that grants you a Heroic Resource called ferocity.

FEROCITY IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain ferocity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 ferocity.

Additionally, the first time each combat round that a creature adjacent to your companion takes damage, you gain 2 ferocity.

You lose any remaining ferocity at the end of the encounter.

FEROCITY OUTSIDE OF COMBAT

Though you can't gain ferocity outside of combat, you can use your heroic abilities and effects that cost ferocity without spending it. Whenever you or your companion uses an ability or effect outside of combat that costs ferocity, that same ability or effect can't be used outside of combat again until you earn 1 or more Victories or finish a respite.

When you or your companion uses an ability outside of combat that has a variable or unlimited ferocity cost, the ability can be used as if you had spent an amount of ferocity equal to your Victories.

Rampage

While your ferocity sharpens your killer instinct, it can also drive your companion into a rampage, causing them to strike friends and foes alike in a blood-soaked battle frenzy. As their rampage builds, they become something more than a mortal companion, embodying a primordial spirit of destruction.

Your companion has a resource called rampage. Whenever you or your companion spends ferocity, your companion gains rampage equal to the ferocity spent. Your companion loses their rampage and its effects at the end of an encounter.

Your companion doesn't spend rampage to activate abilities. Instead, when your companion gains 8 rampage, they are rampaging. As your companion's rampage increases, they gain the listed effects from the Rampage table. Effects are cumulative. Some Rampage effects are applied only if you are a specific level or higher, with the level of these effects noted in the Rampage table.

Rampage

Rampage	Effect
8	At the end of each of your turns, your companion must use their Feral Strike ability as a free maneuver. You can't willingly decrease the power roll outcome to a lower tier. For each ally damaged this way, you gain 2 surges, which you can use on this strike.
12	Your companion has damage immunity equal to their Intuition score.
16 (4th level)	When your companion uses their Feral Strike ability, they deal extra damage equal to their Intuition score to each target. You gain 1 additional surge for each ally damaged this way.
20 (7th level)	As a free maneuver, your companion can increase their size up to size 2, or increase their size by 1 if their original size is already 2 or larger. This size increase lasts until your companion's rampage ends or they use a free maneuver to end it. While your companion's size is increased, they gain a +2 bonus to speed and stability, the potencies of their abilities increase by 1, and the size of their Feral Strike ability's burst increases by 1.
24 (10th level)	When your companion increases their size, they can increase it up to size 3, or increase their size by 1 if their original size is already 3 or larger. Whenever they make a power roll while their size is increased this way, they can roll 3d10 and discard the lowest roll.



Wild Nature Maneuver

Your wild nature grants you a maneuver, as shown on the Wild Nature Maneuvers table. Each maneuver can be used only by the beastheart.

Wild Nature Maneuvers

Wild Nature	Maneuver
Guardian	Living Arrow
Prowler	Lightning Leap
Punisher	Avalanche Rush
Spark	Jaws of the Storm

Avalanche Rush

You ride a cascade of ice over your foes.

Beastheart, Melee, Weapon **Maneuver**
 Melee 1 One creature

Effect: The target takes damage equal to 3 + your Might score, and if they have **M < AVERAGE**, they are knocked prone.

You can move up to 3 squares before and after you use this ability. During this movement, a prone enemy's space doesn't count as difficult terrain, and the first time you enter a prone enemy's space, that enemy takes cold damage equal to your Might score.

Spend 1 Ferocity: If the target has **M < STRONG**, they are knocked prone.

Jaws of the Storm

Your foes are torn by a tempest of primordial teeth and claws.

Area, Beastheart, Magic **Maneuver**
 2 cube within 5 Each enemy in the area

Effect: Each target takes cold, fire, lightning, or sonic damage (your choice) equal to your Might score.

Spend 1 Ferocity: The size of the cube increases by 1.

Lightning Leap

You summon a lightning bolt and ride it into battle.

Beastheart, Melee, Weapon **Maneuver**
 Melee 1 One creature

Effect: The target takes damage equal to 3 + your Might score. Before you use this ability, you can jump up to a number of squares equal to your Intuition score in a straight line. During this jump, enemies' spaces don't count as difficult terrain for you. The target takes extra lightning damage equal to the number of squares you jumped this way.

Spend 1 Ferocity: Your jump doesn't provoke opportunity attacks.

Living Arrow

You point, and your companion appears.

Beastheart, Magic, Ranged **Maneuver**
 Ranged 10 One unoccupied space

Effect: If your companion is within range and can fit into the target space, they teleport to the space. They can then make a melee free strike.

Spend 1 Ferocity: The distance increases to ranged 15.

Wild Nature Triggered Action

Your wild nature grants you a triggered action, as shown on the Wild Nature Triggered Actions table. Each triggered action can be used by either you or your companion.

Wild Nature Triggered Actions

Wild Nature	Triggered Action
Guardian	The Pack Defends
Prowler	Shadow in the Mist
Punisher	Thunderclap
Spark	Pyre

Pyre

You burn to ash before your foes' eyes.

Magic **Triggered**
 Self Self

Trigger: You take damage.

Effect: You take half the damage and teleport up to 5 squares.

Spend 1 Ferocity: When you teleport this way, each enemy adjacent to your original space takes lightning or fire damage (your choice) equal to your Intuition score.

Shadow in the Mist

While everyone's eyes are drawn to your foe, you wreath yourself in obscuring mist.

Magic **Triggered**
 Self Self

Trigger: An enemy within 10 squares deals damage to a creature other than you.

Effect: You become invisible until the end of your next turn or you deal damage. You can then use the Hide maneuver even if you are observed and can move up to a number of squares equal to your Intuition score before or after using that maneuver.

Spend 1 Ferocity: You can move up to a number of squares equal to twice your Intuition score and ignore difficult terrain during this movement.

The Pack Defends

You siphon away the pain and endure it yourself.

Magic **Triggered**
 Melee 1 One ally

Trigger: The target takes damage.

Effect: The target takes half the damage.

Spend 1 Ferocity: You spend a Recovery without regaining Stamina, and the target regains Stamina equal to your recovery value.

Thunderclap

The force of your counterattack cracks the air.

Melee, Weapon **Triggered**
 Melee 1 One enemy

Trigger: The target deals damage to a creature.

Effect: You deal sonic damage equal to your Might score to the target and push them up to a number of squares equal to 1 + your Might score. If this forced movement pushes the target away from the creature they damaged, the creature takes half the triggering damage.

Spend 1 Ferocity: The forced movement distance is doubled.

Kit

You can use and gain the benefits of a kit. See the [Kits](#) chapter of *Draw Steel: Heroes* for more information.

You and your companion both gain the benefits of the kit, with the following exceptions:

- Only you can use the kit's signature ability, not your companion.
- Your companion is always armed to the teeth. When choosing or changing a kit, your companion can choose between the melee damage bonus provided by the kit (if any) or a melee damage bonus of +0/+0/+4.

BEASTHEARTS AND MAGIC TREASURE

Consumables

Your companion can't use every consumable, but with your help, they can benefit from an edible or drinkable consumable, such as a Healing Potion. While using a kit, your companion can also benefit from a consumable that enhances a weapon, such as a Lachomp Tooth. When you use one of these kinds of consumables while you are adjacent to your companion, you can grant the benefit to your companion instead of yourself. You must take the action type required to use the consumable; no action is required of your companion.

Trinkets

Your companion can't use trinkets that are designed to be worn by bipeds (such as cloaks, masks, and hats) or require words or gestures to activate. However, your companion can benefit from one necklace, pendant, collar, or other trinket with the Neck keyword that doesn't require any action to activate, such as a Necklace of the Bayou or one of the new magic trinkets presented in this document.

Your companion doesn't need to wear their trinket around their neck: a condor might wear a necklace wrapped around a talon, and a gelatinous sphere might carry it suspended inside their body!

Leveled Items

Although your companion can't wield a sword, they can benefit from a magic blade! When you wield and gain the benefits of a leveled weapon, armor, implement, or other item, your companion gains those same benefits as if they were wielding the treasure.

Beastheart Abilities

Guided by the ebb and flow of battle, you trade off attacking with your companion and work together to unleash deadly combinations.

SIGNATURE ABILITY

Choose one signature ability from the following options. Signature abilities can be used at will. (*Quick Build: Come On!*)

Bodyswap

You and your ally morph into each other, magically switching places.

Beastheart, Magic, Melee, Strike, Weapon

Main action

Melee 1

One creature or object

Effect: If you and a willing ally are standing on the ground within 10 squares of each other, you can teleport to swap places. If you do, you gain an edge on this ability.

Power Roll + Intuition:

3 + damage

5 + damage

7 + damage

Come On!

You launch a flurry of attacks to cover your movement.

Beastheart, Melee, Ranged, Strike, Weapon

Main action

Melee 1 or ranged 5

One creature or object

Power Roll + Might:

2 + damage

3 + damage

4 + damage

Effect: Your companion can make a melee free strike. You both shift up to a number of squares equal to your Intuition score.

Covering Fire

Keep your head down, or I'll shoot it off!

Beastheart, Ranged, Strike, Weapon

Main action

Ranged 5

One creature

Power Roll + Intuition:

2 + damage

4 + damage

6 + damage

Effect: If the target is not prone, they must use a free triggered action to fall prone or take extra damage equal to twice your Intuition score. Your companion can shift up to a number of squares equal to their Intuition score.

Stormrage

Lances of primordial energy leap from you and your companion to sear, crush, or freeze your foe.

Beastheart, Magic, Melee, Ranged, Strike, Weapon

Main action

Melee 1 or ranged 5

One creature or object

Power Roll + Might:

2 + cold, fire, lightning, or sonic damage

4 + cold, fire, lightning, or sonic damage

6 + cold, fire, lightning, or sonic damage

Effect: You can spend 1 surge without gaining its benefits. If you do, your companion can use this ability as a free triggered action, targeting a different creature or object with the same power roll, but they don't trigger this effect.

HEROIC ABILITIES

From traveling and fighting alongside your companion, you have learned a number of heroic abilities.

3-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 3 ferocity to use. (*Quick Build: Hungry Like the Wolf.*)

Bring the Thunder (3 Ferocity)

Your companion unleashes a shattering roar, screech, or howl that terrifies your foes—or at least gets their attention.

Area, Companion, Magic

3 burst

Main action

Each enemy in the area

Power Roll + Intuition:

≤11 3 sonic damage; push 1; **P<WEAK** taunted (save ends)

12-16 5 sonic damage; push 2; **P<AVERAGE** taunted (save ends)

17+ 7 sonic damage; push 3; **P<STRONG** frightened (save ends)

Spent 1 Ferocity: This ability also affects a 2 burst originating from you. An enemy in both areas is only affected once.

Herd the Sheep (3 Ferocity)

Your companion circles your foe, luring them out of position with fake openings and unpredictable attacks.

Companion, Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Might:

≤11 5 + **M** damage; slide 1; **I<WEAK** weakened (save ends)

12-16 8 + **M** damage; slide 2; **I<AVERAGE** weakened (save ends)

17+ 11 + **M** damage; slide 4; **I<STRONG** weakened (save ends)

Effect: You and your companion can shift up to a number of squares equal to the number of squares the target was force moved.

Hungry Like the Wolf (3 Ferocity)

The enemy's blood flows like wine, invigorating your companion.

Companion, Magic, Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Might:

≤11 4 + **M** damage; your companion can spend a Recovery

12-16 7 + **M** damage; you and your companion can each spend a Recovery

17+ 11 + **M** damage; **A<STRONG** bleeding (EoT); you and your companion can each spend a Recovery and shift up to 2 squares

Pushover (3 Ferocity)

You and your companion surround your foe in order to bring them down.

Companion, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

Power Roll + Might:

≤11 5 + **M** damage; push 2

12-16 8 + **M** damage; push 4

17+ 11 + **M** damage; push 6

Effect: This forced movement can pass through your space but not end there. If the target passes through your space, they fall prone and take extra damage equal to your Intuition score.

5-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 5 ferocity to use. (*Quick Build: I Feed On Your Pain!*)

All of You Versus All of Me (5 Ferocity)

Let all of them come forward and shatter themselves against your might!

Area, Beastheart

3 burst

Maneuver

Each enemy in the area

Effect: You can spend a Recovery and gain 3 temporary Stamina for each target. Each target is taunted by you until the end of their next turn.

Spent 1 Ferocity: This ability also affects a 3 burst originating from your companion. Targets in this second area are taunted by your companion. An enemy in both areas is taunted only by you.

I Feed On Your Pain! (5 Ferocity)

Invigorated by the smell of blood, you strike a savage blow.

Beastheart, Melee, Range, Strike, Weapon

Melee 1 or ranged 5

Main action

One creature

Power Roll + Might:

≤11 8 + **M** damage

12-16 12 + **M** damage

17+ 16 + **M** damage; **M<STRONG** bleeding (save ends)

Effect: If the target is killed by this damage, or is winded or bleeding after taking this damage, you gain 2 surges.

Rain of Fire (5 Ferocity)

As your arrows rain down on your foes, flames spiral around your companion, setting the arrows ablaze.

Area, Beastheart, Weapon

3 cube within 5

Main action

Each enemy in the area

Power Roll + Might:

≤11 3 fire damage

12-16 5 fire damage

17+ 8 fire damage

Effect: If your companion is in the area, they deal fire damage equal to their Intuition score to each target.

You Let Me Get Too Close (5 Ferocity)

The wilderness has no concept of fair play.

Beastheart, Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Might:

≤11 8 + **M** damage; **M<WEAK** grabbed

12-16 12 + **M** damage; **M<AVERAGE** grabbed

17+ 16 + **M** damage; **M<STRONG** grabbed

Effect: If you grab the target while your companion is adjacent to them, your companion can make a melee free strike against the target.



2nd-Level Features

As a 2nd-level beastheart, you gain the following features.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice.

Everyone's Best Friend

Your companion may not be much of a talker, but they've got a lifetime of experience surviving the dangers of the wild. They can offer aid in nearly any circumstance: helping exhausted travelers find their way, leading panicked villagers out of a burning building, or even providing a comforting nuzzle at just the right time. Once per round during a montage test, when you or another character makes a test, your companion can increase the tier outcome by one tier (to a maximum of tier 3).

2nd-Level Wild Nature Feature

Your wild nature grants you a feature, as shown on the 2nd-Level Wild Nature Features table.

2nd-Level Wild Nature Features

Wild Nature	Feature
Guardian	Watchdog
Prowler	Supersniffer
Punisher	This One's Yours
Spark	Stormheart

STORMHEART

Whenever you or your companion deals cold, fire, lightning, sonic, or untyped damage, you can change the damage type to cold, fire, lightning, or sonic damage.

SUPERSNIFFER

While a creature is adjacent to your companion, that creature can't be hidden or have concealment from your companion.

THIS ONE'S YOURS

Once per turn, you or your companion can use the following free triggered action.

This One's Yours

When someone is pushed into you, you reach out to steady an ally or send a foe careening off in another direction.

— **Free triggered**
Self

Trigger: A creature force moved by another creature enters a space adjacent to you.

Effect: You end the forced movement. You can then push the creature up to a number of squares equal to 1 + your Might score. The creature takes 1 damage for each square they are force moved this way.

Spend 1 Ferocity: You and your companions can each use this free triggered action on the same turn.

WATCHDOG

You and your companion can't be surprised.

2nd-Level Wild Nature Ability

Your wild nature grants your choice of one of two heroic abilities.

2ND-LEVEL GUARDIAN ABILITIES

Choose one of the following abilities.

Fetch! (5 Ferocity)

Your companion blinks out of existence, returning with a visitor you were particularly hoping to meet.

Companion, Magic, Melee, Strike, Weapon **Main action**
Melee 1 One creature or object

Effect: Your companion can teleport up to 5 squares before and after making the power roll. Instead of grabbing the target, your companion can pick up a target object that is smaller than they are. You can forgo dealing damage with this ability.

Power Roll + Might:

≤11 6 + **M** damage; **M < WEAK** grabbed
12-16 8 + **M** damage; **M < AVERAGE** grabbed
17+ 12 + **M** damage; **M < STRONG** grabbed

After making the power roll, your companion can teleport with a grabbed creature or held object, provided the creature or object can fit in the destination. You choose which squares adjacent to your companion the grabbed creature or held object is teleported to.

Omnomnom (5 Ferocity)

What do you have in your mouth? No! Bad boy!

Companion, Melee, Strike, Weapon **Main action**
Melee 1 One creature

Special: This ability targets only creatures who are grabbed and are your companion's size or smaller.

Power Roll + Might:

≤11 6 + **M** damage; **M < WEAK** the target is swallowed
12-16 10 + **M** damage; **M < AVERAGE** the target is swallowed
17+ 14 + **M** damage; **M < STRONG** the target is swallowed

Effect: A swallowed creature shares your companion's space, is grabbed and restrained, and has line of effect only to your companion. Nothing has line of effect to the swallowed creature.

Once per round at the start of your turn, the swallowed creature takes acid damage equal to 1 + your companion's Might score. If the swallowed creature escapes the grab, your companion immediately regurgitates the creature, who lands prone in an unoccupied square adjacent to your companion. Your companion can also regurgitate a swallowed creature as a free maneuver. Your companion can have only one creature swallowed at a time.

2ND-LEVEL PROWLER ABILITIES

Choose one of the following abilities.

Jump Scare (5 Ferocity)

Surprised to see me?

Area, Companion, Magic

2 burst

Main action

Each enemy in the area

Special: This ability targets only enemies with line of effect to your companion.

Effect: Your companion shifts up to a number of squares equal to their Intuition score. During this movement, they are invisible. They then make a power roll.

Power Roll + Intuition:

≤11 4 damage; P<WEAK frightened (save ends)

12-16 6 damage; P<AVERAGE frightened (save ends)

17+ 10 damage; P<STRONG frightened (save ends)

On You Like Your Shadow (5 Ferocity)

Your companion darts around their target, staying out of reach and using them as a shield.

Charge, Companion, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

Power Roll + Might:

≤11 5 + M damage

12-16 8 + M damage

17+ 12 + M damage

Effect: Your companion enters the target's space. Until your companion is no longer in the target's space, they can end their turn in that space, strikes against them also affect the target, and your strikes against the target gain an edge.

2ND-LEVEL PUNISHER ABILITIES

Choose one of the following abilities.

Foe Bowling (5 Ferocity)

Your companion sends one enemy tumbling into another, taking them both out.

Charge, Companion, Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Might:

≤11 3 + M damage; push 2; M<WEAK prone

12-16 5 + M damage; push 3; M<AVERAGE prone

17+ 8 + M damage; push 4; M<STRONG prone

Effect: If the target is force moved at least 1 square, an enemy adjacent to the target at the end of this forced movement is also targeted by this ability's power roll, but they don't trigger this effect.

One Roar and We're Back In the Fight (5 Ferocity)

Your companion builds up courage with a roar, growl, or aggressive display.

Companion

Ranged 5

Maneuver

One ally

Effect: Your companion and the target can each gain 2 surges, spend up to 2 Recoveries, and end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn.

2ND-LEVEL SPARK ABILITIES

Choose one of the following abilities.

Burning Lash (5 Ferocity)

A blazing tongue of energy entangles a foe.

Companion, Magic, Melee, Strike, Weapon

Melee 2

Main action

One creature

Power Roll + Intuition:

≤11 6 + I fire or lightning damage; M<WEAK prone

12-16 9 + I fire or lightning damage; M<AVERAGE prone

17+ 14 + I fire or lightning damage; M<STRONG prone and can't stand (EoT)

Spend 1 Ferocity: If you are within distance of the target, you can use a free maneuver to wield a second whip, dealing extra fire or lightning damage equal to your Intuition score.

Howling Gale (5 Ferocity)

A blizzard or thunderstorm sends foes flying and lifts you like a feather.

Area, Companion, Magic

3 cube within 5

Main action

Each enemy in the area

Power Roll + Might:

≤11 6 cold or sonic damage; slide 1

12-16 9 cold or sonic damage; slide 2

17+ 13 cold or sonic damage; slide 4

Effect: Until the end of your next turn, you and your companion can fly and gain a +3 bonus to speed.



3rd-Level Features

As a 3rd-level beastheart, you gain the following features.

Companion Advancement Feature

Your companion gains the level 3 advancement feature granted by their stat block.

7-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 7 ferocity to use.

Death and Violence (7 Ferocity)

You leap from your foe's corpse.

Beastheart, Magic, Ranged

Melee 10

Triggered

One creature

Trigger: Your companion uses an ability that reduces the target to 0 Stamina.

Effect: The target dies. You teleport to the target's space, shift up to a number of squares equal to your Might score, and can then make a melee free strike. You then make the following power roll, targeting each enemy within 5 squares of the target:

Power Roll + Might:

≤11 **P<WEAK** frightened (save ends)

12-16 4 psychic damage; **P<AVERAGE** frightened (save ends)

17+ 8 psychic damage; **P<STRONG** frightened (save ends)

Head to Head (7 Ferocity)

Your bloody-forehead smash drives your companion into a frenzy.

Beastheart, Melee, Strike

Melee 1

Main action

One creature

Power Roll + Might:

≤11 13 + **M** damage; **P<WEAK** dazed (save ends)

12-16 19 + **M** damage; **P<AVERAGE** dazed (save ends)

17+ 25 + **M** damage; **P<STRONG** dazed (save ends)

Effect: You are bleeding (save ends). Until the end of your next turn, your companion gains an edge on power rolls.

Jaws of Death (7 Ferocity)

Spectral teeth clamp on a foe, chaining them to you and draining their life essence.

Beastheart, Magic, Melee, Ranged

Melee 1 or ranged 5

Main action

One creature

Power Roll + Intuition:

≤11 7 + **I** damage; **P<WEAK** weakened (save ends)

12-16 10 + **I** damage; **P<AVERAGE** weakened (save ends)

17+ 14 + **I** damage; **P<STRONG** weakened (save ends)

Effect: Whenever a target more than 3 squares away from you fails the saving throw while weakened this way, you can pull the target up to a number of squares equal to your Intuition score as a free triggered action.

Shieldbreaker (7 Ferocity)

You smash through their guard and shatter their armor, leaving them wide open.

Beastheart, Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

Main action

One creature

Power Roll + Might:

≤11 9 + **M** damage

12-16 14 + **M** damage

17+ 19 + **M** damage

Effect: The next creature who damages the target before the start of your next turn gains 3 surges, which they can use on the triggering damage.

4th-Level Features

As a 4th-level beastheart, you gain the following features.

Characteristic Increase

Your and your companion's Might and Intuition scores increase to 3.

Perk

You gain one perk of your choice.

Rampage Improvement

Your Rampage feature provides additional effects when your companion has 16 or more rampage.

Skill

You gain one skill of your choice.

Unleash the Beast

The first time each combat round that a creature adjacent to your companion takes damage, you gain 3 ferocity instead of 2 ferocity.



5th-Level Features

As a 5th-level beastheart, you gain the following features.

5th-Level Wild Nature Feature

Your wild nature grants you a feature, as shown on the 5th-Level Wild Nature Features table.

5th-Level Wild Nature Features

Wild Nature	Feature
Guardian	There For Each Other
Prowler	Melt Away
Punisher	I Can Take It
Spark	Wildfire Pyre

I CAN TAKE IT

When you or your companion uses your Thunderclap ability and halves the triggering damage, whoever uses the ability can take the remaining damage instead of the original target. The damage is transferred before immunity and weakness are applied.

MELT AWAY

You or your companion can use your Shadow in the Mist ability even when targeted by the triggering ability.

THERE FOR EACH OTHER

When you or your companion uses your The Pack Defends ability to spend a Recovery, you and the target both regain Stamina.

WILDFIRE PYRE

When you or your companion deals damage with your Pyre ability, each enemy adjacent to either of you takes the damage.

9-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 9 ferocity to use.

Deadshot (9 Ferocity)

You channel your companion's feral senses to take the perfect shot.

Beastheart, Ranged, Strike, Weapon **Main action**
 Ranged 15 One creature or object

Power Roll + Intuition:

- 12 + damage
- 18 + damage
- 30 + damage

Effect: If you are hidden, you remain hidden after the strike.

Dogpile (9 Ferocity)

You and your allies surround your enemy like a pack of wolves, mobbing them and pulling them down.

Beastheart, Melee, Strike, Weapon **Main action**
 Melee 1 One creature

Power Roll + Might:

- 10 + damage; **M<WEAK** grabbed and prone
- 15 + damage; **M<AVERAGE** grabbed and prone
- 20 + damage; **M<STRONG** grabbed and prone

Effect: Each ally adjacent to the target can use a free triggered action to deal damage to the target equal to their highest characteristic score.

One, Two, Three, Heave (9 Ferocity)

Harnessing your companion's strength, you send your foe flying.

Beastheart, Melee, Strike, Weapon **Main action**
 Melee 1 One creature

Power Roll + Might:

- 10 + damage; vertical push 4; prone
- 15 + damage; vertical push 6; prone
- 20 + damage; vertical push 8; prone

Effect: If your companion is adjacent to the target, this forced movement can ignore the target's stability.

Rip Them Apart! (9 Ferocity)

In a gruesome display, you and your companion rip off a pinned enemy's limb or other body part and toss it away.

Melee, Strike, Weapon **Main action**
 Melee 1 One creature

Power Roll + Might:

- 11 + damage; **M<WEAK** bleeding (save ends)
- 17 + damage; **M<AVERAGE** bleeding (save ends)
- 22 + damage; **M<STRONG** bleeding (save ends)

Effect: If the target is grabbed by your partner, the target takes extra damage equal to your Might score plus your partner's Might score. If the target is reduced to 0 Stamina by this ability, each enemy within 2 squares who has **P<AVERAGE** is frightened (save ends).

6th-Level Features

As a 6th-level beastheart, you gain the following features.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice.

Become the Beast

Your companion's rampage burns in your brain, and you become part beast yourself. You gain the level 6 advancement feature granted by your companion's stat block.

6th-Level Wild Nature Ability

Your wild nature grants your choice of one of two heroic abilities.

6TH-LEVEL GUARDIAN ABILITIES

Choose one of the following abilities.

Sic 'Em! (9 Ferocity)

Your companion rushes forward to protect you from a dangerous foe.

Charge, Companion, Melee, Strike, Weapon **Main action**
 Melee 1 One creature

Power Roll + Might:

- 11 + **M** damage; taunted (save ends); **M < WEAK** prone
- 16 + **M** damage; taunted (save ends); **M < AVERAGE** prone
- 21 + **M** damage; taunted (save ends); **M < STRONG** prone and can't stand (EoT)

Spend 2 Ferocity: Your companion can use this ability as a triggered action against an enemy who damages you.

Stare Down (9 Ferocity)

Your companion locks eyes with an enemy, imposing their will upon the enemy and daring them to move a muscle.

Companion, Magic, Ranged **Maneuver**
 Ranged 5 One creature

Effect: The first time the target uses a move action, main action, maneuver, or triggered action before the start of your next turn, your companion makes the following power roll before the target acts. If the target hasn't acted before the start of your next turn, they are frightened of your companion (save ends).

Power Roll + Intuition:

- 9 + **I** psychic damage; **I < WEAK** weakened (save ends)
- 13 + **I** psychic damage; **I < AVERAGE** weakened (save ends)
- 18 + **I** psychic damage; **I < STRONG** weakened (save ends)

6TH-LEVEL PROWLER ABILITIES

Choose one of the following abilities.

Soft Underbelly (9 Ferocity)

Your companion ducks under your enemy's guard and rakes open their soft vitals, leaving them vulnerable.

Companion, Melee, Strike, Weapon **Main action**
 Melee 2 One creature

Power Roll + Might:

- 10 + **M** damage; **A < WEAK** bleeding (save ends)
- 15 + **M** damage; **A < AVERAGE** bleeding (save ends)
- 20 + **M** damage; **A < STRONG** bleeding (save ends)

Effect: While bleeding this way, the target has damage weakness 5.

Wraith Heart (9 Ferocity)

You and your companion become soul-freezing wraiths.

Magic **Move**
 Self Self

Effect: You and your companion shift up to your speeds. During this movement, you are both invisible, can move through enemies and objects, and ignore difficult terrain. You each deal corruption damage equal to your own Intuition score to each enemy you pass through during this movement. You can both damage each enemy once this way.

6TH-LEVEL PUNISHER ABILITIES

Choose one of the following abilities.

Lead the Pack (9 Ferocity)

Roaring like wild beasts, your companion and your allies rush toward the foe.

Companion **Maneuver**
 Self Self

Effect: Your companion shifts up to their speed and can make a melee free strike. As a free triggered action, you and up to 10 allies within 10 squares of your companion's starting position can shift up to their speed and make free strikes.

Rolling Thunder (9 Ferocity)

The rumble of your companion's dash is a rolling thunderclap, their impact an earthquake.

Companion, Magic, Melee, Strike **Main action**
 Self Self

Effect: Your companion shifts up to their speed and makes one power roll that targets each enemy they come adjacent to during the shift. If your companion targets only one enemy with this ability, the power roll gains an edge.

Power Roll + Might:

- 9 sonic damage; **M < WEAK** prone
- 13 sonic damage; **M < AVERAGE** prone
- 18 sonic damage; **M < STRONG** prone

Spend 2 Ferocity: You can move up to your speed. The power roll also targets each enemy you come adjacent to during the move.

6TH-LEVEL SPARK ABILITIES

Choose one of the following abilities.

Elements Unleashed (9 Ferocity)

Your companion's body becomes a bank of glowing coals, a web of arcing lightning, a cloud of rumbling thunder, or a flurry of dancing ice crystals.

Companion, Magic

Self

Maneuver

Self

Effect: Your companion transforms into a creature made of elemental energy. Choose a damage type from cold, fire, lightning, or sonic damage. While transformed, your companion gains the following benefits:

- Your companion can fly. If they could already fly, they gain a +2 bonus to speed.
- When your companion enters another creature's space for the first time on a turn or damages a creature with a strike, your companion deals 5 damage of the chosen type to the creature.
- Your companion has immunity all to the chosen damage type and immunity 5 to all other damage.

Your companion's transformation lasts until the start of your next turn. At the start of each of your turns, you can spend 3 ferocity to extend the transformation's duration for one turn. When you do so, you can change the chosen damage type.

Spend 2 Ferocity: You also transform.

Killing Frost (9 Ferocity)

Black frost freezes boots to the floor and creeps up trapped victims until they're completely encased in ice.

Area, Companion, Magic

5 cube within 1

Main action

Each enemy in the area

Power Roll + Might:

≤11 5 cold damage; I<WEAK restrained (save ends)

12-16 7 cold damage; I<AVERAGE restrained (save ends)

17+ 12 cold damage; I<STRONG restrained (save ends)

Effect: While restrained this way, a creature takes 5 cold damage at the start of each of your turns. A creature killed by this ability becomes an ice statue and their space is difficult terrain.

7th-Level Features

As a 7th-level beastheart, you gain the following features.

Characteristic Increase

Each of your and your companion's characteristic scores increases by 1, to a maximum of 4.

Feral Heart

At the start of each of your turns in combat, you gain 1d3 + 1 ferocity instead of 1d3.

Rampage Improvement

Your Rampage feature provides additional effects when your companion has 20 or more rampage.

Skill

You gain one skill of your choice.





8th-Level Features

As an 8th-level beastheart, you gain the following features.

8th-Level Wild Nature Feature

Your wild nature grants you a feature, as shown on the 8th-Level Wild Nature Features table.

8th-Level Wild Nature Features

Wild Nature	Feature
Guardian	Reflexes Perfected
Prowler	Born to Run
Punisher	Built for Violence
Spark	Nature Will Not Harm Us

BORN TO RUN

You and your companion gain a +2 bonus to speed.

BUILT FOR VIOLENCE

You and your companion gain a +2 damage bonus to maneuvers that deal damage. When you or your companion pushes a creature, you can vertical push that creature.

NATURE WILL NOT HARM US

You and your companion have damage immunity 10 to cold, fire, lightning, and sonic damage.

REFLEXES PERFECTED

You and your companion's free strikes deal extra damage equal to your Intuition score. Whenever an adjacent enemy moves to a space that isn't adjacent, you or your companion can make an opportunity attack, even if the enemy shifted, teleported, was force moved, or another feature that doesn't provoke opportunity attacks.

Perk

You gain one perk of your choice.

11-Ferocity Ability

Choose one heroic ability from the following options, each of which costs 11 ferocity to use.

Life-Drinking Wound (11 Ferocity)

As your attack strikes home, your enemy's escaping life force drifts to your allies in crimson threads.

Beastheart, Magic, Melee, Ranged, Strike, Weapon **Main action**
Melee 1 or ranged 5 One creature

Power Roll + Might:

12 + **M** damage

18 + **M** damage

24 + **M** damage

Effect: Up to three creatures within 2 squares of the target gain temporary Stamina equal to half the damage dealt.

On the Razor's Edge (11 Ferocity)

Driven by the pain and desperation of battle, you and your companion spend your last strength in a flurry of wild attacks.

Beastheart, Melee, Ranged, Strike, Weapon **Main action**
Melee 1 or ranged 5 One creature or object

Power Roll + Might:

5 + **M** damage

15 + **M** damage

25 + **M** damage

Effect: Your companion can use this ability against an adjacent target, making their own power roll. Both power rolls gain an edge if either of you is bleeding, dying, or winded, and your power roll has a double edge if your companion is dead or otherwise unable to act.

Ride or Die (11 Ferocity)

Your enemies might be stronger than you, but that's why you're not alone.

Beastheart **Main action**
Self Self

Effect: You and your companion each use a different ability that costs 9 or fewer ferocity and is either a main action or a maneuver. These abilities cost no ferocity. If an ability lets you spend additional ferocity for an enhanced effect, you can't do so.

Turn the World To Ash (11 Ferocity)

Wrenching power from your primordial bond, you unleash elemental power in a devastating conflagration you can't control.

Area, Beastheart, Magic **Main action**
2 burst Each enemy in the area

Power Roll + Intuition:

10 cold, fire, lightning, or sonic damage

18 cold, fire, lightning, or sonic damage

26 cold, fire, lightning, or sonic damage

Spend 2+ Ferocity: You can spend up to 6 ferocity. For every 2 ferocity spent, the size of the burst increases by 1, you gain a +2 bonus to the power roll, and you take 5 damage that can't be reduced in any way. You can choose how much ferocity you spend after you make the power roll.

9th-Level Features

As a 9th-level beastheart, you gain the following features.

Avatar of the Green

Your companion has transcended beasthood. Although they're still your faithful friend, they're also a vessel for nature's wisdom and memories. Your companion's Reason score increases to 1, or increases by 1 if it is already 1 or higher, and they learn every language you know. Your companion can communicate telepathically with any creature within 10 squares, using language as well as images and feelings. Additionally, you learn the Nature skill and one other skill from the lore skill group.

9th-Level Wild Nature Ability

Your wild nature grants your choice of one of two heroic abilities.

9TH-LEVEL GUARDIAN ABILITIES

Choose one of the following abilities.

Banshee Howl (11 Ferocity)

Your companion's howl, screech, roar, or psychic emanation presages death to those who hear it.

Area, Companion, Magic **Main action**
 🗡️ 3 burst 🎯 Each enemy in the area

Power Roll + Intuition:

- ≤11 5 sonic damage; **I<WEAK** frightened (save ends)
- 12-16 10 sonic damage; **I<AVERAGE** frightened (save ends)
- 17+ 15 sonic damage; **I<STRONG** frightened (save ends)

Effect: While frightened this way, a creature takes 10 psychic damage at the start of each of your turns.

Spend 1 Ferocity: This ability also affects a 3 burst originating from you. An enemy in both areas is only affected once.

Relentless (11 Ferocity)

Your companion launches at your foe, shielding allies with their body.

Charge, Companion, Melee, Strike, Weapon **Main action**
 🗡️ Melee 1 🎯 One enemy

Power Roll + Might:

- ≤11 11 + **M** damage; **P<WEAK** taunted (save ends)
- 12-16 17 + **M** damage; **P<AVERAGE** taunted (save ends)
- 17+ 22 + **M** damage; **P<STRONG** taunted (save ends)

Effect: While the target is taunted this way, all creatures except your companion have immunity 10 to damage dealt by the target.

9TH-LEVEL PROWLER ABILITIES

Choose one of the following abilities.

Behold the Face of Chaos (11 Ferocity)

Your companion appears next to their victim in the guise of a heart-stopping nightmare.

Companion, Magic, Melee, Strike, Weapon **Main action**
 🗡️ Melee 1 🎯 One creature

Effect: Your companion teleports up to their speed.

Power Roll + Intuition:

- ≤11 13 + **I** psychic damage; **P<WEAK** frightened (save ends)
- 12-16 20 + **I** psychic damage; **P<AVERAGE** frightened (save ends)
- 17+ 27 + **I** psychic damage; **P<STRONG** frightened (save ends)

Let's Take This Outside (11 Ferocity)

Your companion drags your chosen foe into storms of the Primordial Plane.

Companion, Magic **Main action**
 🗡️ Melee 1 🎯 One creature

Effect: You, your companion, and the target enter the heart of an eternal storm on Quintessence. The three of you can't affect or be affected by any creatures except each other. Creatures in this area are always adjacent to each other and can't move or teleport away from each other, but can otherwise act normally.

While on Quintessence, the target takes 5 cold damage, 5 fire damage, 5 lightning damage, and 5 sonic damage at the start of each of your turns.

The effect ends when one of you dies or you end it as a free maneuver. The target can make a save at the end of each of their turns to end the effect early. When the effect ends, you each reappear in the space you left or the nearest unoccupied space. If the target dies on Quintessence, their remains do not return.



9TH-LEVEL PUNISHER ABILITIES

Choose one of the following abilities.

Battle Frenzy (11 Ferocity)

Your companion shatters the floodgates that keep their rampage dammed up, and it cascades into the unprepared minds of nearby creatures.

Area, Companion, Magic

5 burst

Main action

Special

Special: This ability targets only creatures you choose within distance.

Power Roll + Might:

≤11 P<WEAK the target is battle-frenzied

12-16 P<AVERAGE the target is battle-frenzied

17+ The target is battle-frenzied

Effect: If a target resists the potency, they can choose to become battle-frenzied.

A battle-frenzied creature must use a free triggered action to make a melee free strike against themselves or a creature adjacent to them. You choose each creature's target. After making this strike, they are no longer battle-frenzied.

Juggernaut (11 Ferocity)

Your companion plows through the front lines, tossing enemies—and allies—this way and that.

Area, Charge, Companion

2 burst

Main action

Each creature

Power Roll + Intuition:

≤11 9 damage; vertical slide 2; M<WEAK prone

12-16 13 damage; vertical slide 4; M<AVERAGE prone

17+ 18 damage; vertical slide 6; M<STRONG prone

Effect: Your companion can forgo dealing damage to targets of your choice.

9TH-LEVEL SPARK ABILITIES

Choose one of the following abilities.

For the Pack! (11 Ferocity)

They'd tell stories in hushed tones of your companion's last stand—if any of them lived to tell the tale.

Area, Companion, Magic

Self

Free triggered

Self

Trigger: After taking damage, your companion is dead or dying.

Effect: Your companion makes a power roll, which targets each enemy in a 5 burst.

Power Roll + Intuition:

≤11 20 cold, fire, lightning, or sonic damage

12-16 25 cold, fire, lightning, or sonic damage

17+ 30 cold, fire, lightning, or sonic damage

Effect: Your companion dies. If you are dead and in the area, you are restored to life with 1 Stamina. You and each ally in the area can spend up to 2 Recoveries.

Wild Hunt (11 Ferocity)

Your companion summons a ravening pack of spectral ancestors to devour your foes.

Area, Companion, Magic

5 cube within 20

Main action

Each enemy in the area

Effect: Your companion summons a ghostly pack of creatures that resemble them to fill the area. The pack can appear in and move through creatures, objects, and terrain. Once summoned, the pack moves in a straight line toward your companion until it's centered on your companion's space, then continues moving in a straight line until it is up to 20 squares away.

Your companion targets each enemy inside the pack's area during its movement once with the following power roll. If a creature is killed by this ability, their body is dragged off to Quintessence to be devoured at leisure.

Power Roll + Might:

≤11 9 damage

12-16 13 damage

17+ 18 damage



10th-Level Features

As a 10th-level beastheart, you gain the following features.

Characteristic Increase

Your and your companion's Might and Intuition scores increase to 5.

Companion Advancement Feature

Your companion gains the level 10 advancement feature granted by their stat block.

Final Evolution

When you gain ferocity at the start of each of your turns during combat, you gain $2d3 + 1$ ferocity instead of $1d3 + 1$.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice.

Ferox

You have an epic resource called ferox. Each time you finish a respite, you gain ferox equal to the XP you gain. You can spend ferox on your abilities as if it were ferocity.

Additionally, you can spend 1 ferox as a free maneuver to allow you and your companion to each to take a main action on your turn, instead of a main action and a maneuver. On that turn, the ferocity cost of your heroic abilities is reduced by 1.

Ferox remains until you spend it.

Rampage Improvement

Your Rampage feature provides additional effects when your companion has 24 or more rampage.

Skill

You gain one skill of your choice.

REWARDS

The following sections provide new trinkets and leveled treasures for a beastheart and their companion.

Trinkets

This section presents new trinket treasures for a beastheart and their companion in order of echelon.

1st-Echelon Trinkets

This section presents 1st-echelon trinket treasures in alphabetical order.

PRECIOUS COLLAR

This gold collar is bedazzled with semiprecious gems spelling out a cute pet name.

Keywords: Magic, Neck

Item Prerequisite: One collar worn by a royal pet

Project Source: Texts or lore in Vaslorian

Project Roll Characteristic: Reason or Intuition

Project Goal: 150

Effect: Only a beastheart's companion can wear this collar. As a free maneuver, the companion can shrink to size 1T or grow back to their original size. While reduced in size, the companion gains an edge on tests made to hide, sneak, and disguise themselves as an ordinary animal.

RUBY RING OF RECALL

A dim light gleams in the heart of this ring's gem.

Keywords: Magic, Ring

Item Prerequisite: A ruby retrieved from an ancient sky elf ruin

Project Source: Texts or lore in Hyrallic

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing this ring, you can pull a willing, unconscious, or dead creature within 2 squares into the ring's ruby as a maneuver. If the creature inside the ring is conscious, they can see and hear the ring's surroundings. Either you or the creature inside the ring can use a maneuver to recall the creature from the ring, causing the creature to appear in an unoccupied space within 2 squares. A creature inside the ring can't act except to exit the ring.

SPEAKING SCARAB

This black leather necklace is set with a golden representation of a scarab beetle.

Keywords: Neck, Psionic

Item Prerequisite: Jewelry worn by a voiceless talker

Project Source: Texts or lore in Variac

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Only a beastheart's companion or an animal can wear this necklace. While wearing this necklace, the creature's Reason score is 0 unless it would otherwise be higher. The creature can speak any language they know, and another creature who knows a language can teach that language to the creature as a respite activity. When the creature speaks, their voice issues from the scarab on the necklace.

2nd-Echelon Trinket

This section presents a 2nd-echelon trinket treasure.

WEREWOLF TOOTH PENDANT

The blood encrusting this tooth can never be washed off.

Keywords: Magic, Neck

Item Prerequisite: An incisor from a werewolf

Project Source: Sagas in High Kuric

Project Roll Characteristic: Might or Intuition

Project Goal: 300

Effect: You must be a beastheart to wear this necklace. While wearing this necklace, you can use a free maneuver and spend 1 ferocity during combat to shapeshift into a hybrid form that grants you your companion's physical characteristics. Your hybrid form lasts until the end of the encounter or you revert to your true form as a free maneuver. While in hybrid form, you can use abilities with the Companion keyword, your speed increases to your companion's speed (if it is higher), and you gain your companion's movement types and damage immunities.

3rd-Echelon Trinket

This section presents a 3rd-echelon trinket treasure.

BANDANA OF INVISIBILITY

Although you see nothing before you, your hands can discern an invisible scrap of cloth.

Keywords: Neck, Psionic

Item Prerequisite: Lightbender fur

Project Source: Texts or lore in Hyrallic

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 450

Effect: Only a beastheart's companion or an animal can wear this bandanna. While wearing this bandanna, the creature is invisible. When the creature uses an ability that deals damage, they become visible until the start of their next turn.

4th-Echelon Trinket

This section presents a 4th-echelon trinket treasure.

BATTLE WINGS

These gently undulating wings affix themselves to a creature's shoulders.

Keywords: Magic, Neck

Item Prerequisite: A creature's feather given as a gift by the creature

Project Source: Texts or lore in Khelt and Yllric

Project Roll Characteristic: Agility or Intuition

Project Goal: 600

Effect: Only a beastheart's companion or an animal can wear this item. While wearing it, the creature grows feathered wings if they don't already have wings and can fly. If the creature can already fly, they gain a +3 bonus to their speed while flying.

Leveled Treasures

This section presents new leveled treasures for a beastheart and their companion.

Leveled Armor Treasures

The following leveled armor treasures are presented in alphabetical order.

CAVALRY ARMOR

Wearing this absurdly heavy plate armor makes it almost impossible to move—and once you get into motion, it's equally hard to stop.

Keywords: Heavy Armor, Magic

Item Prerequisite: Melted-down dragon knight armor

Project Source: Texts or lore in Vaslorian and Vastariax

Project Roll Characteristic: Might or Intuition

Project Goal: 450

1st Level: Only a beastheart can wear this armor. While you wear this armor, you gain a +6 bonus to Stamina and a +1 bonus to stability. The first time on a turn that you or your companion would move into a creature's space, whoever is moving can push that creature 1 square before continuing their movement. This forced movement ignores stability if the creature's stability is lower than the pusher's stability.

5th Level: The armor's bonus to Stamina increases to +12, and its bonus to stability increases to +2. Additionally, when a creature is force moved into you or your companion, whoever was collided with takes no damage.

9th Level: The armor's bonus to Stamina increases to +21, and its bonus to stability increases to +3. When you or your companion pushes a creature using this armor's feature, the creature takes damage equal to twice the pusher's Might score and is knocked prone.

PACK HARNESS

While wearing these worn leather bands, your companion appears as not a single creature, but a hunting pack.

Keywords: Light Armor, Magic

Item Prerequisite: A leash from an archfey's hunting pack

Project Source: Texts or lore in Khelt

Project Roll Characteristic: Agility or Intuition

Project Goal: 450

1st Level: Only a beastheart can wear this armor. While you wear this armor, you gain a +6 bonus to Stamina. You can spend 10 minutes to activate this armor's power, causing two illusory copies of your companion to appear in their space and move with them. Whenever your companion takes damage from an ability that deals rolled damage while visible, you can banish one copy to decrease the power roll outcome by one tier (to a minimum of tier 1). When you activate this armor's power again, any old copies vanish.

5th Level: The armor's bonus to Stamina increases to +12, and whenever you activate this armor's power, your companion gains three illusory copies.

9th Level: The armor's bonus to Stamina increases to +21, and whenever you activate this armor's power, your companion gains four illusory copies. Additionally, while you share your companion's space, you take on the appearance of one of the pack. When you take damage from an ability that deals rolled damage while in your companion's space, you can banish one copy to decrease the power roll outcome by one tier (to a minimum of tier 1).

RAMPANT SHIELD

This battered shield bears a magically animated painting of a lion rampant.

Keywords: Magic, Shield

Item Prerequisite: Strands from the manes of nine lions

Project Source: Texts or lore in Vaslorian

Project Roll Characteristic: Might or Intuition

Project Goal: 450

1st Level: Only a beastheart can wield or carry this shield. You gain a +3 bonus to Stamina and the painting on the shield changes to resemble your companion. Additionally, your companion can see as if they were in your space as well as their own, and whenever your companion uses an ability, they can do so as if they were in either your space or their own.

5th Level: The shield's bonus to Stamina increases to +6. Additionally, your companion can use 2 squares of movement to teleport from their current location and leap out of the shield, landing in a space adjacent to you.

9th Level: The shield's bonus to Stamina increases to +9. Additionally, the shield can make opportunity attacks as if it was your companion.

THORN DRAGONSCALE

This armor, fashioned from the barbed scales of a thorn dragon, still pulses with the echo of the dragon's heartbeat.

Keywords: Magic, Medium Armor

Item Prerequisite: The scales of a slain thorn dragon

Project Source: Texts or lore in the First Language

Project Roll Characteristic: Agility or Intuition

Project Goal: 450

1st Level: Only a beastheart can wear this armor. While you wear this armor, you gain a +6 bonus to Stamina, and when a creature starts their turn either grabbed by or grabbing you or your companion, they are bleeding until the end of their next turn.

5th Level: The armor's bonus to Stamina increases to +12. Additionally, you or your companion can use a maneuver to latch onto a creature or object of size 1L or smaller within 3 squares with thorned vines, pulling the target 3 squares.

9th Level: The armor's bonus to Stamina increases to +21, and whenever you or your companion pulls a creature with thorned vines using the armor, the target also takes 5 damage and is grabbed by whoever force moved them.

Leveled Weapon Treasures

The following leveled weapon treasures are presented in alphabetical order.

GLANCING BOW

This bow is festooned with mirrors and sights pointing in all directions.

Keywords: Bow, Magic

Item Prerequisite: A bow used to shoot an apple from someone's head

Project Source: Texts or lore in Yllric

Project Roll Characteristic: Agility, Reason, or Intuition

Project Goal: 450

1st Level: Only a beastheart can wield this bow. Any weapon ability that deals rolled damage using this weapon deals an extra 1 damage. Additionally, you can target your companion with a ranged weapon strike using this bow, making a glancing shot. The companion can use a free triggered action to redirect the strike to another target as if the companion were the source of the ability, using the ability's original distance. You can't make more than one glancing shot as part of the same ability.

5th Level: The weapon's extra damage increases to 2. When your companion redirects your glancing shot, the strike gains an edge if the target is within 5 squares of your companion.

9th Level: The weapon's extra damage increases to 3. Additionally, you can now make a glancing shot off of an enemy. When you do so, the enemy is unaffected by the strike but takes damage equal to your Intuition score, and you can redirect the strike to a second target as if the enemy was the source of the ability, provided you can see the second target.

HORNED CHAMPION

This paired helmet and barding face shield are each set with a pair of curving metal horns.

Keywords: Heavy Weapon, Magic

Item Prerequisite: The horns of a minotaur

Project Source: Epic poem in High Kuric

Project Roll Characteristic: Might, Reason, or Intuition

Project Goal: 450

1st Level: Only a beastheart can wield this weapon. Any weapon ability that deals rolled damage using this weapon deals an extra 1 damage. Additionally, your abilities with the Melee and Weapon keywords also gain the Charge keyword.

5th Level: The weapon's extra damage increases to 2. Additionally, whenever you or your companion uses the Charge main action and obtains a tier 3 outcome with an ability, whoever used the action can either knock the target prone, push them 2 squares or increase the distance of a push made as part of the charge, or deal extra damage equal to their own Might score.

9th Level: The weapon's extra damage increases to 3. Additionally, when you or your companion uses the Charge main action, the movement doesn't provoke opportunity attacks.

LONGCLAW

The arm-length claws jutting from your armor are your only weapon.

Keywords: Magic, Medium Weapon

Item Prerequisite: The claws of a dragon

Project Source: Texts or lore in the First Language

Project Roll Characteristic: Might, Reason, or Intuition

Project Goal: 450

1st Level: Only a beastheart can wield this weapon. Any weapon ability that deals rolled damage using this weapon deals an extra 1 damage. Additionally, you and your companion gain a +1 bonus to melee distance.

5th Level: The weapon's extra damage increases to 2. Additionally, whenever you or your companion grabs a creature or a creature grabs either of you, the creature is bleeding (save ends).

9th Level: The weapon's extra damage increases to 3. Additionally, whenever you or your companion causes a creature to become bleeding or uses an ability that deals damage to a bleeding creature, you can each spend a Recovery.

SCORPION TAILS

These braids of articulated, wickedly barbed tails weave behind your heads, threatening painful stings.

Keywords: Light Weapon, Magic

Item Prerequisite: The stinger from a manticores tail

Project Source: Texts or lore in Khemharic

Project Roll Characteristic: Agility, Reason, or Intuition

Project Goal: 450

1st Level: Only a beastheart can wield this weapon. Any weapon ability that deals rolled damage using this weapon deals an extra 1 poison damage. Additionally, you and your companion can use the following maneuver.

Scorpion Tail

Your scorpion tail lashes out.

Melee, Strike

Melee 2

Maneuver

One creature

Effect: The target takes poison damage equal to 3 + your Might score.

5th Level: The weapon's extra poison damage increases to 2. Additionally, the Scorpion Tail ability's distance increases to melee 3.

9th Level: The weapon's extra poison damage increases to 3. Additionally, the Scorpion Tail ability's distance increases to melee 4.

PERKS

The following perks can be taken only by beastheart characters.

Exploration Perks

This section presents exploration perks in alphabetical order.

Born Tracker

You and your companion gain an edge on tests made to track creatures, find your way, or search for hidden creatures.

Ride Along

Your bond with your companion has permeated your very soul; you are just as much beast as you are beastheart. You can leave behind your mortal body and join your consciousness to that of your companion. You have the following ability.

Ride Along

You ride behind your companion's eyes.

Beastheart, Magic

Melee 1

Maneuver

Companion

Effect: Your body disappears, and your consciousness rides along in your companion's body. While you are riding along, you can sense what your companion senses and communicate with them telepathically, but you can't control them. You can't be detected, targeted, or affected by any effect. Any condition or effect on you is temporarily negated until you regain your body.

Whenever your companion takes damage while you are riding along, you take the same amount of damage, which can't be reduced in any way. You are unaffected by any effects that don't deal damage that affect your companion.

While you are riding along, your companion continues to benefit from any magic treasure you are wearing.

While you are riding along, you can't act except to spend a free maneuver to regain your body. You also regain your body if your companion dies or chooses to eject you. When you regain your body, you reappear in a space adjacent to your companion.

Wild Rumpus

You have the following ability.

Wild Rumpus

The ability to glide like a condor or race like a wolf is intoxicating—but beware the temptation to run yourself to death.

Beastheart, Magic

Self

Main action

Self

Effect: For one minute or until you or your companion takes damage, you and your companion gain each other's movement types in addition to your own. You and your companion both use your speed or your companion's speed, whichever is higher. Each additional time you use this ability after the first, you take damage equal to your level until you finish a respite or gain 1 or more Victories. This damage can't be reduced in any way and doesn't end this ability's effect.

Wilds Explorer

You and your companion gain an edge on tests made to overcome environmental cold, heat, weather, unsteady ground, or challenging terrain. During your turn, you and your companion can ignore the first square of difficult terrain you each enter.

Intrigue Perks

This section presents an intrigue perk.

Trained Thief

You have the Conceal Object or Pick Pocket skill. Your companion can make a test using that skill as a maneuver.

Interpersonal Perks

This section presents interpersonal perks in alphabetical order.

People Sense

Whenever you or your companion makes a test to determine a creature's motives, emotions, or body language while within 5 squares of each other, your partner can make the same test as a free triggered action. You both use the higher result.

Voice of the Wild

Your companion can speak any language you can speak.

You Can Pet Them, They're Friendly

Whenever you make a Presence test to interact with a creature while you are within 5 squares of your companion, you can use your companion's Presence instead of your own.

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