

RANGER CONCLAVE: LEVIATHAN HUNTER

HOME BREW



LEVIATHAN HUNTER V1.1

The leviathan hunter revels in the chase more than most hunters. For him, there is no thrill in pursuing mere beasts, or even monsters of the usual sort. He is an adventurer for whom only the most dangerous prey presents sufficient challenge. He is dedicated to hunting down creatures of the perilous depths. Most folk regard leviathan hunters as reckless or even mad, not understanding that the primal need that drives them is as deep as the ocean itself.

LEVIATHAN HUNTER MAGIC

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

LEVIATHAN HUNTER SPELLS

Ranger Level	Spell
3rd	<i>faerie fire</i>
5th	<i>melf's acid arrow</i>
9th	<i>water breathing</i>
13th	<i>evard's black tentacles</i>
17th	<i>hold monster</i>

FELL THE LEVIATHAN

At 3rd you learn to place your attacks where they will have the most harmful effect against big creatures. Beginning at 3rd level, you deal an extra 1d6 weapon damage with your weapon attacks made against an aberration, animal, dragon, or monstrosity of Large or greater size. This extra damage increases to 2d6 points at 11th level. Also, all Large or greater size aberration, beast, dragon, and monstrosity are treated as Favored Enemy.

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CLAIMED TROPHY

At 3rd you have the ability to wear your enemy and protect yourself from its power. Whenever you slay a Large or greater aberration, animal, dragon, or monstrosity, you can take a body part as a trophy, such as a horn, tooth, skin or claw. You must have dealt damage to the creature in the encounter that killed it. You must then treat the trophy with a mixture of precious oils and magical preservatives costing based on CR. For example, if you are proficient with leatherworker's tools you can create an armor. This process takes 24 hours. When worn, a trophy grants a bonus to AC and on saves against that creatures. The bonus depends on it's CR:

- **1/8 to 4:** +1; (100gp)
- **5 to 10:** +2; (250gp)
- **11 to 15:** +2 also +2 on damage roll; (350gp)
- **16 to 20:** +2 also +4 on damage roll. (500gp)

For instance, wearing the claw of a red dragon grants you the bonus against red dragons (but not other kinds of dragons). A trophy works only for the leviathan hunter who created it. Although you can create many trophies you can benefit the effect of one trophy at time.

STEADFAST RANGER

At level 7th you learn to steel your will against the terror that defeats those of less determination. You become immune to fear and whenever a creature of large or greater size try to scare you, as reaction you can make a weapon attack.

GIANT SLAYER

At level 11th you are able to exploit weight of Large creatures or greater size at your favor. You attempt to hit a creature body part with an attack which destabilizes it. Use your action to make a melee or ranged weapon attack, on hit that creature must succeed on a Dexterity saving throw or suffer one of the following effects:

- Fall prone;
- Speed halved until the end of ranger's next turn;
- Underwater, the creature loses 1 minute of hold breath (admitted that creature has no water breathing)
- Lose 1 point of its Legendary Action.

If the creature fail the saving throw you can immediately make another weapon attack as bonus action. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

CLEVER EVASION

At level 15th when your opponent is larger than Medium size, you have advantage on ability checks and saving throws against being grappled or restrained. Also, if you succeed, as reaction you can move up to half your speed without provoking opportunity attacks.