

## **Bounty Hunter Conclave (2014)**

Members of the Bounty Hunter conclave track down and ‘dispatch’ creatures across the realm. Some do it for gold, some for glory, and some just enjoy the thrill. Whatever their reason, you don’t wanna end up on their list. They’ll find names, locations, weakness, and everything they need in order to secure their reward.



### **Bounty Hunter Magic**

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Bounty 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.

<b>Bounty Hunter Spells</b>	
<b>Ranger Level</b>	<b>Spells</b>
3rd	Compelled Duel
5th	Hold Person
9th	Haste
13th	Locate Creature
17th	Hold Monster

## Bounty Board

When you choose this subclass at 3rd level, you gain a bounty board that gives you a target to track and dispatch in a day's time. You can determine the appearance of your bounty board by rolling on the list below or choosing an appearance of your own.

After every long rest you receive the description of your target's appearance, their name, and their last known location. The target does not have to be humanoid or hostile to the ranger. The conclave or organization that the ranger is bound to pick the target. The target must be within less than a day's travel of the ranger and their party. (The DM picks the target, it can be a random NPC, a bear in a cave, the final boss of a dungeon, or anything in between).

When you receive the bounty, you immediately gain the effects of *Favored Enemy* feature against the creature (if you're running *Favored Foe* it applies at the start of initiative).

When the target is 'dispatched', dead or alive, you are given inspiration. Additionally, upon finishing a long rest and receiving a new bounty, you are rewarded gold equal to  $1d10 \times$  the challenge rating of the target rounded up (minimum 10 gold), or an amount decided by the DM.

If your bounty is not completed upon your next long rest, the bounty can be extended or a new bounty can be assigned. You can not have more than one bounty at a time.

Dice Roll	Description of Bounty Board
1	A hawk with a message tied to its talon delivers you an ornate dossier and your payment
2	A tattered old scroll magically inscribed names on it in your sleep and gold appears with its holding case
3	A message spell is cast on you by a higher up in your company describing your target and money is delivered to you by subordinates of said company.
4	You wake with a searing pain on your arm as a name is burned into your skin and when the target is dispatched you cough up blood and coins
5	You have a vivid vision of your target in your dream and visions of gold are gifted to you after the dispatch which manifest in reality
6	You stir a pot of stew in the morning and the description is interpreted

	through its taste, smell, and look, and when the target is dispatched your stew has small flecks of gold in it the next morning.
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## **Dead or Alive**

Additionally, starting at 3rd level, you gain additional damage when trying to secure a target. You deal an additional 1d4 of your weapons damage type on each of your attacks when a creature is below half their hit point maximum.

## **Information Hunter**

Starting at 7th level, you know your targets better than they know themselves. When you receive your bounty after a long rest in addition to the target's base information you are also described any resistances or immunities the target may have.

Additionally, you can spend 100 gold to learn about any vulnerabilities or specific weaknesses the target may have.

## **Cardinal Tracker**

Starting at 11th level, your tracking ability becomes second to none. You gain expertise in the investigation skill if you don't already have it. Additionally, upon a successful intelligence (investigation) check regarding a creature your tracking, you receive an exact cardinal direction of where the creature is compared to you.

## **No Escape**

Starting at 15th level, you are well experienced in the chase and are prepared for any environment. As an action you enter a focused state for 10 minutes and gain the following benefits.

- Movement speed is increased by 10 ft
- You become aware of all traps and harmful effects within 60 ft
- Your movement is not impaired by difficult terrain.
- You have advantage on strength and dexterity saving throws

This feature can be used once per long rest or can be used again with the addition that a point of exhaustion is gained when the feature's duration ends.

# Bounty Hunter Conclave (2024)

## Bounty Hunter Magic

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Bounty Hunter Spells	
Ranger Level	Spells
3rd	Compelled Duel
5th	Hold Person
9th	Haste
13th	Locate Creature
17th	Hold Monster

## 3rd: Bounty Board

When you choose this subclass at 3rd level, you gain a bounty board that gives you a target to track and dispatch in a day's time. You can determine the appearance of your bounty board by rolling on the list below or choosing an appearance of your own.

After every long rest you receive the description of your target's appearance, their name, and their last known location. The target does not have to be humanoid or hostile to the ranger. The conclave or organization that the ranger is bound to picks the target. The target must be within less than a day's travel of the ranger and their party. (The DM picks the target, it can be a random NPC, a bear in a cave, the final boss of a dungeon, or anything in between).

When you enter initiative with your target, you can immediately cast *Hunter's Mark* on the target without expending a bonus action.

When the target is detained, dead or alive, you are granted Heroic Inspiration. Additionally, upon finishing a long rest and receiving a new bounty, you are rewarded gold equal to  $1d10 \times$  the challenge rating of the target rounded up (minimum of 10 gold), or an amount decided by the DM.

If your bounty is not completed upon your next long rest, the bounty can be extended or a new bounty can be assigned. You can not have more than one bounty active at a time.

Dice Roll	Description of Bounty Board
1	A hawk with a message tied to its talon delivers you an ornate dossier and your payment
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6	You stir a pot of stew in the morning and the description is interpreted through its taste, smell, and look, and when the target is dispatched your stew has small flecks of gold in it the next morning.

### **3rd: Dead or Alive**

Additionally, starting at 3rd level, you gain additional damage when trying to secure a target. You deal an additional 1d4 of your weapons damage type on each of your attacks when the target creature is below half their hit point maximum.

### **7th: Information Hunter**

You know your targets better than they know themselves. When you receive your bounty after a long rest in addition to the target's base information you are also described any resistances or immunities the target may have.

Additionally, you can spend 150 gold to learn about any vulnerabilities the target may have. If the target has a vulnerability to a damage type, you can modify the damage of any *Hunter's Mark* to a damage type they are vulnerable to. This benefit lasts until your next long rest or until your target is reduced to 0 hit points.

### **11th: Cardinal Tracker**

Your tracking ability becomes second to none. You gain expertise in the Investigation skill if you don't already have it. Additionally, upon a successful Intelligence

(Investigation) check regarding a creature you are tracking, you receive an exact cardinal direction of where the creature is located compared to you. If the creature is not on the same plane of existence, it gives you the direction of the nearest portal to that plane.

### **15th: No Escape**

You are well experienced in the chase and are prepared for any environment. As an action you enter a focused state for 10 minutes and gain the following benefits.

- Movement speed is increased by 15 ft
- You become aware of the location of all traps and harmful effects within 60 ft.
- Your movement is not impaired by non-magical difficult terrain.
- Hunter's Mark doesn't require concentration
- You have advantage on Strength and Dexterity saving throws and ability checks

This feature can be used once per long rest or can be used again with the addition that a point of exhaustion is gained when the feature's duration ends.