Beast Master

Requirements: None
Prime requisite: STR and WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common

Beast masters are adventurers with a special connection to animals. They are often accompanied by one or more loyal beasts.

Prime requisites: A beast master with at least 13 in one prime requisite gets +5% to XP. If both STR and WIS are 16 or higher, the character gets a +10% bonus.

Animal Companions

A beast master may attempt to forge a bond with an encountered animal. If the attempt succeeds, the animal becomes the beast master's loyal companion.

Establishing a Connection

The beast master must approach a single animal in a peaceful manner. The referee makes a reaction roll (see ***Encounters*** in ***Old-School Essentials***). If the result is 8 or greater, the animal becomes the beast master's companion.

Limitations

Type of animals: Both wild and domestic animals may be companions. Giant or magical animals may be companions at the referee's discretion.

Maximum companions: A beast master may have up to one animal companion per experience level. The total Hit Dice of companions may not exceed the character's experience level.

Death or dismissal: If an animal companion dies or is dismissed, the beast master may attempt to forge a connection with a new animal.



Companions' Behaviour

Once a connection is successfully established, the animal companion follows the beast master everywhere. It obeys basic commands from the beast master and will fight to defend the beast master, never checking morale.

Clairvoyance

After reaching 5th level, a beast master can see through the eyes of their animal companions, wherever they may be. This requires deep concentration.

Combat

Beast masters can use all types of weapons and can use leather armour, chainmail, and shields.

Beast Master Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	11	12	12	15	16
2	1,800	2d6	19 [0]	11	12	12	15	16
3	3,600	3d6	19 [0]	11	12	12	15	16
4	7,250	4d6	19 [0]	11	12	12	15	16
5	15,000	5d6	17 [+2]	9	10	10	13	14
6	30,000	6d6	17 [+2]	9	10	10	13	14
7	60,000	7d6	17 [+2]	9	10	10	13	14
8	120,000	8d6	17 [+2]	9	10	10	13	14
9	240,000	9d6	14 [+5]	7	8	8	11	12
10	360,000	9d6+2*	14 [+5]	7	8	8	11	12
11	480,000	9d6+4*	14 [+5]	7	8	8	11	12
12	600,000	9d6+6*	14 [+5]	7	8	8	11	12
13	720,000	9d6+8*	12 [+7]	5	6	6	9	10
14	840,000	9d6+10*	12 [+7]	5	6	6	9	10

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Identify Tracks

A beast master can identify the tracks and spoor of animals in the wild.

Reaction Modifier

A beast master gains a +1 bonus to reaction rolls made when interacting with animals, in addition to their CHA modifier. (See ***Encounters*** in ***Old-School Essentials***.)

Speak with Animals

Animals understand the basic meaning of a beast master's words.

► **From 2nd level:** The beast master can also understand the speech of animals.

► **From 4th level:** The beast master can communicate empathically with animals within sight, without the need for words.

Communication with animals is always commensurate to their intelligence.

After Reaching 9th Level

A beast master may construct a stronghold in the wilderness. Animals within a 5 mile radius of the stronghold will become friends with the beast master. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the beast master must protect the animals from harm.

