Primeval Conclave

Drawing magic from the wilds of the Beastlands, primeval rangers harness the power of mighty dinosaurs to defend their natural homes. Primeval rangers are able to transform their bodies to resemble their dinosaur neighbors. Some stay in the Beastlands, while others travel the multiverse. Rarer still are those who are infused with this magic while not ever setting foot within the Beastlands, just merely feeling its magic from across the cosmos.

Primeval Spells

Ranger Level	Spells
3rd	Cause Fear, Speak with Animals
5th	Barkskin, Summon Beast
9th	Fear, Water Breathing
13th	Dominate Beast, Locate Creature
17th	Hold Monster, Wrath of Nature

Level 3

Primeval Transformation

You are able to gather the primeval magic of the Beastlands, manifesting them into yourself allowing you to partially transform into a more dinosaur like form. As a bonus action on your turn you can transform into one of the following three forms by expending a use of your Primeval Transformation (your total number of uses is equal to your Wisdom modifier) gaining the benefits of the form while you remain within it:

Tyrannosaurid. You grow mighty claws and fangs. Your unarmed strikes now deal 1D6 Slashing damage. Additionally when you take the attack action you can replace one of your attacks with a special Bite attack. Your bonus to hit is equal to your Strength modifier + proficiency bonus. On a hit you deal 2D8+your Strength mod Piercing damage and you can choose to either gain temporary hp equal to half damage you dealt or to grapple the target.
Ceratopsid. You grow mighty horns and head armor. Your AC increases by 1 and your maximum hp increases by 1D10+your Constitution modifier (minimum of 1), with you regaining hp equal to the amount your maximum hit points increased. Additionally when you take the attack action you can replace one attack with a special Charge attack. Your bonus to hit is equal to your Strength modifier + proficiency bonus. On a hit the target takes 2D6+your Strength mod Piercing damage. If you move at least 30ft. straight towards a target and make this attack and it hits you

can deal an additional 2D6 damage and force the target to make a Strength saving throw vs your Spell Save DC or be knocked Prone.
Pterosaurid. You grow a pair of mighty leathery wings on your back. You gain a flying speed equal to your walking speed. Additionally if you hit a creature with an attack on your turn then it cannot opportunity attack you until the start of your next turn.

You can stay in one of these forms for 10 minutes before reverting or automatically revert as a bonus action. You can additionally swap between forms as a bonus action. You regain all expended uses of this feature on a short rest.

Level 7

Tyrant's Roar

While you are in your Primeval Transformation you can use your bonus action to let out a ferocious roar. Each creature of your choice within 15ft of you must make Wisdom saves vs. your Spell Save DC. If one of the creatures is your Quarry then they have disadvantage on the save. On a failure the creatures are Frightened and you may choose for one additional effect to happen from the following:

-The creatures get a -3 penalty to AC while they are Frightened
-Your allies have advantage on the creatures while they are Frightened
-The creatures cannot take reactions while they are Frightened

Creatures that failed the save can remake it at the end of each of their turns, ending the effect(s) on themselves on a success.

You may use this feature a number of times equal to your proficiency bonus. If you have no uses left then you may expend a spell slot of 2nd level or higher to use it.

Level 11

Improved Primeval Transformation

Your primeval magic grows in strength. Your transformations gain the following benefits:

Tyrannosaurid. Your unarmed strikes now deal 1D10 Slashing damage and your Bite now deals 4D8+Strength mod Piercing damage.
Ceratopsid. Your maximum hp now increases by 1D12+your Constitution modifier (minimum of 1) and your Charge attack deals 3D6+Strength Mod Piercing damage and deals an additional 3D6 damage if you move 30ft in a straight line before hitting your target.
Pterosaurid. Your fly speed increases by 20ft and creatures marked by your Quarry cannot opportunity attack you.

Additionally you may now replace an attack from your attack action with a use of your **Tyrant's Roar** feature.

Level 15

Tyrant's Form

You can now fully manifest the power of the great dinosaurs. As an action while you are within one of your Primeval Transformations you may cast *Polymorph* on yourself, requiring no spell slot or material components. When you cast the spell in this way it's duration is only 5 minutes. If you do not have enough space to transform, and transforming will not break whatever is containing you, then you are unable to transform. The creature you polymorph into is determined by your current form:

Tyrannosaurid. Regisaur (If you return to normal while still having swallowed creatures then they reappear in unoccupied spaces within 10ft of you)
Ceratopsid. Ceratops
Pterosaurid. Aerosaur

You can do this once per long rest.