

RYNNA VALORA, BEAST MASTER RANGER

“THE JUNGLE DECIDES WHO LIVES AND WHO DOESN’T. LEARN ITS RULES, AND YOU MIGHT STAND A CHANCE.”

MEDIUM HUMANOID (HALF-ELF), NEUTRAL GOOD

Armor Class 15 (studded leather armor)
Hit Points 55 (8d10 +8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +5, Wis +5

Skills Survival +7, Nature +4, Perception +6, Stealth +6,

Animal Handling +5

Tools Herbalism Kit, Cartographer’s Tools

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Natural Camouflage. Rynna has advantage on Stealth checks made in jungle or forest terrain.

Beast Companion. (Thorn the Panther) Thorn acts on Rynna’s turn, following her commands in combat. (See Panther stat block with an additional +1 to attack and AC).

Jungle Tactician Rynna can use the Help action as a bonus action to aid an ally in attacking a creature within 30 feet that she can see.

Hunter’s Eye Rynna has advantage on Wisdom (Survival) checks to track creatures in the jungle.

ACTIONS

Curved Machete. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Ensnaring Shot. (Recharge 5–6) Rynna fires an arrow that magically bursts with tangled vines. The target must make a DC 13 Dexterity saving throw or become restrained until the end of Rynna’s next turn.

REACTIONS

Thorn’s Fury. When a creature within 10 feet of Rynna attacks her, Thorn makes a claw attack as a reaction. Hit: 6 (1d6 + 2) slashing damage.

