



# THE RANGER VARIANT FEATURES



erein you will find variant options for the Ranger that replace Favored Enemy, Natural Explorer, and a few others.

## BANE-CRAFT

Rangers who obtain this skillset focus not on gaining knowledge about a specific enemy, but instead on countering the tactics and strengths of a range of creatures, and on how to exploit their weaknesses, and on how to help allies do the same.

You gain proficiency with herbalism kit or alchemist supplies with 1 Mastery Rank, and you learn 2 Banes at level 1, and gain another 2 each at levels 6, 11, 13, and 16.

Banes take the form of special poisons, ritual magics, and practices known as Banes. Each bane has a type, and each can be empowered by spending spell slots. You can prepare a number of Banes equal to your wisdom modifier plus 1/4 your ranger level, and can change these choices when you take a long rest.

Your prepared Bane require no action to activate the first time in a day that a creature is subjected to them, though you do have to choose to subject a target to one of your prepared Banes, and a creature cannot be subject to more than one Bane at a time. Subsequent applications of a bane to the same target require a bonus action, usually made when you successfully hit the target with a weapon attack or spell attack.

If a bane is listed as a poison, it will also list creatures which are susceptible enough to it that they do not treat it as poison for the purposes of resistance or immunity, or advantage against poison effects. If no creatures are listed, then all creatures treat it as a poison as normal.

### WOLFSBANE

*level 1 poison Vulnerable creatures: lycanthropes,*

The target makes a wisdom saving throw. If it fails, it takes 1d8 + wisdom modifier poison damage and all weapon attacks against it count as silvered until the effect ends. At the end of each of its turns, the creature can make a new saving throw to end the effect. When you spend a spell slot to empower this bane, the target also must make a charisma saving throw in order to change shape, taking 1d8 poison damage if it fails.

### RAPTOR'S BANE

*level 1 poison vulnerable creatures: dragons*

Any creature with a fly speed must make a constitution saving throw when it takes damage from your attack for the first time. If it fails, its joints cramp and stiffen, and it takes poison damage equal to 1d8 + your wisdom modifier. Whenever it moves more than half its speed, it takes damage equal to your wisdom modifier and must make a saving throw to avoid falling prone. When you use a spell slot to empower this bane, the initial damage and the damage taken when the creature moves each increase by 1d8 per spell slot level.

### NECROMANCER'S BANE

*level 1 ritual*

A creature under the effect of this bane glows with dim light whenever they use their magic, potentially taking damage as well. The first time in a round that they cast a spell or use the Magic Action, other than to activate a magic item, a nimbus of light surrounds them until the end of your next turn, and they must succeed on a constitution saving throw or take 1d8 + wisdom modifier psychic damage and grant advantage on the next attack against them before the end of your next turn. If you empower this bane with a spell slot, you can end the effect early to cause an attack against the target to deal an extra 1d8 psychic damage per spell slot level spent.

### HORDEMASTER'S BANE

*level 1 tactic*

Focusing on a lead creature in a group, you and your allies punish the group to standing by the target. Every time an attack hits the target, a second creature within 5ft of the target takes damage equal to your wisdom modifier. If you empower this bane with a spell slot, the damage becomes 1d4 + wisdom modifier, and the secondary damage targets a number of additional creatures equal to the level of the spell slot spent.

### BANE OF GOOD FAITH

*level 11 ritual*

When you deal damage to 2 or more creatures in an area with an action, you can activate this bane on all affected creatures. Until the effect ends, they are under the Bane of Good Faith, and they see all creatures as dangerous strangers, and not as allies. At the beginning of their subsequent turns, they can make a wisdom saving throw. If they fail, they treat the nearest creature within 20ft of them as an enemy until the start of their next turn, and act accordingly. If they succeed, they are able to act as normal, and the effect ends for them.

If you empower this bane with a spell slot, success on subsequent saving throws does not end the effect. If the spell slot is of 3rd level or higher, targets gain a bonus to all damage rolls against each other equal to the level of the spell slot.

## GHoul's BANE

*level 1 poison vulnerable creatures: undead*

While under this bane, all weapon damage against the creature is radiant damage unless the creature is vulnerable to the normal damage type of the attack, and if an effect deals damage and sheds light, that light is treated as daylight by the creature. If you empower this bane with a spell slot, creatures under this bane have disadvantage on saving throws against being turned.

## PURPOSEFUL WANDERER

At level 1, your wandering begins to show its gifts in a series of Knacks, and mastery of a new skill, instead of the Natural Explorer feature.

Rangers who train in this tradition are not just explorers, but are trained extensively in using nature as a tool, weapon, salve, friend, and eyes and ears.

You choose one of Animal Handling or Survival. You gain a Mastery Rank in the chosen proficiency, and the associated Greater Wanderer's Knack, below. You can choose an additional Greater Wanderer's Knack at level 6, 11, and 15. These do count toward your Prepared Knacks, as shown in the Variant Ranger Class Table.

- **Survivalist's Knack** *Greater Knack* In the wilderness, you are capable of hunting, foraging, creating salves, and shelters. If you create shelter for yourself and your companions, whether by skill or by ritual magic, the first rest you and your companions take in that shelter grants the benefits of resting in a comfortable lodgings. Checks you make to hide an encampment or other shelter are made with advantage, and are treated as magically hidden. At level 5, when you forage and hunt for food, the quality of what you acquire is such that even otherwise meager fare is filling and nourishing as it were a fine meal. At the end of a long or short rest, you can cast the aid spell, targetting additional creatures up to your wisdom modifier. You cannot do so again until your complete a long rest.
- **Animal Handler's Knack** Animals and bestial monstrosities are unnaturally calm around you, and more willing to cooperate with you than with others. You can cast the animal friendship and speak with animals spells as rituals even if they lack the ritual tag, and always have them prepared. At level 5, you also gain this benefit with the animal messenger and beast sense spells. Monstrosities with an intelligence lower than 5 count as beasts for the purposes of these spells.

## WANDERER'S KNACKS

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You learn 2 Knacks, and gain more as you level. You must prepare a number of knacks equal to xyz, each day.

## TRUSTED BY SPIRITS

*level 1 Ritual Knack Exploration*

The spirits and fey of landforms such as hills, rivers, large stones, trees, glades, and the like, are more inclined to treat with you than with other mortal folk. You learn the Sylvan language, and during a short or long rest you can perform a ritual to try to invoke such a friendly spirit to bring you useful information, and perhaps guide you.

## HEAR THE VESPERS

*Level 6 Ritual Knack Exploration*

You are especially good at finding the places where lines between worlds are thin, and creatures that can move between worlds, and you know how to use Crossroads to travel, at need. Skill check to reduce effective distance traveled, or to employ portals and crossroads effectively.

## LITTLE FRIEND

*level 1 ritual knack exploration*

You are so skilled with animals that you are able to procure a small or smaller beast as a companion. The companion is a familiar, per the find familiar spell, and it is trained in 2 skills of your choice, and with 1 tool that you are also trained in.

## SCOUT LEADER

*Level 1 Tactical Knack Exploration*

Whenever your party makes a group stealth check, you can allow any creature to add half your proficiency bonus to the check if they are not proficient, and when you use the Help action to aid with a stealth check or perception check, you can choose to grant allies of your choice within 20ft of you a 1d4 bonus, rather than granting a single ally advantage.

## SPLIT THE FIRES

*Level 1 Ritual Knack Defensive*

You designate a number of allies equal to your wisdom modifier plus your proficiency bonus to benefit from this ritual magic. You can, as a reaction, cause yourself and those creatures to reduce damage from area of effect spell or breath weapon by an amount equal to 1d10+your wisdom modifier. If you spend a spell slot, the damage mitigation increases by 1d6 per level of the spell slot.

# FIGHTING STYLES, ADDITIONAL

## **MOUNTED**

Mount and dismount with 5ft of movement, and your mount can use a bonus action to make an unarmed strike while you are astride it.

## **AMBUSH**

When you hit or miss with an attack while hidden, you can immediately move up to 10ft, and if you can gain the conditions to hide, you can hide as a bonus action once there.

## **SKIRMISHING**

Extra 10ft movement per round, can be used as part of using a reaction, can disengage by spending 20ft of movement. Unused extra movement at the end of the round can be used at the start of your turn.

## **COORDINATED TACTICS**

When you hit a creature with a weapon attack, you can place a mark on it. Once per round when an ally misses with an attack against your marked target, you can allow them to reroll the attack, taking the second result. You can reroll any 1 or 2 on a single weapon damage die per round, against your marked target.

# SUBCLASSES

## PACK LEADER

You are the master of hunting in groups, and you have raised and trained a beast whose potential is nearly as great as your own.

### PACK LEADER'S KNACK

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You can communicate simple ideas with beasts, fey, monstrosities, and elementals, that cannot speak a language. You can also understand the same sorts of ideas from them, in turn.

## PACK LEADER'S COMPANION

Choose a type of companion from messenger, pack hunter, protector, prowler, scout, or steed.

- Choose special senses

- Choose special movement

- Choose special attack

- Choose a quirk/special utility trait

- Choose personality

At the end of a long rest you can choose to spend a spell slot to empower your companion for the day, increasing its stats.

As long as the companion is within 10ft of you, you can cast a spell with a range of self, targeting your companion instead.

### PACK LEADER MAGIC

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You learn certain spells when you take this subclass, they are ranger spells for you, and are always prepared.

- level 1 armor of agythis, beast bond

- level 2 beast sense, mirror image

- level 3 blink, revivify

- level 4 charm monster, polymorph

- level 5 awaken, telepathic bond

### LEVEL 6

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The range at which you can cast spells with a range of self on your companion extends to 30ft, and you can cast the beast bond and beast sense spells once without spending a spell slot. You cannot do so again until you complete a long rest.

### LEVEL 10

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Give the pet an aura that is different based on the type of pet

### LEVEL 14

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You and your pet share a pool of HP?