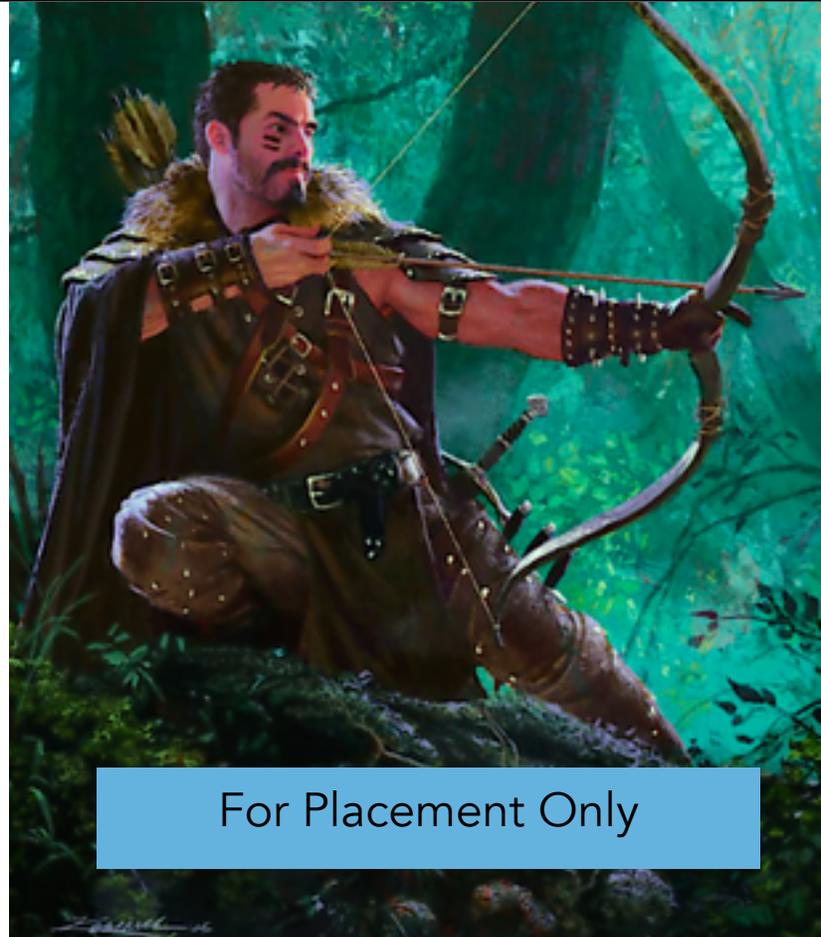


RANGER X

by @ Quickleaf

This is my work-in-progress revision of the 5e ranger class, with the following goals:

- Accommodate both spell-less and spellcasting rangers (with magic akin to an eldritch knight rather than half caster).
- Encourage a play style that focuses on scouting, planning, and exploiting the enemy's weakness, rather than rushing headlong into the fray. This helps distinguish the ranger from other warriors.
- Reincorporate ideas presented originally in the exploration rules of the 5e playtest. Also, revise the Natural Explorer feature so it's easier to keep track of and remember in play.
- Give rangers an aura that boosts allies' awareness and advances as the ranger character levels.
- Maintain traditional features like favored enemy and favored terrain, but make them optional.
- Introduce "Wildcrafts" using a similar mechanic to warlock Invocations to encompass optional features (e.g. animal companions, favored enemy).



For Placement Only

CLASS FEATURES

As a ranger you gain the following class features. Any features not described below are identical to the corresponding features of the ranger class in the PHB.

HIT POINTS

Hit Dice: 1d10 per ranger level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Level: 1d10 (or 6) + your Constitution modifier per ranger level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapon: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from: Animal Handling, Athletics, Insight, Investigation, Medicine, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) 2 shortswords or (b) martial melee weapon
- (a) dungeoneer's pack or (b) explorer's pack
- a longbow and a quiver of 20 arrows

OVERWATCH

As a bonus action you can begin concentrating on either a specific enemy or a fixed 10 foot radius area you can see. Maintaining your Overwatch requires concentration.

While concentrating on a specific enemy, your attacks deal +1d6 damage against that enemy. At 6th level, this damage increases to +1d8, at 11th level to +1d10, and at 17th level to +1d12.

While concentrating on an area, you may use your reaction to make an attack against a creature in the area making an attack against you or an ally, or against a creature attempting to leave the area. This attack deals the same bonus damage described above.

TRACKING

When you inspect track & sign during a short rest you learn the number and nature of the creatures that have moved through the area in the past 24 hours. You determine the creatures' overall state of health and the age of the tracks. You ascertain when and where they entered the area, as well as when and where they left. Your first attack against a creature (or group of similar creatures) you have been tracking has advantage.

So long as the weather has been clear, you can learn information from even older tracks as you advance levels. At 5th level you can track back up to 2 days. At 11th level you can track back up to 3 days. At 17th level up to 5 days.

WILDERNESS LORE

When traveling for an hour or more, you and your companions gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group cannot become lost except by magic.
- Even when you are engaged in another activity while traveling, you remain alert to danger.

At 6th level you can identify any animal or plant at a glance.

At 10th level you have advantage on checks pertaining to wilderness lore and survival.

At 14th level you can flawlessly anticipate natural hazards by recognizing changes in weather or subtle signs in the landscape. This alerts you to the potential of the threat, such as a storm that will break before nightfall or when you're entering an area of the Underdark where shrieker mushrooms grow.

WILDCRAFTS

Your study of the wilds grants you abilities beyond other frontiersman that can appear almost mystical to those sheltered behind civilization's walls.

At 2nd level you gain 2 wildcrafts of your choice. Your wildcraft options are listed at the end of the class description.

As you gain ranger levels, you learn additional wildcrafts of your choice, as shown on the Ranger level advancement table.

Additionally, when you gain a level in ranger, you can choose one of the wildcrafts you know and replace it with another wildcraft that you could learn at that level.

AURA OF AWARENESS

At 9th level, you are preternaturally alert to the signs of danger and are swift to alert your companions. You cannot be surprised. You and allies within 10 feet of you add your Wisdom modifier to passive Perception scores while you are conscious and can perceive your environment.

At 13th level, you and allies in the aura add your Wisdom modifier to Wisdom (Perception)

checks, and can still take reactions even when surprised.

At 18th level, the range of your aura increases to 30 feet.

FREE MOVEMENT

At 20th level, you gain the benefits of a permanent *freedom of movement* spell, though it cannot be dispelled or detected in any way.

Level	Proficiency Bonus	Wildcrafts Known	Class Features
1	+2	-	Overwatch (1d6), Tracking, Wilderness Lore
2	+2	2	Fighting Style, Wildcrafts
3	+2	2	Ranger Archetype
4	+2	2	Ability Score Improvement
5	+3	3	Extra Attack
6	+3	3	Overwatch (1d8), Wilderness Lore improvement
7	+3	4	Ranger Archetype feature
8	+3	4	Ability Score Improvement, Land's Stride
9	+4	5	Aura of Awareness
10	+4	5	Wilderness Lore improvement , Hide in Plain Sight
11	+4	5	Overwatch (1d10) , Ranger Archetype feature
12	+4	6	Ability Score Improvement
13	+5	6	Aura of Awareness improvement
14	+5	6	Wilderness Lore improvement , Vanish
15	+5	7	Ranger Archetype feature
16	+5	7	Ability Score Improvement
17	+6	7	Overwatch (1d12)
18	+6	8	Aura of Awareness improvement , Feral Senses
19	+6	8	Ability Score Improvement
20	+6	8	Free Movement

RANGER ARCHETYPES

BORDERLANDS GUARD

Defenders of the fringes of civilization, these rugged rangers protect hamlets and keeps where there are no standing armies, where noble lords fear to tread, where militias tremble beneath the shadow of what lurks in the wilds. Expected to operate independently with scant contact between fellow members of the borderlands guard, these rangers are the first line of defense against the savage orcs, giants, dragons, and all others sorts of horrors lurking at civilization's threshold. They master the ways of the wilderness in order to keep people safe, preventing the encroaching darkness from snuffing civilization's light. Compared to other

rangers, those of the borderlands guard tend to be better armored and more often are found on horseback. While some aristocrats may treat them as outcasts, they often receive a warm reception among folk living in the borderlands. Many, but not all, borderlands guards tend toward lawful or good alignments. Wildcrafts well suited to them include Favored Enemy, Reconnaissance, and Uncanny Senses.

Level	Borderlands Guard Features
3	Allied Overwatch, Vigilance
7	Defensive Camp
11	Borderlands Lord
15	For Duty and Honor



For Placement Only

ALLIED OVERWATCH

At 3rd level you can use your Overwatch feature on an ally whom you can see. While you concentrate on that ally, you can make a melee or ranged attack as a reaction against any enemy who moves within 5 feet of your ally or attacks them, dealing extra Overwatch damage.

VIGILANCE

At 3rd level you are accustomed to long watches and can benefit from a long rest even while standing watch the entire time. You may do so for up to 3 days consecutively before needing a solid night of sleep. Also, add your Wisdom modifier to your initiative rolls.

DEFENSIVE CAMP

At 7th level you can set up a camp (whether in the wilderness or in town), granting yourself and up to 8 allies one of the following benefits of your choice when taking a long rest:

- You and your allies still benefit from a long rest even if undertaking strenuous activity like standing watch for more than 2 hours or honing weapons (though not fighting or spellcasting).
- You and your allies do not suffer disadvantage on Wisdom (Perception) checks while asleep, provided you can set up wards or NPC guards.
- You and your allies gain temporary hit points equal to your Wisdom modifier, provided everyone has a full meal and you can share some inspirational words.

BORDERLANDS LORD

At 11th level, you gain followers and, if you wish, a stronghold. You can use the tables below to generate your followers, rolling once for a special mount and 3d6+your Charisma modifier times for your henchmen. Your DM has the final say over what kinds of followers fit his or her

campaign. Your henchmen may accompany you on adventures or they may attend to other matters as you direct.

SPECIAL MOUNT (1D100)

1-30	Warhorse (CR 1/2), fearless, unusually intelligent, maximum hit points (33), plate barding
31-44	Dire Wolf, Lion, or Tiger (CR 1)
45-58	Giant Eagle or Hippogriff (CR 1)
59-73	Giant Boar or Giant Elk (CR 2)
74-88	Griffon or Pegasus (CR 2)
89-99	Displacer Beast or Winter Wolf (CR 3)
100	DM's option (mammoth, unicorn, wyvern, etc.)

HENCHMEN (1D100)

1-10	4 Bandits (CR 1/8) or 4 Guards (CR 1/8)
11-35	Scout (CR 1/2), any race from PHB
36-42	Stablemaster tending 6 warhorses (CR 1/2)
43-50	Dryad (CR 1)
51-57	Spy (CR 1), any race from PHB
58-64	Bandit Captain (CR 2), any race from PHB
65-71	Berserker (CR 2), any race from PHB
72-78	Druid (CR 2), any race from PHB
79-84	Knight (CR 3), any race from PHB
85-90	Veteran (CR 3), any race from PHB
91-94	Subdued Hill Giant (CR 5) or Werebear (CR 5)
95-99	NPC, custom-made (CR 4-6) with magic items
100	DM's Option (e.g. mage, stone giant, assassin)

FOR DUTY AND HONOR

At 15th level, as a bonus action you can grant yourself and allies in your Aura of Awareness a bonus to AC, saving throws, and damage on

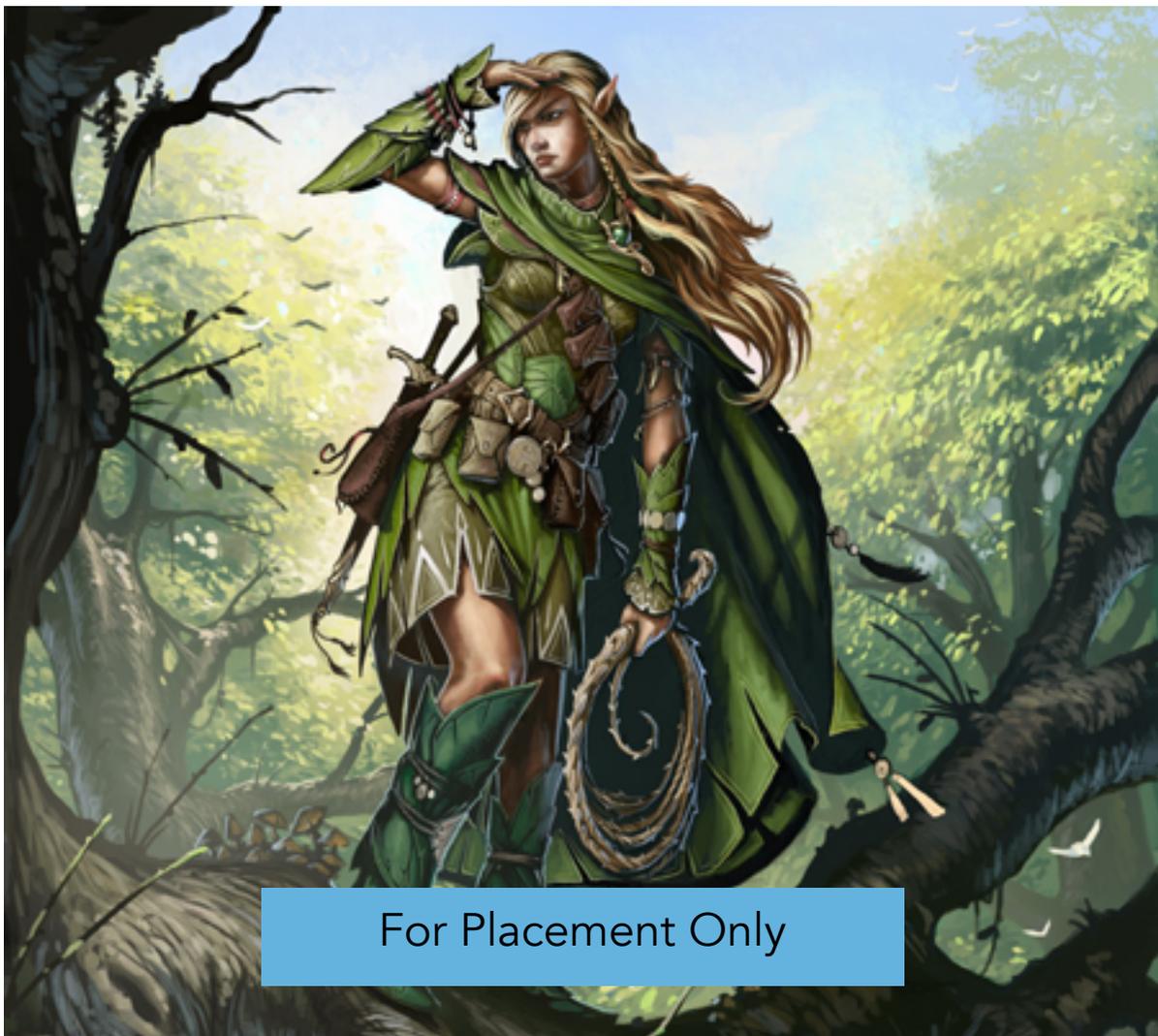
attacks equal to your Wisdom modifier. This bonus lasts until the end of your next turn. You must take a short or long rest before you can use For Duty and Honor again.

HINTERLANDS SCOUT

Scouts can be part of both civilized militaries or scattered tribes in the wilderness. These adroit rangers are accustomed to traveling behind enemy lines, traversing the hinterlands that lie between the edges of civilization and the deepest darkest wilds. Masters of exploration, scouts are skilled at adapting to foreign environments, finding new trails thru desolate lands, and guiding parties safely to the lights of

town or hidden sylvan encampments. In battle they are nigh impossible to pin down, darting among their enemies and effortlessly avoiding attempts to stop them. Scouts have no tendencies to any alignment. Wildcrafts well suited to scouts include Favored Terrain, Sign Language, and Pathfinding.

Level	Scout Features
3	Scout's Movement, Scouting
7	Skirmish
11	Evasion
15	Hidden Byways



SCOUT'S MOVEMENT

At 3rd level, while you are wearing armor that doesn't impose disadvantage on Stealth checks (or no armor), your speed increases by 10 feet and you can Disengage as a bonus action.

SCOUTING

At 3rd level gain Scouting. While under a clear sky, whether night or day, you always know the direction of true north and cannot get lost. In addition, when you have 1 hour of downtime (such as during a short rest), you can scout out a discrete area either 2,640 feet (1/2 mile) away or all around you in a 100 foot radius without being detected. You determine the presence and numbers of any creatures that are not hidden or invisible, and the general layout of the area scouted.

At 7th level, you know true north and cannot get lost while above ground no matter the weather conditions. The range you can scout increases to a discrete area 3,960 feet (3/4 mile) away or all around you in a 150 foot radius.

At 11th level, you know true north and cannot get lost while underground. The range you can scout increases to an area 5,280 feet (1 mile) away or all around you in a 200 foot radius.

At 15th level, you know true north (if it exists) and cannot get lost even while on other planes. You also detect any hidden creatures in the area you scout.

SKIRMISH

At 7th level, as a reaction to being attacked you can Disengage after the attack is resolved. Also, if you move at least 10 feet on your turn:

- Your attacks deal extra damage equal to your Wisdom modifier against enemies you Disengage from that round.

- Add your Wisdom modifier to your AC against attacks from enemies you Disengage from that round.

EVASION

Beginning at 11th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

HIDDEN BYWAYS

At 15th level you have accumulated a vast wealth of knowledge about paths and routes long lost to civilization. These hidden byways transect the wilderness, the darkest reaches underground, and even other planes of existence like the Feywild and Shadowfell. When guiding no more than 8 companions overland, you can use these hidden byways to cut your travel time in half, reduce the chances of random encounters by half, and no one in the group leaves any tracks or sign of their passage.

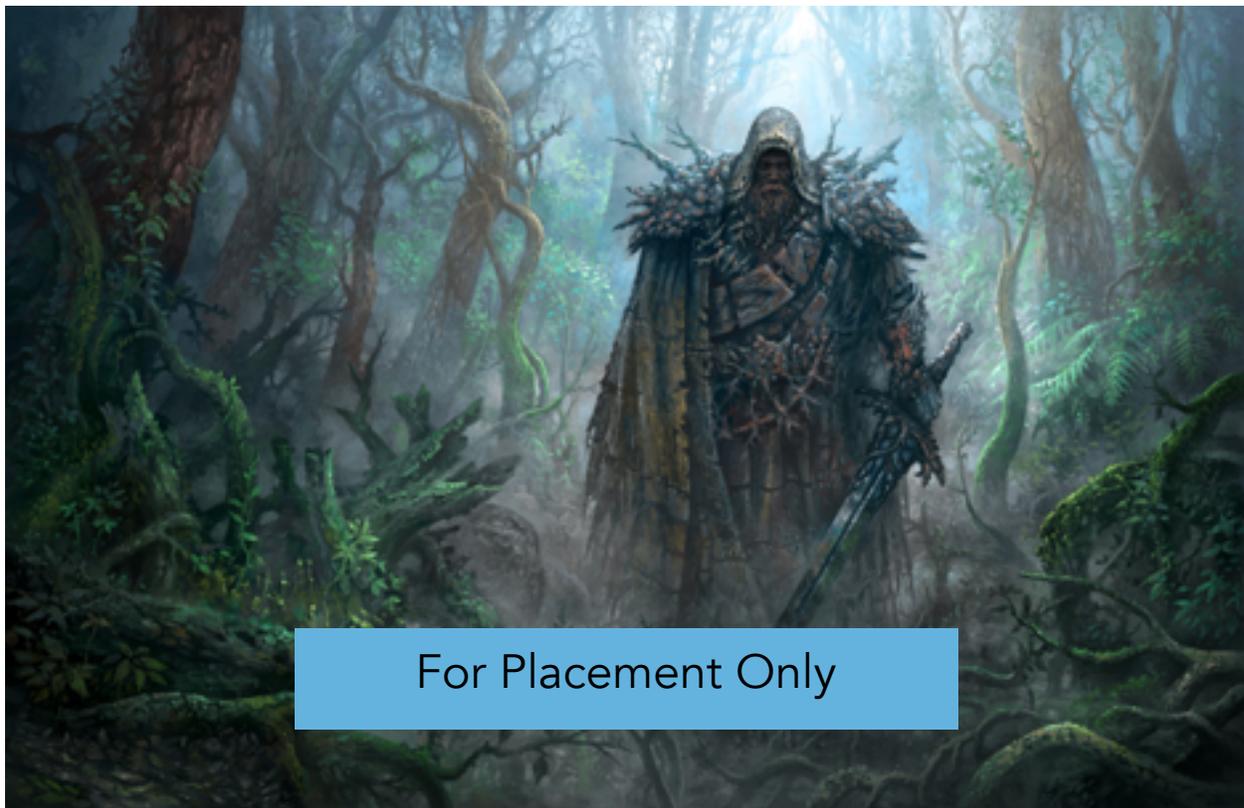
WILDLANDS WARDEN

Far from civilization, in the deepest wilds and forgotten places of the world, wardens stand watch of ancient mountains, sacred groves, and magical oases. Trained by shamans or druids and invested with the power of the land in ancient rites, these rangers defend the wilds from the despoils of civilization. They exist in the forgotten remote places of the world, far from civilization, and they are often critical of how civilization despoils the wilds and threatens indigenous ways of life. Their magic is drawn from a personal connection to the land and is dynamic like a druid's magic rather than codified like a wizard's. Such rangers tend to see the world in terms of natural balance more so than civilized social codes, and usually come across as outsiders when visiting settlements. They are often, but not always, chaotic or neutral aligned. Wildcrafts well suited to wardens include Beast Speech, Plant Speech, and Poultices.

SPELLCASTING

At 3rd level you gain the ability to cast spells from the druid spell list. You prepare a number of spells that are available for you to cast after finishing a long rest. When you do so, choose a number of spells equal to your Wisdom modifier + half your ranger level (rounded down, minimum of one spell). The spells must be of a level for which you have spell slots.

Level	Wildlands Warden Features
3	Spellcasting, Primeval Awareness
7	Bonded Land
11	Warden's Wrath
15	Aspect of the Wild



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PRIMEVAL AWARENESS

At 3rd level you gain the PHB ranger's Primeval Awareness feature, but you expend druid spells.

BONDED LAND

At 7th level you can forge a connection to an area of wilderness by meditating there for 8 hours. This area is a single named region, such as the Griffonback Mountains or Bleeding Forest. You may only have one bonded land at a time. While in your bonded land, you gain the following benefits:

- When using Primeval Awareness, you detect the number and type of any creatures in the area.
- You can make saving throws at the start of your turn instead of at the end.
- You can spend hit dice to heal as a bonus action without needing a short rest.

WARDEN'S WRATH

At 11th level, as a bonus action you can mark all enemies within 5 feet of you or you can mark one enemy you can see and name out loud. Until the end of your next turn, your opportunity attacks against marked enemies have advantage and do not expend your reaction. If a marked enemy moves toward a creature beside you, the terrain becomes difficult for that enemy, requiring 2 feet of speed be expended for every 1 foot moved.

ASPECT OF THE WILD

At 15th level, you can cast *commune with nature*, *tree stride*, or *meld into stone* once per long rest. When you do, you can spend hit dice to heal without needing a short rest.

WILDLANDS WARDEN SPELLCASTING

Ranger Level	Cantrips Known	Spell Slots per Spell Level			
		1st	2nd	3rd	4th
3	2	2	—	—	—
4	2	3	—	—	—
5	2	3	—	—	—
6	2	3	—	—	—
7	2	3	—	—	—
8	2	4	2	—	—
9	2	4	2	—	—
10	3	4	2	—	—
11	3	4	3	—	—
12	3	4	3	—	—
13	3	4	3	2	—
14	3	4	3	2	—
15	3	4	3	2	—
16	3	4	3	3	—
17	3	4	3	3	—
18	3	4	3	3	—
19	3	4	3	3	1
20	3	4	3	3	1

Spellcasting Variant: Ranger Spells

The wildlands warden casts druid spells, but if a player prefers a character who uses the ranger spell list, the DM should allow it with an important caveat: this version of the ranger should never get *hunter's mark* as a spell because Overwatch already replicates the damage from that spell as a core feature.

WASTELANDS BEASTMASTER

There are places in the wilderness where even elves don't dare to tread - cruel badlands, savage jungles, windswept glaciers. It is here in these wastelands that the beastmaster is at home. Tribal exiles, boys raised among wolves, blood-caked servants of bestial gods, children whose souls were shared with beasts at birth. There are many legends about the beastmasters, though only they know the truth. Whether traversing the streets of a city of cutthroats, disemboweling yuan-ti cultists at the temple of a serpent god, or traversing hostile wilderness, the beastmaster does not face these challenges alone. At his or her side is a faithful animal companion with whom the beastmaster forges a spiritual bond. Beastmasters lean towards neutral alignments. Wildcrafts well suited to them include Animal Empathy, Enhanced Darkvision, and Trapping & Snaring.

Level	Wastelands Beastmaster Features
3	Animal Companion, Lightly Armored
7	Pack Hunting
11	Beast Followers
15	Soul of the Beast

ANIMAL COMPANION

At 3rd level you gain the Animal Companion wildcraft for free. Your bond with your animal companion is especially strong, however, giving you the following benefits:

- If your animal companion ever "dies", after you meditate in the wilderness for 8 hours, it reappears nearby.
- While your animal companion is within 100 feet, you can communicate with it telepathically. As an action, you can see thru your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the animal



has. During this time, you are deaf and blind with regard to your own senses.

- Your animal companion uses whichever saving throws are greater: yours or its own.

LIGHTLY ARMORED

At 3rd level when you wear armor that doesn't impose disadvantage on Stealth checks (or no armor), you gain a +1 bonus to your AC.

PACK HUNTING

At 7th level, whenever you or your animal companion scores a critical hit, the other can make an attack against the same target for free, provided they would normally be able to do so.

BEAST FOLLOWERS

At 11th level you gain followers from among the beasts. You can use the tables below to generate your followers, rolling $3d6 + \text{your Charisma modifier}$ times. The tables are divided according to terrain type, and you may roll on whichever table makes sense for your character and campaign. Your DM has the final say over what kinds of beast followers fit his or her campaign. Your followers may accompany you on adventures or they may attend to other matters as you direct (albeit usually limited by animal intelligence).

SOUL OF THE BEAST

At 15th level, as an action you can gaze into the eyes of a beast within 30 feet of you. The beast must make a Charisma saving throw against a $DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. If the beast fails, you may possess their body and take full control of the beast for up to 1 minute. During this time, your own body collapses incapacitated. You must take a short or long rest before using Soul of the Beast again.

ARCTIC FOLLOWERS (1D100)

1-10	Snowy owl, or tern (CR 0)
11-20	Ermine, snow hare, snow mouse, use rat (CR 0)
21-32	Elk, caribou, reindeer, or musk-ox (CR 1/4)
33-43	Wolf (CR 1/4)
44-52	Wolverine, use giant badger (CR 1/4)
53-60	Blood hawk (CR 1/8)
61-67	Dire wolf (CR 1)
68-73	Giant elk (CR 2)
74-79	Polar bear (CR 2)
80-86	Saber-toothed tiger (CR 2)
87-93	Winter wolf (CR 3)
94-99	Yeti (CR 3)
100	DM's option (e.g. selkie, abominable yeti, remorhaz, werebear, mammoth)

AQUATIC/COAST FOLLOWERS (1D100)

1-10	Beaver, or sea otter, use badger (CR 0)
11-20	Osprey, duck, pelican, gull, blood hawk (CR 1/8)
21-32	Giant crab (CR 1/8)
33-43	Eel, use constrictor snake (CR 1/4)
44-52	Crocodile (CR 1/2)
53-60	Dolphin, use reef shark (CR 1/2)
61-67	Hippocampus or giant seahorse (CR 1/2)
68-73	Giant octopus (CR 1)
74-79	Swarm of quippers (CR 1)
80-86	Hunter shark (CR 2)
87-93	Plesiosaurus (CR 2)
94-99	Killer whale (CR 3)
100	DM's choice (e.g. nixie, locathah, dragon turtle, merfolk, water elemental, giant shark)

DESERT FOLLOWERS (1D100)

1-10	Jackrabbit, hyena, or jackal (CR 0)
11-20	Owl or vulture (CR 0)
21-32	Camel (CR 1/8)
33-43	Bloodhawk or flying snake (CR 1/8)
44-52	Giant poisonous snake or giant lizard (CR 1/4)
53-60	Giant wasp or swarm of insects (CR 1/2)
61-67	Death dog or giant hyena (CR 1)
68-73	Giant spider (CR 1)
74-79	Giant vulture (CR 1)
80-86	Lion (CR 1)
87-93	Giant constrictor snake (CR 2)
94-99	Giant scorpion or phase spider (CR 3)
100	DM's option (e.g. thri-kreen, moon dog, air elemental, couatl, sphinx)

GRASSLANDS FOLLOWERS (1D100)

1-10	Deer, goat, sheep, antelope, or cattle (CR 0)
11-20	Mouse, fox, chipmunk, gopher (CR 0)
21-32	Blood hawk or flying snake (CR 1/8)
33-43	Axe beak (CR 1/4)
44-52	Riding horse (CR 1/4)
53-60	Cockatrice (CR 1/2)
61-67	Worg (CR 1/2)
68-73	Giant eagle, giant vulture, or hippogriff (CR 1)
74-79	Lion or tiger (CR 1)
80-86	Ankheg (CR 2)
87-93	Griffon or pegasus (CR 2)
94-99	Rhinoceros (CR 2)
100	DM's option (e.g. brownie, wemic, bulette, gorgon, manticores, couatl)

FOREST FOLLOWERS (1D100)

1-10	Deer (CR 0)
11-20	Eagle, hawk, or owl (CR 0)
21-32	Ferret, fox, squirrel, raccoon, rabbit, skunk (CR 0)
33-43	Giant weasel or mastiff (CR 1/8)
44-52	Blink dog (CR 1/4)
53-60	Giant owl or swarm of ravens (CR 1/4)
61-67	Giant wolf spider (CR 1/4)
68-73	Black bear or wolf (CR 1/2)
74-79	Brown bear or dire wolf (CR 1)
80-86	Giant spider (CR 1)
87-93	Giant boar (CR 2)
94-99	Owlbear (CR 3)
100	DM's option (e.g. centaur, dryad, satyr, treant, pixie, voadkyn, faerie dragon, unicorn)

HILL FOLLOWERS (1D100)

1-10	Deer, goat, or sheep (CR 0)
11-20	Eagle, hawk, or owl (CR 0)
21-32	Mastiff or mule (CR 1/8)
33-43	Elk or boar (CR 1/4)
44-52	Panther, cougar (CR 1/4)
53-60	Swarm of ravens or swarm of bats (CR 1/4)
61-67	Giant goat (CR 1/2)
68-73	Worg (CR 1/2)
74-79	Brown bear or dire wolf (CR 1)
80-86	Giant eagle or hippogriff (CR 1)
87-93	Giant elk (CR 2)
94-99	Griffon, pegasus, or peryton (CR 2)
100	DM's option (aurumvorax, bulette, gorgon, wereboar, werewolf, chimera, wyvern)

JUNGLE FOLLOWERS (1D100)

1-10	Giraffe, zebra, or antelope (CR 0)
11-20	Baboon (CR 0)
21-32	Parrot, cockatoo, or toucan (CR 0)
33-43	Flying snake (CR 1/8)
44-52	Constrictor snake or giant poisonous snake (CR 1/4)
53-60	Giant bat, giant frog, or giant centipede (CR 1/4)
61-67	Panther (CR 1/4)
68-73	Ape (CR 1/2)
74-79	Tiger (CR 1)
80-86	Giant constrictor snake or swarm of poisonous snakes (CR 2)
87-93	Rhinoceros (CR 2)
94-99	Elephant (CR 4)
100	DM's option (e.g. giant ape, couatl, gripli, tabaxi, lizardfolk, weretiger, naga)

SWAMP FOLLOWERS (1D100)

1-10	Owl, heron, loon, or raven (CR 0)
11-20	Ferret, fox, otter, or muskrat (CR 0)
21-32	Frog or lizard (CR 0)
33-43	Giant rat (CR 1/8)
44-52	Poisonous snake (CR 1/8)
53-60	Giant frog or giant lizard (CR 1/4)
61-67	Swarm of bats or swarm of ravens (CR 1/4)
68-73	Swarm of rats (CR 1/4)
74-79	Crocodile (CR 1/2)
80-86	Giant spider (CR 1)
87-93	Giant toad (CR 1)
94-99	Swarm of poisonous snakes (CR 2)
100	DM's option (e.g. naga, shambling mound, bullywug, lizardfolk, giant crocodile, hydra)

MOUNTAIN FOLLOWERS (1D100)

1-10	Fox, mouse, squirrel, beaver (CR 0)
11-20	Goat, deer, or sheep (CR 0)
21-32	Blood hawk (CR 1/8)
33-43	Giant badger (CR 1/4)
44-52	Pseudodragon (CR 1/4)
53-60	Black bear or worg (CR 1/2)
61-67	Giant goat (CR 1/2)
68-73	Brown bear or dire wolf (CR 1)
74-79	Giant eagle or hippogriff (CR 1)
80-86	Lion, mountain lion (CR 1)
87-93	Giant elk (CR 2)
94-99	Griffon or peryton (CR 2)
100	DM's option (e.g. aarakocra, galeb duhr, chimera, wyvern, air elemental, basilisk)

UNDERDARK FOLLOWERS (1D100)

1-10	Giant fire beetle (CR 0)
11-20	Stirge or giant rat (CR 1/8)
21-32	Giant bat or swarm of bats (CR 1/4)
33-43	Giant centipede or giant lizard (CR 1/4)
44-52	Rust monster (CR 1/2)
53-60	Swarm of insects (CR 1/2)
61-67	Fire snake or giant toad (CR 1)
68-73	Giant spider (CR 1)
74-79	Carrion crawler (CR 2)
80-86	Cave bear, as polar bear (CR 2)
87-93	Grick (CR 2)
94-99	Hook horror or phase spider (CR 3)
100	DM's option (e.g. mongrelfolk, otyugh, myconid, roper, flumph, xorn, umber hulk)

WILDCRAFTS

Ambush Expertise
 Animal Companion
 Animal Empathy
 Beast Speech
 Enhanced Darkvision
 Favored Enemy
 Favored Terrain
 Pathfinding
 Plant Speech
 Poison Tolerance
 Poultices
 Reconnaissance
 Scrying Lore
 Sign Language
 Trapping & Snaring
 Travel Hardened
 Uncanny Senses

AMBUSH EXPERTISE

Prerequisite: Proficiency in Stealth

When the rest of your adventuring group follows your directions and remains within your Aura of Awareness, they can add your Wisdom modifier to their Dexterity (Stealth) checks. If you are traveling alone, you can move stealthily at a normal pace.

When you take the time to set up ambush and surprise your enemies, you can determine the placement of cover and other terrain elements on the map along with the DM.

ANIMAL COMPANION

Prerequisite: Proficiency in Animal Handling

You have an animal companion that accompanies you on your adventures; choose from bird of prey, mount, or predator. The specific types of companions available depends on the DM's campaign, though it should be a beast of CR 1/2 or less. Your animal companion

acts independently of you, though you can direct its actions with a free Animal Handling check (the Difficulty determined by the situation and what you're asking them to do). When not being directed it generally follows you. Your animal companion cannot be killed outright while you are alive; it can only be knocked unconscious and rendered dying. The animal can perform many tricks, such as: attack, come, fetch, guard, heel, retrieve, sit, "speak", and withdraw. In addition, each category of animal companion has a unique trick it knows: lookout (bird of prey), stunt riding (mount), and track (predator).

Bird of Prey: This includes eagles, falcons, ravens, and in some campaigns less traditional winged creatures like flying snakes or bats. Birds of prey can serve as lookouts, circling above an area up to a square mile and screeching if hostile creatures are sighted.

Mount: In most campaigns this includes horses, and in some campaigns less traditional mounts like camels, elk, giant seahorses, or others. Mounts can perform a variety of riding stunts, in addition to carrying saddlebags and riders.

Predator: This includes wolves, hounds, bobcats, lynxes, and in some campaigns less traditional predators like blink dogs or wolverines. Predators can track by scent on their own using your Wisdom (Survival) score and can Help anyone attempting to track.

Your animal companion gains hit dice as you progress in levels. At every odd level (i.e. 3rd, 5th, 7th, and so on), your animal companion gains 1 extra hit die.

Wastelands Beastmasters gain this wildcraft for free, along with extra abilities.

ANIMAL EMPATHY

Prerequisite: Proficiency in Animal Handling

When facing a hostile beast (or pack of beasts of the same type), provided neither you nor your companions are being overtly threatening, you can make an Animal Handling check to calm the beast so that it does not attack you or your companions so long as you stay out of its territory or don't otherwise antagonize it. The Difficulty of the check is determined by the DM. This requires you to present yourself to the beast unarmed and make gentle eye contact.

BEAST SPEECH

You can cast *speak with animals* at will, without expending material components. This also allows you to mimic the sounds of any beast. You must have heard the creature make the sound for at least 1 minute. A successful Wisdom (Insight) check contested by your Intelligence (Nature) check allows a listener to determine that the sound is faked.

ENHANCED DARKVISION

You gain 60-ft darkvision and do not suffer disadvantage to Wisdom (Perception) checks made in dim light. If you already have darkvision, then increase the range by 60-ft.

FAVORED ENEMY

Choose a favored enemy from the various types of creatures: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids (select 2 specific races like orcs and goblins), monstrosities, oozes, plants, and undead. If your favored enemy has a particular language associated with it, you learn that language. Against your favored enemy, you have advantage on attack rolls, Intelligence checks to recall lore about them, Wisdom (Insight) checks, and Wisdom (Perception)

checks. You also know any vulnerabilities of your favored enemy as well as their ecology and preferred lairs.

FAVORED TERRAIN

Choose a favored terrain from the following: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. In your favored terrain, you have advantage on Wisdom (Survival) checks and Dexterity (Stealth) checks, leave no trail and cannot be tracked. Additionally, each type of favored terrain gives you a special benefit:

Arctic: Your Constitution checks and saves against environmental cold are advantaged.

Coast: You can hold your breath for a number of minutes equal to 1 + twice your Constitution modifier (minimum 2).

Desert: Your Constitution checks and saves against environmental heat are advantaged, and you can get by fine with one gallon of water in hot weather.

Forest: When foraging you yield twice the amount of food and water.

Grassland: In open clear conditions you can see twice as far as normal.

Mountain: You are immune to altitude sickness.

Swamp: Your Constitution checks and saves against disease are advantaged.

Underdark: You do not suffer disadvantage on Wisdom (Perception) checks due to dim light.

PATHFINDING

Prerequisite: 11th level

Once per day you can cast *find the path* without expending material components.

PLANT SPEECH

Prerequisite: 9th level

You can cast *speak with plants* at will, without expending material components.

POISON TOLERANCE

Prerequisite: 9th level

You have advantage on saving throws against poison and have resistance to poison damage.

POULTICES

Prerequisite: Proficiency in Medicine or herbalism kit

You can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded living creature, thereby expending its use, that creature regains hit points equal to their Constitution modifier plus your ranger level (minimum 1).

RECONNAISSANCE

You are proficient with cartographer's tool and you gain a spyglass. When using a spyglass, you have advantage on your Wisdom (Perception) checks to identify features of a military unit or encampment such as battle standards, officers, numbers, siege weapons, etc.

SCRYING LORE

You have been initiated into the mysteries of forgotten ways to discover secrets, specifically as pertains to remote-viewing, detection magic, and ancient lore.

- Learn a bonus language of your choice.
- Learn the *guidance* and *true strike* cantrips.

- You may cast any divination spell you find on a spell scroll. Use the PHB ranger spellcasting table and your Wisdom as your spellcasting ability when determining whether you can cast a spell of a particular level (see DMG page 200 for spell scrolls).
- If you acquire a magic item dealing with clairvoyance or divination like a *crystal ball* or *wand of detection*, you may attune to the item with just one round of undivided focus.

SIGN LANGUAGE

You learn a sign language that allows you to communicate strategies without speaking, even with those who do not understand the sign language, so long as whoever you're communicating with is within 60 feet and can see your face and hands.

TRAPPING & SNARING

Given 30 minutes you can devise one of the following traps of your choice. Doing so requires access to raw materials, acquired in the wilds with a DC 10 Wisdom (survival) check or cannibalizing equipment you carry worth 5 gold pieces (the equipment is destroyed). The saving throw Difficulty of your traps equals 8 + your proficiency bonus + your Intelligence modifier. Some of the traps you can devise include:

- **Hunting Trap:** see PHB or Basic Rules.
- **Rope Hoist:** You rig a length of rope to cinch about the legs when a creature brushes a branch held in tension, and then yank them up into the trees above, leaving them suspended upside down. A Medium-sized or smaller creature stepping on the trigger must make a Dexterity saving throw or be restrained 15 feet above the ground. A creature can use its action to cut the rope with a slashing weapon, causing it to take falling damage. Alternately a creature can make a DC 13 Dexterity

(Acrobatics) check to wriggle free and cling to the rope.

- **Spiked Pitfall:** You dig out a shallow 4-foot pit lined with sharp stakes and cover it with a lightweight woven mat camouflaged with the surrounding terrain. A creature stepping on the pit must make a Dexterity saving throw or take 1d6 piercing damage, fall prone, and reduce its speed by 10 feet. Once a spike is removed from the creature's foot as an action, its speed returns to normal.
- **Tripwire Log:** You rig a tripwire connected to a heavy log hanging from a rope so cause the log to swing down and smash anyone in its path. Any creature in the log's path failing its Dexterity saving throw takes 2d6 bludgeoning damage. You can rig the log to move in a repeated pendulum motion or to stop after it makes one pass.

TRAVEL HARDENED

You can endure an extra "level 0" of endurance that has no ill effect on you. This level exists before level 1 where you'd suffer disadvantage on ability checks. In addition, when an ally you are traveling with would accrue a level of exhaustion due to marching or environmental conditions, you make choose to take the exhaustion on their behalf. You may only help one ally in this manner at a time.

UNCANNY SENSES

You gain proficiency in the Investigation and Perception skills.

CHANGE LOG 7/22

Core Class

Finished writing "Wilderness Lore"

Replaced "Studied Strike" with "Overwatch"

Replaced "Skirmish" with "Aura of Awareness"

Replaced "Foe Slayer" with "Free Movement"

Borderlands Guards

Replaced "Horde Tactics" with "Allied Overwatch"

Revised "Vigilance"

Added "Defensive Camp"

Scout

Modified "Scout's Movement"

Added a modified "Skirmish"

Added "Evasion"

Added "Hidden Byways"

Wildlands Warden

Modified "Spellcasting" so it's only druid spells, but with optional sidebar for ranger spells

Wastelands Beastmaster

Added a new 4th sub-class!

Wildcrafts

Revised "Enhanced Darkvision"

Revised and renamed "Group Stealth" to "Ambush Expertise"

Revised "Poultices"

Added "Pathfinding"

Added "Reconnaissance" thanks to @peterka99

Added "Scrying Lore" thanks to @steeldragons

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