

Ranger

The Ranger holds a liminal place halfway between nature and civilization. Though they are generally protectors, often in a balancing role of protecting people from nature and nature from people, they frequently need to hunt quarry that endangers those they protect.

Table of Contents

Class Features	8
Proficiencies.....	8
Equipment.....	8
Ranger Table	9
Fighting Style 1st	10
Archer.....	10
Blind Fighter	10
Close Quarters Shooter	10
Crossbow Expert	10
Defensive Fighter	10
Dual Wielder	10
Duelist	11
Featherweight Fighter	11
Melee Marksman.....	11
Mounted Warrior.....	11
Protective Warrior	11
Strongbow.....	12
Thrown Weapon Fighter	12
Unarmed Fighter.....	12
Versatile Fighter.....	12
Ranger's Quarry 1st	12
Spellcasting 1st	13
Cantrips	13
Preparing and Casting Spells.....	13
Spellcasting Ability	13
Ritual Casting	13
Knacks 1st	14

Arctic Adept	14
Alpine Adept	14
Aquatic Adept	14
Desert Adept	14
Favored Foe 3 rd	14
Fell Handed I 6 th	15
Fell Handed II 9 th	15
Hedge Knight I	15
Hedge Knight II 3 rd	15
Herbalist I	15
Herbalist II 3 rd	15
Herbalist III 6 th	15
Jungle Adept	16
Naturalist I	16
Naturalist II 6 th	16
Natural Regeneration 3 rd	16
Planar Adept 9 th	16
Rider I	17
Rider II 3 rd	17
Rider III 6 th	17
Slayer I 3 rd	17
Slayer II 6 th	17
Slayer III 14 th	17
Stalker I	18
Stalker II 3 rd	18
Stalker III 9 th	18
Stalker IV 14 th	18
Strider I	18
Strider II 3 rd	18
Strider III 6 th	18
Strider IV 14 th	19
Survivor I 6 th	19
Survivor II 9 th	19
Survivor III 14 th	19
Trapper	19

Underground Adept	19
Wild Insight I	20
Wild Insight II 3 rd	20
Wild Insight III 9 th	20
Wild Insight IV 14 th	20
Woodsman I	20
Woodsman II 3 rd	20
Wild Expertise 1 st	21
Guide 2 nd	21
Ranger Lodge 3 rd	21
Lodge Spells	22
Primeval Awareness 3 rd	22
Ability Score Improvement 4 th	22
Extra Attack 5 th	23
Feral Senses 5 th	23
Land's Stride 8 th	23
Nature's Veil 10 th	23
Tireless 11 th	23
Vanish 13 th	23
Reliable Expertise 17 th	23
Wild Senses 18 th	24
Foe Slayer 20 th	24
Ranger Lodge	24
Lodge of the Animal Ally	24
Animal Ally Spells	24
Animal Spirit Companion	25
Wild Empathy.....	27
Bestial Focus	27
Exceptional Training.....	27
Primal Bond.....	27
Lodge of the Deft Defender	27
Deft Defender Spells	27
Duck and Dodge	28
Silent Stalker	28
Observe and Reverse	28

Fearsome Attacker	28
Relentless Defender	28
Lodge of the Drake Guard	29
Drake Guard Spells	29
Draconic Companion	29
Wyrm soul	30
Bond of Fang and Scale	31
Dragon's Breath	31
Great Wyrms	31
Lodge of the Druidic Warrior	32
Druidic Warrior Spells	32
Primal Transformation	32
Wild Empathy	33
Druidic Soul	33
Empowered Shapes	33
A Thousand Forms	33
Lodge of the Fey Wanderer	34
Fey Wanderer Spells	34
Charm of the Fey	35
Wiles of the Fey	35
Fey Guardians	35
Whimsical Step	35
Lodge of the Frontier Fighter	36
Martial Exploits	36
Arcane Knight	37
Cunning Knack	38
Unwavering	38
All-Out Attack	38
Lodge of the Hallowed Hunter	38
Hallowed Hunter Spells	38
Wisdom of the Wild	39
Divine Ward	39
Hunter's Luck	39
Divine Aid	39
Lodge of the Mariner	40

Mariner Spells	40
Sea Legs.....	40
Sea's Grace.....	40
Mariner's Grit.....	41
Wrath of the Sea	41
Watery Reaction	41
Lodge of the Monster Slayer.....	41
Monster Slayer Spells.....	41
Hunter's Eye	42
Slayer's Cunning	42
Supernatural Defense	42
Monster's Nemesis	42
Slayer's Counter	43
Lodge of the Mountaineer.....	43
Mountaineer Spells.....	43
Mountain Climber	43
Mountain's Rise	44
Experienced Climber	44
Landslide	44
Earthen Reaction.....	44
Lodge of the Planar Warden	44
Planar Warden Spells	45
Detect Portal	45
Planar Warrior.....	45
Ethereal Step.....	45
Planar Strike	46
Planar Defense	46
Lodge of the Primeval Guardian	46
Primeval Guardian Spells	46
Guardian Soul.....	46
Primal Warrior	47
Ancient Fortitude	47
Groundbreaker.....	47
Guardian Aura	47
Lodge of the Range Rider.....	48

Range Rider Spells.....	48
Riding in Style.....	48
Loyal Steed.....	48
Mounted Warrior.....	50
Unusual Mount	50
Lone Rider	51
Lodge of the Shadow Stalker	51
Shadow Stalker Spells	51
Dread Ambusher	51
Umbral Sight	51
Cloak of Shadows	52
Precise Strike.....	52
Dark Defenses	52
Lodge of the Stargazer	52
Stargazer Spells.....	52
Constellation Magic	53
Celestial Guidance.....	53
Horoscope.....	53
Celestial Strike.....	54
Star Struck.....	54
Lodge of the Survivalist.....	54
Survivalist Spells.....	54
Weaver of Wonders	54
Wilderness Adept.....	55
Survivalist's Protection.....	55
A Good Defense	55
Mirage Stride	56
Lodge of the Urban Tracker	56
Urban Tracker Spells	56
Street Brawler	56
Ear to the Ground	56
Eye for Detail.....	57
Elementary.....	57
Most Dangerous Game	57
Lodge of the Wild Improviser	57

Wild Improviser Spells	57
Meticulous Fingers.....	58
Adept Builder	58
Advanced Builder	59
Great Improviser.....	59
Arboreal Architect.....	60
Lodge of the Wylder	60
Wylder Spells	61
Sorcerous Blood	61
Potent Magic.....	61
Arcane Knowledge	61
Sorcerous Might.....	61
Lodge of the Zookeeper	62
Zookeeper Spells.....	62
Gathered Zoo	62
Mobile Zoo	62
Small Zoo.....	63
Zoo Messenger.....	64
Menagerie.....	64
Ranger Spell List.....	65
Cantrips	65
1st-Level.....	65
2nd-Level.....	66
3rd-Level	66
4th-Level	67
5th-Level	67
New	68

Class Features

As a Ranger, you gain the following class features.

Hit Points: 10 per Ranger level + your Constitution modifier

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Choose one from herbalism kit, navigator's kit, poisoner's kit, and a musical instrument

Saving Throws: Dexterity | Choose one from Strength, Constitution, or Wisdom

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

Equipment

You begin the game with 30 gold and the following equipment in addition to the Suggested Equipment provided by your background:

- (a) two simple melee weapons or (b) a simple melee weapon and a simple ranged weapon with 20 rounds of ammo
- (a) two martial weapons or (b) a martial weapon and a martial ranged weapon with 20 rounds of ammo
- (a) a longbow and a quiver of 20 arrows or (b) a vial of antitoxin
- studded leather armor or (b) scale mail
- (a) two sets of common clothes or (b) a set of traveler's clothes
- (a) a dungeoneer's pack or (b) an explorer's pack

Ranger Table

Level	Proficiency Bonus	Features	Quarry Die	Knacks Known	Cantrips Known	Spells Known	Spell Slots per Spell Level				
							1st	2nd	3rd	4th	5th
1st	2	Fighting Style , Ranger's Quarry , Spellcasting , Knacks , Wild Expertise	d4	2	2	2	2	—	—	—	—
2nd	2	Guide	d4	3	2	2	2	—	—	—	—
3rd	2	Ranger Lodge , Primeval Awareness	d4	3	2	3	3	—	—	—	—
4th	2	Ability Score Improvement	d4	4	2	3	3	—	—	—	—
5th	3	Extra Attack , Feral Senses	d6	4	3	4	4	2	—	—	—
6th	3	Ranger's Quarry (8 hours)	d6	5	3	4	4	2	—	—	—
7th	3	Lodge Feature	d6	5	3	5	4	3	—	—	—
8th	3	Ability Score Improvement, Land's Stride	d6	6	3	5	4	3	—	—	—
9th	4	Wild Expertise	d8	6	4	6	4	3	2	—	—
10th	4	Nature's Veil , Ranger's Quarry (24 hours), Second Fighting Style	d8	7	4	6	4	3	2	—	—
11th	4	Lodge Feature , Tireless	d8	7	4	7	4	3	3	—	—
12th	4	Ability Score Improvement	d8	8	4	7	4	3	3	—	—
13th	5	Vanish	d10	8	4	8	4	3	3	1	—
14th	5	Ranger's Quarry (1 week)	d10	9	4	8	4	3	3	1	—
15th	5	Lodge Feature	d10	9	4	9	4	3	3	2	—
16th	5	Ability Score Improvement	d10	10	4	9	4	3	3	2	—
17th	6	Reliable Expertise	d12	10	4	10	4	3	3	3	1
18th	6	Ranger's Quarry (Indefinite), Wild Senses	d12	11	4	10	4	3	3	3	1
19th	6	Ability Score Improvement	d12	11	4	11	4	3	3	3	2
20th	6	Foe Slayer	d12	12	4	11	4	3	3	3	2

Fighting Style

1st

At 1st level, you adopt a Fighting Style that best reflects your training. At 10th level you've trained enough that you gain an additional training style. You cannot select a Fighting Style more than once.

Archer

You use your **Proficiency Bonus** to attack rolls with **ranged** weapons. Attacking a target within a ranged weapon's long range does not impose Disadvantage on your attack roll and your attacks with ranged weapons can ignore half-cover and treat three-quarters cover as half-cover.

Additionally, you can use a bonus action to give yourself **Advantage** on your next ranged weapon attack roll on your current turn. You can only use this bonus action if you have not moved during this turn, and after you use this bonus action, your speed is reduced to 0 until the end of your current turn.

Blind Fighter

You have blindsight with a range in feet equal to 5 times your **Proficiency Bonus**. In that range, you can sense invisible targets and anything that isn't behind total cover or hidden from you.

Close Quarters Shooter

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have Disadvantage on the attack roll.

Additionally, you add your **Proficiency Bonus** to attack rolls on ranged attacks and your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you.

Crossbow Expert

Thanks to extensive practice with the crossbow, you can ignore the loading property of crossbows with which you are proficient. Additionally, being within 5 feet of a hostile creature doesn't impose Disadvantage on your ranged attack rolls and when you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Defensive Fighter

So long as you are either wearing armor or wielding a shield, you gain your **Proficiency Bonus** to your Armor Class. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Dual Wielder

While two-weapon fighting, you make your off-hand weapon attack as part of your Attack action instead of a bonus action and you add your **Ability Modifier** to the damage of this attack. While you can still take a bonus action, it cannot be another dual attack and does not gain any of the benefits listed here.

You can also use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You gain your **Proficiency Bonus** to AC while you are wielding a separate melee weapon in each hand. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Finally, if you are instead wielding a two-handed weapon, you do not suffer Disadvantage due to weight and double-bladed weapons do the same max damage with both strikes on a successful hit (e.g. the double-bladed scimitar would do 2d4 damage twice).

Duelist

When you are wielding a melee weapon in one hand and no other weapons, you gain your **Proficiency Bonus** to damage rolls with it. If you are wielding a **finesse** weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction and add your **Proficiency Bonus** to your AC for that attack, potentially causing the attack to miss you.

Featherweight Fighter

While you are unarmed or wielding only light weapons, and are not wearing medium or heavy armor, your walking speed increases by 10 feet, and you gain your **Proficiency Bonus** to your damage rolls with light melee weapons and unarmed strikes.

Melee Marksman

Having a hostile creature within 5 feet of you does not impose Disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

Mounted Warrior

While you are riding a controlled mount, both you and your mount gain your **Proficiency Bonus** to your Armor Class. You can also use a bonus action on each of your turns to command the mount to take one action from its stat block or perform another action.

Protective Warrior

When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your **Proficiency Bonus** (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Strongbow

You can use your Strength, in place of Dexterity, for your attack and damage rolls with both longbows and short bows. When you do so, you gain your **Proficiency Bonus** to damage rolls with those weapons and the range increases by +10.

Thrown Weapon Fighter

You can draw a weapon with the **thrown** property as part of the attack you make with the weapon. Also, whenever you hit with a ranged weapon attack using a thrown weapon, you gain your **Proficiency Bonus** to the damage roll of that attack.

Unarmed Fighter

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 + your **Proficiency Bonus** bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

Versatile Fighter

While you are wielding a single versatile weapon and no shield, you gain your **Proficiency Bonus** to your attack rolls with that weapon. While doing so, you can use your bonus action on that turn to make a single grapple or shove attack, or to take the **Use an Object** action.

Ranger's Quarry

1st

You focus your senses to hunt as a predator of the wild. At 1st level, you can use a bonus action to mark one creature you can see as your Quarry, gaining the benefits below:

- Whenever you deal damage to it, you deal bonus damage equal to one roll of your **Quarry Die**.
- Whenever you make an ability check to track or locate it, you can add one roll of your **Quarry Die** to your d20 roll.

These benefits last for 1 hour but end early if your Quarry is slain or if you mark another creature as your Quarry. You can use this feature a number of times equal to your **Wisdom Modifier** (a minimum of once). You regain all expended uses when you finish a long rest. When you have no uses left, you can expend a 1st level spell slot to use this feature again.

When you reach 6th, 10th, 14th, and 18th levels in this class, both the duration of Ranger's Quarry and the size of your **Quarry Die** increase, as indicated in the Ranger table.

Spellcasting

1st

You have learned to use the magical essence of nature to cast spells, much as a druid does. You can use a **druidic focus** as a spellcasting focus for your Ranger spells.

A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood (a popular shape for wands among Rangers is one that looks like an arrow), a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Cantrips

At 1st level, you know two cantrips of your choice from the [Ranger Spell List](#). You learn additional Ranger cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the Ranger Table.

Preparing and Casting Spells

The **Ranger Table** shows how many spell slots you have to cast your Ranger spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

The **Spells Known** column of the Ranger table shows when you learn more Ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level, while at 5th you can learn one new cantrip.

Finally, when you gain a level in this class, you can choose one of the Ranger spells you know and replace it with another spell from the [Ranger Spell List](#), which also must be of a level for which you have spell slots. At level 20 you can replace spells once per long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your Ranger spells since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your **Wisdom Modifier** when setting the saving throw DC for a Ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your **Proficiency Bonus** + your **Wisdom Modifier**

Spell attack modifier = your **Proficiency Bonus** + your **Wisdom Modifier**

Ritual Casting

Your knowledge of the natural world allows you to draw out its innate magic. You can cast any Ranger spell that you have prepared as a ritual so long as that spell has the ritual tag.

Knacks

1st

You have spent enough time surviving that you've learned ways to do things others haven't. Known as Knacks, these bolster your hunting, survival, and tracking skills. At 1st level, you know two Knacks of your choice from the list below.

Whenever you gain a Ranger level, you can replace one Knack you know with a Knack of your choice, so long as you meet the prerequisites for that Knack. You cannot replace a Knack that is a prerequisite for another Knack you know. The **Knacks Known** column of the **Ranger Table** shows when you learn more Ranger Knacks.

Below are the Knacks available to the Ranger. If a Knack has a prerequisite, like your Ranger level or another Knack, you can learn it at the same time that you meet all of that Knack's prerequisites.

Arctic Adept

You have adapted to the frozen tundra. You gain resistance to cold damage. Also, you and up to 10 creatures who travel with you have **Advantage** on any saving throws they make to resist the hostile effects of arctic environments.

Alpine Adept

You are amazingly surefooted. You gain a 30-foot climbing speed, and you can use your reaction to reduce any falling damage you take by an amount equal to your Ranger level. If you already have a climbing speed it increases by 10 feet.

Aquatic Adept

You can swim through the water like a native creature of the sea. You gain a 30-foot swimming speed, and while you are underwater, you can hold your breath for up to 1 hour. If you already have a swimming speed it increases by 10 feet.

Desert Adept

You have adapted to scorching deserts. You gain resistance to fire damage. Also, you and up to 10 creatures who travel with you have **Advantage** on any saving throws they make to resist the hostile effects of desert environments.

Favored Foe 3rd

Prerequisite: 3rd-level Ranger

You are especially adept at studying, tracking, and hunting a specific type of enemy. Choose one creature type, two races of humanoid (such as gnomes and orcs), or one organization (like a thieves' guild or an evil cult) as your Favored Foe.

Whenever you make a Wisdom check to hunt or track, or an Intelligence check to recall knowledge about a Favored Foe, you can treat a roll of 9 or lower on the d20 as a 10.

You can choose to learn this Knack more than once, but you must choose a new Favored Foe each time you do so.

Fell Handed I 6th

Prerequisite: 6th-level Ranger

When you score a critical hit with a weapon attack against a creature, you have **Advantage** on the next attack you make against that creature before the end of your next turn.

Fell Handed II 9th

Prerequisite: 9th-level Ranger, Fell Handed I

When you score a critical hit against a creature, your critical hit range for attack rolls against that creature expands by 1.

For example, if you score a critical hit against a creature for the first time, you then score a critical hit on a roll of 19 or 20 when you make an attack roll against it, and so on.

Hedge Knight I

You have some military training. You gain proficiency in heavy armor.

Hedge Knight II 3rd

Prerequisite: 3rd-level Ranger, Hedge Knight I

You understand chivalry and politics. Whenever you make an Intelligence (History) or Charisma (Persuasion) check, you can use Wisdom in place of Intelligence or Charisma, respectively.

Herbalist I

You have an extensive knowledge of plants and their healing properties. You gain proficiency with herbalism kits, and you automatically succeed on your Wisdom (Medicine) checks to stabilize creatures at 0 hit points if you use a herbalism kit.

Herbalist II 3rd

Prerequisite: 3rd-level Ranger, Herbalist I

You have learned to use natural plants and herbs to create healing salves. Over the course of a long rest, you can spend 1 hour using an herbalism kit to create one potion of healing. These potions of healing retain their potency until the end of your next long rest, at which point they become inert.

Herbalist III 6th

Prerequisite: 6th-level Ranger, Herbalist I, II

When you use your herbalism kit to craft potions of healing during a long rest, you craft a number of potions of healing equal to 1 + your **Wisdom Modifier** (minimum of 2).

Jungle Adept

You have adapted to the jungles. You gain resistance to poison damage. Also, you and up to 10 creatures who travel with you have **Advantage** on any saving throws they make to resist the hostile effects of jungle environments.

Naturalist I

You are an intuitive student of the wilderness. Whenever you would make an Intelligence (Nature) check in the wilderness, you can choose to make a Wisdom (Nature) check instead.

Also, you can make Wisdom (Nature) checks as a bonus action to recall knowledge about one beast or plant you see. You have **Advantage** on these checks.

Naturalist II 6th

Prerequisite: 6th-level Ranger, Naturalist I

At the end of a long rest, you can attune to your surrounding environment. Examples include, but are not limited to, arctic, coast, desert, forest, grassland, mountain, or swamp. While in your attuned environment, you gain the following benefits:

- You have **Advantage** on Wisdom (Nature) checks related to the local plants, animals, ecosystem, and weather. If you are making the check as a bonus action, you can treat a roll of 7 or lower on a d20 as an 8.
- You find twice as much food when foraging or hunting.
- You cannot be surprised unless you are incapacitated.
- You have **Advantage** on your initiative rolls so long as you are not surprised or incapacitated.

Natural Regeneration 3rd

Prerequisite: 3rd-level Ranger

During a short rest, you can recover spell slots of a combined level equal to your **Wisdom Modifier**. Once you do, you must finish a long rest before you can use this feature again.

Planar Adept 9th

Prerequisite: 9th-level Ranger

You have adapted to life on one of the great planes of the multiverse. Choose one plane from the table below (or the corresponding plane in your setting). You gain resistance to the corresponding damage type. Also, you, and up to ten creatures who travel with you, have **Advantage** on saving throws to resist the hostile effects of that plane.

Plane	Damage	Plane	Damage
Astral Sea	Radiant	Air	Thunder
Feywild	Psychic	Earth	Acid

Mechanus	Force	Fire	Fire
Shadowfell	Necrotic	Water	Cold

You can learn this Knack more than once, but you must choose a different plane of existence each time you do so.

Rider I

Whenever you make a Wisdom (Animal Handling) check to control, train, or tame a mount, you can treat a roll of 7 or lower on a d20 as an 8. Also, dismounting from a trained mount only costs you 5 feet of your movement.

Rider II 3rd

Prerequisite: 3rd-level Ranger, Rider I

You gain the Mounted Warrior Fighting Style, and you can ride trained mounts that are equal to you in size or larger. If you already know the Mounted Warrior Fighting Style you learn another Ranger Fighting Style of your choice.

Rider III 6th

Prerequisite: 6th-level Ranger, Rider I, II

You are a master of mounted combat. When you are riding a mount and it is hit by an attack, you can use a reaction to become the target of that attack instead. Also, if your mount is forced to make a saving throw while you are riding it, you can use your reaction to grant it **Advantage** on its roll.

Slayer I 3rd

Prerequisite: 3rd-level Ranger

When you hit a creature with a weapon attack you can mark it as your Quarry as part of the attack, applying your Quarry damage bonus and other benefits to the damage roll.

Slayer II 6th

Prerequisite: 6th-level Ranger, Slayer I

Your tracking abilities have become supernaturally accurate. You can mark a creature as your Quarry by studying signs of its passing, such as tracks, that were left within 24 hours.

Moreover, whenever you make a Wisdom (Perception) or a Wisdom (Survival) check to locate or track your Quarry, you can treat a roll of 7 or lower on the d20 as an 8.

Slayer III 14th

Prerequisite: 14th-level Ranger, Slayer I, II

When you hit a Quarry with a weapon attack, you can force it to make a Constitution saving throw against your Spell save DC. On a failed save, it is blinded,

muted, deafened, or restrained (your choice) until the start of your next turn. You can only use this feature on your Quarry once per turn.

Stalker I

You are a master at remaining undetected in the wilderness. You have **Advantage** on Dexterity (Stealth) checks you make to hide while you are in natural environments.

Stalker II 3rd

Prerequisite: 3rd-level Ranger, Stalker I

You have learned to hunt your prey while remaining unseen. You can take the Hide action as a bonus action on your turn.

Stalker III 9th

Prerequisite: 9th-level Ranger, Stalker I, II

You cannot be tracked, even by magic. You are always under the effects of the *nondetection* spell, and you can't be tracked by divination magic or magical means unless you wish to be.

Stalker IV 14th

Prerequisite: 14th-level Ranger, Stalker I, II, III

You can ward yourself to briefly disappear from sight. When you take the Hide action, you, along with anything you are wearing or carrying, become invisible until the start of your next turn. This ends early if you attack or cast a spell.

Strider I

You ignore the effects of difficult terrain imposed by natural environments, such as undergrowth, snow, or swamp. You also can't become lost so long as you can see the night sky.

Finally, you and up to 10 creatures who travel with you don't have your travel slowed by natural difficult terrain.

Strider II 3rd

Prerequisite: 3rd-level Ranger, Strider I

Once in your sight, you pursue your enemies relentlessly. You can take the Dash action as a bonus action on your turn.

Strider III 6th

Prerequisite: 6th-level Ranger, Strider I, II

You can surmount almost any obstacle that would block your path. Your walking speed increases by 10 feet, and you ignore the effects of any difficult terrain imposed by spells, magical phenomena, or any other supernatural effect.

Strider IV 14th

Prerequisite: 14th-level Ranger, Strider I, II, III

You move through the world unhindered by even the most powerful magic and restraints. You are always under the effects of the *freedom of movement* spell while conscious.

Survivor I 6th

Prerequisite: 6th-level Ranger

Your time in the wilds has hardened your body. As a bonus action on your turn, you can grant yourself temporary hit points equal to your **Constitution Modifier** (minimum of 1).

Survivor II 9th

Prerequisite: 9th-level Ranger, Survivor I

Your body can rapidly recover from injury. When you expend a Hit Die to regain hit points, you regain additional hit points equal to your **Wisdom Modifier** (minimum of 1 hit point).

Survivor III 14th

Prerequisite: 14th-level Ranger, Survivor I, II

When you make a death saving throw, you add your **Wisdom Modifier** to the roll (minimum of +1). If the result of your roll is 20 or higher, it is as if you had rolled a 20 on the d20.

Trapper

You can construct natural traps. Over the course of 1 hour, which can be during a short or long rest, you can use a knife, natural materials, and expend 10 feet of rope to craft a Trap.

As an action, you can set one of these Traps in an adjacent unoccupied 5-foot space. The first Large or smaller creature to move into that space must succeed on a Dexterity saving throw against your Spell save DC or become restrained.

As an action, the restrained creature, or another creature within 5 feet of it, can use an action to make a Strength check against your Spell save DC, freeing the creature on a success.

As an action (separate from setting the Trap), you can hide the Trap. If hidden, a successful Intelligence (Investigation) against your Spell save DC is required to detect the Trap.

Underground Adept

You are especially skilled at navigating the winding tunnels under the earth. You gain darkvision out to a range of 60 feet. If you already have darkvision its range increases by 30 feet.

As an action you can close your eyes to gain tremorsense out to a 60-foot radius. In that radius, you can sense anything touching the ground. This special sense lasts for 1 minute, or until you open your eyes. Once you use this action you must finish a short or long rest before you can use it again.

Wild Insight I

You have a special insight into the mannerisms and sounds of wild animals. You can communicate with beasts as if you were always under the effect of a *Speak with Animals* spell.

Wild Insight II 3rd

Prerequisite: 3rd-level Ranger, Wild Insight I

You have bound yourself with a minor nature spirit. You learn the *Find Familiar* spell. It counts as a Ranger spell for you, you always have it prepared, but it doesn't count against the total number of spells you know. When you cast this spell your summoned familiar is always a fey creature of CR 1/4 or lower.

Wild Insight III 9th

Prerequisite: 9th-level Ranger, Wild Insight I, II

The power of your nature spirit grows. When you cast *Find Familiar*, it can take the form of any beast of CR 1/2 or lower.

Wild Insight IV 14th

Prerequisite: 14th-level Ranger, Wild Insight I, II, III

The power of your nature spirit reaches its peak. When you cast *Find Familiar*, it can take the form of any beast of CR 1 or lower.

Woodsman I

You are familiar with forests, trees, and raw timber. You gain proficiency with woodcarver's tools, and you have **Advantage** on ability checks to identify and construct things from wood.

Also, at the end of each long rest, you can use woodcarver's tools and raw timber to craft a number of arrows, bolts, clubs, javelins, and quarterstaffs equal to your **Proficiency Bonus**.

Woodsman II 3rd

Prerequisite: 3rd-level Ranger, Woodsman I

You can easily see the strengths and weak points of wooden objects and creatures. You gain the following benefits:

- You gain proficiency with carpenter's tools. Anything you construct from wood has twice as many hit points.
- If you hit a tree, raw timber, or a wooden structure with a melee weapon attack, it is an automatic critical hit.
- If you hit a plant or wood construct with a melee weapon attack, you score a critical hit on a roll of 18 through 20.

Wild Expertise

1st

Your skill at navigating the wilderness is without peer. Choose one skill from the Ranger class skill list that you are proficient in. You add double your **Proficiency Bonus** to any ability checks you make with the chosen skill. You also learn one additional language of your choice, one that is often spoken by the creatures you hunt, or peoples you defend.

When you reach 9th level in this class, you choose another skill from the Ranger class skill list that you are proficient in to gain this benefit and another language of your choice.

Guide

2nd

At 2nd level, you are particularly adept at traveling and surviving in natural environments. When making an Intelligence or Wisdom check related to any natural terrain, you gain an **Expertise Die** when using a skill you're proficient in. While traveling in any natural terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. Your passive Perception increases by 2.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Ranger Lodge

3rd

At 3rd level, you choose your Lodge; a loose association of Rangers that share similar abilities. Your Ranger Lodge grants you features at 3rd level, and again at 7th, 11th, and 15th level in this class. You can choose from the options below:

[Animal Ally](#) (Beast Master)

[Defiant Defender](#) (Hunter)

[Drake Guard](#) (Drakewarden)

[Druidic Warrior](#) (Shifter) LL

[Fey Wanderer](#)
[Frontier Fighter](#) (Bounty Hunter) LL
[Hallowed Hunter](#) ^N
[Mariner](#) (Buccaneer) LL
[Monster Slayer](#)
[Mountaineer](#) ^N
[Planar Warden](#) (Horizon Walker)
[Primeval Guardian](#),
[Shadow Stalker](#) (Gloom Stalker)
[Stargazer](#) ^{LL}
[Survivalist](#) ^{LL}
[Urban Tracker](#) (Bounty Hunter) LL
[Wild Improviser](#) ^N
[Wylder](#) ^N
[Zookeeper](#) (Swarm Keeper)

Each of these is detailed at the end of this class description.

Note: Some are inspired by official Ranger options or LaserLlama (LL) and may have different features than a Conclave of the same name. Those marked with N are new.

Lodge Spells

Each Ranger Lodge has a list of Lodge Spells that you always have prepared once you reach the Ranger levels noted in your Lodge's description. Your Lodge Spells count as Ranger spells for you, but they do not count against either your spells known or your total number of spells that you can know.

Primeval Awareness

3rd

Beginning at 3rd level, you can use your action and expend one Ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense what types of creatures are present within 2 miles of you per level of the spell slot you expend.

Types: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, or undead.

This feature doesn't reveal the creatures' exact location or number but does give a vague sense of near/far, many/few. Spells or abilities that would hide the creatures from scrying hide them from you as well, though invisibility does not. Something ethereal or similarly Plane-adjacent is hidden so long as it's not on your Plane directly—though you can sense it 'disappear' and 'reappear' if it passes between Planes.

Ability Score Improvement

4th

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. You can't increase one of your ability scores above 20 using this feature.

Extra Attack

5th

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Feral Senses

5th

You hunt with the skills of an apex predator. At 5th level, you can't have Disadvantage on attack rolls against your Quarry. When you reach 18th level, you cannot have Disadvantage on attack rolls against any target within 30 feet of you.

Land's Stride

8th

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have **Advantage** on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *Entangle* spell.

Nature's Veil

10th

Starting at 10th-level you can draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your **Proficiency Bonus**, and you regain all expended uses when you finish a long rest.

Tireless

11th

You are always ready for another hunt, never letting foes rest. Beginning at 11th level, you regain all of your expended uses of Ranger's Quarry whenever you finish a short or long rest.

Vanish

13th

Starting at 13th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Reliable Expertise

17th

By 17th level, your abilities are honed to near perfection. If you fail a check that you have expertise in, you can roll again and add your **Wisdom Bonus** to the result. You cannot do this again until you have finished a long rest.

Wild Senses

18th

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose Disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you, and you aren't blinded or deafened.

Foe Slayer

20th

You are a Ranger of mythic skill, rivaling the great huntsmen of legend. At 20th level, whenever you hit your Quarry with a weapon attack, you can immediately end the mark and cause that attack to deal maximum damage instead of rolling. If the attack reduces the creature to 50 hit points or fewer, it must succeed on a Constitution saving throw against your Spell save DC or instantly be reduced to 0 hit points.

Ranger Lodge

Choose your Lodge from one of the following that you feel best represents your Ranger.

Lodge of the Animal Ally

You've always promoted a deep connection with the animals of the world. In recognition of this, spirits of the wild have reached out to bond with you, becoming your Companion.

These Primal Animal Spirits will take on the shape of a specific animal and work with you to protect nature. The exact shape varies but does not affect the Companions stats or abilities. Some are very clearly supernatural with markings and colors unseen in nature while others appear as normal animals—until one sees the supernatural intelligence in their eyes. You get to determine the exact appearance and size of your companion.

Animal Ally Spells

3rd-level Animal Ally Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>animal friendship, beast bond</i>
5th	<i>beast sense, warding bond</i>
9th	<i>haste, protection from energy</i>

13th death ward, freedom of movement

17th awoken, commune with nature

Animal Spirit Companion

3rd-level Animal Ally Lodge feature

You have formed a bond with an Animal Spirit which is now your Companion. You choose its appearance and size and a stat block from one of the following options: Companion of the **Cave**, **Land**, **Sea**, or **Sky**, each of which is detailed below. The Companion stat blocks use your **Proficiency Bonus (PB)** and Ranger Spell save DC. It gains an ability score increase when you do, with the limitation of no stat being able to go above 20. Once per long rest, you may alter the size and appearance of your Companion. This will not change its stats.

Your Companion is friendly to you and your allies, and it obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to order it to take an action from its stat block, or another action. Whenever you take the Attack action, you can forgo one attack to command your Companion to attack. When you are incapacitated, your Companion can act on its own, and it uses its turns to defend both itself and you to the best of its abilities.

If your Companion is reduced to 0 hit points, it makes death saving throws like a player character would. If your Companion dies, its physical form will dissipate, but you can perform a special 1-hour ritual, which can be during a short or long rest, that returns your Companion to life with 1 hit point. As part of this ritual, the Companion can expend hit dice to regain additional hit points. It can also take a new form, choosing a new Primal Animal Spirit stat block and appearance. If you die in the midst of a battle, your Companion will fight alongside your allies as you would until the battle is over. It will then dissipate, its spirit joining yours in the afterlife.

Cave Companion						Land Companion					
<i>Tiny to Medium Beast Beast, Neutral</i>						<i>Tiny to Medium Beast Beast, Neutral</i>					
Armor Class 13 + PB (natural armor)						Armor Class 13 + PB (natural armor)					
Hit Points 5 + five times your Ranger level						Hit Points 5 + five times your Ranger level					
Speed 30 ft., burrow 10 ft.						Speed 40 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA	STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)
Senses darkvision 120 ft., passive Perception 12						Senses darkvision 120 ft., passive Perception 12					
Languages understands and speaks the languages you speak						Languages understands and speaks the languages you speak					
Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.						Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.					

Tremorsense. Your Companion knows the location of anything in contact with the ground within 30 ft.	Charge. If your Companion moves at least 20 ft. in a line toward a target and hits it with a Maul attack, the target takes bonus slashing damage equal to a roll of your Quarry Die . If it is two sizes larger or less, it must succeed on a Strength saving throw or fall prone.
Primal Bond. You can add your PB to any ability check or saving throw that your Companion makes.	Primal Bond. You can add your PB to any ability check or saving throw that your Companion makes.
Actions	Actions
Claw. <i>Melee Weapon Attack:</i> +2 +PB to hit, reach 5 ft., one target. <i>Hit:</i> 1d6 +2 +PB slashing damage.	Maul. <i>Melee Weapon Attack:</i> +2 +PB to hit, reach 5 ft., one target. <i>Hit:</i> 1d8 +2 +PB slashing damage.

Sea Companion						Sky Companion					
<i>Tiny to Medium Beast Beast, Neutral</i>						<i>Tiny to Medium Beast Beast, Neutral</i>					
Armor Class 13 + PB (natural armor)						Armor Class 13 + PB (natural armor)					
Hit Points 5 + five times your Ranger level						Hit Points 5 + five times your Ranger level					
Speed 10 ft., swim 60 ft.						Speed 10 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA	STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)	12 (+1)	16 (+5)	14 (+2)	10 (+0)	14 (+2)	11 (+0)
Senses darkvision 120 ft., passive Perception 12						Senses darkvision 120 ft., passive Perception 13					
Languages understands and speaks the languages you speak						Languages understands and speaks the languages you speak					
Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.						Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.					
Amphibious. Your Companion can breathe in air and water.						Flyby. Your Companion doesn't provoke opportunity attacks when it flies out of an enemy's reach.					
Primal Bond. You can add your PB to any ability check or saving throw that your Companion makes.						Primal Bond. You can add your PB to any ability check or saving throw that your Companion makes.					
Actions						Actions					
Pseudopod. <i>Melee Weapon Attack:</i> +2 +PB to hit, reach 5 ft., one target. <i>Hit:</i> 1d6 +2 +PB bludgeoning damage and can choose to instantly grapple an opponent two sizes larger or less (escape DC equal to your Spell save DC). While grappling a creature, it can only use its Pseudopod to attack that creature.						Shred. <i>Melee Weapon Attack:</i> +3 +PB to hit, reach 5 ft., one target. <i>Hit:</i> 1d4 +3 +PB slashing damage.					

Wild Empathy

3rd-level Animal Ally Lodge feature

You learn the *Wild Insight* I Knack, but it doesn't count against your Knacks Known. If you already know *Wild Insight* I, you learn another Knack instead. You also have **Advantage** on Charisma-based rolls when dealing with regular animals as well as the Animal Handling skill.

Bestial Focus

7th-level Animal Ally Lodge feature

You and your Companion hunt as one. Your Companion gains all benefits of your Ranger's Quarry, including any Knacks that enhance it, and its attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks.

Exceptional Training

11th-level Animal Ally Lodge feature

You are able to draw out the full ferocity of your Companion. Once per turn when you command your Primal Beast to use one of the attacks from its stat block, it can make two attacks.

Primal Bond

15th-level Animal Ally Lodge feature

The bond with your Companion has reached its apex. When you cast a Ranger spell that targets yourself, your Companion also gains the benefits as long as it is within 30 feet of you.

Lodge of the Deft Defender

When the monsters of the hinterland come calling, who will keep them at bay? When raiders, instead of traders, decide the settlement is worth going to, who shall blunt their greed with bow or blade? When the time comes, who will keep the peace and protect the innocent? You will.

Members of this Lodge have learned specialized Knacks for dealing with the most fearsome of foes.

Deft Defender Spells

3rd-level Deft Defender Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>expeditious retreat, snare</i>
5th	<i>locate, pass without trace</i>
9th	<i>conjure volley, nondetection</i>

13th	<i>faithful hound, freedom of movement</i>
17th	<i>swift quiver, tree stride</i>

Duck and Dodge

3rd-level Deft Defender Lodge feature

You are ever wary of your chosen prey. When you are using Stealth against your Quarry, they have a Disadvantage on any checks made to find you.

At 7th level this expands so you have **Uncanny Dodge**: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. This attacker need not be your Quarry.

Silent Stalker

3rd-level Deft Defender Lodge feature

You stalk those who threaten unseen until it is too late. You learn the *Stalker / Knack*, but it does not count against your Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

You also have **Advantage** on Intimidation checks. If it's your Quarry, you can choose to add a **Quarry Die** to the result.

Observe and Reverse

7th-level Deft Defender Lodge feature

Your unyielding focus allows you to parry and counter foe's attacks. When your Quarry targets you with an attack you can see, you can use your reaction to add your **Wisdom Modifier** (minimum of +1) to your Armor Class against that attack. If this causes the attack to miss, you can make one weapon attack against your Quarry as part of that same reaction.

Fearsome Attacker

11th-level Deft Defender Lodge feature

You are able to defend against many enemies at once. You gain the features listed below, each of which can be used as an action on each of your turns. You must be wielding the correct weapon in order to use the corresponding feature:

Volley. Choose a point you can see within the normal range of a ranged weapon you are wielding. You can make a ranged weapon attack against any number of creatures of your choice within 10 feet of that point. You must have ammunition for each target, and you must make a separate attack roll for each as normal.

Whirlwind. You make a melee weapon attack against any number of creatures within the reach of a melee weapon you are wielding, making a separate attack roll for each creature.

Relentless Defender

15th-level Deft Defender Lodge feature

You are relentless, attacking those who threaten your community until they are all eradicated. You can add your **Wisdom Modifier** (minimum of +1) to all weapon attack rolls you make against your Quarry. Additionally, when your Quarry is slain, you can mark another creature you can see as your Quarry (no action required) without expending a use of your Ranger's Quarry or a spell slot.

Lodge of the Drake Guard

In your wanderings, you've come across a draconic spirit and have entered into a contract with it, so they are now your Draconic Companion. With time and patience, you and your Companion will eventually become dragon riders.

Drake Guard Spells

3rd-level Drake Guard Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>absorb elements, command</i>
5th	<i>dragon's breath, warding bond</i>
9th	<i>elemental weapon, fear</i>
13th	<i>dominate beasts, elemental bane</i>
17th	<i>awaken, dominate person</i>

Draconic Companion

3rd-level Drake Guard Lodge feature

Your draconic connection allows you to magically summon a Draconic Companion bound to your soul. As an action, you can summon the Draconic Companion, which appears in an unoccupied space of your choice that you can see within 30 feet of you.

You choose its Essence from the following options: acid, cold, fire, lightning, or poison. You can determine the cosmetic characteristics of the drake such as its color, scale texture, or any visible effect of its Draconic Essence; your choice is purely cosmetic and has no effect on its base game statistics. Once you summon the drake, you can't do so again until you finish a long rest unless you expend a spell slot of 1st level or higher to summon it again. You must summon your Companion again any time you want to change its Essence.

Your Companion uses the Draconic Companion stat block on this page, which uses your **Proficiency Bonus** (PB) and Ranger Spell save DC throughout. It cannot bear a rider.

Your Draconic Companion is friendly to you and your allies, and it obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own,

but it only takes the Dodge action on its turn unless you use a bonus action to order it to take an action from its stat block or another action. Also, whenever you take the attack action, you can forgo one of your attacks to command the Companion to attack. When you are incapacitated, your Companion acts on its own, and will defend both itself and you to the best of its ability.

If your Companion is reduced to 0 hit points, it makes death saving throws like a player character would. If it dies, its body dissipates, but you can perform a special 1-hour ritual, which can be during a short or long rest, that restores it to life with 1 hit point. As part of this ritual, it can expend hit dice to regain hit points. Otherwise, your Draconic Companion remains for a number of hours equal to your **Proficiency Bonus**, until you use this feature to summon your Companion again, or until you die. Anything your Draconic Companion was wearing or carrying is left behind when it vanishes.

At 11th level your Draconic Companion can remain for twice your **Proficiency Bonus** in hours while at 15th level your Draconic Companion remains permanently unless a previous mentioned condition (such as death or resummoning) happens.

Draconic Companion					
<i>Small Dragon, Neutral</i>					
Armor Class 14 + PB (natural armor)					
Hit Points 5 + five times your Ranger level					
Speed 30 ft., fly 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	14 (+2)
Senses darkvision 60 ft., passive Perception 10					
Languages Draconic, understands and speaks any languages you speak.					
Hit Dice. Your Companion has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.					
Damage Immunities Essence type					
Soul Bound. You add your PB to any ability check or saving throw that the Draconic Companion makes.					
Actions					
Claw. <i>Melee Weapon Attack:</i> +3 +PB to hit, reach 5 ft., one target. <i>Hit:</i> 1d4 +3 +PB slashing damage + 1d4 Essence damage.					

Wyrmsoul

3rd-level Drake Guard Lodge feature

The magic that bonds you to your Companion has infused you with draconic power. You learn to speak, read, and write Draconic. Additionally, when you cast a

Ranger spell that deals acid, cold, fire, lightning, or poison damage, you can cause it to deal the damage type of your Companion's Essence instead. Starting at 7th level, you also gain resistance to the damage type chosen for your Draconic Companion's Draconic Essence.

Additionally, when dealing with dragons or anything draconic (like Kobolds and Dragonborn), you have **Advantage** on any Charisma-based rolls you make.

Bond of Fang and Scale

7th-level Drake Guard Lodge feature

The bond you share with your Draconic Companions intensifies. While your Draconic Companion is summoned, you can give it the following benefits:

- **Draconic Movement**

Choose one of the following: your Draconic Companion gains a swimming speed of 40 feet and is amphibious, or your Draconic Companion becomes Medium in size, and can bear you as a rider so long as you are Medium or smaller. However, its flying speed is halved while you are riding it.

- **Draconic Weapon**

Choose one of the following: Draconic Companion's bite attack deals an extra 1d6 damage of the type chosen for its Draconic Essence, or you can roll d6s, in place of d4s, for the damage of its Claw attacks. At 11th level these attacks count as magical for overcoming spell resistance. At 15th level your Companions bite attack deals an extra 1d8 damage and you can roll d8's for its Claw attacks.

Dragon's Breath

11th-level Drake Guard Lodge feature

You or your Companion can directly channel the elemental power of its Essence. When you reach 11th-level, as an action, you or your Draconic Companion can exhale a 30-foot cone of elemental breath. Creatures in that area must make a Dexterity saving throw against your Ranger Spell save DC. Creatures take 6d6 Essence damage on a failed save, and half as much damage on a success.

This damage increases to 10d6 when you reach 15th level in this class.

You and your Companion can use this feature a combined number of times equal to your **Wisdom Modifier** (minimum 1), and you regain all expended uses when you finish a long rest. When you have no uses left, you can expend a spell slot of 3rd-level or higher to use this feature again.

Great Wurm

15th-level Drake Guard Lodge feature

Your bond with your Companion has unlocked its true power. As an action, your Companion can change its size, choosing to be Small, Medium, or Large. If it is Large in size, its flying speed is no longer halved while it bears you as its rider.

Also, once per turn when you command your Companion to attack, it can make two attacks instead of one. This can be one bite attack and one claw attack.

Lodge of the Druidic Warrior

You follow an ancient tradition rooted in powerful druidic magic. You've learn to become one with nature, allowing you to channel the aspects of various beasts and plants in order to overcome their foes. You will work closely with any local Druids to help them in defending natural habitats, which can mean working as an arbitrator with local settlements.

Druidic Warrior Spells

3rd-level Druidic Warrior Lodge feature

You learn two cantrips of your choice from the Druid spell list, and they count as Ranger spells for you. Whenever you gain a level, you can replace one of these Druid cantrips you know with another Druid cantrip of your choice. When you are able to learn (or replace) a Ranger spell, you can choose to learn (or replace it with) a Druid spell of equal level instead. Additionally, you always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>entangle, speak with animals</i>
5th	<i>locate animals or plants, pass without trace</i>
9th	<i>elemental weapon, speak with plants</i>
13th	<i>conjure woodland beings, giant insect</i>
17th	<i>commune with nature, wrath of nature</i>

Primal Transformation

3rd-level Druidic Warrior Lodge feature

You can draw on primal nature magic to take the shape of beasts, much like a Druid does. You gain the ability to Wild Shape. As a bonus action on your turn, you can use this ability to assume the form of any beast that you have physically touched while it was living.

Your Ranger level determines the maximum CR of the beasts that you can transform into, as shown in the table below. You must obey all the other rules for Wild Shape as they are detailed in Druid's Wild Shape feature in the Player's Handbook. See the table below:

Ranger Level	Max CR	Beast Limitations	Example Beasts
3rd	1/4	No Fly Speed	Panther

7th	1/2	No Fly or Swim Speed	Reef Shark
11th	1	—	Giant Eagle
15th	2	—	Cave Bear

You can stay in Wild Shape for up to one hour, at which point you revert to your normal form. You can revert to your normal form earlier if you use a bonus action to do so, or if you fall unconscious, you drop to 0 hit points, or you die.

Once you use your Wild Shape you must complete a short or long rest before you can use it again unless you expend a spell slot of 1st-level or higher to use Wild Shape again.

Wild Empathy

3rd-level Druidic Warrior Lodge feature

The nature magic you wield enables a bond with the beasts you defend. You learn the *Wild Insight I* Knack, but it does not count against your total number of Knacks Known. If you already know *Wild Insight I*, you instead learn another Knack of your choice that you meet the prerequisites for.

You also have **Advantage** on Charisma-based rolls involving any denizen of the wilderness.

Druidic Soul

7th-level Druidic Warrior Lodge feature

The primal power you channel grants you the abilities of a true Druid. You learn to speak Druidic, and you can use it to decode and leave hidden messages for other Druids. You also count as a Druid for the purposes of attuning to magic items. Finally, your Wild Shape form's attacks count as magical for the purpose of overcoming resistances and immunities.

Empowered Shapes

11th-level Druidic Warrior Lodge feature

You can infuse your Wild Shape transformation with primal magic. As part of the bonus action you use to Wild Shape, you can expend a spell slot of 1st-level or higher to exceed the normal CR limitations of Wild Shape. When you do so, you can transform into a beast with a CR equal to or lower than the level of the spell slot you expended to transform. Once you use this feature you must finish a short or long rest before you can empower Wild Shape in this way again.

Additionally, you can roll your **Quarry Die** for the damage die of your Wild Shape form attacks unless the form's is higher.

A Thousand Forms

15th-level Druidic Warrior Lodge feature

You are so in tune with your abilities that you can transform your normal form in subtle ways at will. You can cast *alter self* at will, targeting only yourself, without expending a spell slot.

Lodge of the Fey Wanderer

A fey mystique surrounds you, thanks to the boon of an archfey, the shining fruit you ate from a talking tree, the magic spring you swam in, or some other auspicious event. However you acquired your fey magic, you are now a Fey Wanderer, a Ranger who represents both the mortal and the fey realms. This makes you an exceptional negotiator between inhabitants of these worlds, as you understand both humanoid mindsets and the wiles of the fey courts. As you wander, your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

Fey Wanderer Spells

3rd-level Fey Warrior Lodge feature

You learn two cantrips of your choice from the Bard spell list, and they count as Ranger spells for you.

Whenever you gain a level, you can replace one of these Bard cantrips you know with another Bard cantrip of your choice. Additionally, you always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Finally, you can use an instrument as a spell focus as if you were a Bard.

Ranger Level	Spells
3rd	<i>charm person, faerie fire</i>
5th	<i>calm emotions, Nathair's Mischief</i>
9th	<i>antagonize, Leomund's Tiny Hut</i>
13th	<i>charm monster, freedom of movement</i>
17th	<i>legend lore, mislead</i>

You also possess a preternatural blessing from a fey ally or a place of fey power. Choose your blessing from the Feywild Gifts table or determine it randomly.

Feywild Gifts	
d10	Gift*
1	Illusory butterflies flutter around you while you take a short or long rest.
2	Fresh, seasonal flowers sprout from your hair each dawn.
3	You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.

- 6 Your skin and hair change color to match the season at each dawn.
- 7 Your hair or eyes are colored in some unusual way (pink, striped, multicolor, etc.)
- 8 You can manifest a single effect from *druidcraft* at will.
- 9 You can manifest a single effect from *prestidigitation* at will.
- 10 You can manifest a single effect from *thaumaturgy* at will.

*These Gifts can be altered with your GM's consent but must remain within the theme (illusionary birds instead of butterflies flutter around you while you take a short or long rest, feathers sprout from your head instead of horns or antlers, or so on).

Charm of the Fey

3rd-level Fey Wanderer Lodge feature

Your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your **Wisdom Modifier** (minimum of +1).

In addition, you gain **Proficiency** in one of the following skills of your choice: Deception, Performance, or Persuasion and **Advantage** on Charisma-based rolls involving fey.

Wiles of the Fey

7th-level Fey Wanderer Lodge feature

The magic of the Feywild guards your mind. You have **Advantage** on saving throws against being charmed or frightened.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the save fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Finally, you count as a Bard for the purposes of attuning to magic items.

Fey Guardians

11th-level Fey Wanderer Lodge feature

The royal courts of the Feywild have blessed you with the assistance of fey beings: you know the spell *Summon Fey*. It doesn't count against the number of Ranger spells you know, and you can cast it without a material component. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest. Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

Whimsical Step

15th-level Fey Wanderer Lodge feature

When you reach 15th level, you can slip in and out of the Feywild to move in the blink of an eye: you can cast *Misty Step* without expending a spell slot. You can do so a number of times equal to your **Wisdom Modifier** (minimum of +1), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast *Misty Step*, you can bring along one willing creature you can see within 5 feet of you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

Lodge of the Frontier Fighter

Not every Ranger starts out in the villages and towns at the edge of the wilderness. You started as a guard or soldier in a bustling city and, for whatever reason, ended up far from those places. Your training remains, and you work to ensure those who threaten what you protect know it.

Martial Exploits

3rd-level Frontier Fighter Lodge feature

You have extensive martial training, so instead of more spells you gain the following features:

Exploit Dice. The Bounty Hunter Exploits table shows how many Exploit Dice you have to use Exploits. To use an Exploit, you expend an Exploit Die, and you regain all your expended Exploit Dice when you finish a short or long rest.

High Degree. Your Ranger level limits the technicality of Exploits you are able to learn and use. This limit is reflected in the High Degree column of the Frontier Fighter Exploits table.

Exploits. You learn two **Martial Exploits** of your choice from those available to the Alternate Fighter. You can only use one Exploit per ability check, attack, or saving throw. When you gain a Ranger level, you can replace one Exploit you know with another **Martial Exploit** of your choice.

Saving Throws. If an Exploit requires a creature to make a saving throw, the saving throw DC is calculated as follows:

Exploit save DC = 8 + your **Proficiency Bonus** + your Strength or Dexterity modifier (your choice).

Frontier Fighter Martial Exploit Table				
Ranger Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
3rd	2	d4	2	1st
4th	2	d4	2	1st

Frontier Fighter Martial Exploit Table				
Ranger Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d6	3	2nd
8th	4	d6	3	2nd
9th	4	d6	3	2nd
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d8	4	3rd
16th	6	d8	4	3rd
17th	6	d8	4	3rd
18th	6	d8	4	3rd
19th	7	d8	4	3rd
20th	7	d8	4	3rd

Arcane Knight

3rd-level Frontier Fighter Lodge feature

You know the *Hedge Knight* I Knack, but it doesn't count against your total Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

You also know *arcane weapon* and have it always prepared. It does not count against the number of 1st level spells you know or have prepared but does count as a Ranger spell for you. You can cast it once without expending a spell slot but must finish a short or long rest before you can cast it free again. You can use a 1st level spell slot to cast it again sooner. You still must use a 3rd level spell slot to maintain concentration for eight hours.

Finally, you have **Advantage** on Charisma-based checks when it comes to fellow guards and soldiers as well as with nobility.

Cunning Knack

7th-level Frontier Fighter Lodge feature

Your martial skills are especially potent when used against your chosen foe. Once per turn, when you force your Quarry to make a saving throw to resist the effects of an Exploit, you can force it to make its saving throw with Disadvantage.

Finally, you count as a Fighter for the purposes of attuning to magic items.

Unwavering

11th-level Frontier Fighter Lodge feature

You are a master of disabling foes. When your Quarry misses you with a melee attack, you can force it to make a Dexterity saving throw against your Exploit Save DC as a reaction. On a failure, it suffers one of the following effects of your choice:

- You can knock it prone if it is Large or smaller.
- You can automatically grapple it if you have a free hand.
- You can make a single melee weapon attack against it.

All-Out Attack

15th-level Frontier Fighter Lodge feature

Your martial prowess has reached its peak. When you make an attack, you treat all rolls of 7 or lower as an 8 (even a natural 1) and add your **Quarry Die** to the results to determine if you hit. Additionally, if the target is your Quarry, you treat rolls of both 19 and 20 as critical hits.

Lodge of the Hallowed Hunter

You've always had a certain reverence for nature, which included a reverence for the Deities of Nature themselves—enough that they've now become interested in *you*. Maybe you've always worshipped them or perhaps you had a chance encounter with one. No matter how it happened, you've dedicated yourself to them and to the preservation of nature, using your unique skills to serve both.

Hallowed Hunter Spells

3rd-level Hallowed Hunter Lodge feature

You learn two cantrips of your choice from the Cleric spell list, and they count as Ranger spells for you. Whenever you gain a level, you can replace one of these Cleric cantrips you know with another Cleric cantrip of your choice. Additionally, you always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Additionally, you can use a holy symbol of your deity as a spell focus like a Cleric.

Ranger Level	Spells
3rd	<i>create or destroy water, purify food and drink</i>
5th	<i>prayer of healing, spiritual weapon</i>
9th	<i>create food and water, spirit guardians</i>
13th	<i>aura of purity, guardian of faith</i>
17th	<i>commune, holy weapon</i>

Wisdom of the Wild

3rd-level Hallowed Hunter Lodge feature

Your deity gives you better insight into the natural world. As a result, whenever you make a Wisdom-based skill check, you gain a bonus to the check equal to your **Proficiency Bonus**, even if you already have proficiency in it.

Additionally, you have **Proficiency** in Religion and **Advantage** on all Charisma-based checks when dealing with anyone following your deity(s).

Divine Ward

7th-level Hallowed Hunter Lodge feature

Your deity's protection gives you great reassurance. You have **Advantage** on saving throws against being charmed or frightened.

In addition, whenever you or an ally you can see within 120 feet of you fail on a saving throw against being charmed or frightened, you can use your reaction for a second attempt. The outcome of the second roll can be ignored if it's worse than the first, but it cannot be rerolled.

Finally, you count as a Cleric for the purposes of attuning to magic items.

Hunter's Luck

11th-level Hallowed Hunter Lodge feature

Your deity blesses you with unusual luck to bolster yourself when on the hunt: you gain an **Expertise Die** on any skill you are proficient in. You can use this a number of times up to your **Proficiency Bonus**. The number of times resets after a short or long rest.

Divine Aid

15th-level Hallowed Hunter Lodge feature

Your patron deity blesses you with assistance: you know the spell *Summon Celestial*. If you are of Evil alignment, you know *Summon Fey* instead. If you are Neutral to Good and Evil, you may choose one or the other. This choice is permanent.

This spell doesn't count against the number of Ranger spells you know, and you can cast it without a material component. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

Lodge of the Mariner

The roll of the waves, the feel of the wind, the smell of the salt air; for some people there's nothing quite like the open sea, and you've joined this lodge for that reason. Sailors, fishers, pirates, marines, and privateers, this Lodge can count them and any others (like you) who find the water more at home than land.

Mariner Spells

3rd-level Mariner Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>compelled duel, fog cloud</i>
5th	<i>gust of wind, misty step</i>
9th	<i>call lightning, water breathing</i>
13th	<i>control water, watery sphere</i>
17th	<i>control winds, maelstrom</i>

Sea Legs

3rd-level Mariner Lodge feature

The time you have spent at sea grants you remarkable swimming skills. So long as you are not wearing medium or heavy armor, or wielding a shield, you have a swimming speed equal to your walking speed, and your **Proficiency Bonus** to Armor Class. Additionally, your eyes have become keener to spot things. Whenever you make a Wisdom (Perception) check that relies on your sense of sight, you gain a bonus to your roll equal to one roll of your **Quarry Die**.

Sea's Grace

3rd-level Mariner Lodge feature

You've spent so much time in water, you're practically an aquatic creature. You learn the *Aquatic Adept* Knack, but it doesn't count against your total Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for. At 11th level you become Amphibious.

Additionally, you have **Advantage** on any Charisma-based check involving people and creature who live in or near large bodies of water.

Mariner's Grit

7th-level Mariner Lodge feature

Your experience has granted you increased resistance to the dangers of the sea. Whenever you make an ability check or saving throw as a reaction to resist being knocked prone or moved against your will, you add one roll of your **Quarry Die** to your roll. If this is part of an attack, and this causes the attack to miss, you can make one weapon attack against the attacker as part of that same reaction.

Wrath of the Sea

11th-level Mariner Lodge feature

You carry the magic of the high seas whether you are on sea or land. Once per turn when you hit a creature with a weapon attack, you can imbue the strike with aquatic magic, forcing it to make a Strength saving throw against your Spell save DC. On a failed save, it takes your choice of cold, lightning, or thunder damage equal to a roll of your **Quarry Die** and is knocked back 10 feet in a straight line. Note that the thunder damage will cause a loud booming sound easily heard out to 300 ft.

Watery Reaction

15th-level Mariner Lodge feature

When a creature you can see hits you with an attack, you can use a reaction to temporarily take on a watery form, halving the damage you would take from the triggering attack. As part of this reaction, you can also move up to 10 feet without provoking opportunity attacks.

Lodge of the Monster Slayer

You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A monster slayer seeks out vampires, dragons, evil fey, fiends, and other magical threats. Trained in supernatural Knacks to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

Monster Slayer Spells

3rd-level Monster Slayer Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>bane, protection from evil & good</i>
5th	<i>moonbeam, see invisibility</i>
9th	<i>magic circle, protection from energy</i>
13th	<i>banishment, faithful hound</i>

Hunter's Eye

3rd-level Monster Slayer Lodge feature

You gain the ability to peer at a creature and magically discern how best to hurt it. As either an action or bonus action, choose one creature you can see within 60 feet of you. You roll a Perception check (DC 10 + the creature's CR) to learn one of the following: its highest ability score, lowest ability score, its damage vulnerabilities, its damage resistances or immunities, its condition immunities, or another weakness it may have.

If the characteristic you choose doesn't apply the DM reveals another characteristic to you. If the creature is hidden from divination magic, or you fail the check, you sense this instead. If you analyze your Quarry with this feature, you can add one roll of your **Quarry Die** to your ability check.

Starting at 7th level, you can use this on any one creature you can see within 120 feet of you.

Slayer's Cunning

3rd-level Monster Slayer Lodge feature

You are always prepared to hunt. You gain the *Slayer* / Knack, but it does not count against your total number of Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

You can also use Ranger's Quarry once between each short or long rest without expending a use of it.

Finally, you have **Advantage** on Intimidation and Deception checks against your Quarry.

Supernatural Defense

7th-level Monster Slayer Lodge feature

You have trained yourself to better resist the supernatural assaults of your hated foes. Whenever your Quarry forces you to make an ability check or saving throw you gain a bonus to your roll equal to one roll of your **Quarry Die**.

If this causes the attack to miss, you can make one weapon attack against your Quarry as part of that same reaction.

Monster's Nemesis

11th-level Mariner Lodge feature

Your hatred for evil empowers your weapons. Your weapon attacks against your Quarry treat its damage immunities as resistances and ignore any damage resistances it has. Moreover, when your Quarry misses you with an attack or you succeed on a

saving throw it forced you to make, you can use your reaction to make a single weapon attack against it.

Slayer's Counter

15th-level Mariner Lodge feature

You do everything in your power to prevent the monsters you hunt from harming the innocent. When you see your Quarry attempt to cast a spell, teleport, or use another supernatural or magical ability from its stat block, you can make a single weapon attack against it as a reaction. On hit, your Quarry must succeed on a Wisdom saving throw against your Spell save DC, or its spell, teleport, or other ability is thwarted and fails to take effect.

When you use this feature and your attack hits, you can choose to instantly end the effects of Ranger's Quarry to cause the creature to automatically fail its Wisdom saving throw. As part of this reaction, you can also move up to 10 feet without provoking opportunity attacks.

Lodge of the Mountaineer

The highlands have always had a special place in your heart. Whether you grew up among them or initially only saw them from a distance, you see them as your home. You not only know how to navigate them, but all other heights as well.

Mountaineer Spells

3rd-level Mountaineer Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>earth tremor, jump</i>
5th	<i>earthbind, spider climb</i>
9th	<i>erupting earth, meld into stone</i>
13th	<i>stone shape, stoneskin</i>
17th	<i>transmute rock, wall of stone</i>

Mountain Climber

3rd-level Mountaineer Lodge feature

The time you have spent in the heights grants you remarkable climbing skills. So long as you are not wearing medium or heavy armor, or wielding a shield, you have a climbing speed equal to your walking speed, and your **Proficiency Bonus** to Armor Class. Additionally, your eyes have become keener to spot things. Whenever you make

a Wisdom (Perception) check that relies on your sense of sight, you gain a bonus to your roll equal to one roll of your **Quarry Die**.

Mountain's Rise

3rd-level Mountaineer Lodge feature

You've spent so much time in the heights, you're practically a mountain creature. You learn the *Alpine Adept* Knack, but it doesn't count against your total Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

Additionally, you have **Advantage** on any Charisma-based check involving people and creature who live in or near mountains and highlands.

Experienced Climber

7th-level Mountaineer Lodge feature

Your experience has granted you an unusual sturdiness. Whenever you make an ability check or saving throw to resist being knocked prone, moved against your will, or attacked while climbing you add one roll of your **Quarry Die** to your roll. If this causes the attack to miss, and the attacker is your Quarry, you can make one weapon attack against your Quarry as part of that same reaction.

Landslide

11th-level Mountaineer Lodge feature

You carry the magic of the heights wherever you are. Once per turn when you hit a creature with a weapon attack, you can imbue the strike with earthen magic, forcing it to make a Strength saving throw against your Spell save DC. On a failed save, it takes force damage equal to a roll of your **Quarry Die** and is knocked back 10 feet in a straight line.

Earthen Reaction

15th-level Mountaineer Lodge feature

When a creature you can see hits you with an attack, you can use a reaction to temporarily take on a sandy form, halving the damage you would take from the triggering attack. As part of this reaction, you can also move up to 10 feet without provoking opportunity attacks.

Lodge of the Planar Warden

While most Rangers guard nature from those living on the same plane as it, the Planar Warden guards the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. You seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue your foes. But not all those from other planes are enemies. You are also friends to many forces in the multiverse – especially benevolent dragons, fey, and elementals – that work to preserve life and the order of the planes.

Planar Warden Spells

3rd-level Planar Warden Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>alarm, protection from evil & good</i>
5th	<i>misty step, rope trick</i>
9th	<i>haste, magic circle</i>
13th	<i>banishment, dimension door</i>
17th	<i>planar binding, teleportation circle</i>

Detect Portal

3rd-level Planar Warden Lodge feature

As an action, you can detect the exact distance and direction of the nearest creature alien to your current plane or planar portal within 1 mile that isn't shielded from divination magic. As part of this action, you can exclude targets of your choice. Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses, you can expend a spell slot of 1st-level or higher to use this again.

Planar Warrior

3rd-level Planar Warden Lodge feature

You can augment your strikes with extraplanar energies. You can choose for the additional damage of Ranger's Quarry to be force damage in place of your weapon's damage type. Moreover, you can mark any creatures not native to your current plane of existence as your Quarry without expending a use of Ranger's Quarry. For example, while you are on the material plane, you can use this feature to mark aberrations, celestials, elementals, fey, and fiends, as your Quarry.

Additionally, you have **Advantage** on any Charisma-based check involving people and creature who live in another plane.

At 9th level you gain the *Planar Adept* knack as a bonus knack. It will not count against your Knacks Known.

Ethereal Step

7th-level Planar Warden feature

You can briefly move between planes to disorient your foes. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see. Any distance you teleport with this feature counts against your total movement for your turn.

Planar Strike

11th-level Planar Warden Lodge feature

Your ability to move between the planes has improved. If you use Ethereal Step and attack at least two different creatures with that action, you can make one additional attack as part of that Attack action against a third creature.

Planar Defense

15th-level Planar Warden Lodge feature

You can partially phase out of your current plane to resist the assaults of your foes. When you take damage from an attack or spell that you can see, you can use your reaction to grant yourself resistance to the damage of that attack for this turn.

Lodge of the Primeval Guardian

The wilderness has always called you and now you've learned to become one with it. This allows you to channel the aspects of various beasts and plants in order to overcome your foes.

Primeval Guardian Spells

3rd-level Primeval Guardian Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>entangle, speak with animals</i>
5th	<i>enhance ability, spike growth</i>
9th	<i>conjure animals, speak with plants</i>
13th	<i>giant insect, grasping vine</i>
17th	<i>insect plague, tree stride</i>

Guardian Soul

3rd-level Primeval Guardian Lodge feature

You gain the ability to temporarily grow and take on the appearance of a primal creature. The exact appearance can vary, but most usually your hair will have a leaf or grass-like look to it and your facial features will become more bestial. Other features can include skin that looks like bark, fur, a tail or similar cosmetic changes.

As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated.

You undergo the following changes while in your guardian form:

- Your size becomes Large, unless you were larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your Ranger level. When the form ends, you lose any temporary hit points you have from it.

At 7th level, you learn *guardian of nature*, though this does not count against your spells known. Whenever you assume your guardian form you can choose to swap its basic features for those of *guardian of nature*. You can switch up to your **Proficiency Bonus** in features, but you cannot have more than four features at a time.

Additionally, you can cast *guardian of nature* once without using a spell slot. You cannot do this again until you have finished a long rest.

Primal Warrior

3rd-level Primeval Guardian Lodge feature

You've spent so much time in the wilderness that you know how to navigate it with ease. You learn the *Strider* / Knack, but it doesn't count against your total Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

Additionally, you know and can cast *arcane weapon* as a Ranger spell up to your Wisdom bonus (minimum 1) times. This does not count against your spells known. You regain all uses after a short or long rest.

Finally, you have **Advantage** on any Charisma-based check involving people and creature who live in the wilderness.

Ancient Fortitude

7th-level Primeval Guardian Lodge feature

You gain great endurance thanks to your connection with nature. Your hit point maximum and current hit points increase by 2 per Ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

Groundbreaker

11th-level Primeval Guardian Lodge feature

You gain the ability to twist and turn the ground beneath you. While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

Guardian Aura

15th-level Primeval Guardian Lodge feature

Your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your Ranger level. This aura has no effect on undead and constructs and cannot raise your allies' hit points beyond their normal maximum.

Lodge of the Range Rider

Not all Rangers are suited to tramping across the countryside on their own feet. You've won the allegiance of a nature spirit who will serve as a faithful mount, taking you wherever you're needed.

Range Rider Spells

3rd-level Range Rider Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>expeditious retreat, longstrider</i>
5th	<i>misty step, pass without trace</i>
9th	<i>haste, phantom steed</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>far step, teleportation circle</i>

Riding in Style

3rd-level Range Rider Lodge feature

You've spent enough time riding that you know the Mounted Warrior fighting style. If you already have this Fighting Style you gain another Fighting Style of your choice from those available to the Ranger class. Additionally, you know the *Rider I* Knack, but it doesn't count against your total Knacks Known. If you know this Knack, you instead learn another Knack of your choice that you meet the prerequisites for.

Additionally, you have **Advantage** on any Charisma-based check involving people and creature who enjoy riding or who live in or near wide open areas like plains and steppes.

Loyal Steed

3rd-level Range Rider Lodge feature

You have formed a bond with a Nature Spirit that wants to serve you as a Steed. It can appear as any land species it chooses but uses the stat block for either the **Hooved Steed** or the **Clawed Steed**. The Steed stat blocks use your **Proficiency Bonus** (PB) and Ranger Spell save DC. It gains an ability score increase when you do, with the limitation of no stat being able to go above 20. Once per long rest, your Steed

can choose to change how it appears, though this does not affect its stats (a **Hooved Steed**, for instance, might start looking like a horse and decide to look like a camel or giant boar or so on, while a **Clawed Steed** might start looking like a lion and decide to look like a wolf or giant wolverine or so on).

Your Steed is friendly to you and your allies, and it obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own, but it only takes the Dodge action on its turn unless you use a bonus action to order it to take an action from its stat block or another action. Also, whenever you take the attack action, you can forgo one of your attacks to command your Steed to attack. When you are incapacitated, your Steed acts on its own, and will defend both itself and you to the best of its ability.

If your Steed is reduced to 0 hit points, it makes death saving throws like a player character would. If your Steed dies, its physical form will dissipate, though any gear it had will remain. You can perform a special 1-hour ritual, which can be during a short or long rest, that returns your Steed to life with 1 hit point.

As part of this ritual, the Steed can expend hit dice to regain additional hit points. It can also take a new form, choosing a new Spirit Steed stat block and appearance.

If you die in the midst of a battle, your Steed will fight alongside your allies as you would until the battle is over. It will then dissipate, its spirit joining yours in the afterlife.

Hooved Steed						Clawed Steed					
<i>Medium to Large Beast, Neutral</i>						<i>Medium to Large Beast, Neutral</i>					
Armor Class 13 + PB (natural armor)						Armor Class 13 + PB (natural armor)					
Hit Points 5 + five times your level						Hit Points 5 + five times your level					
Speed 60 ft.						Speed 60 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA	STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	12 (+0)
Senses darkvision 120 ft., passive Perception 13						Senses darkvision 120 ft., passive Perception 13					
Languages understands and speaks the languages you speak						Languages understands and speaks the languages you speak					
Hit Dice. Your Steed has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.						Hit Dice. Your Steed has a total number of d8 Hit Dice equal to your Ranger level. It also gains all the normal benefits of both short and long rests.					

Charge. If your Steed moves at least 20 ft. in a line toward a target and hits it with a Hoof attack, the target takes bonus bludgeoning damage equal to a roll of your Quarry Die . If the target is two sizes larger or less, it must succeed on a Strength saving throw or fall prone. If it is your Quarry, it makes this save at Disadvantage.	Pounce. If your Steed moves at least 20 ft. in a line toward a target and hits it with a Maul attack, the target takes bonus slashing damage equal to a roll of your Quarry Die . If the target is two sizes larger or less, it must succeed on a Strength saving throw or fall prone. If it is your Quarry, it makes this save at Disadvantage.
Spirit Bond. You can add your PB to any ability check or saving throw that your Steed makes.	Spirit Bond. You can add your PB to any ability check or saving throw that your Steed makes.
Actions	Actions
Stomp. <i>Melee Weapon Attack:</i> +2 +PB to hit, reach 5 ft., one target. Hit: 1d8 +2 +PB bludgeoning damage.	Maul. <i>Melee Weapon Attack:</i> +2 +PB to hit, reach 5 ft., one target. Hit: 1d8 +2 +PB slashing damage.

Mounted Warrior

7th-level Range Rider feature

You can add your **Quarry Die** to the roll of any attack you make while riding, increasing the base weapon's damage type by that amount. If the attack is against your Quarry, it has Disadvantage on AC saves. Starting at 11th level, your Steed's attack counts as magical for overcoming resistances and immunities. Further, you gain **Advantage** on defense against any attack you can see while mounted.

If you attempt to make some tricky maneuver while mounted (such as jumping over a ravine, through a hoop of fire, roping while riding, or similar) by rolling a Performance check; you can add a roll of your **Quarry Die** to the check.

Starting at 11th level, this check cannot be below a 7, even if you roll a 1 (though rolling a 1 causes the performance to have some really death-defying aspect).

Unusual Mount

11th-level Range Rider Lodge feature

Your Steed gains the ability to Swim at its base movement and becomes amphibious. If submerged, you are treated as if under the effect of *water breathing* but only as long as you're touching your Steed. Additionally, your Steed gains a Fly speed at half its movement if you are riding (or full if you aren't).

While swimming, it can choose to have its hindquarters look like that of an aquatic creature if it wants similarly, when flying, your Steed can grow temporary wings of its choosing. These are cosmetic and don't affect any stats.

At 15th level your Steed can Fly at its base land speed.

Lone Rider

15th-level Range Rider Lodge feature

You and your Steed are one. When you cast a Ranger spell that targets yourself, your Steed also gains the benefits as long as it is within 30 feet of you. Additionally, if you and your Steed are somehow separated, you can both telepathically communicate and sense one another's location unerringly, no matter how far, so long as it is on the same Plane.

Lodge of the Shadow Stalker

Shadow Stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but you venture boldly into the darkness, seeking to ambush threats before they can reach the broader world.

Shadow Stalker Spells

3rd-level Shadow Stalker Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>cause fear, disguise self</i>
5th	<i>darkness, invisibility</i>
9th	<i>fear, nondetection</i>
13th	<i>greater invisibility, phantasmal killer</i>
17th	<i>mislead, seeming</i>

Dread Ambusher

3rd-level Shadow Stalker Lodge feature

You mimic the surprise tactics of the nameless creatures that dwell in the darkness. You gain a bonus to your initiative rolls equal to your **Wisdom modifier** (minimum of +1), so long as you are not surprised or incapacitated. Also, when you take the Attack action during your first turn in combat, you can make one additional attack as part of that action. On hit, it deals bonus damage equal to your level.

Additionally, you have **Advantage** on Intimidation and Deception checks.

Umbral Sight

3rd-level Shadow Stalker Lodge feature

You have adapted to stalk your prey without light. You gain darkvision out to a range of 60 feet. If you already have darkvision from another feature, the range of your darkvision increases by 30 feet.

Cloak of Shadows

7th-level Shadow Stalker feature

You have learned to conceal yourself even from the creatures native to the deep shadow. While you are in darkness, you are invisible to creatures that rely on darkvision to see you.

Further, you have trained your mind to resist the mental assaults that are common among the quarry you stalk. You gain **Proficiency** in Wisdom saving throws. If you are already proficient, you gain **Proficiency** in either Intelligence or Charisma saving throws.

Precise Strike

11th-level Shadow Stalker Lodge feature

In the unforgiving dark every strike could be the difference between life and death. Once per turn when you miss with a weapon attack, you can add one roll of your **Quarry Die** to your attack roll, possibly turning your miss into a hit. In addition, your darkvision has improved, and allows you to see through both magical and nonmagical darkness.

Dark Defenses

15th-level Shadow Stalker Lodge feature

You can manipulate the shadows to distract your foes. When a creature you can see targets you with an attack roll, you can use your reaction to cloak yourself in shadows and impose Disadvantage on its attack roll. If this reaction causes the attack to miss, you can make a weapon attack against your attacker as part of the same reaction. If you are in dim light or darkness when you make this special attack, you have **Advantage** on your attack roll.

Lodge of the Stargazer

Since ancient times, mortals have looked to the stars of night for stories of the past, omens for the present, and portents of the future. The Stargazers dedicate their lives to the study of stars and constellations. You can draw on their radiant power to conjure celestial magic, vanquish your foes, and twist the threads of fate for those around you.

Stargazer Spells

3rd-level Stargazer Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	[Constellation Magic], <i>guiding bolt</i>
5th	<i>mind spike, moonbeam</i>
9th	<i>beacon of hope, clairvoyance</i>
13th	<i>divination, guardian of faith</i>
17th	<i>dawn, wall of light</i>

Constellation Magic

3rd-level Stargazer Lodge feature

You draw your power from the constellations of the night sky. Each time you finish a long rest, you attune yourself to a constellation. This allows you to choose one first level spell of any class* to use until your next long rest. It becomes a Ranger spell for you, but it doesn't count against the total number of spells you prepare. It also counts as one of your Conclave Spells for 3rd level, as marked in the above table.

You can cast your 1st-level Constellation spell once without expending a spell slot, at the level of your highest-level slot as shown on the Ranger table for your level, and you regain the ability to do so when you finish a short or long rest.

*If the setting has specific constellations the spell you choose should have something to do with the constellation. The GM, as usual, can rule which spells are acceptable.

Celestial Guidance

3rd-level Stargazer Lodge feature

The constellations of the night sky guide your steps. You gain proficiency in your choice of either cartographer's tools or navigator's tools. Whenever you make an ability check with either set of tools you add a roll of your **Quarry Die** to the result.

Additionally, you have **Advantage** on Performance and Persuasion checks when trying to get someone on your side using your knowledge of the stars.

Finally, you can't become lost, even by magical means so long as you can see the stars of the night sky.

Horoscope

7th-level Stargazer Lodge feature

You can use the insights you gain from the stars to twist fate. When a creature you can see within 30 feet makes an ability check or saving throw, you can use your reaction to add your **Wisdom Modifier** (minimum of +1) to the result of its roll. You must use this reaction before you know if it succeeds or fails. You can use this reaction a number of times equal to your **Wisdom Modifier** (minimum 1), and you regain all of your expended uses when you finish a long rest.

Celestial Strike

11th-level Stargazer Lodge feature

You infuse your weapons with the power of celestial starlight. Once per turn, when you hit a creature with a weapon attack or damage it with a Ranger spell, you deal additional radiant damage equal to one roll of your **Quarry Die**.

Star Struck

15th-level Stargazer Lodge feature

When a creature you can see targets you with an attack, you can use a reaction to release a targeted flash of light toward it, forcing it to make a Constitution saving throw against your Spell save DC. On a failure, it takes radiant damage equal to three rolls of your **Quarry Die**, and the attack misses you. You can use this reaction a number of times equal to your **Wisdom Modifier** (minimum 1), and you regain all uses when you finish a long rest. If you have no uses left, you can expend a spell slot of 1st-level or higher to use this again.

Lodge of the Survivalist

While all Rangers have the skills to survive in the wild, those known as Survivalists are true masters of survival. You have adapted to survive and combine a talent for abjuration magic and protective gear to help yourself and others survive anywhere.

Survivalist Spells

3rd-level Survivalist Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>absorb elements, create or destroy water</i>
5th	<i>locate animals or plants, pass without trace</i>
9th	<i>create food and water, Leomund's tiny hut</i>
13th	<i>fabricate, hallucinatory terrain</i>
17th	<i>commune with nature, creation</i>

Weaver of Wonders

3rd-level Survivalist Lodge feature

You have mastered an ancient pattern of enhancing clothing, that enables a supernatural level of survivability. You gain proficiency with weaver's tools, and you can add double your **Proficiency Bonus** to any check you make with these tools.

At the end of each long rest, you can use weaver's tools to enhance one set of clothing or cloak. While a creature wears this enhanced garment it gains the following benefits:

- It gains a bonus to Dexterity (Stealth) checks to hide in wasteland and wilds equal to one roll of your **Quarry Die**.
- It requires one-quarter as much water in order to survive.
- It has **Advantage** on saving throws to resist the effects of harsh environments and subsequent exhaustion levels.

During each long rest, you must spend 1 hour maintaining any garments you have enhanced, or they lose these beneficial properties. You can maintain a number of garments equal to your **Wisdom Modifier** (a minimum of 1 set of garments).

Wilderness Adept

3rd-level Survivalist Lodge feature

You are able to survive the most inhospitable environments. You learn one of the following Knacks of your choice: *Alpine Adept*, *Aquatic Adept*, *Arctic Adept*, *Desert Adept*, or *Jungle Adept*. You learn another at 7th, 11th, and 15th levels.

Starting at 7th level, you can choose *Planar Adept* as the Knack you learn from this feature. The Knacks you gain this way do not count against your number of Knacks Known.

Additionally, you have **Proficiency** in Survival, if you don't already have it. Otherwise choose one of Athletics, Acrobatics, or Nature instead.

Finally, you have **Advantage** on any Charisma-based check involving people and creature who live off the land like you.

Survivalist's Protection

7th-level Survivalist Lodge feature

You imbue the mystical weave of your enhanced garments with protective magic. A creature wearing one of your enhanced garments can use a bonus action to cast *absorb elements* on itself as if it were from a 2nd level spell slot.

It can do so three times, but when the last use is expended, the garment loses its magical properties. Your enhanced garments regain all uses of this feature when you spend time during a long rest maintaining your enhanced garments.

A Good Defense

11th-level Survivalist Lodge feature

You enhance your combat style with potent abjuration magic. When you take the Attack action on your turn, you can use a bonus action to create shield around yourself as if you had cast *protection from energy*. You can do this a number of times equal to

your **Wisdom Modifier** (minimum 1). You regain expended uses after a short or long rest.

Mirage Stride

15th-level Survivalist Lodge feature

You can use a bonus action to create an Illusory Duplicate of yourself in an unoccupied space you can see within 30 feet. When you conjure an Illusory Duplicate, you can instantly switch places with it.

Lodge of the Urban Tracker

The worst danger is often not an enemy without, but an enemy within. You know this more than most. Trained to stalk the streets of cities, you track your prey through the dark alleyways and underbellies of towns and cities.

Urban Tracker Spells

3rd-level Urban Tracker Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>disguise self, snare</i>
5th	<i>hold person, mind spike</i>
9th	<i>clairvoyance, dispel magic</i>
13th	<i>arcane eye, greater invisibility</i>
17th	<i>commune with city, dominate person</i>

Street Brawler

3rd-level Urban Tracker Lodge feature

When you make a Strength (Athletics) check to grapple or shove your Quarry, you add one roll of your **Quarry Die** to the result. If it is your Quarry, you can also add your **Proficiency Bonus**. Also, being within 5 feet of a hostile creature doesn't impose Disadvantage on your attack rolls with nets.

Ear to the Ground

3rd-level Urban Tracker Lodge feature

Your line of work has granted you a unique familiarity with the underbelly of civilization, so an urban environment is considered natural terrain for you when using the Guide feature.

After you complete a long rest in a settlement, you have **Advantage** on all ability checks to gather information on its contacts, factions, or underworld. If you want, and

your GM agrees, part of your long rest would include you gathering this information through casual talking, listening in, or similar actions which would not violate the long rest. This is meant as an opportunity to roleplay social encounters and should not involve fights.

Eye for Detail

7th-level Urban Tracker Lodge feature

You've developed a knack for discerning things not obvious to others. You gain Proficiency in Wisdom (Insight) and Wisdom (Perception), if you don't already have it. When trying to determine if a creature is lying, or to spot a hidden creature or object, or to uncover or decipher clues, you can spend a bonus action to treat a roll of 7 or lower on the d20 as an 8 (this includes a 1). If the creature is your Quarry, you can use your **Quarry Die** as a bonus to the roll. Finally, you also learn to identify, read, and speak in Thieves' Cant.

Elementary

11th-level Urban Tracker Lodge feature

You gain proficiency in Investigation (Intelligence) if you don't already have it. Once per long or short rest, you may choose to take **Advantage** on a single Wisdom or Intelligence skill roll, treating a roll of 7 or lower on the d20 as an 8 (this includes a 1) and adding your **Quarry Die** as a bonus to the roll. If the check is related to your Quarry, you can use your **Proficiency Bonus** as well. At 15th level, you can take **Advantage** twice per long or short rest, but only on separate skill checks.

Most Dangerous Game

15th-level Urban Tracker Lodge feature

Your nearly supernatural instincts allow you to predict your enemy's attacks. Once per turn when you take damage from your Quarry, you can reduce the damage you would take by one roll of your **Quarry Die**.

Lodge of the Wild Improviser

Rangers are known for their skills in the wild, but you take this to another level, being able to use whatever is at hand to solve a problem, even to creating elaborate devices from common forest materials.

Wild Improviser Spells

3rd-level Wild Improviser Lodge feature

You learn two cantrips of your choice from the Artificer spell list, and they count as Ranger spells for you. Whenever you gain a level, you can replace one of these Artificer cantrips you know with another Artificer cantrip of your choice. Additionally, you always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know. Additionally, your tools act as spell foci.

Ranger Level	Spells
3rd	<i>arcane weapon, snare</i>
5th	<i>find traps, locate object</i>
9th	<i>remove curse, tiny servant</i>
13th	<i>fabricate, summon construct</i>
17th	<i>animate objects, creation</i>

Meticulous Fingers

3rd-level Wild Improviser Lodge feature

You are exceptionally gifted with mechanical objects and traps. You gain proficiency in Sleight of Hand and with Thieves' and Tinker's Tools, and whenever you make an ability check with these tools or skill, you add one roll of your **Quarry Die** to the result. This increases to two rolls at level seven, three at level eleven, and four at level fifteen. Moreover, your precise hands allow you to take the **Use an Object** action as a bonus action on each of your turns.

Additionally, you have **Advantage** on any Charisma-based check involving people and creature who craft or create things.

Adept Builder

3rd-level Wild Improviser Lodge feature

You've learned to rely on your advanced wilderness skills to see you through. Choose one of the following to be proficient in: Perception, Stealth, Survival, Nature. If you are already proficient, you can instead gain an **Expertise Die**.

You also gain the following abilities:

Trap Maker. You learn the *Trapper* Knack, but it does not count against your total Knacks Known. If you already know the *Trapper* Knack you can learn another Knack of your choice.

Also, when you have access to the inner workings of a trap that has been disarmed, you can use tinker's tools to rearm the trap (so long as rearming it is possible), and when you do so, its new DC is equal to your Ranger Spell save DC.

Weapon Maker. You can fashion your own weapons. When in an area with the appropriate raw materials available (as determined by the GM), you can fashion one of the following over the course of a short rest with the aid of a dagger or similar bladed implement: blowgun with 10 needles, short bow with 5 arrows, 50 needles, 20 arrows, club, great club, quarterstaff, spear. If you also have a sharp stone such as flint or obsidian available, you can fashion a dagger, hand axe, or similar without the use of a bladed implement. These weapons have the **flaw** property and any creature except you suffers Disadvantage on attack rolls made with them.

Haven Maker. You can spend 10 minutes constructing a natural shelter able to accommodate yourself and up to 9 other creatures of Medium size or smaller. The shelter blends in with its surroundings, and as long as no one moves into or out of it, the shelter is indistinguishable from a natural object. It is designed to allow creatures inside to see out but prevent anyone outside from seeing in. The shelter is comfortable and dry regardless of the weather outside.

Advanced Builder

7th-level Wild Improviser Lodge feature

Your expertise in building has improved. If you have proficiency in Perception, Stealth, Survival, or Nature, you can choose one to have permanent **Advantage** in. If you do not have proficiency in one of these, you can choose one to give an **Expertise Die** instead.

Your other skills have improved as well. You can quickly assemble and utilize makeshift traps or weapons in combat. You can take the **Use an Object** action to throw a Trap or thrown weapon that you had already crafted (for example, the Traps crafted with *Trapper* Knack or a thrown/bolt weapon you made with *Weapon Maker*) at a creature in this way.

Quick Trap. As an action, you can craft a Trap (using the *Trapper* Knack) and throw it at a space you can see within 20 feet. Creatures in the space of the Trap must make a saving throw as if it had moved into the Trap's space, suffering its effects on a failed save as normal. Traps crafted in this way only last for 1 minute.

Fast Weapon. As an action you can craft a thrown weapon using just materials you happen to have on-hand and throw it at a foe you can see within 20 feet. On either a hit or a miss the weapon breaks apart.

Safe Shelter. You can spend a day (8 hours) building a basic shelter which protects up to 9 Medium-sized creatures or smaller from the elements and reduces the likelihood of attack from monsters and bandits. It lasts for as long as it is needed but falls apart permanently after being left for a month unattended. Additionally, you know the spell *tiny hut* and can cast it as a Ranger spell. It does not count against your spells known.

If you cast the *tiny hut* spell as an 8-hour ritual while building your shelter, the spell instead lasts as long as your shelter does. It does not end if you leave its area but will end if you bring in Large (or larger) creatures, more than 9 people, cause it to end (a free action), do not return to the shelter for a week, cast the spell again on a different shelter, or die. A successful *dispel magic* will also end it, though the physical shelter will remain.

Great Improviser

11th-level Wild Improviser Lodge feature

Your skills as a builder have grown even more.

Plentiful Traps. At the end of each long rest, you craft a number of Traps (with *Trapper*) equal to 1 + your **Wisdom Modifier** (a minimum of 2 Traps). Additionally, any Traps you craft with *Trapper* now work on creatures that are Huge or smaller, and if a creature makes a saving throw against your Trap, it takes magical bludgeoning, piercing, or slashing damage (your choice) equal to three rolls of your **Quarry Die** on a failure, and half that on a success.

Sturdy Weapons. The weapons you craft using Weapon Maker no longer have the flaw property and can be used by others normally. Additionally, weapons made with Fast Weapon are no longer fragile.

Quicker Shelter. Instead of taking 8 hours, making the basic shelter in Safe Shelter only takes you 4. It can house up to an additional 2 Medium-sized creature or one Large-sized creature. If you are ritual casting *tiny hut* the spell will adjust to this, though further occupants will break it as usual.

Additionally, you know the *secure shelter* spell, which does not count against your spells known. You can cast it free once per day. Additional castings take a spell slot of 4th level or higher.

Arboreal Architect

15th-level Wild Improviser Lodge feature

Your ability to make things has reached its peak.

Quick Trapper. You are always ready to lay a trap. When you roll initiative you can use your reaction to craft one Trap and throw it to one unoccupied space you can see within 20 feet of you. Also, whenever you craft a Trap, you can choose whether it takes up a 10-foot square or a single 5-foot square.

Potent Weapons. Weapons you make have some special property to them determined by you and the GM. Most usual special properties are some form of energy attack (acid, cold, fire, lightning, poison, or thunder) that deal additional damage on a successful hit or some unusual dual ability (like a sword that's also a gun).

Sanctuary. A basic shelter from Safe Shelter only takes you 2 hours to make and you can make it to cover everyone in your group and their mounts (within reason, no more than 20 people, no more than 10 mounts). You can ritual cast *tiny hut* as per usual, with it adjusting as before. In addition, you know *magnificent mansion* and can cast it as a Ranger spell. This does not count against your spells known. You can cast this spell once per long rest.

Lodge of the Wylder

You've always been a little...different. Ever since you were young, strange things seemed to happen around you and the one place you could ever find peace or be yourself was in the wilderness away from prying, and sometimes hostile, eyes.

Wylder Spells

3rd-level Wylder Lodge feature

You learn two cantrips of your choice from the Sorcerer spell list, and they count as Ranger spells for you. Whenever you gain a level, you can replace one of these Sorcerer cantrips you know with another Sorcerer cantrip of your choice. Additionally, you always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>magic missile, shield</i>
5th	<i>phantasmal force, pyrotechnics</i>
9th	<i>dispel magic, fly</i>
13th	<i>storm sphere, wall of fire</i>
17th	<i>animate object, telekinesis</i>

Sorcerous Blood

3rd-level Wylder Lodge feature

You gain your **Proficiency Bonus** in Sorcery Points. You also gain two Metamagic options from the Sorcerer list. Finally, you gain *Wild Insight* / Knack, but it does not count against your Knacks Known. If you know this Knack, you learn another of your choice.

Additionally, you have **Advantage** on Insight checks.

Potent Magic

7th-level Wylder Lodge feature

Your Quarry is particularly vulnerable to your magic. Once per long rest, you can force your Quarry to reroll a save it succeeded on a spell you cast.

You also count as a Sorcerer for the purposes of attuning to magic items.

Arcane Knowledge

11th-level Wylder Lodge feature

You gain Proficiency in Arcana and can use Wisdom instead of Intelligence. If you already have Proficiency, you gain an **Expertise Die**. If you are facing a magical creature, you have **Advantage** on both Nature checks and Arcana checks to find out information on it.

Sorcerous Might

15th-level Wylder Lodge feature

Your sorcerous powers manifest in full. You know, and can cast as a Ranger spell, one each of a 6th and 7th level Sorcerer spell. You can cast these spells once each per long rest.

Lodge of the Zookeeper

You feel a deep connection to the world around you and have reached out through your magical connection to nature and gather a host of fey spirits, which take the forms of animals. The spirits become a potent force in battle, as well as helpful—if potentially disturbing—company.

Some Zookeepers are outcasts or hermits, keeping to themselves and their attendant spirit-beasts rather than dealing with the discomfort of others. Other Zookeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their zoo.

Zookeeper Spells

3rd-level Zookeeper Lodge feature

You always have certain spells prepared at the Ranger levels in the table below. The spells count as Ranger spells for you, but they don't count against the spells you know.

Ranger Level	Spells
3rd	<i>faerie fire, unseen servant</i>
5th	<i>spider climb, web</i>
9th	<i>fly, gaseous form</i>
13th	<i>arcane eye, conjure woodland beings</i>
17th	<i>arcane hand, insect plague</i>

Gathered Zoo

3rd-level Zookeeper Lodge feature

You magically attract a group of fey spirits that look like Tiny beasts of your choice. The group remains in your space until ordered out, crawling on you or through your clothing, or flying and skittering immediately around you. You know the *mage hand* and *mending cantrips* (which do not count against your cantrips known but do count as Ranger spells for you), but when you cast them, they manifest as part of your group which does your bidding. Whenever you cast *unseen servant*, it also manifests through your group, which can look like animals performing various household chores.

Additionally, you have **Advantage** on any Charisma-based check involving animals or monstrosities.

Mobile Zoo

3rd-level Zookeeper Lodge feature

You can use a bonus action on each of your turns to command your zoo in one of the following ways. Only one of these may be used at a time.

Biting Assault. One creature of your choice within 15 feet must succeed on a Dexterity saving throw or take piercing damage equal to two rolls of your **Quarry Die**. This damage increases by one roll at 7th, 11th, and 15th levels for a total of five rolls. If the target is your Quarry, the attacks hit with **Advantage** and ignore resistances or immunities starting at 11th level.

Also starting at 11th level, they can do slashing or bludgeoning damage if that would be more appropriate for the form. They can do this instead of or in addition to the piercing damage, but only if they use a roll for it. For instance, at 11th level, they could use two **Quarry Die** for piercing and two **Quarry Die** for slashing (which would look like a bite and claw attack).

Harrying Horde. One creature of your choice within 15 feet must succeed on a Strength saving throw or be moved up to 15 feet in the direction of your choice. Large and larger creatures have Advantage on this Strength saving throw.

At 7th level, only huge or larger creatures have Advantage. At 11th level, on a failed save, the creature is knocked prone at the end of this forced movement. At 15th level, on a failed save, the creature is considered grappled at the end of this forced movement.

Swarm Step. You are moved up to 15 feet in the direction of your choice without provoking opportunity attacks.

At 7th level, your zoo can move you up vertical surfaces or even across ceilings at up to your base movement. At 11th level, you can command your group to help you fly, swim, or burrow at your base movement rate. At 15th level, your zoo provides you with half cover until the start of your next turn once you finish moving.

If a target chooses to attack your zoo, they must save against your AC with Disadvantage. On a successful hit the zoo retreats to swarm around you and cannot be sent out again until you've finished a long or short rest.

Small Zoo

7th-level Zookeeper Lodge feature

Your zoo can now look like Small and/or Tiny Beasts of your choice. You can choose up to your **Proficiency Bonus** in number of them to act as messengers, as if you had cast *animal messenger*. If you try to designate more than that, one of the spirits sent will return to you, regardless of if its message was delivered or not.

Alternatively, you can designate up to your **Proficiency Bonus** in number of them to act as if you had cast *flock of familiars* instead. This version lasts the typical hour.

You **may not** use either this feature or the messenger version again until after you've finished a short or long rest or expending a spell slot of 2nd level or higher.

You **cannot** use both versions at once and attempting to do so will immediately end the other and prevent you from doing either version again until after you've finished a long rest. You **may not** expend a spell slot to use this feature again if you've attempted to use both versions at once.

Zoo Messenger

11th-level Zookeeper Lodge feature

Your zoo can now look like Medium Beasts of your choice. You can have some Medium, some Small, and some Tiny if you choose. This acts as if you had cast *conjure animals*.

Additionally, you may choose one of them to act as your emissary. The spirit so chosen has a speed of 40 feet, which it can use to walk, climb, fly, or swim. The spirit also has your senses and telepathically relays what it sees and hears to you. During your turn, you can speak through the spirit, telepathically command it to move, and it can Hide using your bonus to Dexterity (Stealth) checks. When you cast a spell with a range of touch, your emissary can deliver the spell, as long as it succeeds using your attack roll. The spirit has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or the spirit reverts and returns to you. As an action, you can dismiss the spirit early. If you do, you can magically teleport to an unoccupied space within 5 feet of where the spirit was.

Once you use this feature, you can't do so again until you finish a long rest.

Menagerie

15th-level Zookeeper Lodge feature

Your zoo can now look like Large Beasts of your choice. Indeed, the zoo can look like a wide mix of creatures ranging from Large to Tiny which appear constantly around you. You can fade into your zoo to avoid danger. When you take damage from a source you can see, you can use your reaction to become one with your zoo and give yourself resistance to that instance of damage. You and your zoo then teleport to an unoccupied space you can see within 30 feet.

You can use this special reaction a number of times equal to your **Wisdom Modifier** (minimum 1), and you regain all expended uses when you finish a long rest. If you have no uses left, you can expend a spell slot of 1st-level or higher to use this special reaction again.

Ranger Spell List

Below are the spells available to Rangers, organized by spell level. They are from the Player's Handbook, *Unearthed Arcana (UA)*, *Xanathar's Guide to Everything**, *Tasha's Cauldron of Everything***, *Tal'Dorei Campaign Setting Reborn (HB)*, and *Fizban's Treasury of Dragons (FTD)*. Spells that can be cast as rituals are marked with the (ritual) tag.

Spells marked with LL are found in the [laserllama Spell Compendium](#), which includes both new and alternate spells. Spells marked with N are new homebrew spells and are described in full at the end.

Cantrips

*booming blade***
control flames
create bonfire
*green-flame blade***
guidance
*gust**
mending
*mold earth**
produce flame
poison spray
ray of frost
*shape water**
*sword burst***
thorn whip
*thunderclap**

1st-Level

*absorb elements**
alarm (ritual)
animal friendship
*beast bond**
cure wounds
detect magic (ritual)
detect poison & disease
ensnaring strike LL
*entangle***
expeditious retreat
fog cloud
goodberry
hail of thorns LL
hunter's mark
jump
longstrider

purify food & drink
*searing smite***
*snare**
speak with animals (ritual)
sudden awakening (UA)
thunderous smite
wild cunning (ritual)(UA)
*zephyr strike**

2nd-Level

*aid***
air bubble
animal messenger (ritual)
barkskin
beast sense (ritual)
cloud of daggers
continual flame
cordon of arrows LL
darkvision
*enhance ability***
find traps
*gust of wind***
*healing spirit**
lesser restoration
locate animals/plants (ritual)
locate object
*magic weapon***
pass without trace LL
protection from poison
silence (ritual)
spike growth
*summon beast***
*warding wind**

3rd-Level

Ashardalon's Stride (FTD)
blinding smite
conjure animals
conjure barrage
conjure volley LL
daylight
dispel magic
*elemental weapon***
flame arrows LL
flame stride (UA)
freedom of the waves (HB)

lightning arrow ^{LL}
meld into stone ^(ritual) **
nondetection
plant growth
protection from energy
revivify **
speak with plants
summon fey **
tiny hut ^(ritual)
wall of sand *
wall of water *
water breathing ^(ritual)
water walk ^(ritual)
wind wall

4th-Level

conjure woodland beings
death ward
divination ^(ritual)
dominate beast **
elemental bane *
freedom of movement
grasping vine
guardian of nature *
locate creature
secure shelter ^N
staggering smite
stone shape
stoneskin
summon elemental **
wall of fire

5th-Level

awaken
commune with nature ^(ritual)
conjure volley
contagion
freedom of the winds ^(HB)
greater restoration **
steel wind strike ^{LL}
swift quiver ^{LL}
tree stride
wall of stone
wrath of nature *

New

Secure Shelter

4th-level conjuration

Casting Time: 10 minutes

Range: 30 ft.

Components: V, S, M (a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood.)

Duration: 12 hours

Classes: Bard, Ranger, Wizard

You conjure a sturdy cottage or lodge 250 ft. square. You can create any floor plan you like, but the space can't exceed 25 cubes, each cube being 10 feet on each side. This comes with a stable that can hold up to 5 mounts. The stable does not count against the size of the main building (if size is needed, it is 60 ft. by 12 ft. with each stall being 12 ft. by 12 ft.). The shelter does provide simple food, enough to feed up to 10 Medium-sized creatures for the duration. The stable will similarly provision the mounts within.

It is made of material that is common in the area where the spell is cast. The floor is level, clean, and dry, with basic furnishings—bunks for up to 10, a trestle table with enough seats, dishes, and cutlery for everyone, and a writing desk with a simple chair.

There's also a sturdy door and two shuttered windows which are protected by *arcane lock* and if the shutters are open, no one outside can see anyone or anything within. The interior keeps dry and maintains a comfortable temperature despite what the outside is like.

The structure itself behaves as if made of stone in regard to damage and ignition regardless of its actual material.

The cottage lasts for the duration of the spell and you and your allies may come and go as you please.

By adding material components, you can secure the shelter more completely. If a tiny bell and a piece of fine silver wire are used as additional material components, the door and windows are also affected by *alarm*, and if a piece of string and a bit of wood are included, an *unseen servant* is conjured for the duration of the shelter.

When cast using a 5th level spell slot or higher, the duration doubles for each level: 24 hours at 6th, 48 hours at 7th, 4 days at 8th, and 8 days at 9th.

This spell is based on the one found here:

https://www.reddit.com/r/DnD/comments/avih3v/5e_spell_between_tiny_hut_and_magnificent_mansion/