

RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the orcs he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another. After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales. Holding his hand high, half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow. Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

CLASS FEATURES

As a ranger, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per ranger level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

EQUIPMENT

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

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

Alternatively, you may start with 5d4 x 10 gp to buy your own Equipment.

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence Checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 13th level. As you gain levels, your choices should reflect the types of Monsters you have encountered on your adventures.

As you become more familiar with your favored enemies you gain additional benefits.

- At 6th level, your favored enemies have disadvantage to detect or track you.
- At 13th level, you become an unparalleled hunter of your favored enemies. Once on each of your turns, you can add your Wisdom modifier to the Attack roll or the damage roll of an Attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

FIGHTING STYLE

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery: You gain a +2 bonus to Attack rolls you make with Ranged Weapons.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other Weapons, you gain a +2 bonus to Damage Rolls with that weapon.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

FAVORED TERRAIN

At 2nd level, you become particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

RANGER

| Level | Proficiency Bonus | Features |
|-------|-------------------|--------------------------------------------------|
| 1st | +2 | Favored Enemy, Fighting Style |
| 2nd | +2 | Favored Terrain, Hunter's Instincts |
| 3rd | +2 | Ranger Archetype |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Extra Attack |
| 6th | +3 | Favored Enemy & Terrain Improvement |
| 7th | +3 | Ranger Archetype Feature |
| 8th | +3 | Ability Score Improvement, Land's Stride |
| 9th | +4 | Evasion |
| 10th | +4 | Favored Terrain Improvement, Hide in Plain Sight |
| 11th | +4 | Ranger Archetype Feature |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 | Favored Enemy Improvement |
| 14th | +5 | Favored Terrain Improvement |
| 15th | +5 | Ranger Archetype Feature |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 | Feral Senses |
| 18th | +6 | Ranger Archetype Feature |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Adaptability |

- 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.
- 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.

You choose additional favored terrain types at 6th, 10th and 14th level and gain additional benefits:

- At 6th level, you can hide as a bonus action, while in your favored terrain.
- At 14th level, your group can't be tracked by non-magical means, unless you choose to leave a trail, while traveling through your favored terrain.

HUNTER'S INSTINCTS (EXPERTISE)

At 2nd level, choose two of your skill proficiencies (limited to ranger class skills). Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Note: This features functions like the Rogue's Expertise feature, therefore you will not get an additional bonus choosing the skill twice from Rogue's Expertise and Hunter's Instincts.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Beastmaster, or Spirit Invoker. Your choice grants features at 3rd level, and again at 7th, 11th, 15th and 18th level.

ABILITY SCORE IMPROVEMENT

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 you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

LAND'S STRIDE

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 those created by the Entangle spell.

EVASION

At 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make Dexterity saving throw for only half damage, you instead take no damage if you succeed on the saving throw. You take only half damage if you fail.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you don't take any damage, move or attack. Once you have taken damage, you must camouflage yourself again (1 minute) to gain this benefit. If you move or attack, you must take an action to fix your camouflage to gain this benefit.

FERAL SENSES

At 17th 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.

ADAPTABILITY

At 20th level, you gain ability to temporarily make an enemy type or terrain your favored. You can use this ability a number of times equal to your Wisdom Modifier.

- Favored Enemy - You determine you enemy capabilities through combat. After combat you can make the new type a favored enemy.
- Favored Terrain - You must spend at least 1 hour in the new terrain.

RANGER ARCHETYPES

HUNTER

FOCUS

At the end of each Short or Long rest, a Ranger gains a number of Focus points equal to their Wisdom Modifier (minimum 1). The number of Focus points increases by 1 at 7th, 11th, 15th and 18th level. The Ranger can regain Focus points in the following ways:

Critical Hit: Each time the ranger scores a Critical Hit while performing the attack action, they regain 1 Focus point. This is doubled if they score a critical hit against a favored enemy.

Killing Blow: When the Ranger reduces a creature to 0 or fewer hit points with a weapon attack, they regain 1 Focus point. This is doubled if they reduce a favored enemy to 0 or fewer hit points. If the death was due to a Critical Hit, you only get the 1 Focus, not two. If you kill a favored enemy with a critical hit, you gain 2 focus points, not 4.

EXPLOITS

Rangers use Focus points to perform Exploits. Some Exploits are instant bonuses or attacks, while others are permanent. A few Exploits last as long as the Ranger maintains focus.

Maintain Focus - a few Exploits are activated as a bonus action and require spending 1 Focus point and temporarily reduce the Maximum number of Focus points by 1. These Exploits last until dismissed as a bonus action or you fall unconscious. Once, the Exploit is dismissed your maximum number of Focus is increased by 1.

A Ranger cannot combine multiple Exploits in one single attack. You can pick 3 Exploits at 3rd. You learn one additional Exploit at 7th, 11th, 15th and 18th level.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn. Ranger must maintain focus to use this Exploit.

Escape the Horde: When an Opportunity Attack is made against you, you can use your reaction to spend 1 Focus point to have all Opportunity Attacks made against you with disadvantage until the end of your turn.

Favored Enemy: You gain an additional favored enemy. (Always active)

Favored Terrain: You gain an additional favored terrain. (Always active)

Giant Killer: When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to spend 1 focus point and attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker: Once on each of your turns when you make a weapon attack, you can use your reaction to spend 1 Focus point to make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter's Mark: Same effect as the spell. Ranger must maintain focus to use this Exploit.

Iron Mind: You gain proficiency in Wisdom saving throws. Ranger must maintain focus to use this Exploit.

Keen Sight You have darkvision with a range of 60 feet. If you already have darkvision increase its range by 30 feet. Ranger must maintain focus to use this Exploit.

Maneuvering Attack: When you hit a creature with a weapon attack, you can expend one Focus point to maneuver one of your comrades into a more advantageous position. You choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Multiattack Defense: When a creature hits you with an Attack, you can spend 1 Focus point to gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Precision Attack: The Ranger can spend 1 Focus point to gain Advantage on the next Attack roll they make this round. The Ranger chooses to make a Precision attack and spends Focus before making the attack roll.

Scout: You master the art of the ambush. Spend one Focus point on your first turn during combat, you gain a +10 bonus to your speed. If you use the attack action on that turn, you can make one additional attack.

Stalker's Dodge: You master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can spend a Focus point to use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

Stalker's Flurry: You have the ability to ensure that your attacks count. If you miss with an attack during your turn, you can spend a Focus point to immediately make an additional attack. You can gain one additional attack during your turn with this ability.

Trap Master: The Ranger gains proficiency with Trap Making Tools, able to use them to craft a few traps and modify existing traps. Traps created or modified have a DC equal to 8+Proficiency+Wis. Some possible traps are: Snare Trap, Falling Net, Pit Trap (Simple, Hidden and Spiked). Possible modifications are Add Poison Effect, Add Magical Effect. Crafting traps does not require/spend Focus points. Setting up traps will take 30 min or you can spend one Focus point for half the time.

NATURE'S GIFT

At 7th level, you gain proficiency with the Herbalism kit as a tool.

You can create special herbal liquids, poultices, and salves that have power comparable to some potions and spells. You are assumed to be carrying or able to forage sufficient ingredients to prepare your mixtures. Using your Survival skill (Foraging PHB ppg183), you can spend 1 hour gathering herbs, ½ hour if you are in your favored terrain, and prepare herbal mixtures to create a number of mixtures equal to your Proficiency bonus + your Wisdom modifier (minimum 1). You can carry a number of mixtures at one time equal to your Proficiency bonus + your Wisdom modifier (minimum 1). The mixtures you create cannot be applied by anyone but you. After 24 hours, any mixtures that you have not used lose their potency. The below shows the types of mixtures you can create.

Cure Wounds Poultice: If you spend 1 minute applying one of your bandages treated with one of your poultices to a wounded creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded down). This feature can restore a creature to no more than half of its hit point maximum.

Cure Wounds Elixir: You spend an action to imbibe one of your liquids, thereby expending its usage, that creature regains 1d6 hit points for every four ranger levels you have (rounded down).

Goodberry Gruel: You can spend an action to imbibe this gruel. It provides enough nourishment to sustain a creature for 1 day. Each gruel has uses equal to your Proficiency modifier.

Lesser Restoration: If you spend 1 minute applying one of bandages treated with one of your poultices to a blinded, deafened, diseased, or poisoned creature, thereby expending its use, that creature gains advantage on its' saving throws.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley: The Ranger can spend a Focus point to use its action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack: The Ranger can spend a Focus point to use its action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

FAVORED ENEMY IMPROVEMENT

At 15th level, you become familiar with the weak points of your enemies. Wounding Strike can only be applied to Favored Enemies.

Wounding Strike: You can expend a Focus point to target a specific location on a foe's body with a weapon attack. If the attack misses, the Focus point is still lost. If the Ranger has multiple attacks for their Attack action, they can make multiple Targeted shots for 1 Focus point each.

- **Arms** – On a hit, the target takes normal damage and drops 1 held item of the Ranger's choice.
- **Head** – On a hit, the target takes normal damage and has disadvantage on attacks for 1 round.
- **Legs** – On a hit, the target takes normal damage and gets knocked prone.
- **Torso** – On a hit, the target takes normal damage and is pushed up to 10 ft away from you.
- **Wings** – On a hit, the target takes normal damage, and plummets 20 ft.

KEEN FOCUS

Starting at 18th level, once per turn you can spend 1 Focus points and choose to reroll one of your dice before the effects are applied. You must take the results of the reroll.

BEASTMASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with all animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating (CR) of 1 or lower. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your bonus action to verbally command the beast to Attack. The beast companion also gains the following traits:

- While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.
- The beast can make death saving throws. If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.
- The beast gains a number of Hit Dice equal to the your Ranger level. Use the hit dice provided by the Monster's Stat block.
- The beast saving throws, skills, and abilities DC should be re-calculated after improving your beast.
- The beast can spend its Hit Dice during a short rest using the same rules as players to regain hit points.
- The beast can take reactions such as opportunity attacks independent of your commands.

Beast Companions: As you increase in level, you may either choose to increase your companion's potency, or designate a new beast as your primary companion. The CR limit of any potential Beasts increases to 2 at 5th level, CR 3 at 9th level, CR 4 at 13th level, and CR 5 at 17th level.

At every level where you would normally increase the CR of your Beast Companion, you may instead Improve your current one. Each instance of Improvement has the following effects:

- +4 to a single Ability Score or +2 to Two separate ability scores. The Companion's maximum ability score is still 30.
- +1 Natural Armor Bonus to AC.

At 5th level, your Companion may be a Large or smaller sized creature.

If you choose a beast below CR 1, you can use additional Improvements to make the beast companion comparable to CR 1 beast. This option is available to give the player more beast choices. For example:

- If you choose a beast with a CR of 1/4, your beast gains 2 improvement instance at 3rd level.
- If you choose a beast with a CR of 1/2, your beast gains 1 improvement instance at 3rd level.

EXCEPTIONAL TRAINING

At 7th level, you become proficient in training your beast companion. You can choose one of the following traits to give to your beast companion. At 11th, 15th and 18th you can pick another trait for your beast companion.

- **Growth Hormones:** You can increase the size of your beast by one category. This would increase the Hit and Damage Dice to the next size. This training can be taken multiple times, but your beast companion's size can't be bigger than large.
- **Ability Score Improvement:** You can increase one ability score of your beast companion by 2 or you can increase two Ability Scores of your beast companion by 1. You can't increase an ability score of your beast companion above 30 using this feature. This training can be taken multiple times.
- **Advance Tactics:** Your beast companion can perform dash, disengage, dodge, or help action.
- **Pack Tactics:** You and your beast companion have advantage on an Attack roll against a creature if you and your beast companion are within 5 ft. of each other threatening the same creature.
- **Hunting Tactics:** You gain advantage on an Attack roll with ranged weapons against a creature, if your beast companion is within 5 ft. of the target. Your beast companion also gains advantage on an Attack roll against a creature if you damaged the creature this turn.
- **Light Barding:** Your beast companion gains light barding proficiency (See Appendix)
- **Medium Barding:** Your beast companion gains medium barding proficiency (prerequisite Light Barding, See Appendix)
- **Evasion:** Your beast companion gains Evasion (prerequisite 9th level)
- **Increased Movement:** Increase your beast companion's movement by 10 ft
- **Magical Attacks:** Your beast companion attacks are considered magical for the purpose of overcoming resistance. (prerequisite 10th level)

BESTIAL FURY

Starting at 11th level, your beast companion can make one additional attack when you command it to use the Attack action.

FAVORED TERRAIN AND ENEMY

At 15th level, the benefits of favored terrain and enemy also apply to your beast companion. (See Appendix)

BLOOD BOND

At 15th level, you can sacrifice half of your current hit points to allow your beast companion to heal for half of the amount sacrificed. Your beast companion can also sacrifice half of its current hit points to heal you. This can be done even if you are unconscious. You can use this feature a number of times equal to your wisdom modifier per long rest.

MIND SYNC

At 18th level, you and your beast are linked telepathically as long as you are within 100 feet. You can control your beast as a free action.

SPIRIT INVOKER

SPIRIT INVOKER

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

SPIRIT COMPANION

At 3rd level, you form a bond with a nature spirit—a companion forged by your link to the wild. This spirit companion protects you as you travel and watches your back in battle. You can choose any spirit shown in the Spirit Companion section that you meet the prerequisite for.

- Your spirit companion is your focus for casting spells.
- If you lose your spirit companion or do not have one with you, you can not cast spells.
- Your spirit companion is always with you. You decide who can see your spirit companion, otherwise it is invisible.
- Your spirit companion cannot perform attack, or aggressive action, nor can it be harmed
- While your spirit companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your spirit's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the spirit has. During this time, you are deaf and blind with regard to your own senses.

You can only have one spirit companion with you at a time, but you can form multiple pacts. The ritual takes 8 hours and costing 30g. The ritual can be performed once a week. Your first spirit companion pact doesn't require a ritual. You choose your spirit companion that you have a pact with at the same time you prepare you spells.

Your first spirit companion can be chosen from the following: Bat, Bear, Boar, Cat, Crocodile, Frog, Snake, Spider, Stag or Wolf (See the Spirit Companion section for Invoking Spirit and Spirit Materialization features).

As you progress, your understanding of nature grows allowing you to form pacts with additional spirits.

- At 7th level, King of the Beasts, Dryad, Blink Dog
- At 15th level, Copper, Brass, Faerie Dragons
- At 18th level, Elementals and Unicorn

INVOKING SPIRIT

At the 3rd level, you can invoke your spirit companion as a bonus action. The effect is dependent on which spirit companion you have. Please see Spirit Companion section for Invoking Spirit.

SPELLCASTING

Drawing on the divine essence of nature itself, you can cast Spells to shape that essence to your will. See chapter 10 for the general rules of spellcasting and chapter 11 for the Spirit Invoker spell list.

Cantrips: At 3rd level, you know two Cantrips of your choice from the ranger Spirit Invoker list. You learn additional Spirit Invoker Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spirit Invoker table. (Use the Druid's cantrip spell list)

Preparing and Casting Spells: The Spirit Invoker table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Spirit Invoker 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. You prepare the list of Spirit Invoker Spells that are available for you to cast, choosing from the Spirit Invoker spell list. When you do so, choose a number of Spirit Invoker Spells equal to your Wisdom modifier + half your ranger level (minimum of one spell). The Spells must be of a level for which you have Spell Slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare the 1st level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Spirit Invoker Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.

Spellcasting Ability Wisdom is your spellcasting ability for your Spirit Invoker Spells, since your magic draws upon your devotion and 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 You can cast a Spirit Invoker spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPIRIT MATERIALIZATION

At 7th level, you can materialize your spirit companion into a creature as an action. The creature appears in unoccupied space that you can see within range.

You can materialize any number of creatures as long as the total CR is equal to or less than 2.

Each creature materialize is considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. You control its actions, even if you are unconscious or otherwise unable to act. You regain this ability after a long rest.

Your materialize creatures are available for 1 minute per day. The time allotment can be broken up between encounters. You can dismiss them as a bonus action and re-materialize them as an action. The creatures retain the same hp between encounters. After a long rest the creatures' hit points is fully restored.

Spirit materialization improves

- At 15th level, the total CR increases to 4.
- At 18th level, the total CR increases to 6.

FAVORED TERRAIN IMPROVEMENT

At 15th level, you understand the power of nature for your favored terrains. While in your favored terrains, you have the ability to maintain two concentration spells from the spirit invoker's spell list.

DUAL SPIRIT COMPANIONS

At 15th level, You can summon another spirit companion for which you have made a pact with as a bonus action. You can only do this once per long rest. This spirit will stay with you for the rest of the day. You can still only use Invoke Spirit once per long rest but can choose which spirit to invoke. For Spirit Materialization you can choose to materialize creatures from both spirits.

GIFT OF LIFE

At 18th level, if your hit points are reduced to zero, your spirit companion can choose to sacrifice its energy to restore half your hit points. You can not summon that spirit companion for a week. You can use this ability once per long rest, as long as you have a spirit companion.

SPIRIT COMPANIONS

BAT SPIRIT

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Sixth Sense* - choose yourself or an ally you can see. The chosen creature gains blindsight up to 60'. This will last for a number of rounds equal to your Wisdom modifier.
- **Spirit Materialization:** Bat (CR 0), Giant Bat (CR 1/4), Swarm of Bats (CR 1/4)

BEAR SPIRIT

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Guardian's Shroud* - choose yourself or an ally you can see. The chosen creature gains temporary hit points equal to 2d6 + your Wisdom modifier
- **Spirit Materialization:** Black Bear (CR 1/2), Brown Bear (CR 1), Polar Bear (CR 2)

BIRD SPIRIT

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Seeker's Eye* - choose a creature you can see. Until the end of your next turn, all attacks made against the chosen creature have advantage.
- **Spirit Materialization:** Blood Hawk (CR 1/8), Hawk (CR 0), Eagle (CR 0), Giant Eagle (CR 1), Owl (CR 0), Giant Owl (CR 1/4)

BOAR

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Relentless* - choose yourself or an ally you can see. The chosen creature gains Relentless for 1 minutes or until its used. If the chosen creature takes damage equal to your ranger level + your Wisdom Modifier or less that would reduce it to 0 hit points, it is reduced to 1 hit point.
- **Spirit Materialization:** Boar (CR 1/4), Giant Boar (CR 2)

CAT

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Multiattack* - choose yourself or an ally you can see. The chosen creature can perform one additional attack when using the attack action.
- **Spirit Materialization:** Lion (CR 1), Panther (CR 1/4), Saber-Tooth Tiger (CR 2), Tiger (CR 1)

CROCODILE

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Grapple* - choose yourself or an ally you can see. When the chosen creature hits with a weapon attack, the target must make a grapple check versus your Spell DC or be restrained.
- **Spirit Materialization:** Crocodile (CR 1/2), Giant Crocodile (CR 5)

FROG

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Amphibious* - choose yourself or an ally you can see. The chosen creature gains the ability to breathe air or water for a 10 of minutes.
- **Spirit Materialization:** Frog (CR 0), Giant Frog (CR 1/4), Giant Toad (CR 1)

SNAKE

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Snake Venom* - choose yourself or an ally you can see. The chosen creature deals an extra 2d6+Wisdom modifier poison damage on the next weapon hit.
- **Spirit Materialization:** Constrictor Snake (CR 1/4), Giant Constrictor Snake (CR 2), Giant Poisonous Snake (CR 1/4), Poisonous Snake (CR 1/8), Swarm of Snakes (CR 2)

SPIDER

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Web* You perform a ranged spell attack. On hit the target is restrained by webbing. As an action the restrained target can make a Strength check versus your Spell DC to break free.
- **Spirit Materialization:** Giant Spider (CR 1), Giant Wolf Spider (CR 1/4), Phase Spider (CR 3), Spider (CR 0)

STAG

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Charge* - choose yourself or an ally you can see. If the chosen creature moves at least 20' straight towards a target and hits it. The creature must succeed a Strength saving throw versus your Spell DC or be knocked prone.
- **Spirit Materialization:** Deer (CR 0), Elk (CR 1/4), Giant Elk (CR 2)

WOLF

- **Prerequisite:** 3rd level
- **Invoking Spirit:** *Stalker's Fangs* - choose yourself or a creature you can see. The next time the chosen creature hits with a weapon attack, the target of the attack takes extra slashing damage equal to 2d6 + your Wisdom modifier.
- **Spirit Materialization:** Wolf (CR 1/4), Dire Wolf (CR 1), Winter Wolf (CR 3)

KING OF THE BEASTS

- **Prerequisite:** 7th level
- **Invoking Spirit:** *Fly* - choose yourself or a creature you can see. The chosen creature gains fly for 50' up to a number of rounds equal to your Wisdom Modifier.
- **Spirit Materialization:** Hippogriff (CR 1), Griffon (CR 2)

DRYAD

- **Prerequisite:** 7th level
- **Invoking Spirit:** *Magic Resistance* choose yourself or a creature you can see. The chosen creature gains advantage on next saving throw against spells. This will last for a number of minutes equal to your Wisdom Modifier.
- **Spirit Materialization:** Dryad (CR 1)

BLINK DOG

- **Prerequisite:** 7th level
- **Invoking Spirit:** *Teleport* - choose yourself or a creature you can see. The chosen creature can instantly teleport up to 40'.
- **Spirit Materialization:** Blink Dog (CR 1)

COPPER DRAGON

- **Prerequisite:** 15th level
- **Invoking Spirit:** *Acid Breath* - You exhale acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw equal to your Spell DC, taking 4d8 acid damage on a failed save, or half as much damage on a successful one.
- **Spirit Materialization:** Copper dragon Wyrmling (CR 1)

BRASS DRAGON

- **Prerequisite:** 15th level
- **Invoking Spirit:** *Fire Breath* - You exhale fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw equal to your Spell DC, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.
- **Spirit Materialization:** Brass dragon Wyrmling (CR 1)

FAERIE DRAGON

- **Prerequisite:** 15th level
- **Invoking Spirit:** *Invisibility* - You magically turn invisible for number of rounds equal to your Wisdom Modifier or until you attack or cast a spell.
- **Spirit Materialization:** Faerie dragon (CR 1-2)*

*The challenge rating for Faerie Dragon is dependent on what color the dragon is. When forming a pact you must decide what color your Faerie Dragon is.

AIR ELEMENTAL

- **Prerequisite:** 18th level
- **Invoking Spirit:** *Air Form* - choose yourself or a creature you can see. The chosen creature gains resistance to Lightning or Thunder damage for a number of rounds equal to your Wisdom Modifier.
- **Spirit Materialization:** Air Elemental(CR 5)

EARTH ELEMENTAL

- **Prerequisite:** 18th level
- **Invoking Spirit:** *Earth Form* - choose yourself or a creature you can see. The chosen creature gains resistance to Piercing, Slashing or Bludgeoning damage for a number of rounds equal to your Wisdom Modifier.
- **Spirit Materialization:** Earth Elemental(CR 5)

FIRE ELEMENTAL

- **Prerequisite:** 18th level
- **Invoking Spirit:** *Fire Form* - choose yourself or a creature you can see. The chosen creature gains resistance to Cold or Fire damage for a number of rounds equal to your Wisdom Modifier.
- **Spirit Materialization:** Fire Elemental(CR 5)

WATER ELEMENTAL

- **Prerequisite:** 18th level
- **Invoking Spirit:** *Air Form* - choose yourself or a creature you can see. The chosen creature gains resistance to Acid or Poison damage for a number of rounds equal to your Wisdom Modifier.
- **Spirit Materialization:** Water Elemental(CR 5)

UNICORN

- **Prerequisite:** 18th level
- **Invoking Spirit:** *Healing Touch* - You can heal a creature within 30' for 2d8+Wisdom Modifier. In addition, the healing removes all diseases and neutralizes all poisons afflicting the target.
- **Spirit Materialization:** Unicorn(CR 5)

SPIRIT INVOKER'S SPELL LIST

CANTRIPS

- Light
- Control flames
- Guidance
- Mending
- Poison Spray
- Produce Flame
- Resistance
- Spiritcraft (See Below)
- Thorn Whip

1ST LEVEL

- Absorb Elements
- Alarm
- Animal Friendship
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Ensnaring Strike (See Below)
- Expeditious Retreat
- Faerie Fire
- Fog Cloud
- Goodberry
- Hail of Thorns (See Below)
- Hunter's Mark
- Jump
- Longstrider
- Nature Forces (See Below)
- Purify Food and Drink
- Speak with Animals

2ND LEVEL

- Alter Self
- Animal Messenger
- Barkskin
- Beast Sense
- Cordon of Thorns (See Below)
- Darkvision
- Enhance Ability
- Find Traps
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Misty Step
- Moonbeam
- Pass without Trace
- Protection from Poison
- Silence
- Spider Climb
- Spike Growth

3RD LEVEL

- Call Lightning
- Conjure Barrage
- Daylight
- Lightning Infused (See Below)
- Plant Growth
- Protection from Energy
- Speak with Plants
- Water Breathing
- Water Walk
- Wind Wall
- Windscar (See Below)

4TH LEVEL

- Control Water
- Dominate Beast
- Freedom of Movement
- Grasping Vine
- Hallucinatory Terrain
- Ice Storm
- Locate Creature
- Polymorph
- Stoneskin

5TH LEVEL

- Awaken
- Commune with Nature
- Control Winds
- Hold Monster
- Maelstrom
- Swift Fighter (See Below)
- Tree Stride

SPELL DESCRIPTIONS

CORDON OF THORNS

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V,S,M (four or more seeds)

Duration: 8 hours

You plant four seeds in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the seeds for the first time on a turn or ends its turn there, one of seeds sprouts a stalagmite striking the creature. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The stalagmite is then destroyed. The spell ends when no seeds remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the number of seeds that can be affected increases by two for each slot level above 2nd.

ENSNARING STRIKE

1st-level conjuration

Casting Time: 1 reaction, when you hit with a weapon attack

Range: Self

Components: V

Duration: Instantaneous

Effect same as ensnaring Strike spell in Player's Handbook

HAIL OF THORNS

1st-level conjuration

Casting Time: 1 reaction, when you hit with a weapon attack

Range: Self

Components: V

Duration: Instantaneous

When you hit a creature with a weapon attack, a rain of thorns sprouts from your melee weapon, ranged weapon, or ammunition. See Player's Handbook

LIGHTNING INFUSED

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You make a normal melee or ranged weapon attack and gain the same effect as Lightning Arrow Spell (PHB)

NATURE FORGES

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

A nonmagical weapon you are holding is imbued with nature's power. The weapon becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon deals an extra 1d4 damage of the chosen type when it hits.

SPIRITCRAFT

This spells works the same as Druidcraft Spell (PHB)

SWIFT FIGHTER

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 hour

You choose one of the following effects:

- Swift Quiver (PHB)
- On each of your turns until the spell ends, you can use a bonus action to make two attacks with a weapon that has the light property.

WINDSCAR

3rd-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V,S,M (feather)

Duration: Instantaneous

You gather the energy around you and swing your melee weapon with such force a wind gust is created. Damage and effect same as Conjure Barrage Spell (PHB).

DEMON HUNTER ARCHETYPE

A ranger who specializes in hunting demonic and "Supernatural creatures"

APPENDIX

HUNTER ARCHETYPE

TRAPS (SRD)

FALLING NET

Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling.

The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

HUNTING TRAP

Mechanical

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

PITS

Mechanical trap

Four basic pit traps are presented here.

Simple Pit: A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

Hidden Pit: This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby

making it safe to cross. The cover can also be magically held shut using the arcane lock spell or similar magic.

Spiked Pit: This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking a 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Note: If you have the Trap Master feature your trap's DC is 8+Proficiency+Wisdom Modifier or the DC presented above whichever is higher.

VARIANTS

BEASTMASTER

FAVORED ENEMY AND TERRAIN

With this features, the beast companion gains the same abilities on favored terrain and enemies.

- From favored terrain, the beast companion gains the ability to hide as a bonus action.
- From favored enemy, the wisdom modifier bonus comes from the ranger not the beast companion and can be applied once to ranger and beast companion per turn.

LIGHT BARDING

| Armor | Cost | (AC) | Stealth | Weight |
|-----------------|------|------------|---------|--------|
| Padded | 10g | 11+Dex+Nat | Disadv. | 8 lb |
| Leather | 20g | 11+Dex+Nat | — | 10 lb |
| Studded Leather | 90g | 12+Dex+Nat | — | 12 lb |

MEDIUM BARDING

| Armor | Cost | (AC) | Stealth | Weight |
|------------|-------|-------------------|---------|--------|
| Hide | 20gp | 12+Dex(max 2)+Nat | — | 12 lb |
| Scale Mail | 100gp | 11+Dex(max 2)+Nat | Disadv. | 45 lb |
| Half Plate | 1500g | 12+Dex(max 2)+Nat | Disadv. | 40 lb |

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