

RANGER

THE RANGER

Level	Proficiency Bonus	Features	Manuevers	Superiority Dice
1st	+2	Favored Foe, Natural Explorer	—	—
2nd	+2	Canny, Fighting Style, Manuevers	2	3d8
3rd	+2	Primeval Awareness, Ranger Conclave	2	3d8
4th	+2	Feat, Fleet of Foot	2	3d8
5th	+3	Ranger Conclave Feature	2	3d8
6th	+3	Roving	2	3d8
7th	+3	Ranger Conclave Feature	2	3d10
8th	+3	Feat, Fleet of Foot	2	3d10
9th	+4	—	3	4d10
10th	+4	Hide in Plain Sight	3	4d10
11th	+4	Ranger Conclave Feature	3	4d10
12th	+4	Feat	4	4d10
13th	+5	—	4	4d10
14th	+5	Tireless, Vanish	4	4d10
15th	+5	Ranger Conclave Feature	4	4d10
16th	+5	Feat	4	4d10
17th	+6	—	4	4d10
18th	+6	Feral Senses	4	5d12
19th	+6	Feat	4	5d12
20th	+6	Foe Slayer	4	5d12

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

Tools: Choose one from Herbalism kit, Musical instrument, Navigator's kit, Poisoner's kit or Trapper's kit

Saving Throws: Strength, Dexterity

Skills: Armor (light, medium, shields), Melee Combat (Any 3) and Ranged Combat (Any 3). Choose four from Animal Handling, Armor, Athletics, Insight, Investigation, Lore, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

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

FAVORED FOE

Starting at 1st level, you can focus yourself on an enemy or group of the same creatures (such as a pack of goblins) you can see for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

While focused, you gain advantage on skill checks that directly target or involve your favored foe.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

NATURAL EXPLORER

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- You act as if you had Expertise in Survival (Terrain Type), allowing you to add twice your Proficiency bonus to Survival skill checks.
- 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 increase your pace by one level and abide by the effect of the lower level.
- 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.

CANNY

At 2nd level, choose a subskill for one skill you are proficient in. Your gain Expertise in the skill, allowing you to add twice your proficiency bonus when using the subskill you have chosen..

Also, you can read, speak and write two additional languages of your choice.

FIGHTING STYLE

The following are additional fighting styles a ranger can choose from at 2nd level.

ARCHERY

You do not suffer disadvantage for attacking with bows or crossbow when within 5 feet of an opponent, and do not suffer disadvantage when firing into a melee combat.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

BRAWLER

Your unarmed attacks deal 1d4 bludgeoning damage and are considered light and finesse weapons.

COMPANION FIGHTER

Your animal companion, familiar, mount or beast summons gain a +2 bonus to damage with their attacks. Furthermore, when a companion hits a target you gain advantage to hit the same target until the start of the familiar's next turn.

DEFENSE

As a reaction when you are targeted by an attack, you can take the Dodge action.

HURLER

You treat any non-heavy melee weapon as having the thrown property with a range of 20/60. Any weapon you use that already has the thrown property doubles its range.

INTERCEPTOR

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.

LIGHT WEAPON FIGHTING

When using a weapon with the Light property, when you take the attack action you can make an extra attack with the light weapon.

LUCKY STRIKER

You score a critical hit on a natural roll of 19-20 on a d20. If you have the Improved or Superior Critical feature, you increase your critical hit range by 1.

MOBILITY

When unarmored or wearing armor that does not give you disadvantage to Stealth, you increase your speed by 5 feet, and non-magical difficult terrain does not slow you down.

MOUNTED

When you are mounted and your mount moves at least 20 feet and you hit with your first weapon attack, it is treated as a critical hit.

While aback a trained mount, you treat it as an independent mount, allowing it to move and fight as you desire. However, unlike a normal independent mount, it acts on your initiative.

MYSTICAL

Your weapons are treated as magical for the purposes of overcoming damage resistance.

PACK HUNTER

When an ally attacks and hits an opponent within 5 feet of you, as a reaction, you can make a single melee weapon attack against the same opponent.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. This protection lasts against a number of attacks equal to your proficiency bonus. You must be wielding a shield.

SKIRMISHER

After an opponent makes an attack against you, you can use your reaction to move half your movement rate as long as you are not restrained.

SUPERIOR TECHNIQUE

You learn two maneuvers of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. You do not suffer disadvantage for attacking with thrown weapons when within 5 feet of an opponent, and do not suffer disadvantage when throwing weapons into a melee combat.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TORCHBEARER

When you wield a one-handed weapon and a lit torch or lantern in the off-hand, add 1d4 fire damage to an attack with your main hand weapon.

Instead, you can choose to combine holding a torch or lantern in your off hand when utilizing a shield.

TWO-WEAPON FIGHTING

When wielding two weapons, you can make an extra attack with your off-hand weapon as part of the attack action instead of as a bonus action. You can only make this off-hand weapon attack once during your turn.

UNARMORED DEFENSE

You gain Expertise in Armor (Unarmored), allowing you to add your proficiency bonus twice to your AC.

VERSATILE FIGHTING

When wielding a versatile weapon, you can still employ and benefit from non-weapon objects in your off hand while still gaining versatile damage.

WARDED

You gain a bonus equal to your proficiency bonus to saving throws against spells and similar effects.

WEAPON AND SHIELD

When you have a shield equipped, as a bonus action you can perform a shield bash attack. A shield bash attack is a martial weapon attack using Strength that deals 1d4 + Strength modifier bludgeoning damage.

WEAPON MASTER

Choose one weapon. When attacking with the weapon, you gain an additional bonus to hit equal to half your proficiency bonus (rounded down) and deal extra damage equal to your Proficiency bonus (rounded down).

MANUEVERS

Starting at 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

You learn three fighter maneuvers of your choice, which are detailed under "Maneuvers" under the Fighter class and at the end of this class. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn one additional maneuver of your choice at 9th, 12th, and 17th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

SUPERIORITY DICE

You have three superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 9th level and one more at 18th level. Also, at 7th level, your superiority die increases to d10, and at 17th level it increased to d12.

SAVING THROWS

Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

PRIMEVAL AWARENESS

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent.

You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if certain creatures lurk nearby, such as goblins, brown bears or black dragons. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether a certain creature is present within 5 miles of you.

This feature reveals if such creatures are present, their numbers, and the creatures' general direction and distance (in miles) from you. If there are multiple groups of the selected creature within range, you learn this information for each group.

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a ranger conclave of your choice.

Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

FEAT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can take a feat of your choice. You must meet the requirements of the feat.

ROVING

At 6th level, your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

FLEET OF FOOT

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can take the Hide action as a bonus action. If you avoid moving, creatures that attempt to detect you take a –10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

TIRELESS

At 14th level, as an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

VANISH

Starting at 14th level, you can't be tracked by nonmagical means, unless you choose to leave a trail.

FERAL SENSES

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

At 20th level, you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack roll and add 2d6 to the subsequent damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

RANGER-ONLY MANUEVERS

Listed below are several maneuvers only available to characters of the Ranger class.

Anchor. As a bonus action, when you hit a creature you can expend a Superiority die to anchor it to the current plane. The affected creature cannot teleport or plane shift for a number of rounds equal to the result of the die. You also add twice your Superiority die result to the damage inflicted.

Dragon Slayer. As a bonus action, when you hit a creature with the dragon type, you can expend a Superiority die. You add twice your Superiority die result to the damage inflicted. Furthermore, the creature cannot use its breath weapon for a number of rounds equal to the result of the die.

Earthbind. As a bonus action, when you hit a creature that can Fly, you can expend a Superiority die. The target takes twice your Superiority die in additional damage and loses the ability to fly temporarily. If the creature was in flight, it makes a saving throw against your Maneuver DC. On a success, the target safely glides to the ground and takes no damage. On a failure, it falls and takes falling damage. In either case, the target cannot fly for a number of rounds equal to the result of the die.

Element Resistance. As a bonus action, choose a damage type (acid, bludgeoning, cold, fire, lightning, poison, thunder). You gain Damage Resistance to the chosen damage type for 10 minutes. At 11th level, this ability lasts for 1 hour.

Fiend Breaker. As a bonus action, when you hit an aberration, fiend or celestial, you can expend a Superiority die. You ignore any Damage Resistance the creature has and treat any Damage Immunity as Damage Resistance. Also, you add twice your Superiority die result to the damage inflicted.

Ghost Hunter. As a bonus action, when you hit a creature that has incorporeal movement, you can expend a Superiority die and add twice your Superiority die result to the damage inflicted. The target also loses the ability to use incorporeal movement for a number of rounds equal to the result of the die.

Giant Killer. As a bonus action, when you hit a creature of Large size or larger, you add twice your Superiority die result to the damage inflicted, and the target must make a Dexterity saving throw. On a failure, the target is knocked prone.

Hunter's Blind. As an extended action that takes 1 minute, you erect a hiding spot you can use to ambush foes. No foe must be observing you when you do this. While in the blind, you are invisible until you move, speak or attack. At 11th level, you can erect the blind as an action.

Imbue. As an extended action that takes 1 minute, you extract the essence of a dead foe. Choose one Damage Resistance, Condition Immunity or non-spellcasting special trait the target possessed and gain use of it for a number of minutes equal to the result of your Superiority die result. At 11th level, you can render the essence into a potion for later use, and keep a number of Imbue potions equal to your Wisdom modifier (min 1).

Legendary Hunter. As a bonus action, when you hit an exceptional creature whose CR or level is greater than or equal to your level, you can expend a Superiority die. You add twice your Superiority die result to the damage inflicted. Also the target cannot gain the benefit of reactions, extra actions or legendary actions a number of times equal to the die roll.

Lingering Wound. As a bonus action, when you hit a creature, you can expend a Superiority die. You add twice your Superiority die result to the damage inflicted. The target loses the ability to heal naturally (including Fast Healing and Regeneration) or by magical means for a number of rounds equal to the result of the die.

Manslayer. As a bonus action, when you hit a humanoid, you can expend a Superiority die. You ignore any Damage Resistance the creature has and treat any Damage Immunity as Damage Resistance. Also, you add twice your Superiority die result to the damage inflicted.

Mag Hunter. As a bonus action, when you hit a creature, you can expend a Superiority die. If the target can cast spells you add twice your Superiority die to the damage caused. The target also has disadvantage on Concentration checks for a number of rounds equal to the result of your die.

Monster Stalker. As a bonus action, when you hit a beast or monstrosity, you can expend a Superiority die. You add twice your Superiority die result to the damage inflicted and the creature cannot use multiattack for a number of rounds equal to the result of your die.

Ooze Neutralizer. As a bonus action, when you hit an ooze or plant, you can expend a Superiority die. You add twice your Superiority die result to the damage caused. The target also loses its Blindsight and Tremorsense for a number of rounds equal to the result of your die.

Pack Hunter. As a bonus action, you expend your Superiority die and your animal companion takes the attack action, with a bonus to hit and damage equal to the result of your Superiority die.

Saboteur. As a bonus action, when you hit an item or construct, you can expend a Superiority die. You ignore any Damage Threshold the target possesses and add twice your Superiority die result to the damage inflicted.

Snare. As a bonus action, choose a 5-foot area within 15 feet of you. The area becomes difficult terrain and any creature entering or starting in the area must make Dexterity saving throw. On a failure, the target takes twice your Superiority die result in damage and is Restrained. As an action on subsequent turns, the target can attempt a Strength saving throw. If the target succeeds the saving throw, the snare effect ends.

Terrain Adaption. As an extended action that takes 1 minute, you or an ally you can interact with add the result of your Superiority die to Nature and Survival checks in the local area until the target take a long rest. The target also ignore the effects of Exhaustion caused by extreme heat, cold and lack of food or water while in the local area until you take a long rest. If the terrain the target is in changes significantly, the benefits of this ability are lost until the target returns to the former terrain or a new use of this ability is used to adapt to the new terrain. At 6th level, when you use this ability on an ally, you are affected as well. At 11th level, if the terrain changes you can spend 1 minute to adapt the target to the new terrain without losing the benefit of this ability or having to expend another use of this ability.

Warding. As a bonus action, select an enemy within 60 feet of you. For 1 minute, when you are hit by an attack by foe you can use your reaction to reduce the damage you take by the roll of your Superiority die. This damage reduction is applied after resistance or any other modifications to the damage are applied.

Wilderness Hunter. As an extended action that takes 10 minutes, you use your hunting skills to gather a number of meals or gallons of water (or a mix of both) equal to the result of your Superiority die. If you have the appropriate containers you can store these resources for later use, otherwise they must be consumed within the next 10 minutes or be lost. The DM can rule that conditions are not appropriate for such resources to be available and this ability fails; in such a case the Superiority die is not expended.

Shapeshifter Bane. As a bonus action, when you hit a shapechanger, you can expend a Superiority die. You add twice your Superiority die result to the damage inflicted. Likewise, the target must make a Wisdom saving throw. On a failure, it reverts to its natural form and cannot change shape for a number of rounds equal to the die roll.

Undead Slayer. As a bonus action, when you hit a creature of the Undead type, you add twice your Superiority die result as additional radiant damage and the target must make a Wisdom saving throw. On a failure, the target is frightened of you for one minute or until you attack it again. As an action on its turn, the undead can attempt another saving throw to negate the frightened condition. Once it successfully saves, it is immune to being frightened by this ability for 24 hours.

Vampire Bane. As a bonus action, when you hit a creature that can perform an life or blood drain, you add twice your Superiority die result as additional damage. Also, the target cannot use any ability that reduces a target's maximum hit points for a number of rounds equal to the die roll.

BEAST CONCLAVE

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 an 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 of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or five times your ranger level, whichever is higher.

As you advance in level, you can choose to replace your companion with another single beast, or may add as second beast of the listed CR as shown on the table below.

Level	Size	CR	Size	2 Beasts
3rd – 4th	Medium	¼	Small	1/8
5th – 6th	Medium	½	Small	¼
7th – 8th	Large	1	Medium	½
9th – 10th	Large	2	Medium	1
11th - 12th	Large	3	Medium	1
13th – 15th	Large	4	Large	2
16th – 17th	Huge	5	Large	2
18th-19th	Huge	6	Large	3
20th	Huge	7	Huge	4

The beast(s) 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 up to both beasts where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. 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.

SHARE ABILITIES

Beginning at 5th level, your pool your combat maneuvers or superiority dice, allowing either you or your companion to draw from this pool to perform maneuvers, as long as you are conscious and within line of sight to your companion.

Also, if you gain access to spells, when you cast a spell on yourself and your companion is within 15 feet

of you at the time of casting, you can also choose to have the companion affected by the spell.

COMPANION EVASION

Beginning at 7th level, if your companion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, if it succeeds on the saving throw it takes no damage, and only half damage if it fails.

MONSTROUS COMPANION

Beginning at 7th level, you may change one of your beast companions to a monstrosity with an Intelligence of less than 6 that is of the same CR or lower.

EXCEPTIONAL TRAINING

Beginning at 10th level, it does not take an action to command your beast(s) or fey companion.

FEY COMPANION

Beginning at 10th level, you may change one of your beast companions to a fey creature of the same CR or lower.

BESTIAL FURY

Starting at 11th level, if you have one beast, monstrosity or fey companion it can make two attacks when you command it to use the Attack action.

If you have two beast companions (or a beast and a fey or monstrosity companion) and they attack the same target, they gain advantage on their attack rolls.



DEEPWOOD SNIPER CONCLAVE

The deepwood sniper is a master of the bow and the unseen shot. They are masters of stealth and misdirection, placing themselves in advantageous positions to eliminate their foes. They are patient and driven and can track and observe foes for days before unleashing a single attack that leaves their opponent dead and the surviving enemy unaware of where the attack came from - or when the next one will target them.

SNIPER'S SHOT

Starting at 3rd level, once per turn when you make a ranged attack with a bow and do not have disadvantage, you can add 1d6 piercing damage on a hit. This increases as you level as shown on the table below.

Level	Sniper Shot
3rd-5th	1d6
6th-9th	2d6
10th-12th	3d6
13th-15th	4d6
16th-18th	5d6
19th-20th	6d6

Also, at 7th level you do not suffer disadvantage for long range attacks with your bow.

SKIRMISHER

At 5th level, as a bonus action you can teleport 30 feet to another location that you can see. Once you use this ability, you cannot use it again until you take a short or long rest.

MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a bow or crossbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.

UNDETECTABLE

At 11th level, as a bonus action, you can become invisible until the start of your next turn.

UNAVOIDABLE SHOT

At 15th level, your arrows can find the target, no matter where they may be. As an action you can make a single bow attack against a target in range that you are aware of. You do not need to be able to see the target, and you ignore any cover or concealment in the way. The arrow strikes automatically, though the target is allowed a Dexterity saving throw. On a success, the target takes half damage.

FEY WANDERER

You have visited the Fey courts of the Feywild and found blessings among its otherworldly inhabitants.

DREADFUL STRIKES

At 3rd level, you can augment your weapon strikes with mind-scarring magic, drawn from the gloomy hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn.

The extra damage increases to 1d6 when you reach 11th level in this class.

OTHERWORLDLY GLAMOUR

Also at 3rd level, 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.

BEGUILING TWIST

At 7th level, 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 a DC of 8 + your Wisdom modifier + PB. 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.

FEY REINFORCEMENTS

At 11th level, the royal courts of the Feywild have blessed you with the assistance of fey beings: you know the spell *summon fey*. You can cast it without a material component once per long rest.

MISTY WANDERER

At 15th level, you can slip in and out of the Feywild to move in a blink of an eye: you can cast *misty step* a number of times equal to your Wisdom modifier (minimum of once), 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.

GLOOM STALKER

Gloom 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 a Gloom Stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

DREAD AMBUSER

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

IRON MIND

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

STALKER'S FLURRY

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

SHADOWY DODGE

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

GREENWOOD CONCLAVE

Greenwood Rangers live deep in the forest or jungle, far from urban centers. Greenwood Rangers tend to shun others in favor of seeking areas of dense forest, foliage or overgrown gardens. They are gentle-natured, thoughtful souls to whom all life is precious. A Greenwood Ranger will mourn the loss of a favorite shade tree as much as the passing of a human companion. To the Greenwood Ranger, the wilderness is a glorious, sacred place. If necessary, he will risk his life to preserve it.

PHOTOSYNTHESIS

Starting at 3rd level, your skin hardens and covers with bark and leaves replace any hair you possess. You no longer need to eat as long as you gain at least one uninterrupted hour of sunlight. You still need to drink and sleep as normal. Furthermore, your base AC becomes 14.

MULTILIMBED

At 5th level, as a ritual that takes 10 minutes to complete, you can grow an additional third arm, which materializes out of your chest. This third arm works like a normal limb for all purposes, and can be used to wield weapons or a shield in combat. You cannot benefit from more than one shield at time however, but you can wield two weapons and a shield simultaneously.

When used to attack with a weapon, you treat the second and third arm as off-hand attacks, though you can attack with one or both with a single bonus action. You do not add additional damage from your Strength (or Dexterity if the weapon is Finesse) to the attack. The extra arm remains until you dismiss it or your take a long rest.

ROOTED

At 7th level, as a ritual that takes 10 minutes, you can root yourself into fertile soil. After one hour, you gain the benefits of a long rest. Once you use this ability, you cannot use it again the next dawn.

MOSS NODES

At 11th level, nodules of green moss begin to cover your body. Your base AC increases to 16. Furthermore, you can use the moss nodes to store and retrieve spells. You can select a Druid spell of up to 2nd level to store into the moss node to activate at a later time. Activating a spell stored in a moss node is a bonus action that does not consume concentration. Cantrips cannot be stored in moss nodes. Once you use this ability, you cannot use it again until you take a long rest.

FOREST WARD

At 15th level, you can quickly heal your wounds. You can activate this healing as a bonus action. Thereafter, for the next minute, at the start of your turn, you regenerate 5 hit points as long as you have 1 hit point. You cannot regenerate damage caused by fire. Once you have used this ability, you must take a long rest to use it once again.

You can also regrow a single lost limb after a long rest.

HORIZON WALKER

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse — especially benevolent dragons, fey, and elementals — that work to preserve life and the order of the planes.

DETECT PORTAL

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

Once you use this feature, you can't use it again until you finish a short or long rest.

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

ETHEREAL STEP

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. You can use this feature a number of times per long rest equal to your Proficiency bonus.

At 13th level, you expend three uses to use this ability as an action, and it lasts up to 8 hours.

DISTANT STRIKE

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 15 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

SPECTRAL DEFENSE

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.



HUNTER CONCLAVE

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

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.

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 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 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.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

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

Volley. You can use your 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. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. 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 a Dexterity saving throw to take only half damage, you instead take no damage if

you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice that is within range of the original attacker's attack.

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.



MONSTER SLAYER CONCAVE

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 techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

HUNTER'S SENSE

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. Select a number of creature types (Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead) equal to your Wisdom modifier. Whenever you use a Martial Die against a creature with the selected type, you treat the die as if you had rolled the maximum value.

HUNTER'S PROTECTION

At 3rd level, you have learned how to ward yourself and your allies against the creatures of the night. You can cast *protection from evil and good* a number of times equal to your Proficiency Bonus.

At 9th level, you can choose to expend a use to instead cast *magic circle*.

At 13th level, you can choose to expend two uses to instead cast *banishment* once per long rest, and at 15th level you can choose to expend three uses to instead cast *globe of invulnerability* once per long rest.

You regain all expended uses after a long rest.

SLAYER'S PREY

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. This consumes your focus, as if you were concentrating on a spell. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. Thereafter, when you hit the creature with an attack, you treat it as a critical hit.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature. You can do this a number of times per long rest equal to your proficiency modifier.

SUPERNATURAL DEFENSE

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

SPELLCASTER'S NEMESIS

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against a DC of 8 + your Wisdom modifier + your PB, or its spell or teleport fails and is wasted.

Once you use this feature, you can't use it again until you finish a short or long rest.

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

NATURALIST CONCLAVE

Trained in the druidic arts, members of the naturalist conclave are often called on as wardens or protectors of natural areas. They dispense nature's justice against those who would defile wilderness areas or destroy sacred wildlife. Most naturalists work in tandem with a druidic circle, but there are those who work independantly - either by oath or who have appointed themselves protectors of areas of natural beauty.

NATURAL CASTER

Starting at 3rd level, you have learned to use the magical essence of nature to cast spells, much as a druid does.

SPELL SLOTS

The Ranger table shows how many spell slots you have to cast your 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 RANGER

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

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list. 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 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, 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.

SPELLCASTING ABILITY

You use your Divine Spellcasting skill to determine your spell save DC and spell attack modifier.

Spell save DC = 8 + your Divine Spellcasting skill

Spell attack modifier = your Divine Spellcasting skill

NATURE'S STRIKE

At 5th level, when you hit with a melee or ranged weapon attack, you can expend a single spell slot to add poison damage to the attack. For each spell level of the spell expended, you add 1d6 poison damage.

NATURE'S RECOVERY

At 7th level, when you take a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than one quarter your ranger level (rounded up), and none of the slots can be 4th level or higher. Once you use this ability, you cannot use it again until you take a long rest.

NATURE'S COMPLEMENT

At 11th level, when you take an attack action, you can cast a cantrip or 1st level spell as a bonus action. Likewise, if you are forced to make a Concentration check, you have advantage on the roll.

NATURE'S WARD

At 15th level, you can't be charmed or frightened by elementals or fey and you are immune to poison and disease.

SKYBOUND CONCLAVE

Rangers of the skybound conclave travel far and wide as messengers and scouts. They tend to prefer wide open areas with open vistas of the clear blue sky above. They are friends of birds and other flying creatures, as well as respectfully and friendly towards elemental air spirits and beings.

SKYFRIEND

Starting at 3rd level, you gain proficiency with the Auran language. As an action, you can use the language to speak to local birds or spirits of the air to request aid or gain knowledge. In the former case, you gain use of the *Unseen Servant* spell, as if you had cast it. In the latter case, it allows you to gain the answer to a number of yes/no questions equal to your Wisdom modifier. When answering questions, the validity and knowledge is based on what is known to the local avian wildlife or elemental air spirits in the area.

Once you use this ability, you cannot use it again until you take a long rest.

ZEPHYR STRIKE

At 5th level, you can unleash a flurry of strikes against enemies. When you take the attack action, you can make a number of attacks equal to your proficiency modifier. These attacks may be melee or ranged weapon attacks or any combination of the two. This can be combined with extra attack and two-weapon fighting.

Once you use this ability, you cannot use it again until you take a short or long rest.

SKYBOUND COMPANION

At 7th level, you gain an elemental spirit of air as a companion. This spirit can take the form of any beast of CR 1/2 or less. The creature gains wings, allowing it to fly at a rate of 40 feet. The companion obeys your telepathic commands as long as it remains within one mile of you.

If the companion is lost or dismissed, you may regain the companion after a long rest.

WIND'S BREATH

At 11th level, when you take an attack action, you can cast a cantrip or 1st level spell as a bonus action. Likewise, if you are forced to make a Concentration check, you have advantage on the roll.

WIND WALL

At 15th level, you can summon a chaotic wind to disrupt your foes. As an action you create a turbulent cone of air 60 feet long and 30 feet wide at the end. Any creature in the affected area must make a Strength saving throw versus your spellcasting DC or be knocked prone and flung 15 feet along the cone away from you. Ranged attacks that pass through the area suffer disadvantage to hit if fired crosswind or upwind, and double range if fired downwind. Cone-based attacks grant advantage to

saving throws of those upwind and disadvantage to saving throw if downwind. The blast of wind can be maintained as a bonus action that consumes your concentration.

Once this ability is used, you must take a long rest before using it again.



STONE CONCLAVE

Rangers of the Stone Conclave tend to be stern and stoic beings who are in touch with mountains, caves and other natural edifices of rock or stone. They are in tune with those creatures that burrow beneath their feet and the spirits of the earth. They are the methodical and implacible foes of those who seek to do harm while openly scoffing the laws of righteousness and nature.

STONE SENSE

Starting at 3rd level, you gain blindsight to a range of 30 feet. Also, you can take an action to sense the presence of other creatures that are within 1,000 feet of you, as long as they are in contact with the earth. You can sense their approximate size, direction, distance and number.

You must be in contact with the ground for this ability to work.

EARTH'S STRIKE

At 5th level, when you hit with a melee or ranged weapon attack, you can expend a single spell slot to add magical bludgeoning damage to the attack. For each spell level of the spell expended, you add 1d6 magical bludgeoning damage.

NATURE'S RECOVERY

At 7th level, you gain an elemental spirit of earth as a companion. This spirit has the stats listed below. If the companion is slain or dismissed, you can summon a replacement after a long rest.

STONE COMPANION

Medium elemental (earth), unaligned

Armor Class 18

Hit Points 9 times your Ranger level

Speed 25 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	19 (+5)	10 (+0)	11 (+0)	8 (-1)

Resistances Poison

Condition Immunities poisoned, prone

Senses Blindsight 30 ft., passive Perception 10

Languages Terran, understands the languages you speak

Challenge - **Proficiency Bonus (PB)** equals your bonus

Regenerate. At the start of its turn, the Stone Companion regains 5 hit points if it has at least 1 hit point. It does not regenerate damage dealt to it by magic

ACTIONS

Slam. *Melee Weapon Attack:* your melee attack modifier to hit, reach 5 ft., one target. *Hit* 1d10 + 2 bludgeoning damage

EARTH'S MOVEMENT

At 11th level, as a bonus action you can cause the terrain around you to shift and move. The ground within 30 feet of you becomes difficult terrain. Furthermore, if an enemy starts its turn in the affected area, they must make a Strength ability check against your spellcasting DC or they are restrained. This effect moves with you and lasts for 1 minute or until you choose to dismiss it.

You can perform this ability a number of times equal to your Wisdom modifier. After a long rest you regain all uses of this ability.

EARTHEN REACH

At 15th level, you can cast spells and use your Earth's Movement ability originating from your Stone Companion's location. Furthermore, enemies who start their turn in the area of your Earth's Movement suffer disadvantage to their saving throw to avoid being restrained.

WARDEN CONCLAVE

Wardens are stern defenders of a person, place or thing. They are bold and forthwrite, staunch and bold in their protection. They are implacable foes to those who would seek to do harm to that which they defend, but are equally trustworthy allies and guardians of those they protect.

UNDERSTANDING

At 3rd level, you choose a race, organization, place or mystical object as the object of your defense. When you make skill checks regarding recalling information about or interacting with the source of your protection, you gain advantage. Furthermore, if there is a language associated with the object of your protection, you gain proficiency in it.

DEFENSIVE STANCE

Also at 3rd level, you gain the protection fighting style, without needing a shield to use the style. Furthermore, if the target your protect is the object of your defense, even on a hit you can reduce the damage the target takes by 1d10 + your proficiency modifier. You can use this latter ability only once per turn, regardless of the number of times the target is hit.

WARDING SPIRIT

At 5th level, you can draw on a mystical bond between you and the object of your protection. This bond manifests as a phantasmal manifestation on your protected object, which can provide aid and assistance. The manifestation takes on a ghostly appearance of your choice, with the following stats. The manifestation appears in a 5-foot-square within 60 feet of you and acts on your initiative, according to your telepathic commands. The manifestation lasts for up to 1 minute. Once you use this ability, you cannot use it again until you take a short or long rest.

PROTECTIVE WARD

At 7th level, you can manifest a protective ward to absorb damage. As a bonus action, you weave a magical ward that engulfs your square in a shimmering field that provides you and your allies cover against any enemy attack that draws line of sight through your space. Furthermore, the ward provides resistance to all damage against any attack that draws line of sight to or through your square. This protection lasts for 1 minute. Once you use this ability, you cannot use it again until you take a short or long rest.

WARDED MANIFESTATION

Medium construct, unaligned

Armor Class 14 + PB (natural armor)

Hit Points 5 + 5 times your ranger level (the manifestation has hit dice [d8s] equal to your ranger level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	11 (+0)

Saving Throws Str 2 + PB, Con 1 + PB

Resistances bludgeoning, piercing and slashing non-magical weapons

Senses passive Perception 9

Languages understands the languages you speak

ACTIONS

Slam. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target. Hit: 1d10 + 2 slashing damage.

Searing Gaze. *Ranged Weapon Attack:* +1 plus PB to hit, range 120, one target. Hit: 1d8 + 1 radiant damage.

WARDEN STRIKE

At 11 level, As an action, you can exhale a 30-foot cone of thunderous denial or cause your warded manifestation to exhale it. Choose acid, cold, fire, lightning, or poison damage. Each creature in the cone must make a Dexterity saving throw against your spell save DC, taking 6d6 damage on a failed save, or half as much damage on a successful one.

This damage increases to 8d6 when you reach 15th level in this class.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use it again.

ULTIMATE BOND

Your bond to your warded manifestation reaches the pinnacle of its power. While your warded manifestation is summoned, you and the warded manifestation gain the following benefits:

- The warded manifestation grows to Large size.
- The warded manifestation's slam attack deals an extra 1d10 damage, for a total of 2d10 + 2 slashing damage.
- When either you or the warded manifestation takes damage while you're within 30 feet of each other, you can use your reaction to give yourself or the warded manifestation resistance to that instance of damage.