

CELESTIAL CONCLAVE – 5E RANGER SUBCLASS

HOMEBREW

BY NINES, V1.1

GUARDIAN OF EDEN

Celestial Rangers work to preserve the sanctity of nature, and are often tasked with guarding sacred locations and places of power.

As a Celestial Ranger, you possess a preternatural blessing from a celestial ally, guardian, or location. Choose a blessing from the Celestial Gifts table or determine it randomly.

d6 Celestial Gifts

- 1 Your movements are unnervingly regular, as if you're moving to an unheard rhythm.
- 2 Shadows seem to bend away from you.
- 3 When light hits your skin just right, you simply glow.
- 4 Your voice resonates, even when there's nothing around for it to echo off of.
- 5 Your eyes glint and glimmer with pinpricks of light.
- 6 Even in the thickest forests, a little light manages to penetrate through the foliage around you.

SUBCLASS FEATURES

CELESTIAL MAGIC

You learn two cantrips of your choice from the cleric spell list. For you, these cantrips count as ranger spells.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Celestial Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Shield of Faith
5	Calm Emotions
9	Crusader's Mantle
13	Guardian of Faith
17	Circle of Power

HOLY ERUPTION

Starting at 3rd level, whenever you hit a creature with a weapon attack, you can expend a spell slot to force creatures of your choice within 30 feet to make a Constitution saving throw as divine energy erupts forth. Creatures fail this save take 2d8 radiant damage for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Creatures take half damage on a successful save.

WARDING LIGHT

At 7th level, you can use the celestial power within yourself to shield those around you from harm. When a creature you can see within 30 feet makes a saving throw, you can use your reaction to add your Wisdom modifier (minimum: 1) to the saving throw, potentially turning it into a success. You can choose to use this feature after the die is rolled, but before the outcome is determined.

RADIANT RELIQUARY

By 11th level, your flesh is so suffused with divine energy that attackers are burned by its presence. When a creature hits you with a melee weapon attack, it takes 1d8 radiant damage. If it was a fiend or undead, the radiant damage is increased to 2d8.

DIVINE GUARDIAN

At 15th level, you can transform into a divine guardian as an action. This form lasts for 1 minute, and grants the following benefits:

- You sprout radiant, fiery wings, granting you a flying speed of 60 feet.
- Creatures of your choice take 1d6 radiant damage if they end their turn within 30 feet of you.
- Creatures of your choice within 30 feet of you add 1d4 to their attack rolls, skill checks, and saving throws.

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

This subclass is also available on DnDBeyond here:

<https://www.dndbeyond.com/subclasses/1012513-celestial-conclave>

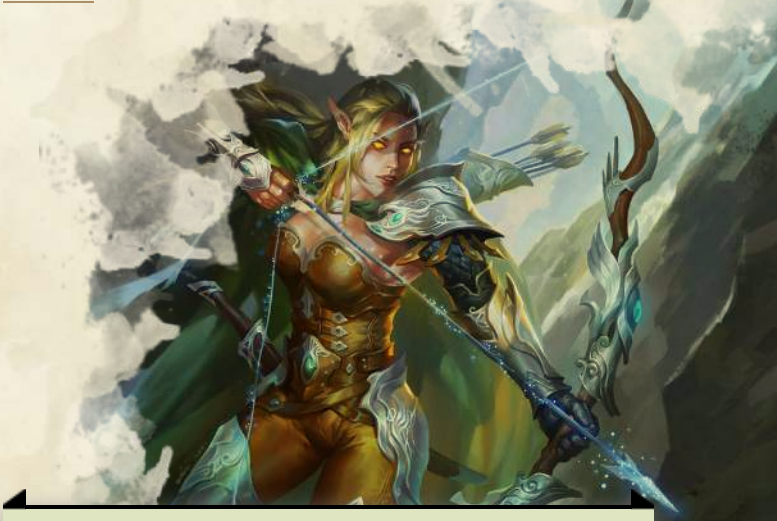


Image Credit: [Elf Ranger](#) by Hua Lu



THIS DOCUMENT WAS LOVINGLY CREATED
USING **GM BINDER**.

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.