

# REVISED RANGER

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**HOMEBREW**

Who needs magic to be a Ranger?

# REVISED RANGER

## CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain making you unearth a weakness you never knew, causing you to increase your senses? Or perhaps you learned your skills as part of a band of rangers from The Camp. You might be self taught, a recluse who learned combat skills, tracking, and even a mystical connection to nature through the necessity of surviving in the wilds. What's the source of your ability to ascertain the weakness of an enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to discovering their vulnerabilities? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change? What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

## QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom, (Some rangers who focus on Great Weapon Fighting fighting make Strength higher than Dexterity). Second, choose the outlander background.

## 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:** Alchemist supplies

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, 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) a martial and a simple weapon or (b) two martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Alchemist supplies, a longbow and a quiver of 20 arrows

## THE RANGER

Level	Proficiency Bonus	Features	Tricks Known
1st	+2	Keen Eye, Pathfinder	-
2nd	+2	Fighting Style, Tricks of the Trade	2
3rd	+2	Primeval Awareness, Ranger Conclave	2
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack, Overload	3
6th	+3	Keen Eye and Pathfinder Improvements	4
7th	+3	Ranger Conclave feature	4
8th	+3	Ability Score Improvement, Feral Instinct	4
9th	+4	Overload Improvement	5
10th	+4	Pathfinder Improvement, Anticipate	5
11th	+4	Ranger Conclave feature	5
12th	+4	Ability Score Improvement	6
13th	+5	Overload Improvement	6
14th	+5	Keen Eye Improvement, Hide in Plain Sight	6
15th	+5	Ranger Conclave feature	7
16th	+5	Ability Score Improvement	7
17th	+6	Overload Improvement	7
18th	+6	Feral Senses	8
19th	+6	Ability Score Improvement	8
20th	+6	Foe Slayer	8

## KEEN EYE

You are an expert at discovering an enemy's weakness. You discover flaws in their strategy, patterns in their behaviors, and weak points in their fighting techniques. The more you observe the enemy, the more you exploit its weaknesses.

### MARKING A CREATURE

On your turn, as a bonus action, you can attempt to chronicle the weaknesses of creature that you can see. You make a Wisdom check (Wisdom + Proficiency) against the target's Armor Class.

On success, you place a *mark* on the creature. A creature can have up to a total of 3 marks, one for each successful check made. The mark(s) expire if the marked target dies before the mark(s) are expended, or after an hour after the last successful marking.

### EXPENDING MARKS

On successfully hitting a creature you've marked, you can expend a use of this feature to cause the target to suffer a number effects based on how many marks it has.

All marks on the creature are consumed in this process. Each mark is cumulative with the previous mark, which is reflected in the description as shown in the Keen Eye Marks table. The table that you use is based on your level in this class. For example, when you expend a use on a target with two marks, you gain the effects of both 1 and 2 from the Keen Eye table, and all the marks on that creature dissipate.

You can use this feature to expend marks a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

### KEEN EYE MARKS (LEVEL 1 - 5)

#### Marks Description

- 1 the target takes an additional 1d8 damage
- 2 the target's next attack is made at disadvantage
- 3 the target is stunned until the end of your next turn

### KEEN EYE MARKS (LEVEL 6 - 13)

#### Marks Description

- 1 the target takes an additional 2d8 damage
- 2 the target's attacks are made at disadvantage until the start of your next turn
- 3 the target is stunned until the end of your next turn

### KEEN EYE MARKS (LEVEL 14 - 20)

#### Marks Description

- 1 the target takes an additional 3d8 damage
- 2 the target's attacks are made at disadvantage until the start of your next turn
- 3 the target is stunned and has its AC reduced by 2 until the end of your next turn



## PATHFINDER

Your time spent living in the wilds, exploring, and fighting the monsters that live in the wood has gifted you with finely honed senses. You gain the following effects:

- You always know which direction is north.
- Difficult terrain doesn't slow your movement.
- If there are no creatures within 5 feet of you, you can move stealthily at a normal pace.
- You can spend two hours foraging and provide food for a number of people equal to your level.

Beginning at 6th level, you can use the Dash or Disengage action as a bonus action, and beginning at 10th level you can use the Hide action as a bonus action.

## FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. 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.

### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## TRICKS OF THE TRADE

Starting at 2nd level, you combine your knowledge of herbs and monster parts with your knowledge of tactics. You learn to create malefic oils, assemble sinister traps, and brew unique concoctions. You learn two tricks of your choice, which are detailed under "*Tricks*" in the class description. When you gain certain ranger levels, you learn additional tricks of your choice, as shown in the Tricks Known column of the Ranger table. Additionally, when you gain a level in this class, you can choose one of the tricks you know and replace it with another trick.

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

## PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend an use of this feature to focus your awareness on the region around you. For 1 minute, you know the location of any beasts, fey, humanoids, and monstrosities within 60 feet of you that are not behind total cover. You know the type of any being whose presence you sense, but not its identity.

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

## RANGER CONCLAVE

At 3rd level, you choose an archetype that you strive to emulate: Expertise, Nature, Slayer, or Wildlife, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th 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.

## OVERLOAD

Starting at 5th level, you have uncovered a way to increase the effectiveness of your tricks but at a cost. When you use an oil or trap you can expend an additional use of tricks of the trade to increase damage of that trick by 1d8.

Additionally, when you use a concoction you can expend an additional use of tricks of the trade to increase the number of targets it can affect by one, or increase its healing by 1d8.

The maximum number of uses you can expend on a trick increases by 1 at 9th (3), 13th (4), and 17th (5) level.

## FERAL INSTINCT

Beginning at 8th level, you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, as long as you use your Keen Eye feature before doing anything else on that turn.

## ANTICIPATE

Starting at 10th level, when you take your bonus action to Dash, Disengage, or Hide, you can also attempt to mark a creature you can see with Keen Eye as part of the same action.

## HIDE IN PLAIN SIGHT

At 14th level, when you attempt to hide on your turn, you can opt to not move. 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. You are automatically detected if any effect or action causes you to no longer be hidden.

## FERAL SENSES

Starting 18th level, 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, 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. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

# TRICKS

There are three different types of tricks: Oils, Traps, and Concoctions. You are allowed to choose tricks from any type. In addition, you use your Wisdom modifier when setting the saving throw DC for a trick.

**Trick save DC** = 8 + your proficiency bonus + your Wisdom modifier

## OILS

A combination of herbs and materials salvaged from creatures, oils are a viscous liquid used to augment your combat prowess. When you make an attack roll using a weapon or an Unarmed Strike, you can expend a use of this feature to cause that attack to gain an additional effect.

You must choose to use this feature before knowing whether the attack hits or misses.

**Acidic.** The creature takes an additional 1d8 acid damage, and subtract 1d4 from the next weapon attack it makes before the start of your next turn.

**Chilling.** The creature takes an additional 1d8 cold damage, and the creature's movement is reduced by 10 feet until the start of your next turn.

**Flare.** The creature takes an additional 1d8 fire damage, and any flammable objects are ignited.

**Hemorrhage.** The creature takes an additional 1d8 slashing damage, and gains disadvantage on the Constitution saving throw to maintain concentration on a spell.

**Impact.** The creature takes an additional 1d8 bludgeoning damage, and is knocked back 10 feet from you.

**Noxious.** The creature takes an additional 1d8 poison damage, and is poisoned until the start of your next turn.

**Jolting.** The creature takes an additional 1d8 lightning damage, and the creature drops an item it is holding.

## TRAPS

Traps are a device or mechanism designed to hinder and restrict your foes. When you take the Attack action on your turn, you can expend a use of this feature and replace one attack with activating a trap. Traps can only be used on creatures that are within 60 feet of you, and you must be able to see or hear them.

**Arcing.** The creature must make a Dexterity saving throw against your DC. On failure it takes 2d8 lightning damage, and can't use its reaction until the end of its next turn. On a successful save, the creature takes half damage and the effect does not trigger.

**Ice.** The creature must make a Dexterity saving throw against your DC. On failure it takes 2d8 cold damage, and a 10 foot radius centered around the creature becomes a slick sheet of ice (difficult terrain) for the next minute. On a successful save, the creature takes half damage and the effect does not trigger.

**Immolation.** You select a point you can see within 60 feet of you. All creatures within a 10 foot radius of this point must make a Dexterity saving throw against your DC. On failure, the trap detonates dealing 2d8 fire damage, and any flammable objects within 10 foot radius are ignited. On a successful save, the creature takes half damage and the effect does not trigger.

**Poison.** The creature must make a Constitution saving throw against your DC. On failure, it takes 2d8 poison damage, and they are poisoned until the end of its next turn. On a successful save, the creature takes half damage and the effect does not trigger.

**Snare.** The creature must make a Strength saving throw against your DC. On failure, it takes 2d8 bludgeoning damage, and the creature's movement becomes 0 until the end of its next turn. On a successful save, the creature takes half damage and the effect does not trigger.

**Spike.** The creature must make a Dexterity saving throw against your DC. On failure, it takes 2d8 piercing damage, and if the creature willingly moves before the start of your next turn it takes an additional 1d8 piercing damage. On a successful save, the creature takes half damage and the effect does not trigger.

**Screecher.** The creature must make a Constitution saving throw against your DC. On failure, it takes 2d8 thunder damage, and it is unable to cast a spell that includes a verbal component until the end of its next turn. On a successful save, the creature takes half damage and the effect does not trigger.





## CONCOCTIONS

Concoctions are mixtures of various ingredients and elements used to aid allies and impede foes. When you take the Attack action on your turn, you can expend a use of this feature and replace one attack with usage of a concoction.

**Herbal Salve.** You touch a creature and it regains a number of hit points equal to  $1d8 + \text{Wisdom modifier}$ . This feature has no effect on undead or constructs.

**Natural Remedy.** You touch a creature and it can end either one disease or one condition afflicting it. The condition can be blind, deafened, paralyzed, or poisoned.

**Night Sight Ointment.** You touch a creature and it gains darkvision out to a range of 60 feet for the next hour.

**Sleeping Spores.** A creature within 30 feet of you that you can see or hear, must make a Constitution saving throw against your DC or be incapacitated for the next minute. At the end of each of its turns, the creature can make a Constitution saving throw. The effect ends if the creature takes damage or succeeds on the save.

**Sightless Powder.** A creature within 30 feet of you that you can see or hear, must make a Constitution saving throw against your DC. On failure, the creature is blinded for the next minute. At the end of each of its turns, the creature can make a Constitution saving throw. On a success, the effect ends.

**Soundless Unguent.** A creature within 30 feet of you that you can see or hear, must make an Intelligence saving throw against your DC. On failure, the creature is deafened for the next minute. At the end of each of its turns, the creature can make an Intelligence saving throw. On a success, the effect ends.

**Trepidation Fumes.** A creature within 30 feet of you that you can see or hear, must make a Wisdom saving throw against your DC or be frightened of you for the next minute. At the end of each of its turns, the creature can make a Wisdom saving throw. On a success, the effect ends.

# RANGER CONCLAVE

While all rangers gain skill in foraging, exploration, husbandry, and martial skill, each ranger could have a different expression of their talents, depending on what skill they wish to master or the prey they prefer to hunt. Each of these skills carves out a foothold to navigate the dangers of the wild. These are represented by the conclave they choose.

## EXPERTISE CONCLAVE

The Expertise Conclave are rangers who walk with the shadows, silent and deadly. They are trained to stalk their prey much like an ambush predator, patient and calculating. Seeking to silence threats before they can reach the vast world.

### CAMOUFLAGE

When you choose this archetype at 3rd level, you gain proficiency in Stealth if you don't already have it. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

### PREDATOR'S QUARRY

When you choose this archetype at 3rd level, as a bonus action, you can choose a creature you can see and mark it as your quarry. For the next minute, when you hit, it suffers additional damage equal to your proficiency bonus.

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

### ESCAPE METHODOLOGY

At 7th level, you are an expert in getting out of dangerous situations. You gain a climbing speed equal to your walking speed, and opportunity attacks against you are made with disadvantage.

### STRATEGIC PLACEMENT

Starting at 11th level, you excel at catching creatures unaware. When you make an attack roll against your Predator's Quarry and miss, you can use your reaction to reroll the attack roll against a different target within 60 feet of the original target.

### INEXORABLE

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Predator's Quarry 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 the attack hits, your save automatically succeeds, in addition to the attack's normal effects.



## NATURE CONCLAVE

The Nature Conclave is an oddity when compared to its fellow conclaves. Where others focus on a more direct approach, this conclave takes a more indirect approach, combining knowledge with creativity. They believe that the makeup of a plant and its uses are equivalent to the mating cycles of manticores and their regenerative properties. .



## BOTANIST

When you choose this conclave at 3rd level, you gain proficiency in Nature if you don't already have it.

Additionally, whenever you make a Nature check you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

## AMALGAMATE

At 3rd level, your knowledge of compounds and constituents allows you to create new combinations of tricks. You learn two additional tricks, and when you expend a use of tricks of the trade you can activate an additional different type of trick without expending a charge of tricks of the trade. Additionally, when you overload an amalgamate you choose which trick you wish to overload. Tricks can combine tricks in the following ways:

Base Trick	Secondary Trick	Order of operations
Oil	Oil	Normal attack roll
Oil	Concoction	attack roll, on successful hit, creature makes a save against concoction
Trap	Oil	Creature makes a save against the trap to determine the damage and effects for both tricks
Trap	Concoction	Creature makes a save against the trap to determine the damage and effects for both tricks
Concoction	Trap	Creature makes a save against the concoction to determine the damage and effects for both tricks
Concoction	Concoction	Creature makes a save against the base trick for both tricks

## ELUSIVE SAVANT

Starting at 7th level, you can predict movement and techniques a creature will perform as a result of your vast knowledge. When a creature marked by your keen eye damages you, you can reduce that damage by an amount equal to your proficiency bonus.

## CAUSAL NEXUS

At 11th level, you can create volatile chemical reactions. When you activate a trick, you can have any number of creatures within 10 feet radius of the original target make a Dexterity save against your Trick DC. On failure, the creature takes half the damage dealt or suffers the effect of the concoction.

## NEUTRALIZING AGENT

Starting at 15th level, your knowledge of cytology and ecology allows you to neutralize harmful elements. When you are damaged by acid, cold, fire, poison, lightning, or thunder, as a reaction you can half that damage to you.



## SLAYER CONCLAVE

Emulating the Slayer Conclave means accepting your place as the bulwark between civilization and the terrors of the wilderness. As you walk the Slayer's path, you learn specialized techniques against the threats they face. Overcoming situations where others would falter.

### VIGILANT

When you choose this archetype at 3rd level, you gain proficiency in Perception if you don't already have it. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

### EXPOSE WEAKNESS

Beginning at 3rd level, your ability to rapidly adapt to the impending situation. Your proficiency bonus is doubled for keen eye's Wisdom check. Additionally, when you hit a creature that is marked by you, it suffers an additional 1d8 damage.

### SAFEGUARD

Start 7th level, your experiences have taught you ways to survive even the most harrowing dangers. When a creature hits you with an attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

### DAUNTING SCRUTINY

At 11th level, your mere gaze causes the target to become unnerved. When you successfully mark a creature with your keen eye, it takes 1d8 psychic damage.

### NIMBLE DETERRENCE

At 15th level, your ability to survive in the fray of combat has integrated into your fighting style. You gain one of the following features of your choice.

**Evasion.** 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.

**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.

## WILDLIFE CONCLAVE

The Wildlife Conclave bodies 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 wilderness alike.

### WHISPERER OF BEASTS

When you choose this archetype at 3rd level, you gain proficiency in Animal Handling if you don't already have it. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

### ANIMAL COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. The beast is friendly to you and your companions and obeys your commands. Choose its stat block: Terrestrial Beast, Aquatic Beast, or Aviary Beast -which uses your proficiency bonus (PB) in several places. Your companion options are detailed at the end of the class description. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block.

In combat, the beast takes its turn on your initiative. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block, Dash, Disengage, Help, or some other action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

If your beast is ever slain, you can obtain another one by spending 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, to make a bond with another beast that isn't hostile to you, either the same type of beast as before or a different one.

### BESTIAL VIGOR

Beginning at 7th level, as a bonus action, you can have your companion expend a hit dice to heal itself. The maximum number of dice that can be spent at once equals your Wisdom modifier (minimum of one die). Roll the dice it spends, add them together, and restore a number of hit points equal to the total.

Additionally, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### KILL COMMAND

At 11th level, when you use your bonus action to have your companion make an attack, you can have it make one additional attack.

### BESTIAL ENDURANCE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.



## TERRESTRIAL BEAST

Medium beast

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + five times your ranger level

(the beast has a number of Hit Dice [d8s] equal to your ranger level)

**Speed** 40 ft., climb 40 ft.

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

**Senses:** darkvision 60 ft., passive Perception 12

**Proficiency Bonus (PB):** equals your bonus

**Languages:** understands the languages you speak

**Charge:** If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your Trick of the Trade DC or be knocked prone.

**Bond:** You can add your proficiency bonus to any ability check or saving throw that the beast makes.

### Actions

**Maul.** *Melee Weapon Attack:* your Wisdom modifier plus + PB to hit, reach 5 ft., one target. Hit: 1d8 + 2 + PB slashing damage.

## AVIARY BEAST

Small beast

**Armor Class** 13 + PB (natural armor)

**Hit Points** 4 + four times your ranger level

(the beast has a number of Hit Dice [d6s] equal to your ranger level)

**Speed** 10 ft., fly 60 ft.

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

## AQUATIC BEAST

Medium beast

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + five times your ranger level

(the beast has a number of Hit Dice [d8s] equal to your ranger level)

**Speed** 5 ft., swim 60 ft.

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

**Senses:** darkvision 60 ft., passive Perception 12

**Proficiency Bonus (PB):** equals your bonus

**Languages:** understands the languages you speak

**Amphibious:** The beast can breathe both air and water.

**Bond:** You can add your proficiency bonus to any ability check or saving throw that the beast makes.

### Actions

**Binding Strike.** *Melee Weapon Attack:* your Wisdom modifier plus + PB to hit, reach 5 ft., one target. Hit: 1d6 + 2 + PB piercing or bludgeoning damage (your choice), and the target is grappled (escape DC equals your tricks of the trade save DC). Until this grapple ends, the beast can't use this attack on another target.

## ART

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